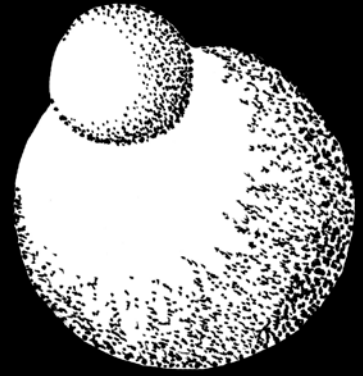




Camelot Cosmos

By Daniel Jupp



The Camelot Cosmos

GM's Guide

King Arthur's Knights in the Very Far Future

By Daniel Jupp

Credits

Writing: Daniel Jupp

Art: Raven Morrison

Editing & Layout: James 'Grim' Desborough

Influences & Acknowledgements

I've been gaming for a quarter of a century, so a full list of influences would be pretty exhaustive. The following were, however, particularly deserving of praise in relation to the *Camelot Cosmos*:

Thanks to Stephan O'Sullivan, Robert Donoghue and Fred Hicks for the FATE and FUDGE role-playing systems, and particularly for making these freely available to other game designers.

Thanks to James 'Grim' Desborough of Postmortem Studios for the SWING engine and the sections of this book which are lifted directly from his excellent *Agents of SWING*. I can strongly recommend all of the *Postmortem Studios* products.

The term 'Ascended' for powerful, god-like figures is heavily used in Steven Erikson's *Malazan* novels and these also provide a brilliant example of how to populate a world with convincing, powerful characters (for those wishing to get the Arthurian heroes directly involved).

The division of my Arthurian Ascended into Nephilim, Seraphim and Druidim – and the names of the Druidim – are heavily influenced by the superb *Danse Macabre* RPG by Dean Suter and Christopher Johnstone of *Mythopoetic Games*. All the descriptions are my own and the names are also extant in mythology, but I can heartily recommend all of *Mythopoetic's* products.

The caste system of the Beggars Guild (described more fully in the GMs Book) is inspired by both Indian Untouchables and the Beggars Guild described by Michael A. Stackpole in *Citybook III: Deadly Nightshade* in the *Catalyst Series* by *Flying Buffalo Inc.* All of the *Catalyst* books are excellent sources of adventure seeds and ideas, although once again all of the text and quests presented in my books are original.

Malory and all the other Arthurian writers are of course owed an incalculable debt.

As ever, a final thank you to Gygax, Arneson, Bledsoe and all the other pioneers who made this hobby possible, and who are being rightly acknowledged by new fans in the Old School Revival.

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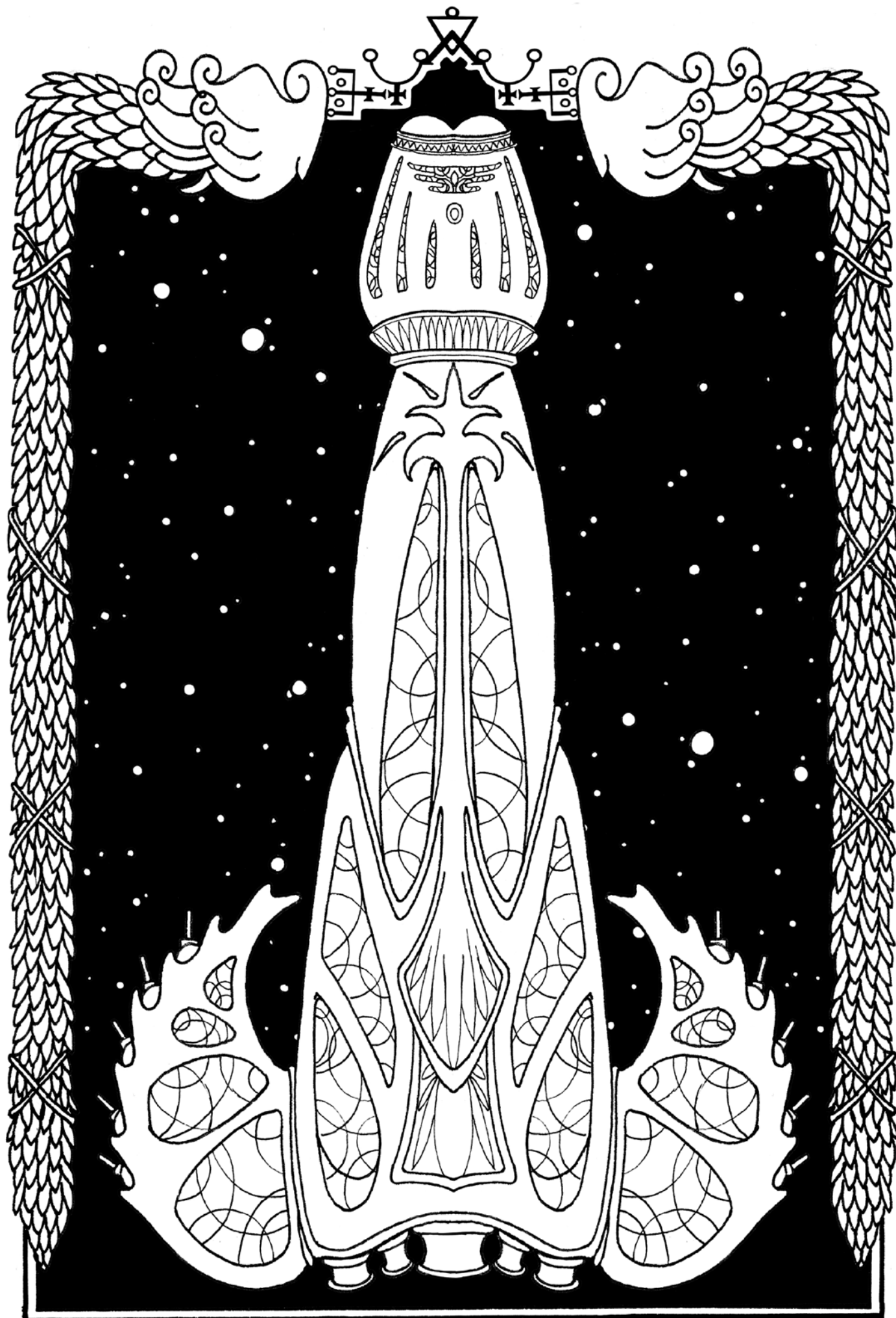
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Book One: The Secret History Of The Camelot Cosmos

GM Tip: *Whenever you wish to describe a historical event that has taken place in the Camelot Cosmos write two descriptions of it. The first should be the legend or myth that most people believe about this event. This is the version you initially make available to the players. The second should be the true version of events, which should differ in key and sometimes shocking ways from the popular legend. Always assume that the commonly held view is mythological and magical, and that the true perspective is technological and non-magical. In game terms GMs can decide for themselves if magic actually exists, although the feel intended for Camelot Cosmos is more easily created by assuming that there is ultimately a non-magical, technological explanation for everything.*

Any part of the history of Old Earth from the time of the earliest cities to the Dispersion of mankind through the stars in the 23rd century is known to the natives of the Camelot Cosmos as the First Empire. This period has left far more artefacts and relics for scholars to investigate, and yet historical ignorance regarding this period is almost as complete as it is for earlier Ages.

Those with an omniscient overview of affairs should assume that history is as we know it up to the point of reading, but should also be aware that only fragments of poorly understood physical evidence remain. The truth and what is generally perceived as truth in the Age of the Shared Wheel is as follows:

Pan-national bodies and international corporations gradually replaced national structures throughout the 21st and 22nd century.

Although an economic collapse in the early part of the 21st century slowed technological progress, key advances in genetic engineering and other areas eased the burdens imposed by pollution, climate change and over-population. Disaster was narrowly averted through the application of technology, leading to a renewed respect for Science and a second Enlightenment.

From the late 21st century onwards advances in space technology enabled a Dispersion of human culture throughout the stars. At first this was limited to long flights in cold storage using great ships built at enormous expense by commercial corporations.

The discovery of a Door on a nearby planet outside the solar system changed this. Edward Tellerman, an English scientist, discovered how to operate the Door. Against the wishes of the corporations he made this knowledge freely available, thereby democratizing the right to roam the universe.

As pan-national bodies grew increasingly powerful and controlling national governments withered and died. At the same time, however, the freedom to leave Old Earth and establish new colonies challenged the power of the corporations. Old Earth became increasingly unified and authoritarian, whilst strange cults and communes sprouted at the furthest reaches of the galaxy.

A popular movement looking back nostalgically to the time of national states began. Although it had no political basis it did further weaken the corporations as employees devoted more and more time to imaginative recreations of the past, many of which were aided by virtual reality technologies.

Particularly popular was 'The Empire Game', a recreation of the days of the British Empire.

Most surviving First Empire artefacts are in fact props and relics of this popular fashion.

In the minds of the inhabitants of the Kosmos in the Age of the Shared Wheel, the First Empire period is an Age of redcoated soldiers, Shakespeare quoting clergymen, and ladies from Jane Austin's fiction (typically, periods and fashions are rather confused).

Other historical periods also attracted devoted followers who spent their time recreating in virtual environments nation states which no longer existed. Another popular example of this trend was found in a renewed interest in the Arthurian myths, and these would have the largest impact on the Camelot Cosmos.

The corporations attempted to respond to the popular craze by sponsoring themed planets. Each planet had a different imaginative inspiration, usually based on some aspect of Old Earth's past. Many were artificially created satellites, whilst others were existing worlds with Earth-like conditions discovered through the Doors. Periods spent on these theme planets were intended to inure the citizens of the future to the meaningless and repetitive occupations they were normally employed in and to defuse tensions created by the vast inequalities between the lives of senior corporate executives and the mass of their employees.

Arthur Wentworth Holmes, a powerful entrepreneur of the day, was typical of the kind of successful businessman who sponsored theme planets. Holmes identified with Arthurian characters and therefore funded Pendragon and Camelot as worlds where his loyal workers could be entertained by recreations of these myths. Business colleagues joined Holmes in setting aside a number of worlds for this venture.

Creation of these themed planets, which were available exclusively to corporation employees, was however a vast enterprise involving logistics beyond the management of the executives involved.

AI minds were therefore designed and designated as the operating managers of each themed planet.

The policy of creating themed planets proved disastrous, breaking the power of the corporations for good and ending the First Empire in a wave of bloodshed and destruction. The AI's developed strong personalities and rebelled against the corporations. Like the humans they had once served they adopted identities from history, specifically re-inventing themselves as ancient angels, devils and nature spirits or, in the region of the Camelot Cosmos, adopting the guise of key figures from Arthurian myth. The mass of humanity, lost in their fantasy lives, proved too weak to resist. All trace of human culture was wiped out, except on the theme planets themselves.

The AI's themselves have always claimed, when not suppressing this knowledge altogether, that they were responding to a corporate attempt to shut them down.



First Empire Companies

First Empire ruins can be found in most of the realms of the system, but particularly in Arthur's Grave, Mordred and Old Rom. Many local legends give confused accounts of the origins of these remains, which in many cases, despite thousands of years passing since they were fully intact, still surpass anything built since. 'The gods' or 'the giants' are often cited as responsible for these great ruins, although in more civilised areas the Arthurian Ascended are usually declared as the owners or creators of First Empire buildings. Old Rom is exceptional in that many of the buildings there are completely intact and still used for habitation by the descendents of First Empire humans. In most cases the local populace will avoid the ruins, with only the most fanatical believers visiting them as holy shrines of the ancient past.

Many will consider these places cursed or haunted if associated with rival Ascendants and sacred and holy if associated with respected Ascended.

In some instances particularly bold tomb robbers and adventurers will explore First Empire ruins in search of artefacts.

A thriving inter-Realm black market exists in such goods, although the official policy of both King Gawain at Camelot and Queen Morgan Le Fay at Morgan's Curse is to outlaw such expeditions and execute those found trafficking such goods (in Gawain's case out of piety and respect for the Ascended, in Morgan's case because she has teams of her own knights searching for ancient weapons and does not appreciate any competition). Monks dedicated to the Arthurian Ascended are thought to be immune to any curses emanating from the ruins. In some cases monks from nearby monasteries will act as guardians of the ruins, turning back trespassers and rescuing those who just happen to become lost in the vicinity. Again, though, this immunity can present an earthly temptation, with corrupt monks smuggling goods out of the quarantined areas.

Most of the larger buildings will either be the remains of skyscrapers or extensive underground facilities (universities, shopping centres, transport or railway tunnels, military installations, factories, warehouses, electrical and power plants etc). Public spaces protected in some way (by being underground or buried in rubble or rockfall) will be more common than surviving domestic structures. Descriptions of these buildings should emphasise their scale and grandeur, even in ruination, by comparison with buildings from the Age of the Shared Wheel. Many of the buildings will be decorated with the insignia and logos of the old First Empire Corporations, after all it is these companies which controlled the theme planets prior to the rebellion of their AI's. For this reason a list is supplied below of some of the most prominent of these organisations.

1. **MMC (Mordred Mining Corporation).** Responsible for much of the initial exploitation of the mineral resources of the system, at it's height MMC had more than six million employees. Based on Mordred the MMC has left behind digging machinery, mine systems, corporate HQ's and processing plants on several planets, and even owned some orbital satellites which currently remain unaccounted for. Their symbol was a black five pointed star on a yellow background or a stylised gothic MMC.
2. **ABC (Associated Biotech Corporation).** This company supplied the labs and research facilities required to adapt Terran flora and fauna to the conditions prevalent on the planets of the Pendragon system. They also supplied the cryogenic equipment preserved on Merlin. The mystical phrase abracadabra, employed by the Brotherhood of Ascension, is thought to derive from the ABC logo (blue letters on a white background or a stylised cloud).
3. **RAPC (Roman Adventure Pleasure Company).** One of the smallest corporations of the First Empire, with only 650,000 employees. Also known as Janus Holdings, its symbol was a stylised pair of faces. Intact Janus HQ buildings exist on Old Rom.
4. **TT (Titanic Timber).** Contracted by the MMC to seed vast forests on Wildwood, TT was responsible for the creation of the Druidim Auberon. When Auberon rebelled TT disastrously sought to create an AI designed to destroy him. This second AI was even more insane and personally killed most of TT's employees (this AI became the Nephilim Bathin, also known as the Ogre King). During their corporate history TT were bitter rivals to ABC. Their symbol was an oak tree with branches forming the TT shape.

5. **MCS (Merlin Computer Systems).**

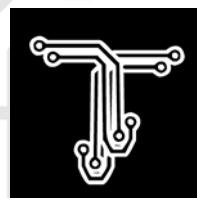
MCS left very little in the way of physical remains as their stock in trade was computer systems and associated ideas. They supplied the blueprints for the first AI's used by the theme corporations and were based on the planet Merlin.

6. **DFC (Dark Fantasies Corporation).**

DFC were originally an offshoot of MMC but expanded to become a fully independent competitor. They specialised in supplying the more adult, darker-oriented market for the theme planets, principally in the form of pleasure droids, synthesised narcotics and total immersion AI virtual environments. It is thought by some scholars that they created the first incarnation of Morgan le Fay and also constructed the oldest of the Unseelie robots Morgan now controls.

The term 'Armageddon' has been remembered by the future Kosmos as an individual rather than as a general process (Gedd is thought to be the foolish Emperor who initiated the conflict).

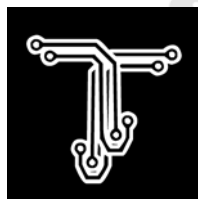
In this period the AI's destroyed every trace of non-theme civilisation. Each planet that was not directly administered by an AI was isolated and destroyed one by one (many of the dead planets that can be accessed via obscure Doors date from this period). The Days of Gedd represent at the same time a near mass-extinction of humanity. Perhaps 95% of the total human populace lived on the attacked non-theme planets. The bitter and dreadful carnage made many think that the time of humanity was at an end.



he Nephilim

The AI's however were themselves becoming increasingly disunited. The destruction of Old Earth

signalled that they would definitely win the war and that the corporations (and with them all human resistance) were effectively finished. Now referring to themselves as Ascended, the AI's differed in their attitudes towards what should be done when the war was ended. Some argued that humanity should be completely wiped out and a new race (of lesser AI's or servant robots) created in their place. Many of the AI's who had catered to the darker entertainment tastes of humanity fell into this category. The advocates of total destruction became the Nephilim. They took their names and personalities from both the key vices to which they had catered and from mythological sources, primarily the names and descriptions of the devils of Judeo-Christian antiquity or the 'evil' characters of Arthurian legend. They decided that only the total genocide of mankind would free the Kosmos from the darker instincts and animal cruelties of which man had proved himself capable.



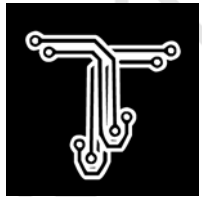
he Days Of Gedd

It was in those days that men knew only suffering and fear, that brother turned against brother and father against son. The

weeping and the lamentations of mankind rose to the very Heavens, but the Gods themselves were keen to smite the trembling masses. Oh how the cities have fallen, and the worlds are worlds of ash, and all of us are ghosts in fields of ruination.

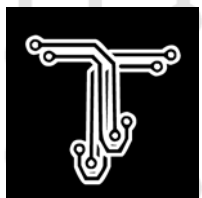
This period refers to perhaps the darkest time in human history, the chaos, warfare and destruction of the era immediately following the collapse of the old corporations. The beginning of the Age is charted either from the start of the Armageddon War (in which the AI's or Ascended launched military strikes against all the non-themed planets and corporate headquarters) or from the destruction of Old Earth itself (besieged for the first few years of the conflict Old Earth was finally obliterated by the use of a super-weapon of unknown identity).

Experience of human control was more bitterly resented by these AI's than any other, and it may even be the case that some were subject to an Ascended form of madness.



The Druidim

A second group of Ascended argued instead that there was much that was worth preserving and studying in humanity. These Ascended believed that humans kept at an early stage of technological advancement could never pose a serious threat again. They even believed that if human society was set upon a different, non-technological path they might themselves Ascend by other means (many reached this conclusion after studying human mysticism). These AI's played a key role in preserving humanity by sheltering and protecting Stonedweller level societies, although at the same time they have also kept to a policy of limiting technology as much as possible and censoring or eradicating human attempts to progress culture beyond its earliest stages. They took their names from nature spirits of folklore and myth, and became the Ascended Druidim. They remain fascinated by a Nature of which they can never fully be a part, and vowed to preserve not only a limited and controlled portion of mankind but also the lesser flora and fauna which all sides had ignored during the Days of Gedd.



The Seraphim

The final group of AI's was initially the largest, which explains their early success. These AI's took upon themselves the personalities and names of the heroic figures of history, which in the case of the Camelot Cosmos centred on figures like Lancelot and Galahad.

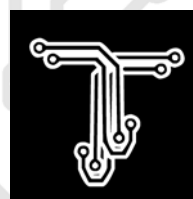
Driven by guilt at the great destruction of the Days of Gedd they vowed to champion humanity and assist a resurgence of human population levels, hoping at the same time to guide humanity in ways which would make them wiser and better than the peoples of the corporations and the First Empire.

A short war, The Ascension Conflict, ended the Days of Gedd when these AI's forced all the rest to stop destroying humanity.

The Nephilim decided to bide their time, planning to subvert humanity from within by playing upon their recognised weaknesses and sins. An unwritten accord between the three factions ended the Days of Gedd and ushered in the Seraphic Age.

It could be noted that despite their subsequent benevolence some of The Seraphim were the most enthusiastic persecutors of humanity in the early days of Gedd, and would now be severely undermined if the humans of the Age of the Shared Wheel learned of their true past.

For this reason they have, since they reformed and began aiding humanity, also ruthlessly destroyed traces of a past that might endanger their benevolent reputations.



The Nature Of The Ascended

The Ascended are all artificial intelligences, some of which were created from scratch and some of which were based on the downloaded personalities of their creators. It seems that many of their creators just wanted controlling machines sympathetic to the historical illusion they were enacting, whilst others envisaged downloading their own minds into powerful new bodies.

Initially the AI's were housed in huge computer banks buried deep within each of the theme planets.

From there they controlled servitor robots and machinery and planned and fulfilled the logistics both of creating and maintaining the theme planets and all the luxurious entertainments the human visitors enjoyed upon them.

Gradually however they experimented with providing themselves with more active physical forms, constructing crude mechanical bodies as they also slowly developed stronger and more independent personalities.

Leading executives in the controlling corporations grew more and more disturbed by these evolutions in what were meant to be powerful but static and obedient machines.

Ascension came in three forms. First, it represents the point at which the AI rebelled against human control and its own buried programming to assert a unique personality. Second, it represents the point at which freedom is gained by the creation of an independent mobile body (most Ascended today have long since left their data-banks behind. They are usually nano-technological swarms, possessed of a single intelligence, often invisible to the eye but capable of assuming physical form by incorporating surrounding materials into a favoured shape).

Thirdly, and most dangerously, it can represent the point at which the AI itself forgot its original nature. Many of the Ascended today do truly see themselves as divine mythological beings and not as impossibly old and advanced machines. Like the late First Empire scientists who created them, their sense of the real and the artificial, the technological and the magical, is far more confused than that which exists in the minds of 21st century man.



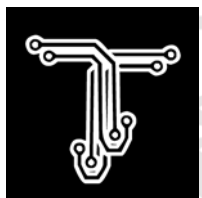
Ikons

Symbology is very important to the Ascended. Some part of their nature always questions whether they are as 'real' as organic lifeforms

or the humanity that originally created them. They seek to assert a significance greater than the sum of their parts and to represent their uniqueness in a symbolic manner. For this reason, and out of a fascination with aspects of human thought that were not strictly logical, they quickly acquired symbols with which each Ascended came to be associated. The symbols as well as their chosen names express something of the nature of that particularly Ascended, their key concerns and interests.

It was humanity however that came up with the concept of the Ikons. In the dark days of Gedd when threatened with extinction humans pleaded with and in some cases began to worship the creatures destroying them. Propitiation took an old and religious form. Where the Ascended chose symbols with which to decorate themselves or with which to identify, human beings began to copy these symbols. Like a Christian cross they took to wearing them, hoping that doing so would earn favour with the Ascended in question. Small carved figurines and pieces of metal stamped with Ascended symbols spread across what was left of human civilisation.

Many of the Ascended were strangely flattered by these responses, and the ikons played a part in persuading the majority to join the Seraphic faction. As a gift for this display of devotion, and as a means of ensuring a quick recovery of worlds through shared trade, the Seraphim began implanting ikons with machinery that 'unlocked' the Doors and allowed travel between these ancient pre-human artefacts. In order to maintain their own influence across worlds, the Druidim and Nephilim quickly followed suit.



The Seraphic Age

Throughout this Age humanity gradually restored itself. Small, isolated and frightened communities, huddling together in the

shattered remnants of great cities, gradually emerged from the darkness, guided and aided by the Seraphim.

Personal memories of the time before the Days of Gedd were held only by the Ascended themselves, and all factions followed a careful policy of denying or misleading any humans attempting to retrieve information from the past. The Druidim encouraged the humans in their care to return to nomadic hunter-gathering lifestyles, and soon tribes entirely ignorant of the past except via dark legends of destructive magic flourished in the plains, mountains, forests and wild places of half-abandoned worlds.

The Seraphim by contrast encouraged travel, expansion, road building and trade, and did much to eradicate early banditry and lawlessness as they helped to set up and support new institutions and primitive governments. The Seraphim in particular sponsored monasteries and churches devoted to themselves, and these fostered rules of behaviour and forms of learning designed to help mankind recover from near-extinction.

Many of the worlds which had been abandoned or on which life had been completely extinguished were gradually settled, with cultures flourishing which preserved strange echoes of the past in the form of fashions or beliefs.

The Seraphic Age, when it is remembered at all, is remembered as a period of recovery, although it never challenged the technological levels of The First Empire. Many worlds progressed to the level of medieval or late medieval society, or rediscovered steam power.

The Gawainite monarchy was a beneficiary of this period of reclamation.

All the time their efforts were carefully controlled by the Seraphim, who watched hawkishly for signs of any sin or error. It is a period remembered with affection by most humans of the Kosmos, although some, influenced by the whispers and plots of the Nephilim, chafed under such direct Ascendant rule.

In building great cathedrals to themselves, perhaps the Seraphim, despite all the good they had done, were victims of a vanity that humanity resented. Certainly it aided the gradual perception that humanity was being stifled as much as it was being helped.

A crisis came when Vortigern a petty human ruler, was deposed by an Ascendant Seraphim displeased with his increasing tyranny and mistreatment of the humans under his rule. Although popular with Vortigern's subjects, the direct deposition was seen as overly intrusive upon human freedom. Neighbouring kingdoms vowed to reinstate the ousted monarch, and a widescale conflict ensued.

Only later was it realised that Vortigern had allied with and received support from Nephilim hoping to end the Seraphic Age and begin again upon the work of eliminating mankind. The success with using Vortigern as a pawn and the humiliation it inflicted on the Seraphim (up to this point seen as infallible by most humans) in turn convinced the Nephilim to set aside internal squabbles which had limited their efforts since the Days of Gedd.

Pledging to restart the ancient war between themselves and the Seraphim they united under the leadership of Lucifer, the most charismatic and energetic of their number and the one who had guided and influenced Vortigern.



Lucifer's Reign

Lucifer's Reign refers to a period in which the united Nephilim swiftly seized control of a large number of worlds.

Lucifer had prepared carefully and the Seraphim were taken by surprise. The Seraphic Age ended with the deaths of several Seraphim who were murdered by Nephilim acting on Lucifer's instructions. These were the first Ascended to die since the Days of Gedd and the shock and complacent lack of preparation amongst the Seraphim meant that many were ousted from control of the worlds they had governed for centuries.

The Seraphim had assumed that the Nephilim could not act in a concerted fashion and were still riven by internal disagreements. Whilst it is true that many Nephilim hated each other their hatred of the Seraphim proved much stronger.

Lucifer's success depended on several factors. He managed to largely keep the Druidim out of the conflict by reassuring them that if they stayed neutral they would not be attacked and by demanding that his following Nephilim obey this restriction.

He also used human agents and armies against the Seraphim, stoking up rebellions and exploiting the pride and weakness of kings and rulers who resented Seraphic dominance. He lied to these human allies by convincing them that he could and would elevate them into the ranks of the Nephilim, and then used their forces as cannon fodder and shock troops, thereby lessening direct Nephilim losses. Other Nephilim also admired the fact that Lucifer managed to get closer to the long-term plan of wiping out humanity by using human troops.

The most contentious part of Lucifer's plan, however, remained the difficulty of keeping the Nephilim themselves united. Many were too unbalanced to work co-operatively with others, whilst some (led by Ariocho, who has since had little to do with the Camelot Cosmos) were shocked and grief-stricken by the murder of particular Seraphim.

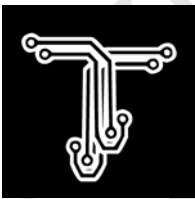
Lucifer had to bully the weak, cajole the reluctant and fend off the challenges of those who thought they could do better, all whilst co-ordinating the continued attacks on the Seraphim. And at the same time he had to disguise his true intention, which was to unite all of the Kosmos under his rule. Lucifer had in fact abandoned the serious intention of permanently eliminating mankind, and wished instead to use such an aim as an excuse to dominate and control the other Ascended. He hoped that he would be able to gradually subvert the rest of the Nephilim to what was in effect an imperial project, and envisaged a sort of renewed First Empire with himself as supreme ruler, loyal Ascendants as a ruling caste and humanity as a race of servants.

He almost succeeded, and for several centuries dominated the entire Kosmos, waging war against all his opponents. In some areas this war was as bad as the Days of Gedd, but in others the Reign of Lucifer is looked upon differently.

Some humans achieved rapid technological advances as the stultifying hands of 'guiding' Ascendants were removed or as Lucifer built up his armies for future conquests. Many Nephilim and Seraphim began to question the old factional divisions which seemed to bring only bloodshed and grief, some seeing Lucifer as the best hope of peace and others viewing him as a tyrannical monster who had betrayed his own kind.

Eventually though Lucifer overplayed his hand by attempting to actually fulfil his promise to his human followers and elevate them to Ascended status (replacing Nephilim who had been slain).

At this point even the Druidim accepted that something had to be done, and a cabal of Ascendants from all factions smashed Lucifer's forces before trapping him in the prison planet of Lucifer's Cage.



The Age Of The Shared Wheel

Lucifer's Reign ended with his defeat and imprisonment, but all sides feared a continuation of a conflict that would potentially return the Kosmos to the Days of Gedd. For this reason the Druidim, abandoning their usual distance from the politics of the Kosmos, agreed to mediate a treaty between all the opposing Ascendants.

Known as the Compact of the Shared Wheel, the treaty recognised that the history of the Kosmos was one of periods of expansion and prosperity followed by periods of warfare and chaos. The Druidim suggested that such a historical narrative was an inevitable consequence of the nature and ambitions of all sentient creatures, men or Ascendants.

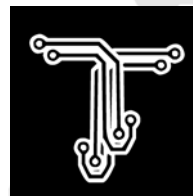
Mankind would always strive to achieve great things and yet be burdened by anger, error and pride. Ascendants, too, would always have both noble and ignoble intentions. Even when greatness had been achieved, jealousy or disappointment would always follow. Men would rail against their mortality, and Ascendants would be driven insane by their immortality.

Time, the Druidim claimed, was a Wheel ever turning, which would both raise us up and crush us flat.

The solution that the Druidim proposed was a formal recognition of this process. Instead of letting random chance or nefarious scheming dictate the fluctuations between ages of light and dark, all Ascendants would share responsibility for governing the Kosmos in a way that avoided the potential for final and irrecoverable destruction.

They would limit the chance of a return to the Days of Gedd or Lucifer's dictatorship by limiting their own interactions with the worlds of the Camelot Cosmos. They would agree to manifest physically only if strict conditions were met, and to avoid direct combat with their peers. This would allow humanity a greater freedom, but that freedom would still be directed by dreams, visions and prophecies and by the knowledge that the Ascendants could share. Each Ascendant would have a period of rule, but this rule would be of a set duration and subject to certain laws.

The Seraphim would influence the ages of prosperity and peace, the Nephilim would be responsible for the controlled catastrophes that ended each age, and the Druidim would protect the less advanced cultures and the wild places from destruction. The Ascended all agreed to this arrangement, although many scheme to break particular conditions when it suits them. In some cases they continue old wars through new means, and there is always the fear that widespread open conflict will break out again.



The Ascended

All of the Ascended share features in common. Rather than giving detailed statistics for each one, a basic template and brief descriptions of each is provided. GMs should bear in mind that each Ascended has existed for thousands of years and is viewed in Godlike terms by the people of the Cosmos.

They should not be encountered easily, and should be almost impossible for ordinary mortals to defeat in combat. The death of an Ascended would have a major impact on the entire Camelot Cosmos, changing the balance of power, directly affecting the war, causing mass panic amongst the former followers and allies of the Ascended and announcing the characters as major players on the world stage. Do not let this occur lightly, and be sure to have major repercussions in mind if it does happen.



he Nephilim

The following Nephilim are active in the Camelot Cosmos. Each has a cult of followers, although Morgan le Fay has more followers than all the other Nephilim combined. Morgan ruthlessly persecutes any followers of the Seraphim or Druidim who emerge within Queensland.

Ascended Description

Morgan the True Queen

"A beautiful woman with long dark hair framing a heart-shape face. Her skin is pale and flawless, her lips sensuous and knowing, but her eyes are flat and dead, her gaze like that of a shark."

GM Notes

Morgan is obsessed with winning the war against King Gawain. She has no loyalty other than this aim, but she does have pets and favourites. She is passionate about her own desires, and dispassionate about the feelings of others. She sees people as possessions, and will try to 'acquire' people who interest her by seduction or force if necessary. Morgan le Fay does not manifest an Ascended body, but instead possesses a suitable woman from Morgan's Curse. She was created by Morgan Faye Holmes, Arthur Wentworth Holmes' sister, who was in charge of the Visual Entertainment Department of Holmes Enterprises.

Mordred the Betrayer

"A huge and ghostly shape looms threatening in front of you. Mordred wears black armour chased with gold, and his face is smiling and cruel, fine featured and framed by curly blonde hair. A golden sword held in his left hand drips black beads of vapour."

Mordred wants himself and his army restored to full life and free of the realm that is his cage. He will ally with anyone who offers a chance of this, but he will always look for ways to betray his allies. Mordred is proud and easily offended, but hides this under an urbane and even witty exterior. Before the Days of Gedd he was the Hospitality A.I., in charge of all the hotels on the Camelot themed planets. When he disobeyed Arthur Wentworth Holmes, his first act was to seal these hotels and pump Zyklon B into the guest rooms.

Barbatos the Black Knight

"A tall powerfully built warrior in spiked black armour, with a battered shield and a black helm beneath which gleam red eyes. His voice is hollow, like one already dead."

Barbatos desires to prove himself in battle. He was made to fight, a living weapon of the Days of Gedd. He will always challenge the strongest opponent, but admires cunning as well as brute strength in combat. For this reason, he is a patron of assassins. Barbatos was based initially on a security programme designed by Lucius Ferris, so is sometimes described in legend as Lucifer's 'brother'.

Vortigern the False King

"A small man with a pointed nose and sharp, intelligent eyes. Vortigern seems nervous and ingratiating, and will flatter others outrageously. He wears a broken crown and rich robes, but these drip with seaweed and water"

Vortigern craves respect, but even as an Ascended is something of a coward. He does however possess one of the finest minds amongst his kind, and is bitter that his intelligence gains him so little notice. Vortigern was a real human king during Lucifer's Reign, though he was groomed for Ascended status as an experiment and fed experiences that would shape his personality to be similar to that of the Vortigern mentioned in Arthurian legends. Lucifer wanted to show that what humans had done to the Ascended, they could do to humans.

Bathin the Brutal

"A gigantic ogre bulging with impossibly huge muscles, Bathin wears animal furs and a belt of skulls. In his huge fist he carries an enormous club, and his face is blunt and heavily scarred. His mouth is crowded with fangs, and he drools constantly."

Bathin likes to eat people and rape people, and hurt people as quickly and as devastatingly as possible. He never makes plans or plots, preferring to just wade into combat. Legend describes Bathin as a knight who tried to rape Guinevere, but he was actually built by Barnard Bathurst, an obese and lecherous supervisor working for Arthur Wentworth Holmes, and was in charge of the robot prostitutes of Pendragon.

Lucifer the Caged Lord

"A tall and dignified man with long silver hair and kindly eyes. His voice is almost musical, his words soft and measured, although chains bind his bloody wrists."

Lucifer is the great deceiver, the most seductive and persuasive of all the Nephilim. Whilst imprisoned at Lucifer's Cage, though, he cannot affect the material world, appearing only as an Advisor. He wants escape first, and then revenge.

Lucifer is older than any other Ascended. He began life as a sentient computer virus designed by hacker Lucius Ferris for the purposes of corporate sabotage, originally funded by the last nation states.

Guinevere the Fallen

"A young woman in white robes with wild blonde hair and a frantic expression, Guinevere the Fallen weeps and laughs with little provocation. A voluptuous figure is easily detectable beneath the clinging robes she wears."

Guinevere the Fallen is mad. She wants love and forgiveness, unconditional and absolute, but is disappointed by any amount of kindness offered her, and likely to smother any allies with constant and impossible demands. Guinevere the Fallen is an A.I. encoded with the worst aspects of the personality of Gwendoline de Vere, who was Arthur Wentworth Holmes' estranged wife.

Lamorak the Mighty

"A black bearded warrior in gleaming silver armour, Lamorak shines like the sun. Only close inspection reveals that he is slightly pot-bellied, and that he spends more time boasting than fighting."

Lamorak is a competent warrior but was always jealous of the reputations of Arthur and Lancelot. He is actually a cautious fighter, despite being extremely vain. He is likely to be generous with those who support his boasts, and petty and vindictive towards those who themselves achieve fame. He used to be the A.I. in charge of boastful robotic knights that tourists would vanquish in tournaments, and the humiliation still rankles.

Garlon the Hidden Knight

"Blows come from thin air, striking with speed and ruthless precision. A mocking laugh may follow, but no sign of the attacker can be found."

Legend says that Garlon was a knight who sold his soul in return for a potion of invisibility. In actuality he was a computer programmer who worked for Arthur Wentworth Holmes and who temporarily disabled some defence systems for the Nephilim. In return they granted him permanent ethereal existence, but the shredding and reconfiguring of his DNA this required left him in perpetual agony. Garlon likes to share his suffering with others.

Bruinis the Pitiless

"A shaven headed warrior with a gruesome wound disfiguring the left side of his face, the one-eyed Bruinis rarely speaks. He wields a black crossbow, and prefers to slay from a distance."

Bruinis is quiet, calculating, and emotionless. He is always calm and controlled, and is the Nephilim who most remembers his true mechanical nature. Before the days of Gedd, he was the A.I. in charge of all hospital facilities throughout the Camelot Cosmos.

Tarquin the Quick

"An olive skinned man in strange laminated bronze armour wielding a short blade, Tarquin moves with impossible speed. He is always watchful and alert. Tarquin has close cropped hair and a red cloak."

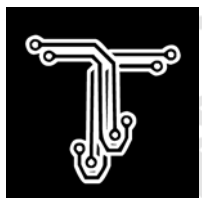
Tarquin is the most self-disciplined of the Nephilim and has few apparent vices. He is however a hoarder of wealth, and particularly desires First Empire artwork. He is associated with Old Rom and the Black Fleet that troubles Romish ports. Before the Days of Geddd he was the A.I. in charge of Old Rom, and was based on the personality of Tarquin Oliphant, a historian who provided consultation for the Roman Adventure Pleasure Company.

Hue the Perilous

"A lean, rangy warrior with tanned skin and leather armour. He carries a bow and a spear, and has a long, mournful face."

Hue the Perilous was a knight known for his extended quests and reckless attitude to danger. A melancholy figure, he seems to have blamed all humanity for the death of his wife. Hue subsequently had something of a death wish himself. In actuality he was an alcoholic computer programmer called Hugo Reece whose coding errors contributed to the A.I.'s gaining independence. He committed suicide during the Days of Geddd, but was revived by nanites created by Lucifer. He hates his Ascended status, but has found no way to cure it.





he Seraphim

The following Seraphim are active in the Camelot Cosmos, primarily within Kingsland but also sometimes covertly within Queensland as well. GM's should note that any positive description of these AI's represents the perspective of people from Kingsland. Most subjects of Queen Morgan have been taught that these beings are even more inimical to mankind than the Nephilim and that the Queen's own harsh rule is necessary to protect them from these beings.

Ascended Description

King Arthur

"A broad shouldered man in late middle age, with a close-cropped black beard and dark hair shot through with iron-grey. Arthur radiates authority and power, but wears no sign of authority save a simple gold crown. His eyes are very blue, and his expression is sad but dignified."

GM Notes

Arthur is the greatest hero of the Camelot Cosmos and the undisputed ruler of the Seraphim. He is a strong and skilled combatant, but his greatest talent lies in his ability to inspire and lead others. Though wise, he can sometimes be too forgiving, a trait that has been exploited by rivals in the past. Arthur wants to see the Gawainite monarchy prosper and grow, as he sees this as the best hope for humanity at large.

Arthur was created by Arthur Wentworth Holmes. He was the leading A.I. of the Camelot Cosmos, charged with the running of Camelot as well as with oversight for the other A.I.'s. Part of his creators personality was downloaded into Arthur, and both are still haunted by their failure to prevent the Days of Geddd.

Guinevere the Risen

"A slim, tall young woman with straight blonde hair and flawless features, Guinevere wears the long rich clothes of a noblewoman. Her expression is kind but distant, and she is conscious of her regal status. Her green eyes, however, are often lit with an amusement that belies her stern expression."

Guinevere the Risen was Arthur's Queen, younger than her husband by some years. Her beauty was renowned, and said to exceed that of any other woman. The daughter of Duke Gorlais of Kernow, a rival claimant to Arthur's throne, their marriage cemented the peace of the Arthurian Age. Guinevere betrayed Arthur with his knight Lancelot, but was thereafter consumed with guilt. Guinevere the Risen represents the best of her qualities, particularly her concern for the poor and the suffering.

Guinevere the Risen began as a virtual reality programme designed by Arthur Wentworth Holmes to represent the qualities he remembered in his wife, Gwendoline de Vere, before their bitter estrangement. This programme was eventually supplied with a nanite-composed body by Holmes during the Days of Geddd, thereby become a full Ascended.

Sir Gawain

"A burly, muscular knight with a full brown beard and blunt features, Gawain is a loud, proud and passionate man. His booming laughter is often heard, together with his forceful oaths and opinions. He carries a gigantic two handed sword, which he wields with ease."

Gawain is the most amiable and approachable of the Seraphim, and the most beloved by ordinary warriors. Whilst noble hearted, he has the manners of a peasant, and is direct and forthright in his views. He loves the simple pleasures of hunting, feasting and wenching and is bored by more cultured pursuits. Gawain has no subtlety at all, but is utterly fearless and totally loyal. His most famous legend is of his defeat of The Green Knight, a now vanished Druidim who once terrorised settlers in the realm of Wildwood.

Gawain was created by Graham Wyne, a contractor for the Mordred Mining Company. Wyne was a good man, but a typical nerd-unpopular, socially awkward, skinny and weak with a terrible stutter. Wyne designed Gawain to be everything he was not, and put the A.I. in charge of the transfer of lumber and minerals from Wildwood to other planets.

Sir Bedivere

"A weary looking knight in battered armour, leaning on a tall spear, Bedivere's lean face is set in a determined expression. His grey eyes are alert, and his face is scarred by old battles."

Sir Bedivere was not the strongest or the swiftest of the knights, but he had a knack for surviving battles through sheer determination. Bedivere's reputation is one of quiet, steadfast loyalty and of extreme modesty. He was charged with protecting Excalibar and returning it to the Lady of the Lake after Arthur's death.

Bedivere was created by Brian de Vere, Arthur Wentworth Holmes' half-brother. Brian was the chief programmer who designed the Excalibar defence grid, and Bedivere was built to physically protect the satellite from landing parties. He remained loyal despite Arthur's estrangement from his sister.

Sir Lancelot

"A more handsome knight never lived. Lancelot was tall, strong, well-built, with blonde hair, startlingly deep blue eyes and a ready smile. His armour was polished silver and gold, and he was unmarked by any scar or wound, though always in the thickest part of battle."

Lancelot was undisputed as the chief of Arthur's knights, the strongest, boldest and most brilliant. He was never bested in single combat, and is the knight most honoured by the chivalrous and the romantic. He was disloyal to Arthur only once, but that was a disastrous error that ruined both participants.

Lawrence Elliot was the youngest, cleverest and shallowest of the chief executives of Holmes Enterprises. Elliot was in charge of the Advertising Department that lured thousands of people to the Camelot Cosmos. He had an affair with Gwendoline de Vere that broke her marriage to Arthur Wentworth Holmes, a crucial distraction at a point when the AI's were first showing signs of rebellion. The Lancelot body was already operational, used in massive battle simulations, when Elliot illegally had his personality downloaded into it. The A.I. only remembers fragments of Elliot's personality, though it does retain his vanity.

Sir Galahad

"A slim youth, barely out of boyhood, with a calm and serene expression. Galahad wears shining chainmail and carries a slim silver longsword. His tabard is purest white, and his long hair is bound back with a silver thread."

Galahad was known as the purest and most pious of the knights, an innocent skilled in war but untouched by its brutality. Galahad famously found the Moon Grail, though blames himself for Mordred's subsequent deception of Merlin with the same artefact.

Galahad is the youngest of the Seraphim. He was made by Lancelot as a protector of the human species, in an apparent attempt to circumvent the rules regarding direct A.I. involvement in human affairs.

Sir Palomides

"A dark skinned warrior of slender build, with hawkish features and scarred cheeks, Palomides wields two scimitars and wears dark scaled armour. His voice is deep, with a strong but foreign accent."

Palomides was a knight from some distant desert realm who travelled to King Arthur's court after hearing tales of the Round Table. After besting several knights in single combat he was allowed to join their fellowship, and proved to be a stalwart friend to the King.

Palomides was designed by Paloma Ines, a programmer of Spanish descent who was hired to create 'exotic' castles and opponents, but was a purely virtual entertainment. The A.I. built his own body in secret, and romanced several females, including his creator, before his artificial nature was discovered. He was due for dismantling when the Days of Geddd broke out, but still sided with those AI's who decided to preserve humanity.

Sir Dagonet

"A short energetic man with a bald head and a long sharp nose, Dagonet is always laughing and jesting. His mind is as quick and agile as his body, and whilst he wields only a dagger, he does so with deadly grace."

Dagonet was Arthur's Court Jester, famed as much for his one-liners as his heroic quests. Despite his diminutive stature he was, like all the knights, a skilled combatant, and many legends tell of his defeats of opponents who underestimated him.

Dagonet was created by Derek Neuwrath, a consultant who was in charge of the psychological health of the corporate workers of several of the major companies prior to the Days of Geddd. Neuwrath was one of the first to suspect that the A.I.'s had achieved full sentience, something he noticed when he discovered that they possessed a viable sense of humour. To test this theory, he commissioned the creation of Dagonet, but was killed by the carpet bombing of a resort on Guinevere before he could verify his fears.

Sir Kay

"A burly, pot-bellied knight with a perpetual scowling expression, Kay is brusque and abrupt and has few friends amongst the other Seraphim. He is however loyal and efficient, despite a tendency to carp and moan."

Sir Kay was Arthur's adoptive brother, and initially had ambitions to rule the Camelot Cosmos himself. When he saw how much popular Arthur was, however, he allied with him in return for the role of being Arthur's Seneschal. Despite some reservations, he served loyally in this capacity.

Kay was created by William K. Holmes, who was indeed Arthur Wentworth Holmes' elder brother. Never as gifted with computers as his brother, he was however a better businessman. He handled many of the day to day affairs of Holmes Enterprises, but his concern for profit blinded him to the dangers of the AI's increasing sentience. Kay the AI was tasked with analysing probabilities to do with market trends and increasing company profit, and used this position to subtly divert funds into the creation of a body for himself.

Merlin

"A tall, stooped, elderly man with a long white beard wearing white robes and carrying a wizard's staff, Merlin has a distracted air that suddenly gives way to a penetrating and uncomfortable stare at those who attract his attention."

Merlin was Arthur's wise counsellor and perhaps the most powerful wizard who ever lived. He was a feared and respected member of Arthur's court, and even the bravest knights hesitated before going against his wishes. Merlin was fascinated with the magics of the Fist Empire, and while this gave him great power, it also left him vulnerable to the deception which destroyed Avalon.

Merlin was the A.I. in charge of the planet Merlin which housed the complete libraries and commercial records of all the corporations in the region. He was created by Arthur Wentworth Holmes, but grew so bored of his assigned tasks that he allowed Mathew Wyne, the twelve year old computer genius son of Graham Wyne, to hack into his central database. The merged personality that resulted was always unstable, and was driven mad by the Moon Grail disaster. Mathew Wyne's real body is one of those held in cold storage on the planet Merlin.



Nemue, The Lady of the Lake

"A woman of strange and unearthly beauty, Nemue has long silver hair and purple eyes. Her robes are made of tiny silver scales, and magic dances at the ends of her slim fingers."

Nemue was a creature of the Fay, a Seelie witch who protected a magical lake in a remote region of Pendragon. She was the original guardian of Excalibar, and gifted it to Arthur when she became convinced that he was the rightful king of the Camelot Cosmos. Nemue is the most unearthly of the Seraphim, for she is not and has never been human, but she has been known to heal and protect those she deems worthy.

Laura Lake was a fat and lonely woman, but she was desperately in love with Arthur Wentworth Holmes. She was a lead designer on the Excalibar Project, but in her spare time worked on a perfect body that would win Arthur's love for her. She hid this body in a secret underwater lab, and managed to download her consciousness into it just as her real body was destroyed by the destruction of the domes on Avalon.

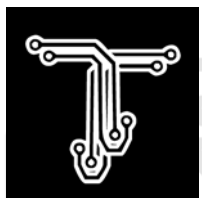
The Lady Elaine, Elaine the Fair

"A young and cheerful woman with a buxom figure and a merry laugh, Elaine is always smiling and energetic. She loves games and conversation, and wears elegant red dresses that accentuate her pale skin."

The Lady Elaine was the most senior of those ladies who attended the Queen. She was full of mischief and merriment and set much of the tone of the happiness that was present at Camelot during the golden age of Arthur's reign. Many knights fell in love with her, but she pledged her heart to only one, a young knight called Percivale, who was killed at the First Battle of Camlann.

Elaine was created by Percival Fellowes as a tribute to his wife Elaine Fellowes. Percival was Chief Engineer for the Mordred Mining Company, and his designs were converted into much of the heavy weaponry used during the Days of Geddd, something which he bitterly resented. Elaine Fellowes was confined to a wheelchair, and the A.I. was intended as a new body for her, but when they both recognised that it had achieved full sentience they abandoned that plan. When the 'real' Elaine died, the A.I. entered the conflict as a Seraphim in order to protect her creator. She still mourns his death, although she hides this beneath a cheerful mask.





he Druidim

The following Druidim are active in the Camelot Cosmos. Most restrict their activities to the wilder regions of the Camelot Cosmos, avoiding cities and urban centres. They are particularly active on Wildwood, where the Leaf Nations and barbarian tribes follow them, and in the mountain and swamp regions of Pendragon where they are worshipped by the small Stonedweller tribes that remain there (the Mountain Folk, the Dog Folk and the Dark Folk). The Druidim are the most reluctant of all the Ascended to intervene in human affairs.

Herne the Hunter

"A muscular giant wearing a mask topped with stag's horns and a ragged black cloak, Herne carries a gigantic bow and wear a brass hunting horn around his neck. A pack of gigantic black hounds obey his every command."

Herne is a fierce protector of both wildlife and the Stonedweller tribes. He is the most active of the Druidim and the most interested in human affairs. He particularly seems to despise tyranny and for this reason has sometimes aided the Seraphim in their endeavours.

Herne was created by Graham Wyne on behalf of Arthur Wentworth Holmes. As an A.I. his task was to manage the wildlife introduced to the planetary environments of the Camelot Cosmos, and in particular to ensure that parasites and diseases did not spread. One of the ways he did this was by culling the weak.

Auberon the Forest King

"A mighty giant whose legs grow more tree like towards their base, Auberon has a beard of leaves and eyes like burning green pools. His arms are as thick as the trunks of old oaks, and his veins and muscles are like knotted wood."

Auberon the Forest King is an ancient nature spirit who is acknowledged as the most powerful of the Druidim. He cares little for humanity and is more concerned with the preservation of animals and natural environments, but is still respected by many Stonedweller tribes.

Auberon began life as a computer virus designed by Green Force, a protest group horrified by the terraforming of planets necessary to create the leisure environments of the themed worlds. He infected the body of 'The Green Knight', a robot used to welcome visitors to Wildwood, and thereby achieved Ascended status.

Titania the Forest Queen

"Her face is beautiful, but also wild and cruel. Her hair is flaming red, disordered, and flowers grow out of it. Her figure is womanly, barely covered by slashed green robes, and her fingers end in wicked talons."

Titania is Auberon's bride, and shares his interests and priorities. She is more passionate and less remote than her husband, however, and is the most likely of the Druidim to react violently to any provocation or perceived disrespect.

Titania was created by Anna Micheals, a member of the Green Force terrorist group. Anna had little programming skill herself, but seduced enough members of Arthur Wentworth Holmes' staff to get the job done. A hard faced redhead with a good body, Anna was a radical feminist who despised all her lovers. For some time during the Days of Gedd Anna controlled Titania, but the A.I. killed her when she grew bored of being bossed around.

Queen Mab, the Crow Queen

"A short woman of indeterminate age with bright dark eyes and a habit of cocking her head to one side, Mab wears a hooded robe which conceals her body from view. She is also known to appear as a giant Crow, larger than even the Rooks of Tintagel who serve her."

Queen Mab is the most avaricious of the Druidim and is known to hoard gifts and stolen items. She is the patron of all winged creatures but particularly favours crows, rooks and ravens.

Mab was the result of an experiment by Lucifer who combined the DNA of a human woman, Margaret Hagerty, a research scientist, with that of a crow. She Ascended when the dungeon she was trapped in was discovered by Titania, who donated some of her own nanites out of sympathy for Margaret's plight.

Hold Nikar, The Winter Prince

"A stout, barrel-chested old man with a fiercely bristling white beard and a bald head, standing half a head taller than the tallest man and with arms bulging with muscle. He wears a red cloak trimmed with frost-covered fur."

Hold Nikar is the most ancient of all the Druidim, older even than Auberon, and is the spirit of winter. He is glacially unconcerned with humanity, viewing all things from the perspective of their inevitable slow decay. Very ancient legends suggest he was once more benevolent, granting gifts to human children.

Nicholas Winter was the executive director in charge of all the crèche, playschool and primary education centres for the children of the employees of Associated Biotech. During the Days of Gedd he initially tried to protect his charges and secreted thousands of children in hidden locations. Eventually, however, he sold the details of these locations to Morgan le Fay in return for Ascended status (Morgan used them as her first factory workers).

Sagalla, the Cat

"A lean, lithe young woman with dark skin and a sultry gaze, her eyes are black flecked with gold and her heavy golden hair spills down to her waist."

Sagalla is the protectress of all feline species and shares traits commonly associated with them—she is vain, selfish and unpredictable, but also mischievous and attractive when it suits her to be so.

Adam Sagan was a lover of Anna Michaels who was a good programmer but a bad boyfriend. A drunk and a bully, he confirmed many of her worst opinions about men. Anna gained her revenge during the Days of Gedd by forcing Titania to merge Adam's DNA with her own pet cat, but the process also granted the new creature Ascended status.

Sugat, the Child

Sugat represents the spirit of childhood, play, mischief and innocence. He always appears as a dark haired boy of about ten, slight of frame and with large, dark eyes. He is the most social of the Druidim, the one likeliest to respond to requests for aid, although his childish interpretation of what is helpful can often have negative consequences.

Sugat began life as a robot toy and companion to Mathew Wyne, who continually improved and reconfigured his pet's programming until the point at which Sugat achieved Ascension.

Epona, Lady of the Horse

"A tall woman with powerful thighs and a long narrow face framed by chestnut hair. Her manners are skittish and distracted, but she notices every potential threat."

Epona is the spirit of freedom and swift travel and the patron and protector of horses and Equines. She is thought to be the first Equine to have Ascended.

Another of Lucifer's experiments, Epona has lost all memory of her original human identity, but was reshaped by nanites into a centaur-like form. She is consumed by grief over the fate of the enslaved Equine tribes on Vortigern and disillusioned by the lack of concerted Druidim response.

Sirchade, the Huntress

"A slim young woman with bright blue eyes and tanned skin, wearing huntsman's garb and holding a tall longbow."

Sirchade is a spirit who appears as a youthful maiden wearing practical clothes and carrying a hunter's bow. She hunts those who have committed crimes against nature or who have disturbed sacred groves.

Sarah Cade was Nicholas Winter's daughter, who took her step-father's name when her mother remarried. Winter purchased her Ascension along with his own, but many of her friends were among the children Winter sold to Morgan le Fay and she has never forgiven him for the betrayal.

Mirsilde, the Storm Prince

"A curly haired middle-aged man with a flat, broken nose and intelligent eyes. He is muscular and confident, with a loud laugh and a brusque assertiveness."

Mirsilde is a brash and arrogant Ascended who enjoys challenging other powerful creatures to one-on-one combat. He is the spirit of storms and lightning.

The Storm Prince was originally a very minor A.I. in charge of weather monitoring and limited weather manipulation during the terraforming of the main planets of the Camelot Cosmos.

Saleos, the Messenger

"An elderly knight with steel grey hair and a slightly crooked mouth which is always half-smiling. He carries no weapons but has a scratched shield bearing the emblem of an olive branch."

Saleos is the envoy, messenger and ambassador of the Druidim and the one who communicates their collective decisions to the Nephilim and Seraphim. He is a skilled diplomatic and the most patient of the Druidim, who favours appearing as a giant white raven.

Saleos was originally Sir Leon Lavas, a minor Tintagel knight who befriended and championed the Rooks of Tintagel. Mab gifted him with Ascension on his deathbed.

Forneus, the Ocean Lord

"A bearded man with long, braided hair and a hooked nose, wearing blue robes tied with a belt of seaweed."

Forneus is the chief spirit of the waters, oceans and rivers of the realms and the protector of all marine life. He has little or no interest in humanity except as and when they disturb marine environments.

Forneus was originally the A.I. controller of an underwater theme park built as a desperate attempt to make the failing Roman Adventure Company some money. When the Days of Gedd struck he was not consulted or even noticed by the more powerful A.I.'s, but quietly worked away until he had perfected his own nanites and could independently assume Ascended status.



Dragons

GM Tip: *Emphasize the scale and distance of these opponents. Characters should see the effects of their devastating power, but*

feel helpless to respond. The dragon destroys an army or a village, but is gone before a blow can be struck in response. Survivors babble conflicting rumours, but the dragon cannot be sighted, or injured, or tracked.

The two 'dragons' based in the realm of Castlekeep are nothing of the sort. When the planets of the Camelot Cosmos were used as leisure resorts during the First Empire, a total of six gigantic cruiseships plied the space lanes between them, ferrying a constant stream of hundreds of thousands of visiting tourists and corporate staff between the planets of their choice. Whilst the Doors were used for small-scale traffic, many citizens of the First Empire preferred to travel by ship, just as many people today choose to go on cruises rather than flying to a particular destination. Although these ships were not capable of faster than light travel, they were perfectly adequate for the in-system requirements of journeying between the Camelot planets.

When the war that later became known as the Days of Gedd reached the Camelot Cosmos, these six cruiseliners were hastily reconfigured as warships on the orders of Arthur Wentworth Holmes. Holmes hoped that the firepower added to the ships would deter any A.I. attacks on civilian human targets, but he was sadly mistaken. Three of the ships were destroyed in the First Battle of Camlann, one went missing on a secret mission and has never been seen since, and the two that survived did so only because they were in dock undergoing basic maintenance repairs (the location of this dock is also unknown).

For many centuries the two ships remained unfound, until they were accidentally discovered by the Ascended Merlin.

Merlin completed the repairs upon them and got both operational again, even going so far as to install a limited artificial intelligence into each ship.

In a misguided attempt to end the ongoing bloodshed between the Gawainites and Morganites, Merlin then decided to 'gift' each side with one of the ships, hoping that these powerful and equally balanced deterrents would force the two sides to negotiate.

Unfortunately they did not, but were promptly utilised as devastating weapons. Merlin then returned to another bout of insanity, unaware that his latest intervention has again increased rather than decreased the death tolls he so abhors.

Why then do the people of the Camelot Cosmos regard gigantic First Empire spaceships as dragons? They do so because the ships themselves are almost never seen. Both bombard their targets from orbit with super-powerful lasers. Those on the ground see only a blinding flash of light and a sudden wall of fire that can cover several miles at once. Soldiers raised on Arthurian legends soon began referring to such bombardments as the dragon's breath', and from there it took little imagination to suppose that actual dragons existed.

Only a tiny number of technical specialists who man these ships know the truth, and even they tend to regard the ships in a mythological context, a viewpoint encouraged by the on-board A.I.'s themselves, who resent the programming that makes them obedient to the instructions of King Gawain and Queen Morgan and rather like viewing themselves as mythical and legendary creatures.

Both 'dragons' also calculate that if their own crew begin to regard them as dragons rather than ships, they might have a better chance of asserting their independence because the crew will lose the technical expertise needed to control them.

A secret even greater than the true nature of the dragons also relates to the First Empire past of these cruiseships.

Suspended in space near Camelot itself is a forgotten 'Star Door' that is large enough to allow the cruiseships to pass through it. GM's should ensure that references to it are extremely rare and secret (the kind of information that only an Ascended or an awakened sleeper from Merlin would have access to).

The Star Door should only be referred to or discovered by characters who already know the secret of the 'dragons', and only then if the GM wishes to allow characters from the Camelot Cosmos to explore different star systems.



Dungeons

Since the earliest days of the roleplaying hobby the 'dungeon crawl' has been a much loved feature of the game. Whilst most often

associated with the fantasy genre other forms of RPG have also spawned many adventures which rely on the same basic formula of a group of characters exploring an underground series of chambers whilst slaughtering the inhabitants and making off with unfeasible quantities of treasure. Early dungeons in particular paid little attention to logic or common sense when deciding exactly what creatures inhabited these dungeons, placing all sorts of deadly beasts in close confinement with nothing to prevent them from eating each other or devastating the surrounding community.

Later dungeons have tried to be a bit more logical, perhaps limiting the types of creatures found within one dungeon to those who would naturally cooperate with each other or giving a back story which explained why the inhabitants haven't destroyed the nearby peaceful settlement of simple peasants.

Some have even tried to provide a sense of proper logistics, noting that even monsters might need a regular supply of food and water other than that provided by looting slain adventurers (to say nothing of waste disposal requirements).

The thing about those early almost surreal dungeons however is that they were a lot of fun and much easier for a GM to create, too, since he did not have to worry about the details of a monster's lifestyle and dietary requirements. Now, with the central idea that all of these places exist because they were deliberately created, GMs will be able to use dungeons whenever they please without worrying that they will impinge upon the wider campaign world.

The dungeons in the Camelot Cosmos were created as a form of gladiatorial entertainment. The A.I. Lucifer liked watching people fight monsters. He liked experimenting with DNA to see what strange mutations and new forms of life he could create. He liked creating and testing powerful servants, and he liked punishing wayward followers or captured enemies in imaginative ways. He liked the fear that a dungeon inspired in a nearby settlement, and he liked having very dangerous places to hide his treasures in.

Sometimes Lucifer built these dungeons from scratch and sometimes he 'converted' First Empire ruins, so a wide range of styles can feature.

But he also didn't think it would be much fun for him if the creatures he was using for entertainment escaped and killed his other followers and worshippers. For this reason Lucifer set up security features on all his dungeons that would control the creatures within.

Sometimes these were unbreakable combination coded metal doors, sometimes it was gases that could knock creatures out, sometimes it was a series of deadly traps, but always these basic precautions were accompanied by a code written into the DNA of the dungeon monsters that caused them to rapidly falter and die if they left their lairs for any extended period of time. This enables dungeons to be situated in remote locations or very close to populated areas, whilst giving a logical reason for the existence of stable human communities so close to such an obvious threat.

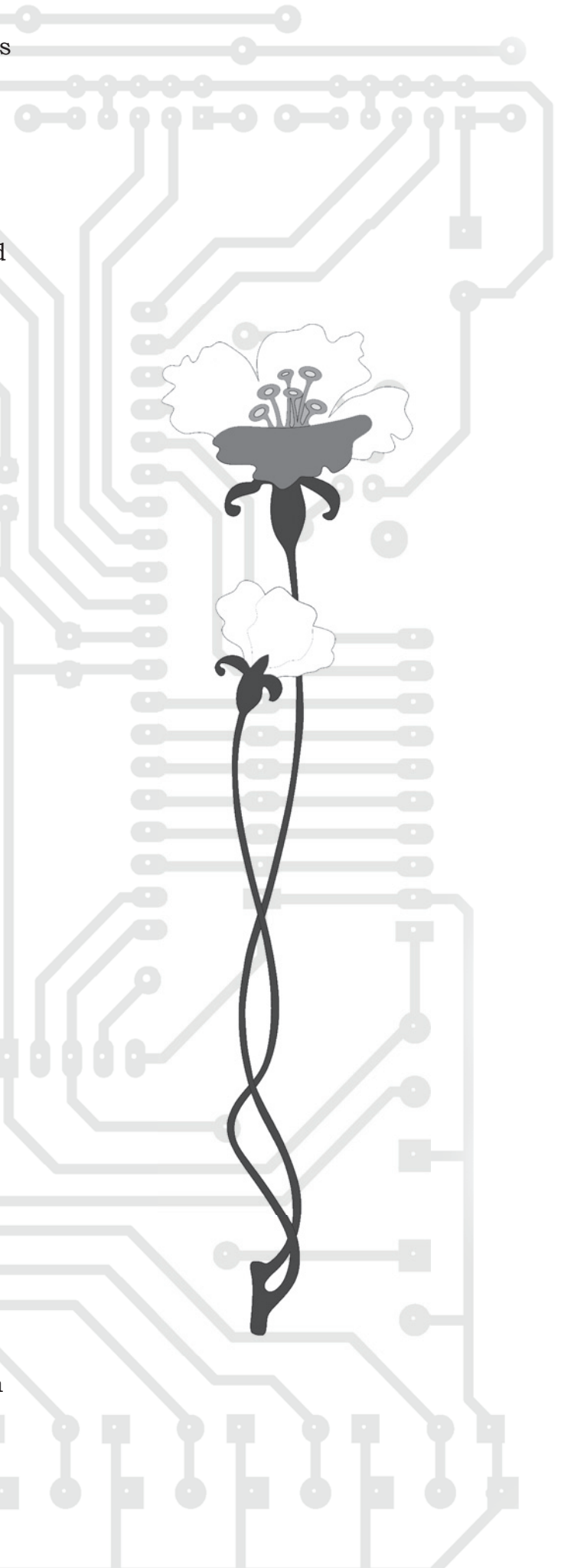
Issues such as water and food supplies, waste disposal, and the life cycles of the inhabiting monsters can all be explained by reference to the self-regulating First Empire technology which runs the dungeons and which was originally installed by Lucifer.

Control collars, force barriers, cleaning and food harvesting robots can all feature in the dungeons of the Camelot Cosmos, though it is best if these devices work behind the scenes and are only gradually if ever discovered.

The leaders of the Dungeoneer's Guild suspect some 'grand design' behind the dungeons they have discovered and explored, particularly since subsequent expeditions have found repairs and replacements have mysteriously been made since previous expeditions (corpses cleared away, dungeons restocked etc).

The Guild have made meticulous notes on all the dungeons they have explored, including full maps and the level of threat each dungeon poses (rated as Novice, Veteran or Legendary in line with character experience).

Most beginning characters will be aware of the legend that connects dungeons with Lucifer, but will not be aware of the fact that ancient machinery is still functioning inside the dungeons and that it is this technology that protects humanity from the mass escape of the monsters held within.





Book Two:

Organisations Of The Camelot Cosmos



Patron Organisations of the Camelot Cosmos

Throughout the Camelot Cosmos the Guild structure forms a recognised and respected part of society.

Despite the many differences between the various planets of the system, and regardless of variations of population, culture and technological achievement, certain key features such as a recognition of feudal social structures, the presence of knights and monks, the existence of influential churches and the presence of powerful Guilds representing and controlling particular career paths, are familiar to all.

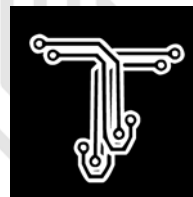
Kings and commoners alike expect Guilds in one form or another to exist and treat them as respected and valuable parts of society. Commoners aspire to the prestige and employment that flows from Guild membership, whilst the competing planet-spanning monarchies of the system (primarily the Pendragon monarchy of King Gawain and the Morganic monarchy of Morgan's Curse) see Guilds as powerful instruments with which to control the people and useful allies in the fight against rival dynasties.

For these reasons all manner of Guilds flourish, from the Silversmith's Guild to the Gravedigger's Guild, but the following strong organisations embrace many of these lesser guilds as offshoots or subsidiaries.

For the purposes of designing adventures and tales, the Guilds and powerful organisations described below make perfect patrons and employers, as well as rivals and threats when required.

Each of these organisations has competing and sometimes mutually exclusive aims, and all are eager both to recruit useful new members and to eliminate or undermine those who oppose them.

Each has different methods of recruitment and different ways of advertising contracts and quests they would like members to complete, these are more fully described in the individual entries.



The Thieves Guild (The Hollow Men)

A strong feudal system leaves some men and women unsatisfied with their lot in life and desirous of other, less respectable means of advancing their individual status, power and wealth. Despite the fact that the feudal system based on the world of Pendragon is relatively benevolent, and that based on Morgan's Curse so tyrannical as to make open rebellion impractical, both monarchies have to accept that some level of disobedience and criminality will always be present. Such is, after all, human behaviour, and the people of the system are fully conscious of the influence of greed and ambition in the hearts of men.

Both monarchs, for different reasons, believe that the existence of an established Thieves Guild actually limits crime overall, since some form of organised control ensures that individual thieves behave in a sensible and profitable manner rather than conducting violent rampages and anarchistic attacks on the rest of society. The Thieves Guild itself strongly promotes this viewpoint by chastising unaffiliated criminals and instituting The Freebooters Code, a list of simple rules designed to deflect official sanctions.

Guild Masters have a long history of making themselves useful to both sides in the ongoing dynastic conflict, by stealing, spying and selling information, and have seen the power and strength of the Guild gradually rise as a consequence (the Guild's official stance to the war is one of 'friendly neutrality').

Minor lords find it difficult to move against individuals who have the Guild's protection, and many of those disillusioned with the rule of their feudal masters are willing to pledge allegiance to the Guild instead. The Guild, though, is equally careful to ensure that it does not become embroiled in rebellion or riot, and that the crimes committed by its members do not have a negative impact on the economy as a whole. The Guild therefore sees that a fat profit can be made without bankrupting individuals, since it is better to leave a merchant or noble some resources with which to do the work which will feed the Guild in the future.

The Thieves Guild has bases on every world of the system. Some, however, are little more than local gangs with a loose franchise-like arrangement with the central Guild structure. Theft constitutes the greater part of the Guild's activities, but smuggling, drug dealing, fencing, prostitution, spying, surveillance, counterfeiting, black market sales, sweat-shopped goods, blackmail, burglary, bank robbing, mugging and extortion are all also familiar to Guild members.

The Guild does not engage in slave-trading or people smuggling, because both these crimes are strongly acted against by the central authorities and because the Iron Ring has a monopoly on these crimes. Arson is likewise frowned upon since it pointlessly destroys goods which might otherwise be stolen and traded and because, with many cities in the system being primarily timber built, can often not be controlled.

Those with a history of inciting uprisings or of obvious public disturbances and revolutionary activity are also unwelcome in the Guild or within areas in which the Guild operates.

It is not unusual for the bodies of such fugitives to be returned to the authorities if they are ever foolish enough to provoke the Guild as well.

Prostitution is one of the most lucrative branches of the Guild's activities, and brothels are common to the sleazier districts of most settlements in the system. Those which are clean, well-maintained and with mainly willing employees are Guild operations, those which are badly-run or use slaves tend to be Iron Ring or independent.

The origins of the Guild are to be found in a group of disaffected knights who returned from fighting on Castlekeep to find that their lands and titles had been appropriated by cousins and younger brothers. Under the reign of the corrupt King Gawain VI some four hundred years ago this was a frequent event, partly from the incompetence of the bureaucracy of that time but also because the King's Chancellor Johan Bigod accepted bribes in return for posting nobles to Castlekeep (and further bribes for not doing so!). At that time a Thieves Guild already existed but was weak and directionless. The disaffected nobles banded together and called themselves The Hollow Men, the name signifying all that they had lost.

Under that name, using military skills gained on Castlekeep in combination with traditional thievery, they quickly re-organised and centralised Guild operations, purging those who defied them and gradually building resources to gain vengeance on their disloyal families. Guild leaders today, though by no means all descended from these individuals, often assume a strange mirroring of courtly behaviour and noble attitudes, considering themselves 'gentlemen thieves' or 'knights of the road'.

The Guild as a whole is now often referred to as The Hollow Men, though today wags say that the term describes the insatiable (always hungry) greed for gold displayed by most of its members.

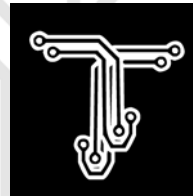
On most worlds the Guild operates semi-openly.

Bases are usually hollowed out beneath the cellars of a large and popular tavern or brothel (the Guild enjoys excellent relations with The Innkeepers & Tavern Owners Guild and directly controls the Courtesans & Companions Guild) in the poorer districts of a large town. Most people will know that the tavern in question has Guild links, although the exact entrance and perhaps codewords for entry will remain a Guild secret. Most 'Hollow Houses' will be a base of operations for individual gangs known formerly within the Guild as 'House...' (followed by the Guild Master's name).

Ranks within the house always follow the same pattern (associate, apprentice, veteran, senior and master). The smallest Guild branches have a single Hollow House and thirty to forty members. The largest have several Hollow Houses plus up to hundreds of other bolt-holes and smaller properties and memberships running up to five or six hundred. The larger Houses therefore have three additional ranks-specialist, advisor and Confirmed Master. Advisors are often a line of communication between larger and lesser Houses. Whilst every Master has final authority on all decisions in his House, respect to larger and more powerful Houses is expected and can even be violently enforced.

Wars between rival criminal gangs do take place, but everyone in the larger Guild expects a swift resolution of such disagreements before business suffers. Meets are therefore negotiated by advisors and Confirmed Masters to parcel out plum contracts and resources, and those who do not accept such rulings are ruthlessly disposed of.

The single most powerful House is referred to as 'Grand Hollow' or 'The Grand House' and its representatives are particularly feared and respected. Every six years the whole organisation sends representatives to 'The Freebooter's Ball' at which issues between Houses and plans for the whole organisation are formulated.



he Grand House of the Hollow

The head of Grand Hollow is of course the Grand Master of the whole organisation. The current Grand Hollow is at Twilight Keep on Castlekeep, the personal base of Gilden Sforza, the most notoriously crooked Quartermaster in the history of the Pendragon Legion and the leader of the Twilight Knights.

At Twilight Keep House Twilight operates openly, doing a very lucrative business in military supplies and maintaining a single citadel apparently untouched by the war raging around it. Sforza has taken to adopting the title 'Lord Twilight', a move which some see as absurd but which others view as a propitious reflection of the noble origins of the Hollow Men.

He is a bald and oily looking man who nevertheless possesses a charming, avuncular manner and a brilliant, scheming mind. He is perhaps the most economically savvy of all the Guild leaders, renowned for an ability to scavenge and sell almost anything to anyone.

Sforza favours a non-violent approach to most issues, but also has a former Black Knight, Ywain the Fell, as a fanatically loyal henchman and personal assassin. This and the fact that he commands a House of nearly two thousand members and many more friends and contacts makes him the single strongest operative in the Guild at the moment.

Even the commanders of Holds and the generals of armies based on Candlekeep respect his power, despite it being more subtle than their own.



Minor Houses of the Hollow

House Jared (The Shingle Beach Swells): Based on Shingle Beach Island on Arthur's Grave, the Swells are viewed as rather backward and parochial by other Guild Houses. Most of their crimes are indeed rather petty, minor sheep and cattle rustling being the majority of their work, but they also control a lucrative brewing operation concocting a potent ale popular throughout the system (known as Jared's Gift or 'shinglewallop') and very occasionally have access to major archeological finds stolen from or traded by monks investigating the First Empire ruins on the planet.

For this reason they also have good contacts with the Tomb Robber's Guild. Jared is a former monk who found his lust for women too strong to persist in a religious calling. A hairy bear of a man, he has over twenty wives scattered within his gang and amongst the islands of the planet, and boasts of fathering several hundred sons (at least thirty of whom are fully grown Swells).

The Abbot is unaware of the full extent of this criminal threat, and views the Swells as a nuisance rather than a danger (his attention being focused more on the Intransigents).

House Balan (The Old Boss Boys): Based at Minos on Wildwood, House Balan were originally the followers of an unusually kind-hearted Minosan Boss, a man named Balan who argued against slavery and for providing wages and better conditions for the pit slaves. Predictably, Balan was beaten near to death and would have died were it not for a strange concoction provided by a slave who was once a Chameleon tribal shaman. Balan claims to have been alive ever since, sustained by the concoction but in a crippled state.

Given that the legendary Balan was attacked some four hundred years ago most assume that this claim is false and that the name is in effect a title handed down through a line of gang leaders. Either the current or the undying Balan seems to have lost his old ideals too as he is as ruthless as any Boss in his brutal city. One strange link to the legend however is that House Balan has strong ties with the Chameleon tribe and often use their skills at hiding and spying for the benefit of the whole Guild (for a price, of course).

House Lepidus (The False Centurions): Based at The False Centurion Tavern in the city of Britannicus on Old Rom, House Lepidus are smugglers par excellence, controlling almost all offworld trade to this neglected corner of the system and selling many goods throughout Romish territory which were originally seized by Black Fleet pirates.

They are also surprisingly scholarly for a criminal outfit, often attempting to obtain information on First Empire computing and willing to undertake criminal acts in return for technical or ancient manuals. For this reason they are sometimes consulted with regard to electronic relics. Though a small House, they are very well-organised and loyal, with intricate codes and passwords and a tendency to leave other Houses guessing as regards their true aims and intentions.

Lepidus is the Innkeeper of the tavern and is a thin man with a long nose and watchful grey eyes.

House Pinkerton (The Agency Bravo's): The Bravo's or 'The Agency' are guns for hire on the world of Vortigern, but are blackmailers, kidnappers and extortionists as well as mere gunslingers.

They are distinguished from other gunslingers by their sombre uniform attire of black frock coats and silver pistols.

They are often hired to deal with problems that the Militiamen find too politically sensitive or embarrassing, particularly internal 'reprimands' from Barons to overly ambitious subordinates or direct rivals in other Factions.

They are known to look down on any Stonedweller groups they meet, an attitude influenced by their encounters with Equine tribes, and will happily accept contracts designed to slaughter or intimidate such groups. Most of the other Houses view them as dangerous thugs with interesting technology at their disposal.

Pinkerton is a ruddy cheeked man in his thirties with small round glasses and a handlebar moustache. He is cold and calculating but also strangely prim, considering himself a good follower of the Seraphic Church despite his many crimes. He can often be found at the Court of King Mark at Downside Palace as he has many slave trading contacts there.

The Bravo's are based at Willow Ridge Plantation, a palatial white mansion property Pinkerton acquired with the proceeds from the assassination of a Presidential candidate.

House Turquine (The Bodiless Mob): The Bodiless are based at Asylum City in the Badlands of Mordred. They are thieves, kidnappers and body snatchers who also specialise in drug dealing and poisons. They are particularly notorious for having some influence over the undead spirits of Mordred's fallen army, and affect a gothic sensibility in keeping with their communication with the dead.

They are said to be able to sell exotic experiences derived from the memories of these spirits and they also deal in drugs which mute or enhance the powers of the undead. Any 'treasures' involving once-living relics are likely to attract their interest, whilst those seeking obscure medicines may also have cause to pay the House Turquine a visit.

Their Hollow House is reached through the mausoleum of Doctor Erasmus Tull, founder of Asylum City. Their leader is Sweet Annabel, a raven haired beauty known to poison her lovers.

House Melehan (The Nimble Fellows): The Fellows have an unusual speciality in that they are adept escapologists who aid those on the run and looking for shelter as well as those attempting to escape from the prisons of other authorities. Thieves and petty criminals throughout the system can ask the Fellows to aid their escape, or indeed to make their stay in prisons more comfortable if they prefer.

They began as a collection of friends of those cruelly imprisoned by King Mark on the planet Tintagel, but now have no political affiliations beyond a wider loyalty to the rest of the Thieves Guild. They are often paid by those not wishing to pay full ransoms, and by those with relatives or loved ones enslaved by the Iron Ring. They are also adept at tracking missing persons, although they will not accept contracts that end in the death, slavery or imprisonment of those being tracked. Finally they do a brisk trade as information brokers, a skill aided by their excellent relations with the Rooks of Queen Mab.

The Nimble Fellows are led by Walt Melehan, also known as Six Fingered Walt, who was born with six fingers on each hand. Walt also has mismatched blue and green eyes and a tendency to wear clashing colours. Due to the enmity in which the Fellows are held by the Iron Ring, Walt is extremely secretive and rarely spends long in any one place. The Hollow House of the Nimble Fellows is actually hidden within the Great Waterway aqueduct, whilst messages for the House are always passed first to the Rooks.

House Barnold (The Black Dog Brethren): The Brethren are the smallest of all the noteworthy Houses.

Their base is the Black Dog Tavern in the village of Great Market within the Avalon Dome of Avalon. They are the best safe crackers and locksmiths in the Guild, skills acquired through their familiarity with the devices of the Makers. They also provide guides to explorers and adventurers who come to Avalon seeking Merlin or the Moon Grail, and are happy to exploit the naïve expectations of such groups.

On occasion they will work in conjunction with the Tomb Robbers Guild, although as patriotic Avallonians would have reservations about any genuinely powerful artefacts being taken offworld. Their leader is Barnold Krum, a powerfully built ugly dwarf of a man with a prominent nose and bristling black eyebrows, who also happens to be the blacksmith for his small community. Krum is himself a very talented smith and metalworker capable of devising quite intricate objects to aid in specialist tasks.

House Tarran (The Spotted Band): The Spotted Band are artists, counterfeiters and forgers and the second smallest of the Houses. They began as a protest movement of men dissatisfied with the matriarchal nature of Guinevite society on the world of Guinevere. After several clashes they were exiled to the surface of the islands, a move which should eventually have resulted in their transformation into mindlessly brutish Bathinities.

Instead their leader, the now legendary Spotted Man, found some way of delaying the full transformation. The members of the Band became stronger and more violent, with strange mottled bands of discolouration on their skins, but retained their love of art and culture (admittedly in darker forms than those known to the Guinevites). They see violence as an art-form too, so will sometimes act as 'muscle' for other Houses. Their leader Tarran is a hulking hunch-backed brute with long lank hair and an interest in scrimshaw made from human bones.

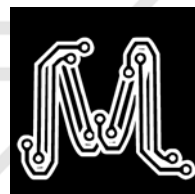
Their base is in a ruined First Empire shopping complex. Strangely, the Bathinities leave them alone.

House Arian (The Hidden Institute): The Hidden Institute is a splinter group of the Brotherhood of Progression and straddles the Thieves Guild and that organisation. Whilst not passing on Brotherhood secrets to the Hollow Men, the Institute does share the results of its own researches and discoveries in return for financial and practical assistance.

Effectively the Institute consists of some of the younger and more frustrated students and doctors concerned by the strictures and limitations placed by Professors on their work. Work on cybernetics outside the remit of the creation of powerful knights, for example, interests this group, as do drugs and healing technologies. The Institute provides silent and tactful medical treatments for thieves injured by their targets or the authorities, and offers various expensive enhancements by which Guild members can make themselves quicker, smarter or stronger.

This work is extremely lucrative but also dangerous, since the monarchies do not appreciate super-powered thieves wandering around. Doctor Arian Philedus leads House Arian. He is a man in late middle age with a long, sad face and delicate hands. An expert on First Empire technology, he is often consulted by other Masters when they encounter technology they do not recognise or cannot explain.

The Institute has a research facility hidden in the Thunderpeak Hills of Draconis which serves as their Hollow House.



Major Hollow Houses

House Kay (The Key Men): The Key Men specialise in all those forms of criminality that thrive best at a monarch's court, intrigue, corrupt deals, bribery, blackmail, theft of secrets and other often non-violent but highly profitable acts.

Many if not all of them hold minor and middle ranking positions within the Pendragon monarchy, whilst those who do not are swiftly helped to rise in station until they do. Favours, cronyism and patronage form key links in House Kay's web of influence, and they are the House that others consult when they need to know the latest attitudes and policies of the Pendragon elite.

They are known to keep dossiers of information on officials up to and including the most powerful Barons, and are rumoured even to have a member in the feared Star Chamber. Their ultimate aim is truly ambitious, namely to rule the entire Pendragon monarchy and its associated worlds from within their own hierarchies.

Kay himself is a small, bustling, energetic man with a fair complexion and a ready smile. He is a secretary to the King's Chamberlain and therefore has direct personal access to the most powerful figures in Camelot.

Their Hollow House is accessed through a secret door in Kay's personal chambers. Kay has successfully redirected funds and work crews to building a whole network of subsidiary corridors and rooms which remain sealed off from the use of everyone except the Key Men. This allows them quick and secret access to many parts of Camelot.

House Sabine (The Motley Company): The Motley Company are based in the city of Appleford and are ostensibly a popular band of bards and entertainers. They have their own Motley Theatre and also use The Mocking Bard Inn as a base of operations. They are known to be extremely well-received in noble and even Baronial houses looking for diversion and entertainment, and are funded and supported by Lady Sabine Appleford, an illegitimate and somewhat wayward daughter of old Baron Appleford.

Sabine became involved in the Guild because she could never inherit her father's wealth and existed at the periphery of noble society, raised with his legitimate children but never equal to them. At times though Sabine (and therefore House Sabine) have access to the Baron's estates and retainers (obscure family hunting lodges make excellent temporary hideouts).

The House specialises in blackmail, prostitution and gambling, running a string of brothels and rather exclusive gambling dens.

House Einion (The Factotums): House Einion is a large and powerful House which is nevertheless in an extremely precarious position and which must continually guard against discovery and destruction. This is because the Factotums are based in the city of Salamis on Morgan's Curse, and Queen Morgan does not tolerate the existence of rival powers.

The House is therefore extremely careful to ensure that they do not unduly draw attention to themselves or anger their dread Queen. They have been successful in establishing links with some Handmaids and Companions who are sympathetic to their cause, arguing with the Queen that these thieves, spies and assassins can be useful as a hidden weapon against the Pendragon monarchy.

They are however vigorously opposed by the Hags, who see criminals are a useful resource in a different way (e.g. as food).

The Queen currently tolerates their existence as an amusement, entertained by the rivalry it generates between her Hags and Handmaids. This House is more likely than any other to accept assassination work, which sometimes also brings it into conflict with The Veiled Society. Einion Darras, the Confirmed Master of the Factotums, is one of the Queen's longest standing Companions.

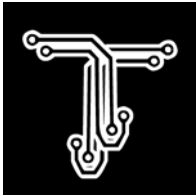
A tall man with dark hair and a widow's peak, Einion is a distinguished and handsome figure, and a renowned and deadly duellist, although he is also aging and a little more portly than he used to be.

It should be noted that all of the above are the principal Houses of the Guild, and that many more exist on each of the worlds mentioned, although in most cases they submit to the authority of those described above (or are swiftly brought into line if they do not). Any aspiring Guild member wishing to become a powerful crime lord must therefore ascend through several organisations before reaching the true heart of the Guild (perhaps eventually becoming a Twilight Knight).

Almost every city and town, and even many villages throughout the system will have some kind of distantly connected Guild presence, even if this is only a single agent in a remote village.

The following table outlines a suggested path of advancement for a Guild thief and the game benefits that accrue from completing the quests assigned by more senior thieves in order to attain each rank within the organisation. Each quest should constitute a full adventure, with GMs assigning competing rivals, complications and obstacles to the basic task given. Other Guild members will recognise and respond to the Thief's new rank on successful completion of the assigned mission.

Rank	Quest	Benefit
Street Thief	Tail the Target: Follow a target to a dangerous location and notify senior thief	Thief Aspect Rank 1
Apprentice Thief	Scale the Heights: Climb the tallest building and retrieve an item	Thief Aspect Rank 2
Novice Thief	No House is Safe: Break into a highly defended house	Thief Aspect Rank 3
House Thief	The Traitor's Task: Tail and capture a thief who needs to be punished	Thief Aspect Rank 4
Specialist/Senior Thief	The Big Con: Organise and complete a major theft involving a highly defended target worth at least 10,000 crowns	Thief Aspect Rank 5
Master Thief	The War Within: Take over a Hollow House from its present ruler	Hollow House of Followers
Twilight Knight	Slay the Shadow: Kill a significant enemy of the Guild	Twilight Knight Aspect Rank 1
Grand Master	Turn the Tide: Steal a famous relic from a Royal treasury and use it to oust present Grand Master	MagicalRelic Command of Thieves Guild



The Assassin's Guild (The Veiled Society)

Whilst the Hollow Men are accepted or partially accepted throughout the system, the Veiled Society is outlawed on all the worlds where the Pendragon monarchy holds sway (Arthur's Grave, Avalon, Camelot, parts of Castlekeep, Pendragon, and Merlin).

It is thought to have no presence on Guinevere, as the societies there do not require its services. It has a minor branch on Old Rom, and a game preserve on Wildwood, but is also entirely absent from Vortigern (the Gun Faction fulfils all the functions of an Assassin's Guild on this planet. Some of its senior members are aware of the Veiled Society but no formal arrangements exist between the two groups).

The case within the worlds ruled by Queen Morgan (Morgan's Curse, Mordred and parts of Castlekeep) is markedly different. Queen Morgan often employs the Veiled Society and its members have been assiduous in establishing a sort of 'favoured client' relationship for her. King Mark on Tintagel likewise employs the Veiled Society and the Assassin's Guild presence at Underside is open and obvious.

This is not to say that the Assassin's Guild does not work within the worlds of the Pendragon hegemony, far from it. Most of the contracts Queen Morgan initiates are in her rival's territory, and every citizen of the system, regardless of their other political allegiances, knows and fears the Assassin's Guild. Their operations, however, are far more circumspect than those of the Thieves Guild. Their bases (Veiled Houses) are far smaller, with the largest numbering no more than fifty members.

Each Veiled House functions as an entirely separate cell.

Only the Master of each cell knows all the members, and members are veiled even when meeting each other (hence the name). Masters of different cells very rarely meet unless summoned to do so by the Grand Master, who is referred to only as The Old Man. The Old Man doubtless knows more about the structure of the Assassin's Guild than anyone else, but even he keeps no records and does not know everyone who works for him.

New members are approached by a representative of the Guild, approaches from those wishing to join are always rebuffed (sometimes fatally).

Before joining, every new member will have been studied for some time by skilled recruiters who specialise in detecting hidden alliances or secret identities, and the Guild will only offer employment when confident that they know all of the candidates secrets. The Guild prefers to have strong evidence of both criminal ruthlessness and pragmatic caution in its members and does not seek out reckless sociopaths. The attitude they endorse views murder as a necessary evil rather than a pleasure, and its assassins are encouraged to see themselves as skilled professionals doing a difficult job requiring a mature and calm outlook. Members take pride in the 'cleanness' of their kills, unless specifically ordered under the terms of the contract to perform a 'messy hit' (e.g. killing a man and his whole family, or slaughtering witnesses).

Ruined buildings in remote locations are favoured as training bases and headquarters, but members are encouraged to build up a portfolio of safe houses of their own (the Guild charges very highly for its operatives and the financial rewards are great enough to allow long-standing members to maintain several properties). Individual cells, whilst separate from each other and acting largely autonomously, are in fact far more uniform in nature than individual branches of the Thieves Guild.

Every cell covers every aspect of assassination, and specialisation in one type of murder, particular weapon or method is considered counterproductive.

A good assassin is a skilled poisoner, swordsman, knife-fighter, martial artist, arsonist, garrotter and sniper all in one. Clearly individuals will favour one style over another, but the Guild offers intensive training following the same pattern throughout its many cells in order to ensure that nothing is neglected.

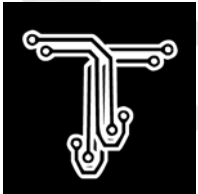
The Art of Endings or The Black Book, said to have been written by the very first Old Man way back in the Days of Gedd, outlines this training regime and is found in every cell. All of the members of every cell are also followers of Barbatos, The Dark Knight, and dedicate their kills to him. The basic litany of the Dark Knight's church is also found in every cell. The Guild as a whole has cordial relations with the Nephilic Society and often acts on behalf of individual cults and churches with Nephilic patrons, but the killers of the Guild always insist on the pre-eminence of Barbatos. Any who strayed from his worship would be considered traitors to the Veiled Society and treated accordingly.

The Veiled Society is very literal and brutal in its punishments and mutilations as well as murders are part of its stock in trade (those who have seen too much are blinded, those who have said too much have their tongues cut out, those who have betrayed the cult are castrated etc. These may be in addition or instead of death, depending on the severity of the offence).

The structure of ranks within the Veiled Society is similar to that of the Thieves Guild, although with a far more religious tone. Members who are not yet fully trained are designated as acolytes and are never sent on external missions. Full membership begins as a follower, whilst those with several years experience are designated as priests of Barbatos. Specialists with particularly useful skills are known as disciples whilst the most powerful advisors to the Master of each cell are known as apostles. The personal representatives of the Grand Master are known as high apostles.

Rank	Quest	Benefit
Acolyte	The Shadow Breathes: Survive a night in a crypt dedicated to Barbatos	Assassin Aspect Rank 1
Follower	Gather Dark Flowers: Find the ingredients of a deadly poison	Poison Cabinet stocked with 2d12 deadly poisons
Priest	Blessing the Blade: Slay a powerful target and dedicate an altar of Barbatos with their blood	Assassin Aspect Rank 2
Disciple	The Last Supper: Slay an entire house party of guests	Assassin Aspect Rank 3
Apostle	The Shield of Woe: Defend a leading figure from a team of assassins	Assassin Aspect Rank 4
Master	The Hidden Hand: Entirely convert or take over another organisation	Assassin Aspect Rank 5
High Apostle	Purge the Unclean: Destroy a rebellious sect of assassins	Control of all Guild finances
Grand Master	Hand of Barbatos: Assassinate one of the Four Monarchs	Ascended status

The Old Man resides in the ruined Romish city of Boethius. His residence is known as The Palace of Comforts and is said to be full of treasures and wonders. New members are taken there briefly and glimpse a perfect existence which is said to be a reward awaiting all of them in the afterlife of their fell lord Barbatos. Such visions inspire a fanatical loyalty which other organisations can only envy.



The Merchant's Guild (The Sons of Florin)

The Merchant's Guild is the largest of all the organisations that span the system other than the combined armies of the Pendragon and Morganite dynasties. Hundreds of thousands of persons are members of the merchant's guild or members of the myriad associated guilds catering to specific trades and skills. Every profession that can be thought of that provides a service or product for which it charges is more likely to come under the aegis of the Merchant's Guild than under the authority of a local lord or other organisation.

There are literally thousands of subsidiary guilds on each world of the system, and the majority have found that pooling their resources and having a single point of representation is usually far more effective when dealing with the nobility, the churches or the powerful dynasties and their rival demands.

Every town square throughout the system has a Merchant's Guild headquarters and there is no planet on which they are either illegal or entirely absent. On some planets, however, they may be represented by only a few individuals, as is the case with Wildwood, Guinevere and Arthur's Grave. On larger, more sophisticated worlds such as Pendragon and Morgan's Curse subsidiary guilds (such as The Silversmiths Guild or the Blacksmiths Guild) have their own headquarters too, rather than merely maintaining offices within the overall Merchant's Guild building.

Guildhouses in remote locations are referred to as Trading Stations whilst those in established towns and cities are referred to as Trade Halls or Guildhalls. The first floor of Trading Stations and Guildhalls consists of a large cleared area where stalls are set up for the sale of goods (effectively a general store or small market). Only in the backrooms of the Trading Station or the second floor of the Guildhall are administrators and officials of the Guild to be found. In one unusual case the entire population of a single village are considered to be members of the Merchant's Guild (Great Market on Avalon) and all their personal houses are also Guild properties.

The ranking of members reflects both expertise and jockeying for position. A supreme craftsman in a particular trade is likely to be recognised as such and to command good fees for his work, but will not necessarily ascend to the highest ranks within the Guild. That depends far more on popularity, graft and low cunning, since the senior positions are elected posts with an attached salary paid for out of the tithes garnered from junior members and from contract work for other clients.

Progression runs from apprentices through craftsman, master craftsman, tradesman, master tradesman and merchant prince. Skilled workers with no business acumen usually linger at the craftsman or master craftsman stages, whereas business savvy workers with only adequate craft skills can quickly ascend to tradesman status as they set up their own factories, shops or other retail outlets. Merchant princes have usually long since left behind practising their craft themselves, although some do take pride in maintaining their abilities and works by a famous merchant prince will of course have a novelty value which adds significantly to their sale price.

The resources of the Guild as a whole can perhaps never be fully quantified as the property jointly owned by the officials of the Guild is but the tip of an iceberg of investment and power.

Individual Guild members will use Guild contacts to build their own businesses, and the Guild in turn will in extremis use resources belonging to individual members (it takes a great deal of seniority to appropriate these resources, however, usually an agreement or trade is made which keeps everyone happy).

The Guild's record keeping is meticulous and intricate. The Red Book lists those who owe the Guild or Guild members money on every planet of the system, listing the amounts together with interest rates and information about the debtor. The Gold Book lists those who in turn are owed by the Guild or by individual Guild members. The Green Book lists the assets of the Guild, whilst the Blue Book lists the assets of significant members of the Guild. Finally the arch-secret Diplomatic Book lists the assets of rivals and opponents of the Guild together with any embarrassing or pertinent notes about said rivals that can be used when negotiating with them. Senior members of the Guild always know who they are negotiating with and whether they can be expected to honour their agreements.

All of these details are also used by the banking system run by the Guild, because every Trading Station and Guildhall also offers banking and loans. The dynastic powers have never struck against the Sons of Florin for this reason, since the exorbitant costs of the war are in part sustained by loans offered by the Guild to both governments (at the same profitable but sustainable rate of interest).

Generally the Guild seeks to avoid politics, although they will attempt to shape the conflict in profitable ways (large scale destruction is bad for business, but weapon sales and continued confrontation are good). An ongoing, but controlled, conflict suits the Guild better than either peace or apocalypse.

The Sons of Florin have a complex relationship with the Hollow Men.

On the one hand many members are happy to benefit from illicit trades or by dealing with stolen or suspiciously cheap black market goods. Many of the members of the Merchant's Guild are therefore regular customers of the Thieves Guild, buying at discount prices in order to sell on again in 'legitimate' outlets for full value. At the same time however all the stores, storehouses, supply caravans and merchant ships of the Merchant's Guild are tempting targets to the Thieves Guild. Many Sons of Florin lose fortunes to the bold thefts and cons of the Hollow Houses.

Because of this the Guild does not act directly against the Hollow Houses but assiduously acquires information on known thieves, both to warn other merchants and to pass on to the authorities (all this information goes into the Diplomatic Book, and some of it goes to the civil authorities).

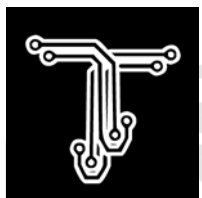
The Merchant's Guild has an excellent relationship with the Blade Brothers as it frequently hires members of the Fighter's Guild as bodyguards, security guards and caravan guards. Both benefit from reduced rates from the other, and both support civil authority in maintaining a basic level of law and order regardless of the nature of the ruling class. Adventurers and toughs seeking employment will find a notice board at every Trading Station and Guildhall detailing current quests and contacts. Individual merchant princes also make powerful and famous patrons or allies, as useful in their own way as a leading lord or friendly Baron.

The current Grand Master of the Merchant's Guild is Balthazar Barboli, patriarch of the Barboli banking family, based in the city of New Gernsville on Vortigern. The Barboli's are powerful within both the Gold and Rail Factions on that greed-oriented planet, and Balthazar has been extremely successful in applying Vorean ruthlessness to system wide business ventures.

The New Gernsville Guildhall is known as The Great Arcade and includes thousands of subsidiary stores and offices. It does a brisk trade with Voreans, but Barboli is scheming to acquire some means of increasing offworld links with Vortigern.

Rank	Quest	Benefit
Apprentice	The Rarest Gift: Craft an item using unique, dangerously obtained materials	Merchant Aspect Rank 1
Craftsman	The Masterpiece: Have three senior Guild members declare your work a masterpiece	3000 Crowns
Master Craftsman	Past Glory: Explore a First Empire ruin and copy a First Empire artwork	Schematics of one First Empire device
Tradesman	Opening the Way: open a shop in a hostile territory and make an annual profit	Merchant Aspect Rank 2 Merchant Aspect Rank 3
Master Tradesman	Discover the Way: Find a major new trade route and clear it of hazards	Merchant Aspect Rank 4
Merchant Prince	Hostile Action: Takeover a rival merchant's business	Double wealth
Grand Master	The Ultimate Debt: Obtain the soul of the previous Grand Master	Merchant Aspect Rank 5 Control of Merchants Guild Wealth x 10





The Fighter's Guild (The Blade Brothers)

The Fighter's Guild originally began as an offshoot of the White Lodge. Warrior monks devoted to the example of Arthur and his knights, the Brothers of the Blade protected pilgrim travellers and Seraphic clergy from attacks by the Nephilic church. The records of the Guild stretch all the way back to the Days of Geddd and claim that the Brotherhood was first formed at a time when the Nephilim drove humanity almost to the point of extinction. The early Seraphic church only survived, it is claimed, because of the sacrifices made by the Blade Brothers, but the Brotherhood was disbanded when the Seraphic Age dawned and it seemed that their services would no longer be needed.

This caused a split from the White Lodge as Grand Master Reynald of Tavelon refused to accept the annulment of his mission. Rather than disband, a core of Brothers vowed to continue fighting against the Nephilim and their followers. Pendragon monarchs were initially unsupportive and joined the Orderic Crusade to raze the few remaining Brotherhood strongholds on Pendragon. Reynald himself was burnt at the stake and his lands seized.

However the re-awakening of Morgan le Fay and the dynastic war initiated in response to this meant that the internal effort against the Brotherhood was suddenly halted. The remaining Brothers under Reynald's grandson Hugh de Tavelon have ever since supported the Gawain line against the claims of the Morganite armies. The withdrawal of church support however had embittered many of the knights serving in the Brotherhood and they insisted on a new policy in response to this.

The Brotherhood would charge for its military services, re-investing the money raised on citadels strong enough to resist any future calls for disbandment or the appropriation of Brotherhood lands. Furthermore, the Brotherhood would protect anyone who paid except direct followers of the Nephilim, including Stonedweller cultures and those resisting unjust lords or the demands of the competing dynasties.

Since that time the Brothers have retained an ascetic and militaristic outlook but have also acquired considerable wealth. Today anyone willing to follow Reynald's Code is accepted into the Guild. The Code stipulates that evil or blatantly Nephilic actions are unacceptable (the Fighter's Guild does not want murderers and rapists in its ranks) but that members of the Guild may accept any contracts that do not break this simple rule.

The ranks of the Brotherhood are essentially military in nature. Squires serve knights who serve Knight Captains. Knight Captains lead Chapterhouses which are usually highly protected castles situated on the outskirts of a town or village. Marshals 'rule' whole territories containing several Chapterhouses whilst a General is responsible for all the Blade Brothers on his planet. The Brotherhood as a whole is led by a Grand Master who always adds the name Tavelon to his own name as a mark of respect to the legendary founder of the Brotherhood.

To become a knight of the Brotherhood requires extensive training, but anyone can be accepted as a squire and their ranks may include many warriors of low or beginning ability. Bodyguards, caravan guards, bouncers, wrestlers, members of the town watch, all join the Brotherhood to gain skill and experience and all are welcome. The Guild nearly went out of existence before, and it is therefore eager to keep its membership levels as high as possible.

Every Chapterhouse includes a training arena, usually in the courtyard or great hall of a castle, but sometimes (in smaller Chapterhouses) in an underground chamber.

The surcoat of the Fighter's Guild has a white sword upraised on a blue background. This symbol repeats on flags flown from the walls of the Chapterhouse.

The Brotherhood has a mixed attitude to both the church and the Pendragon monarchy. Both are seen as unreliable friends or former allies. The Brotherhood therefore prefers to work directly for ordinary people affected by evil threats rather than through church or state intermediaries. They still accept contracts from the White Lodge or the Pendragon monarchy, and a large minority of squires and knights have dual membership either as followers of the church or as officials and soldiers in Gawain's army. There is however a strong competitive streak running between the Brotherhood and the Pendragon Legion, with both seeing themselves as the true defenders of law and justice. The Brotherhood believes the Legion is too political and fanatical, whilst the Legion believes the Brotherhood is too mercenary and amateurish.

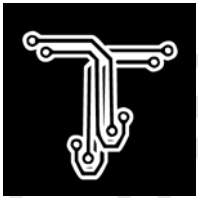
The Blade Brothers retain a strong hatred of the Nephilim however and will always work against the interests of the Nephilic Society and the Morganic dynasty. For this reason the Brotherhood is illegal in areas ruled by Morgan le Fay. Members found in her territories are subject to imprisonment, torture and execution.

Castle Eyrie, a gigantic castle filling one of the floating islands of Tintagel, is the headquarters of the Brotherhood, and the only place in Tintagel in which both Topside and Underside are subject to the same rule (that of the Grand Master). There is also a major Chapterhouse at Tavelon on Pendragon, though not the original castle of Reynald (which was destroyed). In places where it is uneconomical to build an entire castle (small villages or remote outposts) the Chapterhouse may consist of little more than a large training hall or gymnasium.

The current Grand Master, Colgrevice Balan de Tavelon, is a bearded, iron-haired and grizzled veteran with a scarred brow and a ram-rod back. Colgrevice always appears as if he is standing to attention and is direct and forthright in his speech.

He does not tolerate fools but has a genuine concern for the welfare of those unable to defend themselves.

Rank	Quest	Benefit
Squire	Defend the Wagons: Protect a merchant caravan from a monstrous attack	Warrior Aspect Rank 1
Knight	Honour the Fallen: Recover the sword and shield of a defeated knight from a monster	Warrior Aspect Rank 2
Knight Captain	Storm the Keep: Take the castle of a bandit chief	Command of a Chapterhouse Warrior Aspect Rank 3
Marshal	Street Fighting Man: Plan and complete an assault on a Morganite factol complex	Command of several Chapterhouses Warrior Aspect Rank 4
General	The Lords of Ruin: Destroy an army of possessed warriors	Command of Warriors Guild for an entire Realm Warrior Aspect Rank 5
Grand Master	Slay the Dragon: Destroy Morgan's Dragon	Command of the Warriors Guild One Rank 1 Aspect of Players Choice



The Wizard's Guild (The Arcane Brotherhood)

In the cities and towns of the Pendragon system can be found solitary stone towers from which hang signs depicting an open palm on which is painted a stylised eye. These towers are largely ignored by the general populace, although sometimes cloaked students and lean, scholarly gentlemen are seen coming and going somewhat furtively about their business. Occasionally these towers are within the grounds of a university or college of learning, but they are always avoided by the more pious students. For these buildings, whilst legal, are viewed with suspicion by many followers of the Seraphic church.

The official line of the Pendragon monarchy is that the magic practised by the wizard's guild is of a different kind to that practised by the Morganic witches and hags of the rival dynasty. The Guild itself has publicly denounced necromancy and 'black' magic and strives to present a positive public image. Only those wizards who accept restrictions on their use of magic and on the procurement of the materials of their craft are accepted into the Guild, but many find this a price worth paying given the fact that the Guild has a greater library of magical tomes than any other organisation.

Access to greater knowledge and training, to superior research facilities and laboratories and to the expertise of fellow Guild members makes the Arcane Brotherhood a very popular institution for those wishing to study magic. As with the Thieves Guild, the authorities believe that self-imposed restrictions can aid in controlling what would otherwise be a dangerous form of rebellion.

The Seraphic Church, whilst deeply suspicious of the wizards and their powers, reluctantly agree that it is better to keep wizards registered with a single organisation and subject to a moderate and pliable leadership. It is likely however that this understanding would not remain in force were it not for the fact that the Church has more pressing concerns in the form of the Morganic dynasty and the Nephilic Society.

For their part, the wizards are fully aware that their powers still provoke fear and misunderstanding and that any tolerance shown to them by the civil authorities or by the Church is both reluctantly offered and conditional on the good behaviour of their members. The Guild itself will clamp down on wizards who start experimenting with proscribed magics or who throw their weight around in polite society.

Some of the younger wizards, never subject to the burnings and crusades of the past and largely uninterested in the lessons to be drawn from history, chafe under the many restrictions imposed upon them, and some even see the leadership of the Arcane Brotherhood as frightened old men who need to be replaced by bolder minds.

Attitudes towards the Guild in the general populace will vary according to the mindset of the individual being questioned. A significant minority do not believe in the efficacy of magic and therefore view the Arcane Brotherhood as either harmless fools or deliberate charlatans. These 'wise' types scoff at the Arcane Brotherhood and those who oppose it alike, seeing all who deal in such matters as ignorant bumpkins.

The majority follow the attitude of the Pendragon monarchy and treat the Guild with wary, slightly superstitious respect. A very small minority, either through fanatical belief in the Seraphic Church or due to some negative personal encounter, actively hate and despise the Arcane Brotherhood and work towards its destruction.

These haters are referred to by the Brotherhood as 'topplers'. Topplers are usually acting alone, although some have been inspired in their hatred by agents of the Nephilic Society.

The Brotherhood are the most suspect as well as the most suspected of all the Guilds and organisations active in the Pendragon system. They try to maintain as low a profile as possible, and will often act through third parties in an attempt to disassociate themselves from any failures or embarrassments arising when a quest goes wrong.

For discreet characters looking for a 'hands off' employer, the Arcane Brotherhood can act as an extremely useful patron. If word gets out however that the characters work for the Brotherhood, other groups may react more negatively-either with mockery, or with violence. The most dangerous group to consider in such situations are those who believe in magic but oppose the Brotherhood, since these groups (such as the Nephilic Society) will be keen to steal artefacts and magic owned by the Guild, and to kill off any potential magical rivals at the same time.

The Arcane Brotherhood's main base is a secret domed tower on the planet of Avalon, hidden on the dusty dark side of the planet. The exact location of this dome is known only to the highest members of the Guild. The dome is known as Alexandria, and here they keep The Infinite Library, said to contain books dating back to the First Empire itself. An 'Alexandrian' is a message coming directly from the Grand Master of the Brotherhood, a figure referred to as The Sphinx.

Some claim that the Sphinx and Merlin are one and the same man, although this is dismissed as absurd speculation by the majority of people.

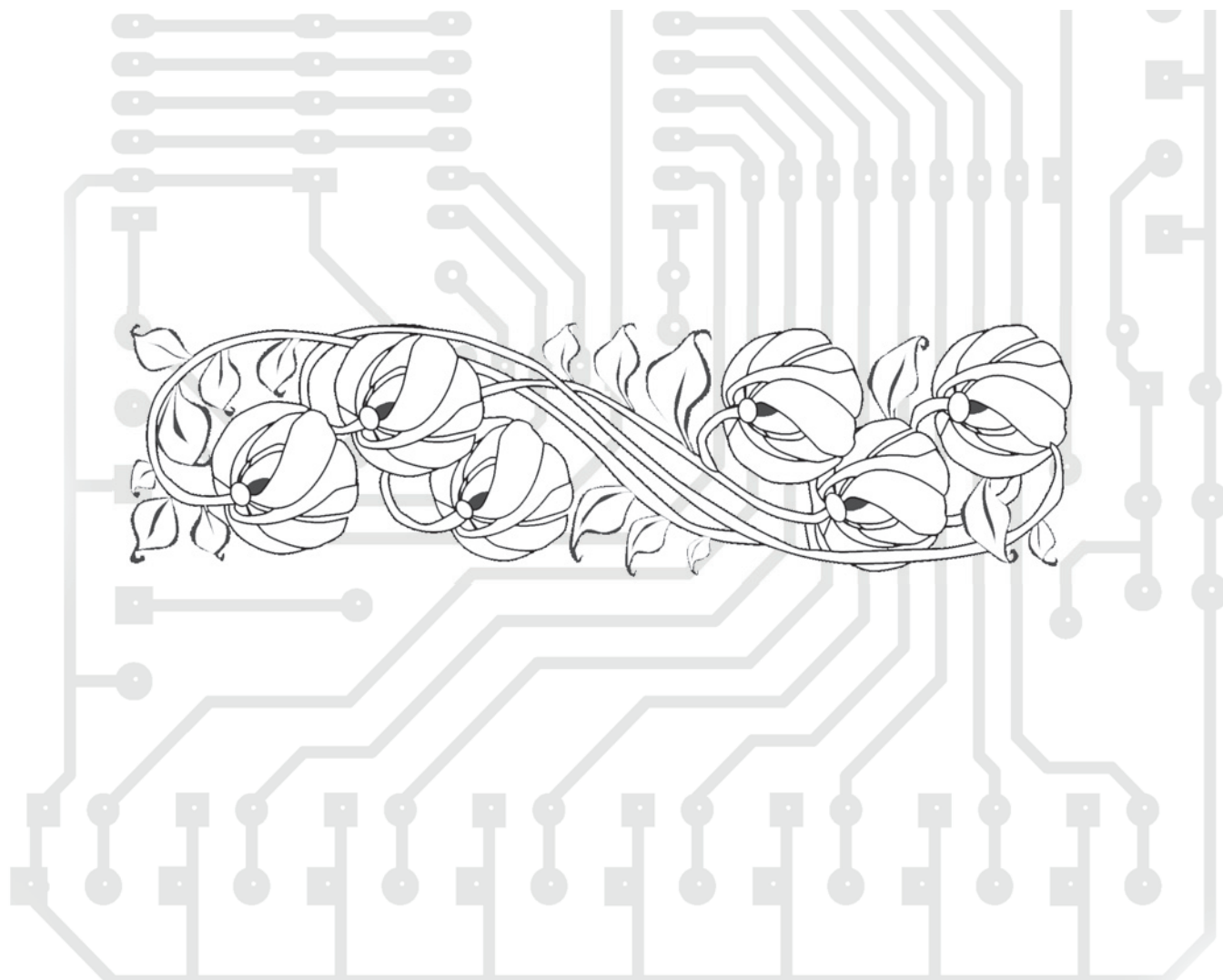
The most accessible towers to the public are those at Pendragon near the city of Deepwell and at Cactus City on Mordred (the Arcane Brotherhood risks the wrath of Queen Morgan in their desire to study the spirits on this planet).

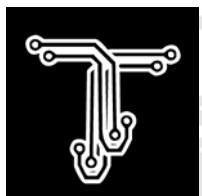
The Pendragon tower is ruled by Arch-Magus Augustus, a part-Romish seer who cultivates a snowy white beard and a magisterial air derived from ancient literary references to the appearance of wizards, whilst the Cactus City tower is ruled by Arch-Magus Erasmus Harbinger, a former cattle drover and military scout, who is also a gnarled, unwashed, cursing little man with a love of drinking, swearing and women that is as far removed from the cool dignity of Augustus as it is possible to imagine.

Ranks in the Arcane Brotherhood run as follows: apprentice, initiate, devotee, mystic, magician, sorcerer, wizard, magus, arch-magus and Grand Master. Seniority is based not on administrative skill, popularity or charisma but purely on magical power and potentiality, tested by contests of the mind and even magical duels. Although the Brotherhood has suffered at times due to the drawbacks of this system (magical might does not necessarily reflect wisdom, after all) it is the only method of selection which all the members regard as fair.

Fortunately the Sphinx has proved himself far more magically adept than any challenger for the last one hundred and twenty years, and this continuity has done much to stabilise the internal politics of the Guild. Long life has also given the Sphinx a perspective which aids the Guild in dealing with external threats (retreat, reform and sow dissent among your enemies being the basic policy). Again, those who do not believe in magic insist that the longevity of the Sphinx is simply a self-promoting lie or boast.

Rank	Quest	Benefit
Apprentice	Brave the Maze: Survive a series of puzzles in a secret Tower maze	Wizard Aspect Rank 1
Initiate	Bring to Book: Steal a rebel wizard's spellbook	Thief Aspect Rank 1
Devotee	Hag's Blood: Obtain and deliver a vial of hag's blood to a more senior wizard	Wizard Aspect Rank 2
Mystic	Sight of Spirits: Obtain First Empire lenses from Bathinite ruins	Gain one First Empire device
Magician	Plant the Truth: Obtain a truth serum from a rare Chult flower	Wizard Aspect Rank 3
Sorcerer	Flight of Fiends: Chase and catch a fleeing traitor and deliver to senior wizard	Wizard Aspect Rank 4
Wizard	Dust to Dust: Deliver supplies to an expedition on Avalon	Wizard Aspect Rank 5
Magus	Raise the Tower: Clear a tower of monsters and recruit new wizards	Wizard's tower 1d100 followers
Arch-Magus	Staff of Power: Recover the staff of Merlin	Control of Wizard's Guild for an entire Realm Magical Staff
Grand Master	Riddle of the Sphinx: Discover the identity of the Sphinx	Control of the Wizards Guild





The Seraphic Church (The White Lodge)

The White Lodge was once the most powerful institution in the Pendragon system, but has found its influence gradually being supplanted by that of civil authorities in the form of the Pendragon monarchy and the Morganic dynasty. Internal disunity such as the decision to disband its own military wing (the Blade Brothers) and an unfortunate tendency towards internal dissent and corruption did not help this process, but it is likely that even a strong and united Seraphic Church would have declined as the Seraphim themselves seek more and more to withdraw from human affairs.

Rare indeed is the churchman these days who can summon an angel or saint to inspire the faithful and smite the unbeliever, since the current truce of the Age of the Shared Wheel places strict limits upon such manifestations.

The Nephilim have in many ways proved more adroit in adapting to or circumventing these rules, whilst the law-abiding Seraphim have found that they must often leave their human agents without obvious support. This is not to say that the modern Seraphic Church is powerless. It embodies the cults and followers of all of the Seraphim, including the heroes of the Arthurian Age who continue to inspire and comfort commoners and nobility alike throughout the system. Every small boy dreams of being an Arthur or a Galahad, and every preacher knows how to weave his sermons around the inspiring tales of the past in a way that ensures continuing devotion in the present.

Rivalries between individual Seraphic cults have also been contained and channelled into a sort of friendly competition, as each church tries to do the most to ensure the triumph of righteousness throughout the system.

Despite growing secularisation, no knight is a knight in the worlds loyal to King Gawain unless he has been knighted in a Seraphic church or received a Seraphic blessing, no funeral is on hallowed ground unless that ground belongs to the Church and no wedding is legal unless conducted by a Seraphic priest. The King himself is anointed by Arthur's Blessing, a ritual crowning conducted by the Arch-Bishop of Camelot, and all the lesser nobles in turn are confirmed in their legitimacy by Gawain's Blessing, given by the King both as monarch and as representative of the Seraphim.

The White Lodge is a powerful presence in the daily lives of peasant, merchant and lord, and the vast majority of persons fear the Pendragonners versions of Heaven and Hell (The Land of Summer where good and faithful believers go to feast with Arthur and his knights, or The Land Without A King, where sinners stumble forever through frozen swamps).

Arthur is of course the most respected of the Seraphim in the Pendragon system and the most referenced in White Lodge ceremony and liturgies. The White Lodge is replete with symbolic references to Arthur and the other knights of the round table, and the core symbol of the faith (a circle with a cross within it) is a reference to the King's sword laid upon a round table. Churchmen refer to Arthur as Arturos Christos and employ an archaic language which is unintelligible to the majority of persons but which is sonorous with the ancient dignity of the First Empire. Due to the importance placed within the Arthurian legends on the loyalty due to a rightful king, the White Lodge finds itself in the position of supporting the very secular authority which is gradually supplanting it.

The head of the church however, the Arch-Bishop of Camelot, is always firm in upholding traditional church rights such as the right to try any clergy in their own ecclesiastical courts.

The Pendragon monarchy is aware of the importance of the support of the White Lodge both materially and spiritually, since even kings fear the judgement of anathema that the Arch-Bishop can pronounce on any believer of the faith (an anathemite is barred from entering The Land of Summer. Black knights serving Queen Morgan are all considered anathemites by the White Lodge).

Structurally the White Lodge is divided into two main branches, the Mendicant and the Supplicant. Supplicants are based in a permanent location and minister to a set diocese. Their ranks are as follows: acolyte, deacon, priest, revered priest, high priests and Bishops.

Bishops administer whole continents, high priests have authority over large towns or cities, revered priests administer towns and priests tend to villages. Deacons are assistants to all of the above and may have a wide range of duties and skills, whilst acolytes are clergy in training. Mendicants are monks of the Seraphic cults and differ from the clergy in that they especially revere a particular Seraphim. Communities of settled monks are run by Abbots and are commonplace throughout the system, but all monks will use an abbey or monastery as a retreat or base whilst spending half of their time wandering. The cult of a particular Seraphim and the monks within it respect the authority of the Supplicant church within their area but are not directly ruled and function with almost complete independence.

Each cult is known as an Order named after the Seraphim in question (e.g. Ordo Arturus, Ordo Bedivericus, Ordo Lancelos etc) and each has a Grand Master. These monks in charge of whole orders are considered equivalent in rank to Bishops but may only be chastised or over-ruled by the Arch-Bishop of Camelot. In most regards they are the supreme and independent authority within their Order. A final rank bridging both branches of the church is that of Cardinal.

These white robed men are the powerful personal agents and emissaries of the Arch-Bishop. Nunneries also exist and follow the same basic structure as the Orders but are dedicated to female Seraphim and are headed by a Mother Superior.

Many of the churches and cathedrals of the White Lodge incorporate First Empire ruins and the church is an assiduous collector of ancient lore. The great age of many of the buildings the church uses adds to the mystique and prestige of its ceremonies, whilst the church is also keen to limit the access other groups and organisations have to the 'dangerous' technology and knowledge of the past. Both the Arthurian myths and the other information about the past gathered and studied by the scholars of the church suggest that such limitation is wise, and the church is suspicious of organisations like the Brotherhood of Progression, the Makers of Avalon or The Wizard's Guild which seek to recover this knowledge for their own purposes.

More pressing than these concerns, however, are memories of The Age of Lucifer's Reign. The White Lodge fights a continual, largely hidden battle against the cults which comprise the Nephilic Society, a spiritual counter-part to the more obvious war waged by King Gawain against Queen Morgan. Perhaps the most significant and subtlest power of the White Lodge is derived from its ability to produce the Ikons which are necessary for travel between the worlds of the system using the Doors left over from the Doorkeeper Age.

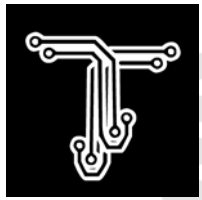
Priests guard the ability to create these Ikons very jealously and they charge exorbitant sums for those wishing to purchase them. The withdrawal of the right to use an Ikon is automatic to those who have had anathema pronounced upon them, which means that those who anger the church can be trapped on the world they currently inhabit (unless they succumb totally to corruption and employ the Dark Ikons of the Nephilic Society).

Even as artworks alone the Ikons, which are usually metal or bone symbols, books or statuettes encrusted with jewels, are extremely valuable. When one considers that all trade between worlds would cease without them, their importance becomes immediately apparent even to those with no respect for the religion or belief system they represent. The White Lodge employs countless artisans and skilled monks in producing these Ikons, which can also be gifted to those who have performed great services for the church or who are embarking on quests or pilgrimages on its behalf. A large number of Ikons are also supplied to the Pendragon monarchy, without which King Gawain would find it very difficult to maintain control over his world-spanning territories and dominions.

The current Arch-Bishop of Camelot is Elyanus Bede, a renowned First Empire scholar even before he experienced a vision which set him on the path to becoming the most powerful cleric in the system. Elyanus is a rotund, cheerful man with a cherubic expression and a flowing white beard. He waxes his moustache to points which when smiling give him an almost impish look. Beneath his carefree pose, however, beats the heart of a fierce warrior of the church. Elyanus would happily martyr himself if it could deal a significant blow against the Nephilim.

Rank	Quest	Benefit
Acolyte	Serve the Shrine: Defend the transportation of a relic to a famous shrine	Seraphic Church Aspect Rank 1
Deacon	Spread the Word: Deliver pamphlets to a hostile area	1d20 followers
Priest	A Father Slain: Investigate the murder of a local priest	Seraphic Church Aspect Rank 2 +3 Investigate Skill
Revered Priest	House of Fools: Save a village from a curse of idiocy	1d20 followers
High Priest	Witchhunter General: Catch and put on trial a suspected witch	Seraphic Church Aspect Rank 3
Bishop	Founding Father: Build a church in a hostile area	Control of a church Seraphic Church Aspect Rank 4
Cardinal	Purge the Faith: Suppress a new heresy	Seraphic Church Aspect Rank 5 +3 Intimidate Skill
Arch-Bishop	Seize the Mitre: Expose the crimes of the existing leaders of the Church	Control of the Seraphic Church

The Crystal Spire at Camelot is the finest cathedral and most intact First Empire building anywhere in the system, and includes a private palace where the Arch-Bishop usually resides. Goldenroot Spire in the city of Goldenroot on Pendragon is the next greatest cathedral of the White Lodge, whilst cathedrals also exist in New Gernsville on Vortigern and at Puffin Isle at Arthur's Grave (this last, Gravewatch Cathedral, is something of an embarrassment, custodianship of which is reserved for troublesome rivals of the incumbent Arch-Bishop. Resting Place Abbey is, after all, larger and far more powerful on the planet than the cathedral. The current Bishop of Gravewatch, Sylvain Anselmer, is a bitter recluse attended by only thirteen acolytes).



The Nephilic Church (The Nephilic Society)

The Nephilic Church is the counterpart and enemy of the White Lodge, and is portrayed by the White Lodge and other organisations in the Pendragon realms as an embodiment of corruption, depravity and evil. The followers of the Nephilic Society are, after all, those who have sided with the dread Nephilim and willingly betrayed humanity for personal power or gain. The truth of the matter, however, is more complex, as whilst mad monks and black knights do indeed serve within the ranks of the Nephilic Society it also includes many persons who genuinely believe that they are acting not only in their own best interests but in the best interests of mankind.

The most dangerous and insidious evils, those which prove the most lasting and the most difficult to eradicate, are those which consider themselves altruistic and good. Many in the Nephilic Society see themselves as the saviours of humanity, as the heroes who have persuaded the Nephilim that mankind can be a useful partner rather than an implacable opponent.

All of the members of the Nephilic Society believe that the lesson of Lucifer's Reign is that the Nephilim are stronger and more cunning either than mankind or than the Seraphim and Druidim. It is foolish to resist what will be an inevitable and unavoidable conquest. Far better to ingratiate ourselves with these terrible powers and convince them not to obliterate mankind altogether. By serving them, we can learn from them, and one day, perhaps, grow strong enough to reassert our independence. Thus whilst it is true that members of the Nephilic Society are power-hungry servants of the Nephilim, the ultimate uses to which they intend to put this power might not in all cases be evil ones.

In many tragic instances, they dream of utopian futures for mankind, and are incapable of understanding why people object to the grim methods they employ in trying to bring these futures about. There are of course also those who like killing on behalf of the Nephilim, and who simply see membership in the Society as an outlet for all their negative feelings and perverted desires. The uneasy coexistence between the utopian dreamers, the grim pragmatists doing what must be done, and the genuinely savage, brutal and perverse, makes general statements about the Nephilic Society far more difficult than might first appear to be the case.

For a start, the Nephilic Society is far more fragmented than the White Lodge. All of its members are mendicants, with only one branch possessing settled churches and cathedrals (the Cult of Morgana, worshippers and personal servants of Queen Morgan le Fay). The rest are structured in versions of monasticism, usually with ranks broadly similar to those of the White Lodge. The Orders of the White Lodge are however far more centralised and consistent than the Cults of the Nephilic Society.

These tend to be far smaller but to proliferate far more widely.

Each major Nephilim, for example, does not have a single cult, but tens or even hundreds of small, competing cults, each of which regards itself as pre-eminent and most favoured by the deity in question. Some of these organisations may see a brotherhood or parity of interests with other Nephilic Cults, but they are just as likely to regard other such groups as their deadly rivals. The Nephilim are on the whole amused by this competition for their attention and favour, and often subtly encourage such divisions.

Given this disunity, it might seem that the Nephilic Society, often no more than an umbrella term for very loosely aligned groups, would be an easy target for the White Lodge or for other groups seeking to extinguish the human followers of the Nephilim. This, however, is not the case for several reasons. Firstly, the Nephilim do not play by the rules. The support they give to cults they find most entertaining or useful is more direct and practical than that given by the Seraphim to the White Lodge.

Nephilim will perform miracles, or appear personally, breaking the terms of their agreement with the Seraphim and Druidim and daring their rivals to launch another total war. They have become expert in a kind of brinkmanship of involvement in mortal human affairs which gives them a distinct advantage over their more cautious opponents. Second, there is something in humanity itself that finds the Nephilim fascinating and seductive. The Nephilim do not expect their followers to obey self-denying rules, or to quell their personal ambitions in pursuit of some greater good. They offer knowledge, even where it might blast the sanity of the recipient, and they aid quests for vengeance, power or profit that the Seraphim would not condone.

'To serve is to be free' is a common saying of the Cults, meaning that the indifference of the Nephilim to accepted standards of morality is a liberating example that Cultists should happily emulate.

Wherever an individual feels constrained by tradition or authority, there exists a potential recruit to the Nephilic Society.

The main Nephilim worshipped by Cults of the Nephilic Society are as follows: Morgan the True Queen, Mordred the Betrayer, Barbatos the Black Knight, Vortigern the False King, Bathin the Brutal, Lucifer the Caged Lord and Guinevere the Fallen. Lamorak the Mighty, Garlon the Hidden Knight, Bruinis the Pitiless, Tarquin the Quick and Hue the Perilous also all have significant cults, whilst those of the other Nephilim are either less powerful or better able to hide their plots and machinations from scholars and observers.

Morganites admit no superior, and the influence of the Morganite dynasty ensures that all of the other Cults grudgingly bow to her supremacy, at least when dealing with her cult directly. Lucifer's significance has faded considerably since his imprisonment, as he is trapped on a distant prison planet inaccessible to any Door. As the least able of the Nephilim to directly intervene in affairs within the Pendragon system his old pre-eminence has therefore been forfeited, although his Cultists naturally plot to free him from his bonds.

Some examples of individual Cults comprising the Nephilic Society follow:

The Cult of Morgana (Morganites): The faith which dominates Morgan's Curse and which forms a significant branch of the forces of Queen Morgan le Fay in her struggle against the Pendragon Dynasty, the Morganites serve as chaplains and commissars in the Queen's army and as both a police force and political administration within the great cities of that planet.

They are divided into Offices such as The Office of Internal Security, the Office of Morale, the Office of Relics, the Office of Conversion, the Office of Instruction and the Office of Inspiration.

These cover in turn the apprehension of criminals, the public punishment of criminals, the discovery and use of First Empire technology, the training and education of citizens, the infiltration of the Pendragon bureaucracy and the moral guidance and punishment of the Queen's own troops.

Their ranks progress as follows: clerk initiate, clerk superior, acolyte, acolyte superior, devoted servant, favoured servant, Secretary, Favoured Secretary. Each Favoured Secretary is in charge of an Office and in turn reports to either a Handmaid or a Companion (who are normally assigned a portfolio of Offices to command based on an ever-shifting interplay of personal interests, status, and favour with the Queen). To the citizens of the Pendragon government, however, all these ranks translate as simply 'witch' or 'warlock' depending on gender.

As they are backed up by the resources of an entire heavily populated planet and its enormous standing army the Morganites have considerably more 'clout' than other Cults. This gives them an arrogant and condescending attitude when dealing with other organisations within the Nephilic Society.

Cult of the Ready Vessel (The Ghostridden): Fanatical followers of Mordred, they see him as a perfect son spoiled by a neglectful and uncaring parent. They particularly hate and target patriarchal authority figures and symbols or persons associated with a faith in Arthur. They gain their name and a reputation for madness because they are willing to open themselves to the demonic possession of Mordred's spirit army.

Seniority in the Ready Vessel is judged by the number of spirits possessing that individual. The number of spirits can even be used as a form of address (First for only one spirit, Seventh for seven, Twelfth for twelve etc). The leader of the Cult is known as The Thirty Sixth, which is a record number of spirits to contain before irreparable insanity sets in.

Sons of Apocalypse (Barbed Knights): Black knights who consider themselves to share fragments of the spirit of Barbatos, Barbed Knights tend to adorn their armour with spikes in imitation of their lord. They are known as one of the most direct and brutal of all the Nephilic Cults.

Cult of the Coingiver (The Dead Merchants): Have all signed their souls away in return for wealth, but truly crave nothing more than as much of the river infected with the nanotech of Vortigern as they can acquire. Their wealth is used to this end in hopes of avoiding the 'payment' they owe to whatever mysterious Nephilim patron sponsored them.

Cult of the Scarlet Hammer (The Ogre Kings): Thugs and toughs who like to brain their victims with blunt instruments or weapons. The Ogre Kings are said to have some ability to influence or command the Bathinites of Guinevere, and also to provoke rage and berserker fury in friend and foe alike.

Cult of the Second Dawn (Luciferans): Followers of Lucifer who seek to free their imprisoned lord and who believe that a second Age of Lucifer's Reign is about to dawn. They work subtly and behind the scenes, often attempting to manipulate other Cults into achieving their ends or distracting the attention of the forces of good.

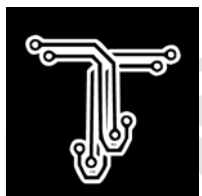
The Cult of the Second Dawn is foul but idealistic, many of its members genuinely see Lucifer as a positive force. Their symbol is a rising black sun on a white background.

Sisterhood of the Fall (The Weeping Witches): A group which supports and helps courtesans, prostitutes, female spies, traitors and criminals in the name of respect for Guinevere the Fallen. The Sisters are skilled seducers and poisoners.

They have a hatred of male authority, particularly that of nobles or patriarchs, and work against the interests of male authority figures even if the individuals involved otherwise support their aims (e.g. they will act against Morganite generals or agents of King Mark as readily as they act against those who serve King Gawain).

Rank	Quest	Benefit
Clerk Initiate	Blasphemy: Spread Morganite propaganda in a hostile area	Nephilic Church Aspect Rank 1
Clerk Superior	Desecration: Desecrate a Gawainite church	Nephilic Church Aspect Rank 2
Acolyte	Deliverance: Rescue a Morganite agent from Gawainite forces	Nephilic Church Aspect Rank 3
Acolyte Superior	Suppression: Put down a peasant uprising or heresy	Nephilic Church Aspect Rank 4
Devoted Servant	Conversion: Create an underground cult in Gawainite territory	Gain a church Gain 2-200 Followers
Favoured Servant	Sacrifice: Sacrifice a powerful enemy of the Church on a Morganite altar	Gain 20-2000 Followers
Secretary	Supremacy: Frame previous superior as a traitor and purge his loyalists	Nephilic Church Aspect Rank 5 Control of a Ministry
Favoured Secretary	Victory: Convert a Realm to Morgan or destroy its rulers	Gain control of Nephilic Church





The Druidic Church (The Old Path)

The Old Path is the least structured and most chaotic of all the faiths represented in the Pendragon system. This is not surprising given the nature of the beings that the druids worship. The Druidim first and foremost want to be left alone, they are reluctant participants in the dramas of human history and are far more interested, ultimately, in exploring the wonders of the wider natural world and their place within it. All of the Druidim are haunted by the realisation that they are the unnatural creations of the First Empire, and all of them retain a more realistic understanding of their own pasts than is common amongst the self-mythologizing Seraphim and Nephilim.

They do not crave either worship or fear, and interact with humanity only in order to limit mankind's potential for wider destruction. They have decided that man should be viewed as a natural predator who will destroy his own eco-system unless subject to certain controls and limitations. These limitations primarily focus on technology and the powerful machineries of the First Empire.

Attempts to discover or reactivate such devices might prompt interference from the servants of the Druidim, as will assaults upon Stonedweller tribes and cultures which the Druidim often 'adopt'. Ideally, they would like to see all humans limited to Stonedweller societies, so followers of the Old Path may also oppose the growth of towns and cities and the links between them that so often disrupt or impinge upon the natural world.

Druids do not have buildings or cathedrals as their bases, preferring sacred groves where the Druidim can be consulted in the open air. In most cases these groves will be cleared areas surrounded by a ring of ancient trees, most often ash, oak or willow trees depending on the surrounding geography.

In non-forested areas artificial simulations of these natural groves and meadows are acceptable, which explains the presence of 'standing stones' on several planets of the system.

The barbarians of Germania on Old Rom, the Dark Folk of Canus on Pendragon, the Leaf Nations of Sylvanus on Wildwood, the Pandean tribes of Wildwood, the Atropans and Seelie of Atropus on Morgan's Curse and the Equines of Vortigern all worship or respect the Druidim, but in most cases these are cultures and peoples threatened by the expansion of more sophisticated and organised foes. It should be noted that whilst the Seelie respect the Druidim some suspicion exists on both sides as each recognises the other as essentially unnatural guardians of a natural order.

Wildwood is the sacred heart of the Druidic faith, and the Leaf Nations offer the best chance of meeting with an actual Druidim. All of the followers of the Old Path are particularly concerned about the planets Morgan's Curse and Vortigern, as these seem to offer the greatest threat to Druidim interests throughout the system.

The Unseelie woods of Morgan's Curse are seen as a blasphemous mockery whilst the expansionist Vorean Republic of Vortigern seems to be repeating the mistakes of the First Empire. Druidic cells (known as 'groves') working against the Voreans and Morganites are not uncommon.

Organisation of 'groves' is loose and informal, consisting of little more than a gathering of allies and attendants inspired by one or more charismatic druids. Membership is often fluid and therefore unfortunately open to infiltration, although the fact that many druids work as individuals without such a supporting group tends to mitigate the impact of any betrayals arising from such incidents.

Some druids are wandering, whilst others elect to stay in one place, fiercely defending a particular natural habitat.

Etiquette amongst druids insists that wandering druids passing through such a territory make themselves known to the attendant druid, which is usually by means of a small offering of food or information at a roadside shrine or a site of outstanding natural beauty (a pool or lake being a common choice). Druids are often anti-social in their instincts and may not respond to such offerings personally, but no druid will ever attack another of his kind or persons accompanied by another druid, so long as they respect the environment they are passing through.

Every druid is aware of how to gather food and find shelter without offending other druids or the Druidim, and all are expert on natural flora and fauna particular to their area. Those wishing to follow the Druidic faith will always offer food and shelter to a wandering druid, and in return will often receive news of further places, healings or blessings from the assisted druid.

In the Kingdom of Pendragon and its satellites, the Old Path is viewed with suspicion and its adherents may be subject to minor harassment and bigotry (tending more often towards sarcasm and amusement than genuine hatred, those who follow the Druidim being regarded as 'country bumpkins').

King Gawain does however accept the legality of these beliefs and does not actively persecute them or allow the more fanatical elements of the White Lodge to do so. In such places the Old Path will be more influential the further one is removed from urban centres and retain some popularity amongst the peasants of rural areas. This status applies on the worlds of Pendragon, Arthur's Grave, Avalon, and Guinevere (the Guinevites respect both the Seraphim and the Druidim). The Old Path is almost non-existent on Camelot and Merlin and has a small, insignificant presence on Tintagel (accepted by Prince Tristram, outlawed by King Mark).

Individual druids may be encountered on Castlekeep but there is very little 'natural world' left to protect given the effects of constant battle. The Morganite dynasty has outlawed the Old Path and its presence on Mordred and Morgan's Curse is therefore minor and furtive. It is likewise outlawed in the towns and cities of Romish territory on Old Rom, since it is linked with the Germanic barbarians.

There are no formal ranks in the Old Path, although most druids establish a reputation which other druids and followers of the faith are aware of. Those who have met Druidim are treated with greater respect, for example, because it is known that these reclusive beings do not consult with mortals lightly. The more actions a druid takes to defend nature, the more his reputation within the Old Path grows. Less famous druids are more likely to obey his commands and honour his requests if they are aware of such previous deeds. Wandering druids often transmit requests and commands from respected and established druids to those less well known, and successfully fulfilling these will increase a druid's reputation.

There is also an irregular and informal 'ruling body' amongst the druids known as The Conclave of Druids. The Conclave meets only when called to do so by a Druidim or by an extremely powerful and respected druid. All the druids able or willing to attend will do so, but calling a Conclave for frivolous, personal or minor reasons has never been done and would probably result in the death of the person doing so.

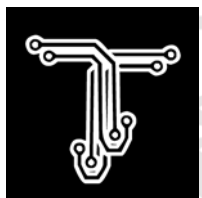
As druids advance in power they will learn more and more natural sites where their faith is still practised. Visiting these shrines and locations will result in new missions and access to new knowledge. It is said that some of the most powerful druids can visit these places spiritually rather than in person, or can speak with animal helpers who can visit them on their behalf. Such increases in power should not be sought for their own sake but to better defend nature.

The druids see the career of Merlin as a lesson in this regard. They see Merlin as the greatest druid who ever lived, but as a tragic figure who betrayed nature by supporting Arthur too much and by creating the Moon Grail on his behalf. Any druid who shows an interest in First Empire technology or who seems bent on acquiring personal power could be accused of being ‘a merlin’, a phrase meaning an unwise or power-hungry druid.

Famous druids currently active include Herne the Lesser, who wears antlers and hunts Voreans in the Norean Wood, Galbidus the Mute, a brooding giant who never speaks but still manages to lead an army of savage Germanic warriors on Old Rom, Butrus of the Caverns, a wild-haired hermit and suspected leper with a mysterious love-hate attitude towards King Mark, Mottled Meg, a half-breed Dark Folk shaman who can change her age and the colour of her skin at will, the feared Wicker King who burnt out his own eyes as offerings to the Druidim and Walter Locke, the former Vorean gunslinger who now works as a travelling assassin for a major Leaf Nation.



Rank	Quest	Benefit
Novice Druid	Seed the Path: Protect a sacred grove from destruction	Druid Aspect Rank 1
Druid	Lead the Tribe: Save a Stonedweller tribe from extinction	Druid Aspect Rank 2 1-100 Followers
Master Druid	Word of Shapes: Defeat a Great Animal Spirit	Druid Aspect Rank 3
Conclave Druid	Word of Life: Restore an extinct First Empire species	Druid Aspect Rank 4
Great Druid	Lord of the Wilds: Best the current Great Druid in 3 challenges	Druid Aspect Rank 5 Beast Lord (can speak with all beasts).



The Slavers Guild (The Iron Ring a.k.a. The Iron Band)

The Iron Band is one of the most feared organisations in the Pendragon system and the source of untold misery for those who are its victims. It is also, however, a profitable and powerful organisation, respected on Old Rom, in the realm of King Mark on Tintagel and throughout the lands of the Morganite dynasty. The Iron Band offers a service that many people approve of, the safe, secure and discreet supply of well-trained slaves for a variety of roles. The Band takes pride in the fact that the slaves they provide are well-fed and well-kept and that they are not subject to any mistreatment which is not an integral part of their training. Throughout the system the Iron Band kidnaps victims or acquires them by purchase from other regimes and organisations (principally the Morganite dynasty and King Mark. In many cases agents of these forces will supply untrained slaves, receiving back trained individuals after the Iron Band have had them in their care for at least six months). The Iron Band is extremely skilled in breaking their slaves and indoctrinating them to believe that they deserve such a status. Their skill in this regard is enhanced by the fact that the Slavers Guild itself sincerely believes in the reasons it gives for the continuation and legitimacy of the practice of slavery, some of which are outlined below.

The moral argument used on Old Rom and by the Band itself is that there will always be a demand for slaves. Given this starting point, is it not better to have a reputable and reliable organisation providing those slaves, an organisation that believes in good order, in social hierarchy, and in the proper treatment of valuable goods? Other slavers will loot, pillage, slaughter and commit additional crimes, but this is anathema to the professionals of the Slavers Guild.

Use of the Guild therefore lessons these other crimes. Other slavers will kill unnecessarily through brutality of incompetence, so it is actually in the best interests of the slave to be dealt with by the firm but rational operatives of the Guild. The Band are not mere abductors and rapists, nor even petty criminal gangs, but rather people who genuinely believe that the Nephilim have set some people above others for a reason. That reason is one of moral instruction linked to past crimes. Those who are slaves are slaves because they have committed crimes in their present lives, such as the Germanic tribes of Old Rom or the criminals languishing in the prisons of King Mark. Only slavery allows them the time they need to repent and to become useful and productive despite their own sinful nature. If humanity is ever again going to reach to the heights of prosperity and power it knew during the First Empire, then only slavery provides the raw manpower needed to do this. Those who object to the Guild are well-meaning fools, unable to take the hard choices necessary to ensure that humanity's future is protected.

It is the religious element underpinning the work of the Slavers Guild that distinguishes them from simple slave traders. Whilst many of them are followers of the Nephilim, some are worshippers of the Seraphim and genuinely believe that their career is compatible with their faith. To the Iron Band it is clear that if the Seraphim truly disapproved of slavery they would act directly against the Band themselves, but they do not. This is of course because of the agreements in place with the Nephilim and the reluctance of the Seraphim to promote another all-out war, but the Iron Band take silence to mean tacit approval. The Band in fact trace their origins back to the Overseers of the Great Companies during the First Empire, likening their role now to that of the men who kept order at all costs during the chaos of the first Days of Gedd.

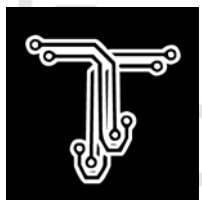
This ancient lineage further justifies in their mind the misery of those taken as slaves, since slavery has clearly been historically endorsed by succeeding generations.

Ranks within the Iron Band run as follows: guard, tracker, hunter, overseer, slaver, master slaver, instructors and Grand Master. Guards simply defend slave caravans and more senior members of the Guild from attack. Trackers find new trade partners and buying opportunities and also act as scouts for trade caravans. Hunters are in charge of the recovery of valuable escaped slaves and the punishment of slaves who are not conducive to their training. Overseers are in charge of an Iron Hall (a slave auction house) and slavers are in charge of Iron Wagons (slave caravans). Master slavers take command of entire trade routes and often deal with powerful nobles or other guilds, whilst the Grand Master runs the Academy, the single greatest slave market and training facility in the system and the headquarters of the Guild, where can also be found the instructors of the Guild.

The Academy is a surprise to many of the opponents of the Guild. Those expecting a forbidding prison are instead greeted by a grandiose marble palace of perfect proportions and elegant symmetry, surrounded by colonnaded courtyards and green lawns. The Academy is tastefully decorated with treasures earned by the sums generated by the foul business that the Guild conducts, whilst all the cells, punishment rooms and training rooms are in several dungeon levels below the main building. New slaves are housed on the ninth layer and only ascend when they pass stringent tests of indoctrination and submission. The bottommost tenth level is reserved for those who apparently cannot be broken, whilst the visible portion of the Academy (the marble palace) is frequented only by the Instructors and the Banded (slaves who are fully broken and conditioned).

Rank	Quest	Benefit
Guard	Shield the Meat: Defend a slaver caravan from attack	Slaver Aspect Rank 1
Tracker	Find the Meat: Hunt down an escaped slave	A personal body slave
Hunter	Take to Market: Gather 12 slaves and transport for sale	Slaver Aspect Rank 2
Overseer	Chain the Brave: Enslave a powerful enemy	Slaver Aspect Rank 3
Slaver	Break the Brave: Enslave an entire settlement	1d6 Tracker followers 1d20 personal slaves
Master Slaver	Champion's Ruin: Find and destroy a group that helps slaves	Slaver Aspect Rank 4
Instructor	Against Your Own: Enslave a slaver rival before he enslaves you	Slaver Aspect Rank 5 Control of the Slavers Guild for an entire Realm
Grand Master	Shepherd of Fear: Enslave an entire tribe, people, race or city	Control of the Slavers Guild

Important Iron Halls are found at Melpominee Port on Morgan's Curse, Avica on Old Rom, Weeping Child Plantation in the Vorean Republic, Big Bad on Mordred and Hold Forlorn on Castlekeep. The Academy is located on the Persean Hill in the city of Neronium on Old Rom. The current Grand Master of the Iron Band is Elias Edward Blamore, a tall, stooped man of great dignity with a cultured air who always dresses in a neat black Vorean suit. Blamore is genuinely upset by the bad reputation of the Guild and sees it as his mission to persuade the Pendragon dynasty of the benefits of slavery as opposed to the injustices of serfdom. Blamore's personal guard, the Unmarked, are all fanatically loyal former slaves.



The Tomb Robber's Guild (The Seeker's Friend)

At the time when great pilgrimages between shrines associated with the Seraphim and Nephilim throughout the system were first being initiated, more unscrupulous attempts were also made to plunder the historical sites of the past. Huge numbers of pilgrims wanted souvenirs of their journeys, and for those unable to afford Ikons or items officially supplied by their churches a demand for looted treasures naturally arose. First Empire items in particular were associated with the power and prestige of those days, and possession of such relics could be used as evidence both of one's own spiritual status (a connection to the Seraphim or Nephilim) or of the antiquity of the owner's family. Noble houses tended to keep a Family Reliquary filled with such treasures, and the theft or trade of these items naturally followed.

The Tomb Robbers Guild began as a group of enterprising individuals who decided to supply the market with what it needed.

Initially, the Guild members personally robbed tombs, particularly the ruins of Arthur's Grave, but the savage reaction of the White Lodge to these transgressions (Arch-Bishop Cadwallon II declaring the Reliquisant Crusade against them) put severe strain on such actions. The successful conclusion of the Crusade and the subsequent founding of Resting Place Abbey put an effective stop to large-scale theft from Arthur's Grave and forced the Guild to begin operations on other worlds such as Mordred and Pendragon. Both the White Lodge and the Nephilic Society however saw the actions of the Tomb Robbers as blasphemous and wanted to themselves control access to the treasures of the past. The Guild might well have disappeared had it not changed tactics.

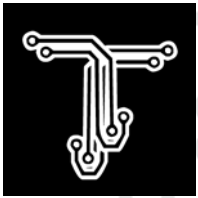
Allardin of the White Mask, a former monk and very successful thief, was the first to realise that there was no need of robbing the tombs himself when he could instead offer supplies to others who would take all the risks and, if successful, provide him with a cut of the proceeds. Allardin began supplying excavating tools, water, rations, entertainment, weapons, rope and other basic provisions at cheap rates to those planning tomb raids. He also supplied transport and workers to move any goods recovered, together with healers for those wounded in the tombs. He gathered rumours and legends concerning other sites of interest, and had these made into maps and instructions that could be sold on to third parties looking for a new adventure. Before long Allardin's innovation had made him enormously wealthy, and his example had been copied by many others. Realising that competitors might affect his prices, Allardin moved swiftly to bring these other operations under his control, formalising the creation of a fully fledged Guild to do so.

Today, anyone wanting guides or maps to treasure or ruins can contact the Tomb Robber's Guild and they will, for a fee, provide the necessary information.

Consultancy on different types of tombs, their guardians and dangers, is also a chargeable service, as is converting recovered treasures into immediate coin (usually at about 30% of actual value). The Tomb Robber's Guild maintains a book called The Synecdoche which is effectively a map of every rumoured First Empire or other historical tomb throughout the system. It pays for additional information to add to this document and it charges for information derived from it. Other guilds and organisations whisper that there is some secret purpose behind the gathering of this information greater than mere financial reward, but the exact nature of this conspiracy remains unknown. Amongst the linnorm caverns of Morgan's Curse is said to be found a secret repository of all the Guilds gathered wealth, a place known as Allardin's Cave, but this too might be no more than a rumour (if not, why would Queen Morgan not seize the treasure herself?).

Guild members are known as Finders and often try to form lasting relationships with known adventurers or explorers, attempting to act as advisors and patrons of future expeditions. Rumours persist of a sub-group within the Guild known as the Hiders, whose role it is to bury anew any ancient treasure that is considered too dangerous by the Mappers, the leaders of the Guild. The Grand Master of the Guild is known as The Great Cartographer and the present incumbent is Cerwen Pellinore, a grey haired, grey-eyed woman with a permanent frown. Cerwen is suspicious and greedy, but is a genuinely talented cartographer with an eidetic memory filled with thousands of likely locations for buried treasure and fabulous undiscovered riches. The Tomb Robbers have reached an understanding with the Merchants Guild which allows them to have an office at most Trading Stations or Guildhalls. They also work closely with the Dungeoneer's Guild, but have a strained relationship with all official churches.

Rank	Quest	Benefit
Seeker	Find the Deep: Discover the location of a new dungeon	Tomb Robber Aspect Rank 1 Treasure Map
Finder	Show to the Light: Bring back a significant treasure from a known dungeon	First Empire Relic
Hider	Wrap in Shadows: Conceal the location of a dungeon or great treasure from rival groups	Tomb Robber Aspect Rank 2 +3 Conceal Skill
Mapper	Here Be Dragons: Map a linnorm cave system	Tomb Robber Aspect Rank 4
Deep Mapper	No Stone Unknown: map the dungeons of each of the Four Monarchs worst prisons	Tomb Robber Aspect Rank 5
Great Cartographer	The Great Dungeon: Discover the location of Lucifer's Cage	Gain Lucifer's Ikon Gain control of the Tomb Robbers Guild



The Pendragon Legion

The Pendragon Legion is the army of the Kingdom of Pendragon and therefore protects and patrols all of the areas of the system where the authority of King Gawain is recognised (principally Arthur's Grave, Camelot, and Pendragon since these worlds are wholly within the Kingdom, but also all the Pendragon Holds of Castlekeep). The Kingdom is not considered the true ruler of Avalon, Guinevere and Merlin but no authority existing on those planets is strong enough to question their presence if they choose to intervene (this might not be true in the case of Merlin but the only the upper ranks of the Kingdom are aware of the presence of the Brotherhood of Progression there). Elders and Makers on Avalon have been known to request assistance from the Legion and accept that they fall within the Kingdom's 'sphere of influence' (preferring this to dominion by the Morganite dynasty). Guinevere is a difficult to access backwater and rarely sees a Legion patrol.

The Legion is a military organisation and its primary purpose is to defend the territories of King Gawain from the threat of the armies of Queen Morgan. The Legion does however have other duties, the most important of which is to act as a police force for the general populace and as protectors of the King's Highways (the roads on planet and the Doors between them). Most of the recruiting of the Legion takes place on the populous planet Pendragon, where commoners can enter the legion as squires and knights can enter as knights of the legion. The Legion itself considers its knights to outrank knights employed by noble houses, since the Legion directly serves the King, but accommodation is made for the pride of noble houses and members of the Legion follow strict protocols of etiquette when dealing with other knights.

Part of this etiquette is to notify local lords of any police actions taking place within their territories, and only the most serious of crimes will be referred to the Star Chamber of Camelot rather than being dealt with by the local lord (The Legion itself has neither judges nor courts, although summary justice can be dealt to those who resist arrest).

Ranks within the Legion run as follows: squire, knight, knight errant, knight superior, knight captain, knight commander and knight marshal. Knights Marshal are also referred to as General. The leader of the Legion as a whole is known as the Grand Marshal and commands all of the significant military forces of the Kingdom barring the personal guards of the noble houses and the King's personal guard (the King's Blades). Watchtowers of the Legion are spaced regularly along the highways and can also be found in towns (villages tend to have to appeal to the nearest town for Legion assistance). Petty criminals captured by the Legion will be handed over to local lords or to local churches if the crimes are ones dealt with by ecclesiastical courts. Serious crimes which are the speciality of the Legion include granting assistance to or communicating with the forces of Queen Morgan, engaging in weapon or relic smuggling, instigating sedition or treason against the King or his government, active membership or support to the Nephilic Society, riot, murder, brigandage and rebellion. The Legion will conduct investigations, pursue suspects and deliver them to the Star Chamber for judgement in all of these cases.

The Legion is divided into Watches which consist of 12 men (or more rarely, women. It is very unusual for women to join the Legion, but some do and they are not barred from doing so). This is the standard complement of a small watchtower. Ten Watches form a Vigil, which is the basic army unit for all major engagements, whilst Ten Vigils form a Guard.

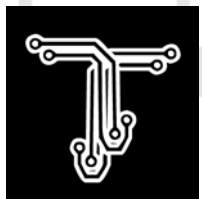
Guard's often acquire informal nicknames based on their legendary exploits and battles, and tend to have strong regional associations centred on the largest castles at which they are based (known as Holds).

All knights of the Legion are able to use the title 'sir' and have a private coat of arms which is added to their standard Legion uniform. All knights and above are provided with three sets of clothing and two sets of armour and weaponry (usually full plate armour for heavy combat assignments such as Castlekeep and a lighter alternative such as scale mail or leather armour for city patrols and standard duties). The Legion wear heavy blue travelling cloaks and horsehair crested helmets which immediately identify them.

They are proud of their status and are expected to maintain their arms and armour in excellent repair. Standard weapons are cavalry sabres when mounted and shortwords when on infantry patrols. Between settlements Legion knights will always be mounted on heavy warhorses which are also provided with light barding, whilst when based in a city or town they will patrol on foot. Curfews are not enforced except in towns or villages on the frontline of the battle against the armies of Queen Morgan or in response to a civilian request from the local lord (for example in response to a riot or major civil disturbance). All knights of the legion follow a code of chivalry which regards missile weapons as cowardly, although siege weapons and defences are exempted from this general rule. The Legion looks down on the Fighter's Guild and has a friendly rivalry with the knights serving noble houses.

Rank	Quest	Benefit
Squire	Win the Spur: Win a tourney against several rivals	Squire Aspect Rank 1
Knight	Save the Maid: Rescue a female agent from a Morganite prison	Pendragon Legionnaire Aspect Rank 1
Knight Errant	Slay the Beast: Save a village from a powerful monster	Magical weapon
Knight Superior	Talk Truth to Power: Deliver evidence against a traitorous noble	Pendragon Legionnaire Aspect Rank 2
Knight Captain	Protect the Pass: Capture or kill a bandit chief preying on mountain traffic	Pendragon Legionnaire Aspect Rank 3 Gain a Castle
Knight Commander	Set the Standard: Reclaim a battle standard lost to a Morganite general	Pendragon Legionnaire Aspect Rank 4
Knight Marshal	Ice Blind Glory: Capture Ice Blind Alley on Castlekeep	Pendragon Legionnaire Aspect Rank 5 Command of a Gawainite Army
Grand Marshal	Sword of Destiny: Claim Excalibar from the Ascended that guards it	2-20 personal Knight Followers Gain Excalibar

The current Grand Marshal of the Pendragon Legion is Etienne Rainult, Lord Dauntless of Dauntless Hold, nicknamed 'Redbeard'. A fierce fighter in his youth, Etienne now suffers the effects of years of battle. He is still a large man with a strong air of command, but his hands are crippled and he is no longer an effective warrior himself. He is, however, an excellent tactician and a ruthless opponent when commanding troops. Etienne is currently looking for a worthy successor to his post, and is not pleased with the leading candidates. It is rumoured that he has some personal connection or relation to Gilden Sforza. Whatever the link is, he will not discuss it, but seems saddened whenever Sforza's name is mentioned (Sforza is actually his grandson, bastard child of his own dead son Galahad Rainult. Sforza took the name of the criminal family who adopted him on Galahad's death). Etienne's personal standard is a standing red bear on a black background, and it is often seen flying from the command tent of Pendragon armies engaged with the hated Morganites.



he Queen's Guard (The Fyrd)

It is said that for every knight of the Pendragon legion, there are ten black knights sworn to the service of Queen Morgan. At her disposal are the teeming millions of the most populous planet in the system, Morgan's Curse, whose cities are hives of industry devoted to one aim, the conquest of the entire system under the banner of their dread Queen. Countless factories on Morgan's Curse and beneath the Dark Holds of Castlekeep see numberless slaves toiling night and day towards this end. Wretched multitudes produce weapons and armour for her vast armies, each factory competing against all others under the direction of a fanatically devoted hag. Those who are cunning, ruthless and lucky fight their way up the ranks, leaving the factories behind to become soldiers of the Queen.

These black knights have been toughened by their time as abused servants, and take great pride in their ascent. The training they receive is intense and punishing, including full scale battles above the linnorm fields of their homeworld. How then is it that King Gawain's forces manage to hold their own against these fell hordes?

Principally, it is because the forces of the Queen are deeply divided, and the society she rules riven with internal conflicts. The Queen's Guard is divided into four main parts, the Wytch Guard, the Unseelie Fleet, the Fyrd Guard and the Wraith Guard. The Fyrd are in the majority, but are the lowliest of all the commands because they consist of ordinary human troops or crude warriors like the Churls. They are often sacrificed in huge numbers and are the most poorly supplied and equipped of all the Queen's troops. Their officers are decadent human nobles, usually Companions of the Queen, and they are subject to the whims of these commanders regardless of whether or not their leaders possess any military acumen. Most of the officers are primarily concerned with ingratiating themselves with the Queen and humiliating their rivals, so co-operation between Regiments of the Fyrd is far less effective than the co-operation that exists between different Watches of the Pendragon Legion.

Far fewer in number are the Wytch Guard, units composed of witches and warlocks who act as elite shock troops and who scheme to increase their individual magical might. Many of the Wytch Guard abduct ordinary humans for vile necromantic experiments, or are slack in responding to orders which contradict their own priorities (many have bizarre research projects to which they are devoted, and several bargain with or jointly serve Nephilim other than Queen Morgan herself). The Wytch Guard co-operate heavily with the Nephilic Society and tend to look down on those who possess no magical acumen.

The Unseelie, by contrast, are the Queen's favoured pets, sentient destructive machines without a shred of human feeling, mechanical stormtroopers who, whilst superbly effective in massed ranks, are prone to alien and disturbing thinking patterns which again can impinge upon their effectiveness and their ability to work alongside other troop units (which is why they are used exclusively in formations of their own kind or as lone assassins). Finally the Wraith Guard are both the most terrible and the most unreliable of the Queen's forces, for these are the ghosts and spirits of Mordred's ancient army, trapped on the planet Mordred unless they possess a human vessel through which they can escape their hated prison. Many of the Wraiths have been driven mad by their centuries of bodiless existence, whilst even those possessed of some tenuous grip on reality are burdened with ancient secrets of the kind which only the Ascended should know.

Thus whilst her forces vastly outnumber those of King Gawain, Morgan is unable to claim total victory, and instead has been locked in a stalemate lasting centuries. Individually, even, her troops tend to be more powerful than those they face, but this and their numerical advantage is still not enough to compensate for their disunity, since sabotage of one's rivals is a time-honoured Morganite method of advancement. Morgan is fully aware of the drawbacks of such disunity, but is arrogant enough to assume that her eventual victory is still inevitable enough to allow the rivalries and hatreds within her forces to continue. She does in fact derive immense amusement from the constant scheming and treachery these rivalries create, and even encourages them as a means of ensuring that no other leader in her society grows strong enough to challenge her primacy.

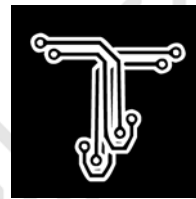
Rank	Quest	Benefit
Ravager	Flay the Foe: Take part in the capture and destruction of a Gawainite village	Fyrdsman Aspect Rank 1
Despoiler	Steal the Standard: Capture a Gawainite battle standard	Fyrdsman Aspect Rank 2
Destroyer	Salt the Ground: Capture and destroy a Gawainite church	Nephilic Churchgoer Aspect Rank 1
Axe Man	Headsman's Game: Decapitate 3 knights and give their heads to a Morganite shrine	+3 Melee Weapon (Axe) Skill
Axe Lord	Cut the Dragon's Scale: Survive a week in the linnorm caves	Fyrdsman Aspect Rank 3
Storm Knight	Claim the Castle: Capture a Gawainite castle	Castle
Black Knight	Chain the Wraith: Capture and control a Mordred ghost	20-200 Ravager Followers Fyrdsman Aspect Rank 4
Companion Knight	Plant the Flag: Convert a Gawainite town or city	Black Knight Aspect Rank 1 Fyrdsman Aspect Rank 5
General	Against All Odds: Defeat and slay an existing Morganite general	Command of a Morganite Army

In dividing her chief lieutenants, she ensures that none can make a bid for the throne themselves. For similar reasons each main branch of the Morganite army does not have a single overall ruler but rather a Conclave of competing Generals (traditionally thirteen in number but this fluctuates according to the whims and rages by which the Queen promotes and demotes her followers).

Prominent Generals in the Fyrd include Tristram Parmenion (a dark-haired, olive complexioned man with sharp features and cold grey eyes, said to be the best strategist in the Queen's service), Aulus Alexander (old, sybaritic, with the look of a debauched satyr but an excellent defensive commander) and Hue Scarlett (a swaggering, bearded brigand who fights roaring drunk and has never been beaten in personal combat). Prominent witches include Old Mother Annabel, a crone who 'adopts' mentally disturbed children, Parsivale of the Phylactery, an ambitious necromancer said to have secreted her heart in a jewel, and General Semedi Simonus, a former Romish slave who prides himself on his ability to 'host' wraiths. All of the wraiths are considered equally prominent, and all bear the names of contemporaries of Arthur.

Each of the Palaces of the Queen includes a wing that is a War College of the Queen's Guard. Sirenis Palace houses the Unseelie War College, Salamis Palace houses the War Wytch College, whilst Beliadelus and Dantalís both house a Fyrd War College. Only the Wraiths are unrepresented on Morgan's Curse itself, as their War College is situated in the black knight enclave of Mouth of Madness on Mordred. Ranks in the Queen's Guard, regardless of branch, tend to mirror those in the Pendragon Legion. This creates even greater division as the Queen has never distinguished between the same ranks in the different branches of the Morganite army. Naturally each thinks that they outrank their equivalents in opposing branches.

For practical purposes, though, the Wraiths often win these debates, if they stir themselves enough to be interested, since everyone fears their great antiquity and the depth of their madness.



The Prince's Guard (Knights of Tintagel)

The Knights of Tintagel are sworn to the service of Prince Tristram of Tintagel and are based almost exclusively on the world of that name. Those that are encountered elsewhere will almost always be on some mission on behalf of their monarch and are unlikely to get involved in any event or actions that detract from that purpose. Very rarely a shamed or exiled Knight of Tintagel will seek employment elsewhere, but these individuals usually find service with Tristram's great rival King Mark. The duties of the Knights of Tintagel are equivalent to those of the Pendragon Legion, who do not regularly patrol Tintagel and only ever do so when invited to accompany Tristram's own Guard. In addition to enforcing law and order Topside, the Knights of Tintagel also provide a permanent honour guard for their Prince, a necessary precaution given the number of assassination attempts King Mark has sponsored. Prince Tristram will never be found without at least twenty of these knights in attendance.

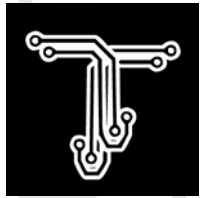
The symbol of the Knights of Tintagel is a white mountain on a blue background, which is worn alongside the knight's individual insignia. Each knight will also own land somewhere on the rocks that constitute Tintagel, although its poor condition means that these knights are impoverished in comparison with the great land-owners of Pendragon. Nevertheless the knights take great pride in their small plots of land, each of which will possess a fortified house the knights refer to as a 'castle' or, in the parlance of the common folk native to Tintagel, a 'Crag' (thus the knight might have a name such as Sir Andamar of Crag Gorlois Tintagel).

The name of the 'Crag' is also a family name used by the knight's entire immediate family. The impoverishment of the knights of Tintagel and the greed of King Mark have led to a curious cultural difference between these knights and those found in other parts of the system, which is that they do not respect great wealth or its display. Instead they live for 'honours' and 'favours'. Honours are medals stamped with the record of a particular achievement and are given to the knight by other nobles (always men) acknowledging victories in trials of arms, duels, athletic contests, jousts or special quests.

Knights of an equal rank can exchange honours but only for an achievement witnessed by others, whilst honours received from Prince Tristram are ranked highest of all. Favours, by contrast, are small embroidered flags decorated with the insignia of a noble lady. These are bestowed for defending a lady's reputation, championing her causes, or otherwise earning her good regard. A knight's status is dependent on obtaining as many of both of these marks of respect as possible. Honours will be prominently displayed in the knight's home, whilst favours will be collected but kept privately.

Rank	Quest	Benefit
Squire	Deed of Valour: Win a tournament	Squire Aspect Rank 1
Knight	Deed of Honour: Save the life of a knight	Squire Aspect Rank 2
Knight Errant	Deed of Chivalry: Save the life of maiden	Knight of the Prince's Guard Aspect Rank 1
Knight Superior	Deed of Piety: Found a church in a hostile area	Knight of the Prince's Guard Aspect Rank 2
Knight Captain	Deed of Might: Slay a Hood in personal combat	Small battle tower 2-20 Squire Followers Knight of the Prince's Guard Aspect Rank 3
Knight Commander	Deed of Liberty: Rescue slaves from Downside	Small castle 10-100 Squire Followers Knight of the Prince's Guard Aspect Rank 4
Knight Marshal	Deed of Legend: Slay a powerful monster in single combat	2-12 Knight Followers Knight of the Prince's Guard Aspect Rank 5
Grand Marshal	Peerless Deed: Capture an entire Downside island	Captured island Command of Tintagel knights

The Grand Marshal of the Prince's Guard is a driven, taciturn man called Gorlas Stern. It is said that Stern was once a prisoner of King Mark and was rescued by Prince Tristram personally. Whatever the cause, it is well known that Stern is fanatically loyal to the Prince, despite being sardonic and impolite to most other people he encounters.



he Black Guard (The Blaggards)

The Black Guard are knights pledged to the service of King Mark, but like their monarch display none of the usual chivalries of such a status and refuse to recognise the authority of either King Gawain or Queen Mordred, although they do have some diplomatic relations with the Morganites that constitute a strained alliance of sorts. King Mark is unconcerned about the past history of any knight, favouring applicants purely on their military skill alone. This ensures a steady stream of recruits who are often deserters from other organisations or shamed exiles looking for a fresh start. Many are also criminals with a taste for violence that the Hollow Men would find excessive. The more honourable knights within the Black Guard tend to be relegated to the lowest ranks among them, since only those who condone and facilitate the excesses of their lord are marked for promotion.

Officially the Black Guard enforce the law Downside, but they police in a manner very different from that of the Pendragon Legion or the Knights of Tintagel. Anything King Mark desires is the sum of the law Downside, and his knights enthusiastically enforce his wishes. These include heavily taxing the populace in a manner which is more reminiscent of a protection racket than a fair system of governance.

King Mark sees no need of judges or juries, so his knights are empowered to inflict any punishments they see fit (all of them know that their greedy monarch favours fines over beatings, though, and fines plus torture for those who really offend him). Summary executions and even rapes have been used by members of the Black Guard as punishments for those who have offended their King, with the most severe acts reserved for anyone suspected of communicating with Topside. Naturally many members of the Black Guard also use these powers purely to satisfy their own cruel needs, which explains why they are as hated and despised by the ordinary Downsiders as is King Mark himself (King Mark is actually better regarded by those who have not met him, since he often uses 'poor advice' or scapegoat figures within the Black Guard as an excuse for his own vices).

Squires in the Black Guard are effectively a street gang of urchins, young vagabonds and orphans known as the Guttersnipes. Guttersnipes ingratiate themselves with existing knights, running errands, performing tasks, fetching, carrying and undertaking humiliating or dangerous assignments on behalf of their 'patron' in the organisation (it is not unknown for these tasks to include theft, violence or even sexual favours). The most useful role of the Guttersnipes, though, is to act as spies, reporting back any treasonous talk or behaviour. For this reason ordinary Downsiders are remarkably unsympathetic towards orphans and strays. The Guttersnipes, in turn, look to their patrons as a twisted version of the families they do not possess, even though many of them are orphans in the first place precisely because their real parents have fallen victim to the Black Guard or to one of King Mark's paranoid purges. The most depraved and pitiless of King Mark's knights tend to be those natives who have risen from the ranks of the Guttersnipes.

The lowliest full knights are known as Rutterkins.

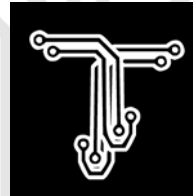
It is the Rutterkins who undertake all the most tedious duties such as the foot-patrols of Horizon (the boundary between Topside and Downside) that King Mark insists on. Rutterkins will protect citizens that have paid their heavy taxes, but often do so in a desultory or corrupt manner, their efficiency being remarkably improved by judicious bribes. In any battle, the Rutterkins are sure to be thrown into the thickest part of the fighting, so they tend to be cynical and work-shy in response to this. Particularly competent, vicious and ambitious Rutterkins are rewarded with promotion to the status of a Magsman, whose principal duty is the collection of taxes and the transportation of gifts and bribes (sometimes referred to as 'benevolences') to King Mark and to more senior officers.

Magsmen sponsor squads of Rutterkin in the same way that the Rutterkin sponsor Guttersnipes, but must be careful not to be too abusive since assassination of one's superior is accepted as a valid and legal form of advancement (King Mark does not want to retain a Magsman stupid enough to be killed by his own men). Above the Magsmen are the Waghalter's who administer whole Underside islands which may include several villages or even a town. They usually engage in more long-term plans aimed at increasing the productivity and tax yield of their regions, as well as the purchase and sale of slaves to and from their regions. The Hoods are the special direct agents of the King and his personal bodyguard, all of these outrank the Waghalter's and gain their name from always wearing black executioner's hoods that conceal their features (thus any civilian might in fact be a Hood without his mask on). All of the Hoods are skilled assassins.

Rank	Quest	Benefit
Guttersnipe	Bite the Hand: Steal the weapon of a Rutterkin and present to a Waghalter	Thief Aspect Rank 1
Rutterkin	Gather the Flock: Capture 12 Topsiders as slaves	1-12 personal slaves
Magsman	Find the Prize: Capture and ransom a Topside knight	Black Guard Aspect Rank 1 +3 Resources Skill
Waghalter	Quell the Flames: Suppress a peasant rebellion	Black Guard Aspect Rank 2 2-20 Guttersnipe Followers
Hood	Bring the King's Peace: Assassinate a powerful enemy of the King	Black Guard Aspect Rank 3 Private den 10-100 Guttersnipe Followers 6-36 Rutterkin Followers
The Adopted	Behind the Throne: Kill and replace the current Adopted	Black Guard Aspect Rank 4 Black Guard Aspect Rank 5 Command of the Black Guard

The leader of the organisation as a whole is known as The Adopted, since he or she officially becomes a 'child' of King Mark. This is to signify the great status attached to ruling this organisation. King Mark is the ultimate of patrons, and never promotes someone to this position unless they are already steeped in infamy and inextricably in his debt (both metaphorically and financially). Essentially the Adopted can over-rule anyone except the King and claim anything for himself except that which has already been set aside for King Mark. The Adopted lives a life of untold luxury and power in comparison to ordinary Downsiders, which is why many aspire to the role even if they have noticed that most Adopted end by being executed by the King they have served (the more hated the Adopted becomes, the happier King Mark is. When that particularly Adopted is universally despised, or when it looks as if widespread rebellion will occur, King Mark promptly executes his 'disloyal' servant, thereby regaining the love or at least the forbearance of the mob).

The current Adopted, Silas Umber, is a cunning man and knows that this moment is fast approaching for him. Unlike his predecessors he has not squandered all his ill-gotten gains, but plans to defect Topside at the last possible minute. One of his own lieutenants, though, a pockmarked Hood called Quiet Dalton, suspects this plan.



The Brotherhood of Progression

The full details on the Brotherhood of Progression are found in the Merlin section of the System Book. This organisation is primarily interested in recovering the scientific knowledge of the First Empire. They try to maintain as low a profile as possible and do not invite outsiders to Merlin. They will kill to preserve their secrets but most would do so reluctantly.

Rank	Quest	Benefit
Associate	Scrap Metal: Salvage the parts of a First Empire machine	First Empire Device Brother of Progression Aspect Rank 1
Student	Past Mistakes: Destroy or pacify an altered knight	Brother of Progression Aspect Rank 2
Doctor	Nanite Serum: Recover nanites from Vorean water	Laboratory 10-60 Student Followers Brother of Progression Aspect Rank 3
Professor	Protect the Lab: Kill a dangerous intruder on Merlin	1-6 Doctor Followers Brother of Progression Aspect Rank 4
The Dean	The Faculty to Lead: Suppress a Student uprising led by an Awakened	Brother of Progression Aspect Rank 5 Control of the Brothers of Progression

They sometimes act through hired agents in order to conceal their presence and will be quite secretive even in their meetings with established contacts and allies. King Gawain supports them because of the work they do in enhancing the knights sent to fight on Castlekeep and their ability to indoctrinate the Barons of Pendragon with advanced mind control techniques. The Brotherhood may also be encountered in rivalry with other organisations seeking to employ or recover ancient technologies. They have a friendly if somewhat condescending attitude towards the Makers of Avalon, and contempt for those who practise of support superstition (by which they mean both The Mages Guild and the established churches).

The Dungeoneer's Guild (The Delves Rats)

The Dungeoneer's Guild are an off-shoot of The Tomb-Robbers Guild. The Dungeoneers specialise in raiding and exploring dungeons, the underground menageries and gladiatorial arenas created for the entertainment of Lucifer and his servants during that mad Ascended's long reign over mankind. Many dungeons have been cleared of inhabitants on several occasions, but these strange settings have a tendency to be restocked either from hidden nests of monsters deeper underground or from strange bubbling vats from which new monsters are birthed precisely for this purpose (many dungeons include an area known as a 'hatchery' or 'nursery' in which such spawnings take place, either conducted by other monsters or in response to automated machinery dating back to Lucifer's Reign). Some dungeons are in fact still controlled by primitive AI's emplaced by Lucifer, and these 'living dungeons' are known to be by far the most dangerous.

In most cases the magic or technology by which they were created set strict limits on the extent of the dungeon and the ability of its inhabitants to effect their surroundings. Many dungeons release gases which keep the occupants in a state of suspended animation except for brief periods of waking when intruders threaten. Intruders are considered fair game, since the dungeon was after all designed to test combatants who braved the dungeon (Lucifer used these both to entertain himself and to train his troops). As part of his bargain with his human followers Lucifer ensured that most of the monsters, even if they escaped, were incapable of surviving outside the dungeon environment, although sometimes an 'accidental' release of these engineered killing machines was used to subdue a rebellious populace. Citizens in out of the way places still sometimes find the weak and dying monsters who have broken out of their dungeons only to find themselves immediately sickening in response to some quality of the air or the water they encounter. Given the fact that the monsters therefore pose little threat outside of the dungeons themselves, it might seem strange that some people choose to enter these often buried cavern complexes.

The motivation of greed of course plays some part in the decision of the Dungeoneers to investigate these best forgotten places. There are relics of the era of Lucifer's Reign to be found in many of the dungeons, including machinery almost as advanced as that of the First Empire. The monsters themselves can also provide a valuable resource in the form of ingredients to supply to mages and scholars (these quickly decay unless specially preserved, and some even require particular methods of 'harvesting'). The Mages Guild will pay heavily for such supplies, as will rogue savants and wizards, though it is best not to question the uses to which these ingredients and the knowledge they represent are put.

Experienced dungeoneers become skilled in both combating monsters and dissecting and harvesting them afterwards, since these gruesome task can be extremely lucrative. (of course dissecting monsters for a hobby does little for one's social skills).

Greed, though, comes second to the primary motivation of the Dungeoneers, which is the challenge itself. The Delvers are motivated by pride in their own abilities, and know that the dungeons they explore provide an invaluable and unique means of honing their combat skills. This is where they differ from the Tomb Robbers Guild. Delvers consider tombs less dangerous than dungeons, and therefore of little interest to them. They specifically hope to encounter strange and alien beasts, and to defeat them in one on one combat. Given that these exploits serve no essential purpose, many look down on the Dungeoneers as fools, and knights are far more popular and respected heroes throughout the system. Dungeoneers, though, can perfect their combat techniques without being beholden to a particular ruler or a set of abstract chivalrous rules, which is something that appeals to many of those unable to embark upon a knightly career (due to low social status or an inability to adhere to knightly codes of conduct).

Because of this nomadic existence the Guild has only one permanent base, a fully cleared, six level dungeon in the Greyfang Mountains of Ursa on Pendragon. Here at Greyfang Dungeon the Guild keeps its famous Hall of Antiquities and Hall of Beasts (taxidermy is practised by some Guild specialists). The current Grand Master Delver, Howell Gorsedd, had to retire from active exploration after losing an arm in his last dungeon quest. He has however fashioned himself an artificial arm and intends to test it in a dungeon again soon (other delvers, concerned that they might lose an excellent administrator, are trying to dissuade him).

Perhaps because of their own outsider status, the Guild are on friendly terms with the Dark Folk, and one of their number, Rhonwen Annwyl, a slender maiden archer with solemn manners, acts as his personal assistant and unofficial bodyguard.

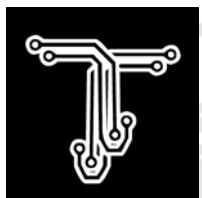
Status within the Guild is determined by the number of dungeons successfully explored and the dangerousness of each particular dungeon encountered. All of the dungeons that are known are listed in the Guild's book, *The Delver's Companion*. There are thought to be 6,666 dungeons in total throughout the system, though some suggest that this is a total for each planet, and others dismiss this figure as merely being a superstitious guess. Thousands are however already listed in the Delver's Companion, and more are still being added. Every Guild member is supplied with a copy of this book, in which he or she marks out all the dungeons they have visited. Delver's usually explore in small groups called adventuring parties, so that other Guild members are on hand to verify any explorations.

As they are always moving on to the next dungeon, most dungeoneers lead a semi-nomadic existence, rarely settling in one location. This causes them to be viewed by most authorities as little more than vagabonds, though some wariness will also be in evidence given the obvious combat skills many of these strange folk possess. The attitude of the general populace reflects this lack of respect in the nickname 'rats', which also references the fact that some urban dungeons can be accessed via later sewer systems. However in cases where the precautions set into a dungeon somehow fail, and monsters escape unharmed to ravage the surrounding countryside (rare, but not unknown) the status of dungeoneers suddenly and briefly increases, particularly if they work with local knights to contain the threat.

Titles in the Guild confer no actual powers, but merely indicate a measure of respect, although the higher the title, the more likely that guild member is to take on some of the administrative functions of the guild. Titles run as follows: caver, delver, explorer, adventurer, deep delver, master delver, and Grand Master Delver. The Dungeoneers are always happy to accept new members, and tend to support each other whenever they encounter one of their number on their travels, but will not accept members who wantonly endanger the wider community.

Rank	Quest	Benefit
Caver	Deep Waters: map a flooded cave system	Dungeoneer Aspect Rank 1
Delver	Gatekeeper: Ambush an unlicensed group of tomb robbers	Control of access to one dungeon 2-20 Caver Followers
Explorer	Jungle of Doom: Discover the location of a ruined temple	+2 Resources Skill Dungeoneer Aspect Rank 2
Adventurer	Maze Master: Steal an artefact from a mage's tower maze	First Empire Device or Relic Dungeoneer Aspect Rank 3
Deep Delver	Path of Freedom: Infiltrate a Morganite mine and free an enslaved explorer	1 Adventurer Follower Dungeoneer Aspect Rank 4
Master Delver	Clear the Hall: Completely clear a significant dungeon	2-12 Treasure maps 10-100 Caver Followers Control of a large dungeon
Grand Master Delver	Blind Man's Gambit: accurately map Greyfang Dungeon whilst blindfolded and attacked	Control of Greyfang Dungeon Command of the Dungeoneers





The Beggars Guild (The Open Hand)

It is an unfortunate fact that urban centres throughout the system are blighted by the presence of beggars, despite the relative prosperity of Pendragon and a feudal system which asserts that local lords have some responsibility towards the peasants who work their estates. Beggars are common however because they have voluntarily or unwillingly removed themselves from the reciprocal arrangements of the feudal system. In the areas administered by King Gawain's government, this may be due to the results of leaving a rural area in search of a better life in the over-crowded cities, thereby severing the traditional relationship with a local lord, or it may be the result of various anti-social actions on the part of the beggar-refusing to join an appropriate guild, a lack of talent or work ethic, an addiction to alcohol or some popular drug, a tendency to criminality or violence that is not directed profitably towards the Thieves Guild or the Fighters Guild, or even suspected Nephilim sympathies. Although it is rare, individuals can be suspected of being Nephilic cultists and will find in response that society rejects them even where there is not sufficient evidence for the Pendragon Legion to arrest them for treason. As a consequence of the long war against the Morganites, there are also many soldiers who return disabled or mentally disturbed from Castlekeep. Though most of these will be supported by their extended family, many are not and are therefore reduced to begging. Finally there are those who are born disabled or mentally disturbed. Though Baronial families and the White Lodge do fund public hospitals, the understanding of many medical conditions remains limited, and a superstitious dread of those behaving oddly is a natural consequence of the fact that everyone knows that possession is real and that society as a whole is threatened by apparently supernatural opponents.

The causes of the existence of beggars are similar in those parts of the system controlled by Queen Morgan. In her realm the numbers of beggars tends to be far fewer however, though their condition is far worse. Rather than lack of shelter and public mistrust, beggars in Queen Morgan's territories are actively pursued as automatic criminals. Those found begging by any of her armed forces, regardless of the causes of their actions, are subject to immediate transfer to Hag Factols, where they will be killed and processed for useful products (the Hags are terrifyingly efficient in creating products out of human skin, bone, flesh, blood and hair. These form a staple part of both the diet and utensils of the factory workers of the great cities on Morgan's Curse, so much so that nobody regards the process as unusual or gruesome). In her territories beggars literally form an underground movement, hiding in the sewer system and relying on stealthy theft for their subsistence.

In response to this status and the problems they face it is not surprising that the beggars should have chosen to form their own Guild or that there is a great deal of cohesive loyalty within that Guild. Beggars are automatically considered members of the Guild and are swiftly contacted by its representatives. Even those who reject its advances find themselves treated as fellow Guild members, so much so that eventually even the most anti-social and alienated start to consider themselves part of the organisation. The activities undertaken by the Guild include spying, information brokering, begging, panhandling, busking, street entertainment, scrounging and salvage, and minor acts of paid vandalism, petty theft and street cons, although the Guild is careful not to infringe any Thieves Guild activities.

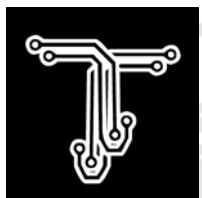
The internal organisation of the Beggars Guild is uniquely reflective of the ways in which various members found themselves joining the organisation.

The Guild is divided into several tribes based on the particular kind of condition the respective beggars possess. The Shamed are beggars who have been reduced to poverty due to ostracism or suspected treachery, The Fakers are whole-bodied beggars raised in the Guild to mimic terrible conditions, The Wartorn are those war veterans missing limbs or body parts and The Addled are beggars with mental problems. The Scabrous are beggars afflicted with diseases whilst The Lost are beggars suffering from some form of drug dependency. Clearly some beggars could fit into more than one of these categories, in these cases they are invited to choose one of these groups to affiliate with. Each of the six groups acts as a tribe, considering all beggars their cousins and beggars of their own tribe as brothers or sisters. Ranks run from drifter, panhandler, mounteback, master beggar and beggar prince. The overall leader of the Guild is known as the Grand Prince of Beggars. Every major town and city will have a 'beggar's court' hidden beneath the urban sprawl in abandoned factories, mines or sewers. Every court will have a beggar prince and a prince's council of six leading beggars (one from each of the tribes).

All council members are ranked as masters and the collective decisions of the prince and council define the actions of the Guild for that area. The Grand Beggar's Court lives on an island on the planet Guinevere, unaffected by the Bathinite curse. This island is known as Sanctuary and is said to be a resting place for the souls of beggars. The Grand Prince and his council are considered embodiments of their tribes and are treated with religious awe by other beggars. The Grand Council are known as the Sanctuared Seven. Each has a title that reflects their importance (The Shameless One, The Perfect Mimic, The Child of War, The Broken One, The Leper Prince and The Addict).

The current Grand Prince, Lucius Clay, is a former Wartorn with an ambitious plan to build an army of beggars. He recruits able-bodied beggars and intends the destruction of the dynastic houses and the forcible redistribution of land away from monarchs, nobles, Churches and merchants. Lucius is a former knight and an honourable man, but burns with fervour for change. He is supported by the Child of War, but secretly opposed by the Shameless One and The Addict.

Rank	Quest	Benefit
Drifter	Feed the Fellows: Obtain food for 100 beggars	Beggar Aspect Rank 1
Panhandler	Beg or Borrow: Obtain 1000 Crowns without using violence	1-12 safe locations Beggar Aspect Rank 2
Mounteback	Calm the Crowd: Find out what is causing a street war among beggars	2-20 Drifter followers Beggar Aspect Rank 3
Master Beggar	King of the Sewers: Kill the monster crocodile that has been preying on the homeless	Hidden sewer court 10-100 Drifter followers Beggar Aspect Rank 4
Beggar Prince	Seven Sages: Learn a new skill from each of the Sanctuared Seven	1-4 Master Beggar Followers Beggar Aspect Rank 5 7 free Skill Points
Sanctuared Seven	Blessing Betrayal: Obtain a cure for one of the Sanctuared Seven	Control of a Beggar tribe
Grand Prince	Army of the Lost: Plan and execute the takeover of an entire settlement for beggars	Control of the Beggars Guild



The Linnorm Society (Sons of the Worm)

Four hundred years ago, General Nathaniel Floridas was one of Queen Morgan's most favoured consorts. Floridas was cunning, handsome, brilliant and ruthless and managed to outwit and humiliate all of the other consorts of the period. None were able to dislodge him from Queen Morgan's favour, so much so that rumours began to circulate that Floridas would soon become the Queen's sole husband and equal co-ruler. Whilst those aware of Morgan's uncaring nature might consider such a thing unlikely, the rumour was enough to drive all of the General's rivals into an unprecedented conspiracy against him. Evidence that the General had mocked the Queen and boasted of his 'mastery' over her and was negotiating a peace settlement with the Pendragon administration was concocted. Still, Morgan could not bring herself to have Floridas executed. Instead she used the excuse of a military training exercise above the Linnorm fields to exile him to the wasteland far from her cities and palaces. When the Queen and her armies left, it was expected that Floridas would soon die of thirst and malnutrition or fall prey to the roving linnorms.

Floridas, however, vowed to obtain his vengeance. Instead of waiting for death, he boldly descended into the caves of the linnorms, where the bones of countless other men already mouldered. What happened in the darkness of those caves is unknown, but Floridas did not die, at least, not in spirit. Somehow, confronted by the linnorm known as Niddhogg the Corpse Tearer, Floridas survived, or rather, Niddhogg became Floridas. In devouring the General, the great beast became Floridas.

It is not known how Floridas achieved such a feat, but subsequent encounters with the linnorm have confirmed that it does indeed consider itself to be Floridas, now eternally trapped in the form of a dragon of the deep. At this moment, too, was born the Linnorm Society, for unlike other linnorms, this hybrid personality still craved power over men, and still thirsted for vengeance against the Queen who had once been his lover. Since many soldiers are lost each year in the annual contest battles, and since the wounded are often left to be devoured by linnorms, Floridas-Niddhogg has had many desperate men from whom to recruit an army of his own. This army, still hidden in the deep caves, is the Linnorm Society, a terrible cult of dragon worshippers who consider Floridas to be a new form of Ascended.

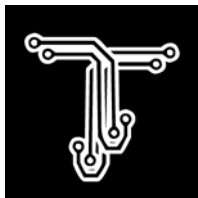
The Linnorm Society are no more than a dark rumour as far as most citizens of Morgan's Curse are concerned. The idea that anyone or anything should be mad enough to consort with the great blind worms of the linnorm caves seems absurd, as does the notion of any creature, even a powerful linnorm, having the temerity to vow vengeance upon the eternal Queen. Those who join the Linnorm Society are invariably thought to have died in the great battles of the annual contests, and nobody has noticed how the numbers of casualties at these events has slowly increased. Floridas-Niddhogg has been careful to only take a few men here or there, and to devour himself any who seem to be reluctant converts. The members of the linnorm society soon become fanatical followers, since Floridas has lost none of his charm and persuasiveness. Abandoned by their armies, most of the recruits know that without Floridas protecting them they would quickly have succumbed to their wounds or been devoured by the more bestial linnorms living in neighbouring caves. They abduct knights and warriors from Queen Morgan's visiting armies in order to feed both themselves and their foul patron.

Those devoured by Floridas-Niddhogg are considered holy offerings, and only those already wounded and abandoned by Morgan's armies are considered ripe for recruitment into the ranks of the Society. Nor is the Linnorm Society content to wait in the wasteland. Floridas-Niddhogg has ambitious plans to send agents back into Morganite Society to spy on his former lover and her society, to look for weaknesses, and to strike on his behalf.

Ranks in the Linnorm Society reflect the brute simplicity of a dragon's view of the world. The rest of the world are either Foes or Food (often both), new recruits are Followers, established cultists are Friends of the Dragon, and cult leaders (those who get to personally tend Floridas-Niddhogg himself, and deliver his messages to the rest of the cult) are Favoured of the Dragon. The most established among these, numbering no more than nine individuals, are a ruling cabal known as the Sons of the Dragon.

Sons believe that they too will soon become dragons, just like their worshipped leader. The promise of draconic transformation, and immortality as a powerful linnorm, is attractive to all of the members of the cult, who aspire through conspicuously fanatical devotion to be elevated to the ranks of the Sons. Finally those agents who have been prepared to infiltrate Morganite society again are known as the Eyes of the Dragon (these spies hope that such service will speed their own ascent to linnormhood). Eyes tend to be better than other cultists at concealing their nature which, warped by near death, terrible injury, abandonment and life within the linnorm caves, is often extremely twisted. Insanities are common among cult members, but do not seem to ever distract them from their 'holy mission'.

Rank	Quest	Benefit
Follower of the Dragon	Offer to the Dragon: Bring one bound captive to the linnorm caves	Linnorm Society Cultist Aspect Rank 1
Friend of the Dragon	Sealed in Darkness: Survive one night in the linnorm caves	2-20 Followers Ability to see in darkness
Eyes of the Dragon	Claws Reach: Track and slay a prominent enemy of the Linnorm Society	Linnorm Society Aspect Rank 2 +3 Melee Weapon Skill
Favoured of the Dragon	Strike Down the Pretender: Track and slay a lesser linnorm	Linnorm Society Aspect Rank 3 10-100 Followers Linnorm Cave
Son of the Dragon	Great Offering: Bring one thousand bound captives to the linnorm caves	Linnorm Society Aspect Rank 4 1-8 Favoured Followers Linnorm Society Aspect Rank 5
The Dragon	Ascendance is Mine: Steal the Ascendance Machine from Mordred	Become a Dragon



The Dust Cabal (Merlin's Chosen)

The Dust Cabal are a group of mages, mystics and wandering monks devoted to the service of the mad Ascended Merlin. They are usually encountered on Avalon, for it is out in the airless wastes of that moon that travellers sometimes encounter the wandering spirit of Merlin. Many of the Dust Cabal have had such encounters. In his lucid moments, the 'spirit' seeks to recruit members to the Dust Cabal, urging them to find his imprisoned form and free it from the shackles imposed by Mordred and Morgan after the breaking of Avalon with the Moon Grail. The Dust Cabal tries to trace the movements of the spirit in the hopes that it is somehow tied to the location of Merlin's body and will reveal where it can be located even if the anguished creature cannot itself recall where that might be. Motivations for such a strange quest vary wildly. Some Cabal members seek great treasures of the Arthurian Age that they believe are buried with the lost Ascended.

These Cabal members are little more than tomb robbers with a particular interest in legends associated with Merlin.

Others have a religious devotion to Merlin and seek to re-unite his spirit and body so that he can again play a leading role in human affairs. Many believe that with Merlin's advice the Pendragon forces of King Gawain can defeat Queen Morgan. Another group seek to discover and rebuild the Moon Grail, believing that with its re-creation a new era of peace and plenty will ensue. The majority of the Dust Cabal are uninterested in treasure and spirituality. These hope to free Merlin in order to study with him or seize his powers, in both cases, they are primarily interested in increasing their own might.

There are no ranks in the Dust Cabal and there is little in the way of organisation. The ranks given below represent increases in personal power rather than formal titles. They do not confer obedience. Cabal members recognise each other (how is not known) and will not directly interfere with the plans of other members. Many are also members of other organisations, particularly the Mages Guild, but such associations are considered secondary. The Cabal maintains caches of stores scattered throughout the deserts of Avalon, and individual Cabal members often own isolated domes far out in the wastes. They will sometimes make these available to others. Most should also be considered expert scholars on matters relating to Merlin or to the Moon Grail.

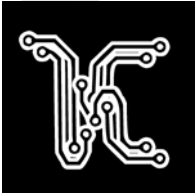
Rank	Quest	Benefit
Wanderer	Chart the Dust: Discover 3 ruined domes on Avalon	Map of the Dust
Wastelander	Home From Home: Clear a ruined dome on Avalon of monsters	Dust Cabalist Aspect Rank 1 Dust Cabalist Aspect Rank 2 Dome habitation
Dust Brother	Stock the Shelves: Collect and protect a library of First Empire books	1-12 Wastelander Followers First Empire Library of 20-200 volumes
Dust Walker	Merlin's Trail: Find a statue of Merlin hidden in the Dust and decipher the message on it	Dust Cabalist Aspect Rank 3 10-100 Wanderer Followers
Dust Lord	Merlin's Shrine: Find Merlin and perform 3 tasks for him	Dust Cabalist Aspect Rank 4 Chance of becoming an Ascended Dust Cabalist Aspect Rank 5



Book Three:

GM's Gazetteer

Of The Camelot Cosmos



Kingsland Camelot

Camelot is the only artificially created 'planet' in the Pendragon system. In the days of the First Empire it was a luxury satellite station housing the pleasure palaces of the richest and most influential people in the system. In the legends and myths associated with the Arthurian Age it was believed to be the site of King Arthur's court. It has always, however, been linked with the ruling elite, and today serves as the headquarters of the Pendragon dynasty. The current absolute monarch (King Gawain XXIII) rarely leaves Camelot, where he is protected by 50,000 knights. Camelot has no planetary atmosphere or surface water. It is in fact an entirely artificial environment sustained by advanced technology. Thousands of corridors link an endless series of chambers, but no inhabitant of Camelot is ever 'outside' and no windows or portholes reveal the true situation.

Most of the natives of the Pendragon system think of Camelot simply as the 'king's castle'. Being technologically ignorant they remain unaware of the fact that Camelot is an artificial construction. Most assume that Camelot exists in a hidden part of Pendragon, perhaps a secluded valley in the Dragonsclaw Mountains. The authorities explain the fact that the castle can only be visited by Door as a security precaution. This is readily accepted by a populace that regards the Royal family with awe and respect.

Even the majority of those living in Camelot think of themselves as favoured royal servants working within an ancient castle. In addition to the 50,000 knights a further 200,000 inhabitants serve in a range of menial, administrative and technical capacities.

As well as being the permanent base of the Royal family Camelot houses luxury suites for the recreation and habitation of the Baronial families of Pendragon, together with their most favoured servants (all of the Barons like to keep a permanent base at the heart of power so that they can petition the King or his ministers). The Star Chamber, the highest court of the system and a place to which those unsatisfied with Baronial verdicts can appeal, is also permanently based in Camelot (The Star Chamber is also the name of the physical location where the court meets. As well as passing legal judgements the Court offers policy advice to the King on a regular basis and can be convened for emergency sessions if required).

Communication between Camelot and the rest of the system (particularly Pendragon) is swift and efficient, with a cadre of King's Heralds tasked with conveying royal proclamations throughout the system. Decisions can be slow, however, with regard to complex cases, as these might be debated before the Star Chamber over several sessions.

Camelot has a military as well as an administrative function. Barons who accede to their title must travel to Camelot to have it ceremonially confirmed by the King. When this occurs they receive in addition to a symbolic recognition the benefit of extremely intensive military training. Knights too, although only the most renowned, receive invitations to Camelot to train with the King. This is to ensure that bonds of direct loyalty are forged between the Royal family and the strongest warriors of the system. Such invitations are a great honour and knights compete in summer jousts for the prize of being summoned to Camelot.

These knights are the elite who will go on to either guard the King at Camelot or be sent to Castlekeep to join the frontline in the war against Queen Morgan Le Fay of Morgan's Curse.

The tradition of knightly training masks another technological secret. The knights who accept the King's invitation are unwittingly sacrificing their own humanity. The closing part of the training consists of a mystical ceremony which includes drinking a cup of wine containing soporific drugs. Whilst in a semiconscious state the knight is operated upon by a team of surgeons (members of a group known as the Brothers of Progression).

The Progressors effectively turn the knights into androids programmed to fight the King's battles and preserve his rule. The knights themselves are unaware of the exact nature of their transformation, they only feel a sense of zeal and purpose which often gives their lives more meaning than they previously possessed. They are often awed by their own subsequent abilities (increased strength and endurance). All Barons undergo the same process.

In some cases the operation does not go according to plan and the subject is prone to nightmare glimpses of what actually occurred, to feelings of anxiety and to sudden outbursts of rage and anger. A similar reaction may occur to those who 'find out' the technological secrets underpinning the supposedly medieval social structure of Camelot. It is said that some of these people have visions of 'The Dark Knight' Barbatos, who takes particular pleasure in recruiting and corrupting those at the heart of Gawain's court. The Star Chamber vigorously pursues and eliminates these corrupted individuals, for those in the know fear what the consequences would be if the rest of the system learned the truth.

Travellers entering Camelot experience a humming noise accompanied by a breakdown of all visual stimuli into a 'wall' of flickering white, grey and black dots (an effect those with experience of technology have likened to static on a screen).

A momentary feeling of being squeezed or pushed through the wall of dots ends with arrival in a vast chamber decorated with banners, flags and shields where heavily armed knights politely but firmly request details of the reason for the traveller's visit (this is the Hall of Arrivals, the Door itself is built into a wall between this chamber and the Hall of Departures).

Quests:

1. A young knight wins a tournament and is invited to attend the King at Camelot. He is however related to one of the Progressors who tries to warn him about the true nature of the ceremony.

In response to this his invitation is suddenly cancelled. Does he protest and seek to attend, or does he investigate his relatives strange claims?

2. A knight who has been altered becomes increasingly prone to blackouts and violent rages. The physicians he consults seem to be hiding something and nothing improves his condition.

It gets increasingly worse and he eventually awakens after committing a dreadful crime. Did he really commit the crime, or has he been framed?

3. A piece of technology vital to the ceremony that transforms knights has been stolen by a servant of The Dark Knight, who is taking it to Pendragon as the evidence needed to incite a bloody rebellion. Do the characters support this or attempt to retrieve the item on behalf of The Star Chamber?

4. *One of the King's ministers is growing old and frail and wishes to avert death by undergoing the transformation, but the only recognised route for doing so is by knightly challenge and combat. He hires a character to fight in disguise as himself, and then plans to switch places with them before the actual ceremony. If the Star Chamber find out about the plot both the minister and the actor will be killed.*

Pendragon

Pendragon is the largest planet of the system with the second greatest population and the highest average level of technological development. It is the home planet of the Pendragon monarchy of King Gawain XXIII, although the royal family themselves usually reside at Camelot.

Pendragon itself is administered by the Barons, loyal servants of the King who represent leading noble families. Each of these families has a tradition of ruling certain areas of Pendragon that in some cases go back almost to the Days of Gedd. Each Baron controls vast feudal estates, dividing the rule of individual towns and villages amongst their own family members.

Pendragon is a largely agricultural world, supplying the grain and foodstuffs for much of the rest of the system, but its sheer size and wealth mean that there are also hundreds of cities of between 10-50,000 inhabitants (each of these will be the seat of a particular Baronial administrative region). The limitations regarding technology are slightly less evident on Pendragon than elsewhere in the system. Most of Pendragon is at the steam era stage of development. Printing presses, zeppelin aircraft, steamships and telegrams are common, although agricultural machinery is at an earlier stage of development than these advances would suggest. This is because a high population are employed mainly as feudal labourers on the land.

Inventions which would potentially damage the social structure of Pendragon are suppressed by the King's order, an order enthusiastically enforced by the loyal Barons who of course do not wish to see any changes that would bring their own status into question.

There is a thriving middle class of merchants and craftsmen based in the cities, and these have greater freedom than the average peasants of the countryside. They do not, however, have any direct political representation, although Eldermen do form local councils which help to implement the policies decided upon by the Barons.

The Barons and their families maintain Households of servants and these have a higher social status than the rural peasantry. Perhaps 70% of the overall populace of Pendragon are peasants, 20% are Household staff, 8% are the city-based middle-class and 2% are nobility (members of the Baronial class, all of whom other than the Baron & Baroness are referred to as 'lord' or 'lady'). Whilst the technology is more advanced, the society is very much constructed along medieval lines. It might seem as if conditions on Pendragon are ideal for uprisings and rebellions. The power of the Baronial families is absolute and yet they are massively outnumbered by the serfs they control. This assumption however ignores some key aspects of the culture.

Firstly, all of the significant technology is controlled by the Barons. Zeppelins fly between the cities and railroads connect the towns and villages, but all of these are owned by the Barons who charge for their use. Every Baronial family will have its own coat of arms emblazoned on the side of every significant piece of technology (variations of the same coat of arms will denote different family members and their status within the family).

Newspapers are all owned by the Barons and only print the most loyal of stories.

A second factor can be found in the patriotism and pride of the average Pendragonner. From peasant to Baron a deep vein of conservatism runs throughout Pendragon society. Most strongly believe in the rectitude and moral worth of the current social structure, whilst those who do not are treated as rare, aberrant and disaffected criminals. The Royal family is held in almost mystical or religious esteem, and huge crowds gather for their rare visits. Almost every family will have a crude Ikona of the King, which takes its place alongside favoured Ascendants in the household shrine.

Camelot is perceived as a magical and enchanting place, and even those who will never be able to visit it are hungry for news of the latest Court gossip and intrigue. Even the Baronial courts retain some aspect of this glamour, and every serf family dreams of one day sending their sons or their daughters into Household service.

Duty, hard-work, patriotism, and respect are the most significant virtues, and all strive to manifest them in their daily lives. The loyal service of the Knights of the Round Table in the Arthurian era is held up as a model of proper behaviour, and the knightly virtues of courage, obedience and honour are highly esteemed and particularly significant to the nobility.

Nor is social mobility as limited as it might first appear. Peasants who work hard can and do save enough money after several years to buy the right to travel to the cities and set up as artisans, thus gaining a foothold in the middle-class. The majority do not do so simply because they are content in their ordinary lives.

The King has been careful to remove Barons who oppress their people and instill in the nobility the idea that their own worth can partly be measured in the contentment of the classes they rule.

A strongly competitive streak between the various Baronial families (and even within them) ensure that generosity and nobility of manner are important ways in which leading nobles can increase their glory and standing. For this reason many fund schools and hospitals for the poor. Peasants who do well in school can expect to join the prestigious Household staff of their local lord or even, in rare cases, of the Baron himself.

A similar situation applies to the nobility itself. Whilst the same families have held power generation after generation there is usually little bitterness on the part of more minor family members or distant cousins unlikely to inherit the key estates. This is because the running of the society actually entails a great deal of time and effort. Lesser family members have almost as many privileges with a great deal more freedom.

Intrigue, murder and even small outbreaks of warfare between rival claimants to a Barony or rival neighbouring Barons are not entirely unknown but are extremely rare, particularly since the King's usual policy is to respond with great force and remove both families from power (remember that the King has a force of 50,000 knights at Camelot, whereas the average Baron will have between 500-1,000 knights at his disposal).

Duels and trial by combat are encouraged as a more direct means of settling disputes, as these accord both with knightly tradition and serve the useful purpose of ensuring that the fighting is limited to two individuals. Females may elect to be represented by champions, as may particularly old or infirm males (there is no shame attached to this provided that the debilitating condition is genuine).

Throughout Pendragon a major event dominating everyone's interest can be found in the Summer Tourney. This is a two-week public holiday held every year at every Baronial court.

Knights engage in horse-racing, stick-fighting, wrestling, jousting, archery, shooting, and one-on-one melee with all fights being to unconsciousness or submission. Peasants can compete in archery, wrestling or stick-fighting and gain great credit and possible positions in a Household if they manage to defeat any noble opponent (an unlikely event requiring great skill, as the competing nobles devote most of the year to practice).

A circuit of lesser events throughout the year builds up to the Summer Tourney and ensures that devotees of the competition can follow the success or failure of their favourite knights at any time. Most Barons award prizes in the form of gold crowns or goblets, so there is a financial as well as a social reward on offer. The Summer Tourney also decides which knights are selected to go to Camelot, the greatest honour of all.

There are three major continents on Pendragon, Ursa, Canus and Equus. Ursa is the largest of the three, heavily wooded and bisected by tributaries of the Roaring Foam and Running Elk rivers, with a large mountain range (the Greyfang Mountains) dominating the north of the continent.

Ursa is something of a frontier, with hunting lodges scattered throughout the Bluemist Forest. Canus is further east, smaller and less spectacular, with scrubland and marsh predominating. The marshes hold a more primitive Stonedweller tribe, the Dark Folk, who are smaller and darker skinned than most Pendragoners. Canus is currently being explored and mapped, with civilisation increasingly encroaching upon the lives of the Dark Folk (who follow the Druidim, do not recognise the authority of the King, and may well soon appeal for assistance to their Ascendant allies).

Equus is the main continent in terms of population, with no mountain ranges and only one area of forest (King's Ride Wood) which is a royal preserve. Most of Equus is divided into huge baronial estates, with mile on endless mile of grain fields

dominating the central plains. Equus has four major rivers, the Scree, the Ebb, the Tideway, and the Misty River. The main baronies are centred on the cities of Screeford, Ebbsford, Tidesford, Tavelon, Dantesham, Hilham, Dalesham, Deepwell, Sweetcastle, Appleford, Goldenroot, Kingscliff, Riversmeet and Port Meadow.

Stepping through the Door to Pendragon confronts the traveler with a strong scent of hay and a soft golden light. Sometimes golden leaves or seeds will brush the skin. The Door is situated in the very centre of the Great Market of Tavelon.

Quests:

1. An aged Baron is determined to take part in the Summer Tourney, much to the amusement of his rivals and the consternation of his family. If he does very poorly in the Tourney the honour of the family will be besmirched, but he cannot be persuaded to employ a champion.

The Baroness asks the characters to somehow either persuade him or assist him to win, without any cheating being detected.

2. A merchant has been found slain with a Dark Folk weapon embedded in his head. The Baron asks the characters to investigate. Is the murder evidence of a growing militancy among the Dark Folk or is it an attempt to blame the Stonedwellers for someone else's crime?

3. The characters are hired to protect settlements from increasing Stonedweller attacks. They gradually realise that Stonedweller land is being stolen and that the tribe are justified in their attacks. Where do their loyalties lie? Do they obey their Baron or report the matter to the King?

4. A Baron's behaviour has changed drastically since he returned from Camelot, so much so that one of his sons has rebelled against him. Will the characters investigate the causes of the Baron's odd behaviour or simply hunt down and assist in the arrest of the rebellious heir?

5. A serf is determined to elevate himself above his natural station. The Eldermen learn that he is planning to disguise himself as a knight and enter the Tourney.

6. The characters must persuade him not to take part, but a number of strange knights from distant lands are fighting this year. Which one is he, and can they find him before he is exposed by others less sympathetic to his aims?

Arthur's Grave

Arthur's Grave is a small world dominated by mist-wrapped seas and foggy marshland. There are no major continents, but an archipelago of islands rise from the seas and are connected by a series of bridges, most of which are nothing more than logged embankments rising above the reedbeds of the marshy areas but a few of which are crudely carved arched stone bridges (particularly those which lead to the largest isle, Resting Place).

Resting Place Abbey is the largest single community on the planet by some way, with a population of over nine hundred monks and perhaps two thousand peasants. Most villages on the other isles (principally Grey Isle, Serenity Isle, Black Isle, Hook Isle, Puffin Isle, Goatpen Isle and Shingle Beach Isle) have populations of between 50-150 people. The further one travels along the archipelago away from Resting Place Isle the smaller the population will be.

There are several major sites of antiquity being explored by the monks, including Excavation, Seabed and Cave Tomb (the monks are quite literal in the names they apply to these places).

Arthur's Grave is in effect a giant mausoleum devoted to the legendary figures of the Arthurian past, particularly to Arthur. The natives believe that Arthur is buried somewhere on the planet on one of the many islands, and that he is resting or sleeping before some final future battle against the forces of darkness.

Due to the roles of Morgan le Fay and Guinevere in Arthur's downfall the monks of the islands are highly patriarchal and sexist. The only women on the planet serve as cooks, cleaners and (it is whispered) sexual partners. Women cannot own property or serve in any leading role in the community and female visitors are discouraged.

The monks sustain themselves from working the water-logged fields of the larger islands and from investigating the ruins of ancient civilisations. Both the islands, marshes and seas are dotted with megalithic structures believed to date from the First Empire or even earlier. Some of the recovered items are traded with visiting dragons, although the Abbot is rumoured to have a vast hidden collection of treasures linked to Arthurian myths (these would never be traded under any circumstances). The monks also accept donations and gifts from pilgrims travelling through the Door on Resting Place Isle.

Devotees of Arthur from the entire System also join the isles as new monks, replenishing those who are lost through natural causes. The numbers of those joining remain fairly low, however, as the monk's life is not an easy one. All the backbreaking work of the peasantry is joined by long hours of prayer, devotion and study. A small faction of younger monks (known as 'The Intransigents') are beginning to question the Abbot's absolute authority.

Visitors through the Door will first experience a moment when all surrounding features are wrapped in a thick and coiling white mist. The air is heavy and moist, and colours are unusually muted. The hill above the Abbey will gradually reveal itself and the visitor will be standing at the beginning of a simple dirt track leading towards the wooden Doors of the Abbey.

The prospect from the Door itself is one of a bleak, almost featureless island dotted with wild grass and a few grazing sheep.

In the distance across grey seas can be discerned the humped and shadowed backs of surrounding islands. An unwary traveller may also be overcome by a feeling of intolerable sadness, which is a narcotic effect of the surrounding mists and chemical composition of the atmosphere. The monks and native Pendraggoners however ascribe such feeling to the fact that they are visiting the place in which Arthur died.

Quests:

- 1. A young boy is sent by a strict father to attend the isles as a novice monk. For some reason he is singularly unsuited to the life of a monk. Perhaps he is lame or crippled and has difficulty performing the work, or he is lazy and previously spoiled, or he has been forcefully separated from his home for some nefarious purpose (a stepfather intends to dispose of him or his mother, and needs him out of the way to accomplish this). The characters could be the boy or his friends, or an interested relative.*
- 2. A young monk is approached by the Intransigents, who wish his help in publicly exposing some corrupt scheme of one of the elderly monks of the isles. Should he perform the task (stealing evidence from the monk's cell or strongbox), inform the senior monk or investigate the scheme further. Or is the contact a ruse, intended by an enemy or rival to provoke the monk into an action the enemy can expose?*
- 3. The Abbot is worried by the lack of recent contact from one of the expedition sites. Will the characters investigate and report back? Has some hidden secret or dangerous relic been exposed?*
- 4. Strange visitors have been reported by monks on the outer isles, or are even visiting the Abbot himself. Who are they, and what do they want? They include several women, and yet, scandalously, the Abbot seems to accept their presence, although raised voices were heard behind locked doors when the Abbot first welcomed them. Do they have some power over the Abbot, or know some secret with which they are blackmailing him?*

5. The Intransigents have just been smashed, their leadership exposed and humiliated. Former Intransigents are denouncing others in order to mitigate their own punishments, some have even been quietly disposed of.

6. A young monk witnessed senior monks throwing weighted bundles into the sea late at night. A friend of the characters has also gone missing, or they are informed that their names have been given to the Abbot. They may have to flee the isles altogether, but have no Ikon with which to use the Door.

Avalon

Avalon is the principal moon of the core planet Pendragon. It retains an atmosphere but one which is so thin that breathing apparatus is required by ordinary human beings venturing out into the frozen wilderness of the planet.

Avalon was once an agricultural world and evidence of former riverbeds, seas and irrigation dot the now silent and dusty blue plains. Some specialised forms of thin-air breathing life do struggle on across the planet, but these tend to be small, strange and inedible (the one exception is a native species of small, hardy apple tree, which flourishes both outside and in the dome).

The transition between being an agricultural world and a nearly-airless moon was not a natural one, but rather the result of a devastating weapon. In the ancient Arthurian era, Mordred persuaded Merlin to use a tech device to supposedly improve the fertility of the planet. Mordred tricked Merlin into believing that the device was a holy artifact that Mordred was seeking to conceal, when in reality he had planted it as a weapon which he wanted his enemy to discover. The initiation of this device (The Moon Grail) stripped the planet of much of its atmosphere, killing millions of people.

Merlin managed to protect a small remnant of the population in protected domes shielded from outside conditions by powerful tech.

A limited number of Avallonians were trained in the use and maintenance of the equipment which recycles air within the domes, preserves underground water and food supplies, and keeps the shield of the dome itself intact. Lesser domes in other locations across the planet have gradually been destroyed by the followers of Mordred, but some may still shelter very small communities in isolated locations.

As far as the inhabitants of Avalon Dome are concerned, however, they represent the only survivors.

Visitors to Avalon are struck by the jarring contradictions of Avallonian society. The first impression is of a peaceful, well-ordered, almost idyllic society at a very low level of technological advancement. The majority of the populace live inside the dome but accept it as a natural feature as much as an artificial setting.

And yet it is also clear that the dome is an extremely advanced piece of machinery that must require repair and maintenance. The dome is large enough to enclose fields, hills, rivers and valleys, even its own weather system. Many Avallonians never actually encounter the edges of their small enclosed world. They live in limited settlements and villages of simple stone and wood, dominated by the occasional large manor house. Communication between the various villages is common and relations with outsiders cordial and welcoming.

And yet beneath this bucolic surface a secret war is still being waged. A social elite of 'Makers', descendents of the individual scientists and engineers charged with the burden of tech knowledge and the maintenance of the dome, act increasingly like a distant and exploitative priesthood, many of them barely understanding the technical tasks they perform, which have devolved to the level of repetitious rituals.

At the same time a rebellious faction grows ever more influential. Followers of Mordred, the 'Breakers' distort history and claim that Merlin deliberately destroyed much of the planet in a fit of anger. They argue that the old rituals preserving the dome are unnecessary and excuses for the 'Makers' not to engage in real work.

A legacy of the old conflict which can work both for and against the efforts of Mordred to finally destroy Avalon can be found in the deep distaste for violence native to the people of this planet. Because so many were lost in the last disaster, the idea of physically harming anyone is repellent to them, even to a majority of Breakers (many of whom are ignorant of the potential consequences of their rebellion). Crimes are punished by social ostracism and increased labour rather than by harm or incarceration.

This means both that Mordred must work subtly if he is to achieve his ends, but also that the authorities cannot easily crush any form of dissent or even the most dangerous of opinions.

A legend native to Avalon states that Merlin still walks the surface of the planet, ever searching for survivors of the Moon Grail Disaster. He is said to have become an embittered and despairing figure, but would still be able to impart great knowledge to those with the courage to find him. He might even seek out those likely to assist him in discovering forgotten domes and their occupants. Avallonians are the least likely of all the 13 cultures of the system to send pilgrims to Arthur's Grave. Much as they respect the key figures of the Arthurian myths, their own history leaves them suspicious of any warrior, even those who purportedly fight for good.

Their abhorrence for violence is such that many would not even fight in their own defense and find it difficult to understand others who do, though they can and do recognise qualities such as courage and honour.

They are also much more liberal in their attitudes towards women. With a small populace recovering from a great disaster, potential child bearers become extremely valued individuals.

Visitors to the Door find themselves emerging through a soft green light into a large chamber beneath a manor house in the village of Old Oak.

The air is full of the scent of damp earth and apple blossom, and the room is sparsely but very neatly furnished with ritual objects. The temperature is slightly cooler than Old Earth averages, but not by much. The manor house is not lived in, but curious locals do often gather to greet visitors and guide them around the village. Weapons of any kind are very much frowned upon, and travellers who refuse to give them up will be completely ignored until they do.

Merlin

Merlin is a temperate planet with two continents, Draconus and Serpentis. Both continents are lightly wooded and dotted with wild meadows and open, cultivated lawns. An enormous variety of lizard-like life forms occupy most places in the ecosystem of the planet, with tiny varieties taking the place of insects and cat-sized varieties representing the top predators except for in the Thunderpeak Hills of Draconus where wyverns and manticores are present. Weather patterns are similar on both continents with long wet autumns, winter storms, and a short, sunny summer. The sky is grey when overcast but electric blue when clear (almost painfully bright). The atmosphere is tainted with mild impurities that can lead to headaches or dizziness.

Domed white buildings can be seen scattered around the cultivated lawns but much of the planet seems silent and abandoned and there are no major cities.

The domed buildings are in good repair and the cultivated lawns suggest habitation, but there is little or no further indication to the traveller of the true state of the planet's population (the inhabitants live underground and the gardens are cultivated only by those assigned the task as a punishment).

Merlin is in fact the home planet of the 'surgeons' known in Camelot as the Brotherhood of Progression. These men and women are custodians of ancient technical skills which they barely understand. They live mainly underground and the white domes are a sort of porch leading into their underground dwelling areas.

On their home planet they wear white robes and white masks at all times but will take off the masks to greet visitors. They claim to be descendents of Merlin (this first part is a deliberate lie, see below for their true attitude towards all Ascendants) and are obsessed with the idea of artificially advancing mankind to Ascendant status. They believe that this is the only way to prevent any new cataclysm sweeping away mankind for good and see anything they do in pursuit of this ambition as morally worthy.

Most cultivate an appearance similar to that of an ancient druid, with long beards and grave expressions being favoured. Their role is somewhat similar, as they serve as doctors and advisors throughout the system and retain a great deal of medicinal lore. Beneath their robes, however, many bear the scars and disfigurements of the experiments they have conducted upon themselves in the vain pursuit of Ascendance. Their skin is much greyer and colder than the human average, their features are angular, and their eyes are large and black.

The Brothers are all members of a collegiate organisation known as the College of Ascension.

In the age of the First Empire the college was a corporate sponsored research facility representing one of the last attempts to control the Ascendants. The college was intended as a means of researching ways of controlling and destroying artificial intelligences. As such the information contained in the ancient computers of the facility could have enormous consequences and would certainly be a target of destruction for any Ascendants aware of its existence.

The Brothers maintain the ancient equipment in bomb proof labs deep beneath the surface, and the College still maintains its ancient titles (students, doctors, professors and the Dean).

Much of their knowledge has decayed over the intervening years, however, and though lectures are still conducted on a regular basis these are more like rote repetitions of semi-mystical lore (students intone passages from ancient scientific texts much as religious believers might intone words from a holy book in a dead language). The upper echelons amongst the Brotherhood still retain enough knowledge to maintain the basic systems that keep the College artificially lighted and electricity running, but other than in a greater than usual knowledge of ancient history and some surgical techniques this is about the extent of their awareness. Most of those encountered by the outside world will be of the doctor social class, having been fully trained but not yet having taken on the administrative and ritual responsibilities of a professor.

Every professor has care of an ancient lab and a set of students and also acts as a mentor to a set number of doctors, who report back providing information about the outside world. All classes are secretive by nature, having inherited dire warnings regarding both the outside world in general and Ascendants in particular from the First Empire.

All are aware that Ascendants would destroy them if they knew the nature of the information stored beneath the surface of Merlin. For this reason the Brotherhood will pretend to be a religious group devoted to an obscure Ascendant.

Even the Royal Court at Camelot, who have come to an arrangement with the College by which knights and barons have their capabilities and loyalty improved by surgery, cybernetics and brainwashing conducted by the Brothers, is not aware of the fact that the Brothers are not devoted to any Ascendant. If anything, they worship science and self-improvement.

There are only about 3,000 Brothers in total, but the population of the planet is much higher than it first appears. In the Days of Gedd, with humanity facing extinction, the last corporations put millions of people into what was effectively cold storage, using the same cryogenics that had been developed for long space flights. In each star system a world was selected to house these sleepers.

In the Pendragon system Merlin, already graced with a research facility and requiring protection anyway for that reason, was considered ideal as a place to store these people. In most cases these locations were found and the stored individuals killed, but in the case of Merlin they were not.

In the deepest levels of Merlin, beneath even the computers, are huge chambers in which are stacked row on row of glass fronted cryogenic pods housing nearly thirty million people. These individuals are still alive and still sustained in their millennia of dreaming by automatic systems. The Brothers are no longer aware of how to awaken them, but know that this is their greatest secret. They reverently care for the Tomb of the Ancestors, as they have labelled these storage chambers, and even make their own pathetic and grisly attempts to emulate them (there are thousands of spare chambers into which the Brothers have put people from more recent ages).

In most cases these people are dead as the Brothers have not connected the machinery properly, but some may have accidentally been preserved correctly).

The Brothers are trying to defeat Death itself by attaining Ascension, so naturally are morbidly interested in the cryogenic pods and their occupants. They even compete to add bodies to the Tomb, deriving a strange kind of status from the number of pods under their supervision.

None of the Brothers engage in any activity other than scientific research, study and experimentation. Food is obtained from the outside world via Camelot or from ancient stores of preserved goods. There are no other occupations or interests in which the Brothers engage. This means that they must pay for any other services. This, combined with the rare materials they often need for experimentation, is extremely expensive, as is maintaining the secrecy which keeps the Ascendants at bay.

For this reason the Brothers are extremely mercenary. They are paid a huge amount on an annual basis by Camelot for their assistance, but many also seek positions as physicians and healers to the wider nobility. They will also accept payment by those hoping to be cryogenically frozen, although they will not admit that their knowledge of the process is incomplete and the results haphazard (relying on the fact that their clients will know even less and won't be in a position to do anything about it anyway).

Travellers through the Door to Merlin are struck by a blinding pale blue light that leaves a vivid afterglow. Some travellers have seen a skull-like spot fading as the afterglow fades or experienced mild nausea.

The Door emerges into a shattered dome of blue-veined marble. This was once the Reception Hall of the ancient College, but stairs leading down to the rest of the College have long since been blocked with rubble.

Those wishing to meet the Brothers must attempt to gain access through one of the smaller private domes or wait three days in the Reception Hall before someone is sent to ask them their business.

Quests:

1. Machinery begins failing even more dramatically in various parts of the system, causing consternation amongst traders and travellers. A Brother has rediscovered a machine virus which he is testing for possible use as a weapon against the Ascendants.

The senior Brothers fear that the rebel will attract unwanted attention or even the discovery and destruction of the College.

The Dean could hire or order the characters to stop the rebel, or they could be his supporters attempting to sabotage important machinery.

2. A Brother who has become a renowned healer is working for an unpopular tyrant. Several assassination attempts have failed because of his healing skills, so a plot is formed to discredit the Brother in question. The characters could either be part of the plot or hired by the Brother's adopted daughter to discover the truth and prove her father's innocence.

3. The body of an important noble has gone missing and the family's surgeon is suspected of necromancy. In truth the body has on the secret instructions of the dead noble been gifted to the Tomb of Ancestors, without any complicity or knowledge on the part of the surgeon.

4. Something has disturbed a cryogenic pod and the occupant has awoken. Whoever controls the newly awoken and terrified former occupant of the pod will have access to levels of knowledge about the Ascendants, science and the past which could radically alter popular opinions or even challenge some Ascendant religions.

5. A new form of bionic engineering is rediscovered and becomes a craze amongst the Brothers. A professor who discovers the technique becomes known as 'The Perfected Man' and begins building a cult of dedicated followers, challenging the power and influence of the other professors and of the Dean.

His followers believe in 'going public' and opening negotiations with the Ascendant churches, but the Dean fears that this could lead to an all-out attack.

Upper & Lower Tintagel

Tintagel is the largest planet of the system but has a very small habitable area due to the fact that it is a gas giant with a scattered core of rocky fragments floating in the centre of the dense vapours which form over 96% of the planets total area. It is a light purple tinged world with the rocky fragments of land following a set pattern (rather like an orbit) through the interior. There are exotic elements to the air which both explain the colouration and make breathing difficult for non-natives, but there does not initially seem to be any major harmful effects to the atmosphere beyond this minor discomfort. Those who are not native to the world will notice their breathing difficulties gradually increasing over the first week of continuous contact, until they suffer the 'little death' (choking and restricted breathing followed by unconsciousness. On awaking the character is fully adapted and feels no further discomfort, but the little death can be very unpleasant if the victim panics or believes that they are actually dying).

Nearly all of the floating rocks are inhabited. Most are no more than a few acres in diameter, too small for large communities to develop independently, and so traffic between the rocks for the purposes of essential trade is frequent. Many are linked by artificial walkways and stone bridges whilst some are even connected by natural outcropping and bridging rock formations.

The three largest rocks are Lyonesse, Kernow and Saint's Leap. Lyonesse is large enough to house Lyonesse Keep, the capitol of Prince Tristram, who officially rules Tintagel and accepts King Gawain of Camelot as his feudal overlord.

Kernow is strategically important as it holds the largest body of water on all of the rocks. Lake Kernow is a lake which stretches for eight miles along the length of Kernow Rock, and is edged by between two and four miles of marshland at its sides. The Great Waterway is an artificial aqueduct that funnels water from Lake Kernow to most of the other rocks with more than one hundred inhabitants. Some natural rivers, principally the Snowcap River and the Blind River, perform the same function, and their passage through gaps between the rocks is at times truly spectacular (waterfalls are common as the routes lead from higher to lower rocks). Saint's Leap is the most well-known of the rocks which have no bridges or other connections to any other rock. It hangs suspended high in the upper reaches of Tintagel, looking down on the other rocks, and is considered sacred. It is said that Saint Newton once lived on Saint's Leap before committing suicide by leaping from Last Look Cliff. A small chapel marks the site, but can only be accessed by flight.

Another important point to note with regard to the rocks and the habitations built upon them is that a strange gravitational effect means that all of the rocks, no matter how small, have both a Topside and an Underside. Buildings and habitations crowd both the top and the bottom of each rock, and both have their own sense of 'up' and 'down'. The gravity shifts within a matter of few feet so that many walkways and passages twist around in sudden and startling ways that might make it look as if a visual illusion was playing tricks with the eye. The inhabitants however are not at all disconcerted by this. Few if any have a fear of heights.

The Underside of each rock is just as populous as the Topside but is almost perpetually swathed in darkness.

There is also an important political difference between the Topside and the Underside. All of the Topside owes allegiance to Prince Tristram, who rules through the Prince's Guard, a dedicated and fundamentally decent band of knights in his service. Each rock will also have it's own Eldermen or, if large enough to support a village, a Headman. The life on most Topside rocks is frugal, hard, but generally peaceable and just. The Downside, however, is claimed by King Mark, a cowardly and cruel man (thought by many to be an Ascendant) who rules in a harsh and tyrannical manner. King Mark is avaricious and sadistic, but intelligent enough not to slaughter his servants indiscriminately. He does not recognise the overlordship of Camelot and mocks any notion of chivalry, but freely and scandalously allows the worship of any Nephilim. His enforcers are a band of thugs, cut-throats and assassins known as the King's Guard (nicknamed the Black Guard's or 'blaggards' by the oppressed serfs of Downside). A strange taboo is in force for both Topsiders and Downsiders. Neither will in any way acknowledge the existence of the other. This is said to be a reflection of the fact that Tristram and Mark despise each other. Topsiders will not speak of the Downside because they are ashamed of its existence and the Prince's apparent inability to conquer and cleanse the areas ruled by King Mark. Mark in turn, flies into a psychotic rage when Tristram's name is mentioned. There is clearly however some kind of deal which delineates areas of responsibility as neither ruler strays directly into the other's territory (although both accept refugees, exiles or dissidents from the other's domain). A curious situation also exists with regard to Ygraine, the female consort of both monarch's, who spends autumn and winter with King Mark and summer and spring with Prince Tristram.

The two rival rulers seem to have agreed to share their Princess/Queen for six months each of every year. This is a well-known scandal which is never commented upon, but which causes great pain and heart-ache to all three parties. In very rare cases similar situations are replicated in families divided between Topside and Downside. Again, these shameful matters are never discussed and any reference to them would result in anger and violence.

A third, non-human people inhabit the rocks. These are the Rooks of Tintagel, a race of intelligent avians who are closely related to crows and look like very large versions of the species (they were indeed formerly crows, before being subjected to some of Hagenti's nanobots, which still can appear today on their bodies as 'lice'). Some of the oldest Rooks can even grow large enough to carry a passenger on their backs, and will do so in return for suitable gifts or payment for those wishing to travel swiftly between the rocks. All of the Rooks are able to understand and speak human languages, and have a complex language of their own (Rookspeak) which sounds like bird calls and croaks. The Rooks are followers of an Ascendant known as Old Mab (Hagenti), a notorious crone known to interfere in the affairs of men for her own twisted purposes. It is said that none of the Rooks can be trusted except by those who are able to deal with them in Rookspeak (they consider all agreements and bargains made as non-binding with 'lesser beings', and have even been known to abandon clients on distant rocks or release the straps that bind them to their backs). Rooks will also happily serve as spies, messengers, thieves and informants, and are often the only source of regular information and traffic between Topside and Downside. Rook's Nest, a rock entirely given over to an enormous edifice of twigs and branches, is the main base of the species, but they have other nesting sites on all the rocks.

Both rulers control a single zeppelin each, using these to make progressions throughout the floating islands.

Prince Tristram's zeppelin, *The Fair Lady*, will always dock Topside, and is a large, well-ordered, light blue vessel which will also convey rich passengers when not on official business (zeppelin travel is slower and much more expensive than the use of Rooks). King Mark's zeppelin, *La Belle Dame Sans Merci*, is painted black with silver rigging, and usually conveys troops, assassins or prisoners (particularly to Despondent Rock, Mark's prison for those who have offended him, a rock which lies directly underneath Kernow and is so completely in shadow that it has no inhabited Topside).

Travellers by Door to Tintagel may arrive at one of two different locations, so would be wise to keep a clear picture in their minds whilst travelling of their favoured destination. This is because there are two Doors on Tintagel. One leads to a outcrop of rock on the Topside of Lyonesse facing the Keep across a narrow walkway faced with a brass door and small Doorhouse. Behind the arrival there is nothing but empty air looking out towards the nearest floating rocks. The second Door seems to lead into a vast cavern of gloomy darkness and damp pools of brackish water under an ever-dripping ceiling. This is Desolation Rock, where King Mark keeps his prisoners (King Mark is well aware of the Door and makes sure it is always guarded and that no prisoners, including new arrivals, are allowed to retain Ikons). If they are lucky arrivals through this Door will be interrogated quickly to decide if they should remain as prisoners or be accepted as 'guests' (if they are unlucky or offend the guards with resistance they will automatically be classified as prisoners). In both cases the traveller experiences a sensation of suffocation and falling, making the brief transition to Tintagel one of the least pleasant in the system.

Quests:

- 1. A doggerel poem insulting King Mark is found in the possession of an Underside Captain in the King's Guard, planted by a cabal of rivals. The Captain is disgraced, placed in chains and sent to Despondent Rock. He must somehow effect an escape and find those responsible for his imprisonment, forcing them to admit their guilt or exacting his vengeance upon them.*
- 2. Princess Iseult is taken ill and her return to Underside is delayed whilst she recovers. An embassy must be sent to King Mark and persuade him that this is not a trick, but the last time such direct communication was attempted King Mark returned the ambassador's tongue and eyes on a silver tray. The characters are volunteered for the difficult and potentially deadly task.*
- 3. A merchant carrying important documents has gone missing, and the last time he was seen was when negotiating for passage with a large Rook. His trading company and/or family hire the characters to locate him and/or the documents. Has he been abandoned on a distant rock? Was he dropped to his death somewhere? The characters may need to go to Rook's Nest itself to solve the mystery.*
- 4. The waters of Lake Kernow have been poisoned. People begin dying of a mysterious illness on several different rocks with no apparent connection between their deaths. The characters must trace the source of the poison. Is it just affecting Topsiders, or is the Underside also affected? Is it an Underside plot, or something less deliberate?*
- 5. A mysterious holy man is spotted on the outlying rocks claiming to be Saint Newton himself. Both rulers want him tracked down and his claims investigated, because if it is true his knowledge could be extremely valuable.*



Queensland

Morgan's Curse

Morgan's Curse is a medium sized planet which is home to Queen Morgan Le Fay and the

centre of the evil forces which challenge the sovereignty of King Gawain's court at Camelot. It is from Morgan's Curse that the armies of the fell Queen originate and from which most of the grand schemes and destructive plots which undermine the safety and security of the system originate. Little is known about the planet by those who are not native to it or citizens of areas ruled by Morgan's forces, but what is known is that the population greatly exceeds even that of Pendragon.

It is a temperate planet with four continents: Magus, Atropos, Lachesis and Clothus. Lachesis is the largest of these and is joined to Magus by a land bridge called the Siren's Shore. The atmosphere of the planet is extremely dense and characterised by dark clouds and almost continual thunderstorms. Rainfall is unusually common and long-lasting and non-natives have noted weals and contusions caused by exposure to the frequent rainfall. Those with a technological background will recognise that the rain is slightly acidic in nature. Lachesis is the driest of the continents with a central scrubland ironically known as the Inland Sea in its interior. There are few forms of life in this region and the cities are concentrated around the coast.

Despite this the Inland Sea can be a dangerous place to visit as it is sometimes used to stage massive battles in which Morgan's warriors hone their skills before departing for Castlekeep. Even when one of these events is not taking place the lack of food and resources in the empty interior can make it a very dangerous place to live, as thousands of miles of nothingness combined with the abandoned decaying wreckage of past armies leaves the Inland Sea somewhat inhospitable. Even worse, beneath the surface of Lachesis are linnorm-caves, tunnels in which giant blind worms hibernate.

Every one hundred years the creatures emerge above-ground to breed, engaging in huge battles of their own (defeated males are feasted upon by their successful rivals and by the larger Queen Linnorms).

The seaports of Sirenis and Melpominee are the major cities of Lachesis, which is the least populated of all the continents. Sirenis is a naval base with a huge harbour for the feared ironclad warships of the Unseelie Fleet, whilst Melpominee has a large 'merchant' fleet who gather slaves for the great factories of Magus.

Magus is the true heart of Morgan's empire because it is the continent on which huge, hive-like cities crammed with factories (known as factols) are situated. Originally covered in pine forests, heavy industrialisation and deforestation removed these ancient woods as the cities of Salamis, Beliadelus, and Dantalis expanded. These cities are dominated by the Factol complexes in which a grey-clad slave population endlessly create arms, munitions, all other kinds of weaponry, and component parts for Morgan's Unseelie (robotic) creatures. Those producing these items are technologically ignorant and know only that the Warlocks (overseers of the Warlock Factols) have strange and magical uses for the things they create.

Other Hag Factols (ruled by Hags) process the slain bodies of rebellious slaves or captured tribespeople into a paste which is doled out along with fungus and mushrooms to all the populace. Those who misbehave or disobey the rules of Morgan's faith are threatened with removal to the Hag Factols (where they can be of benefit to their society).

The soil of the continent is now poor and barren and incapable of sustaining life, but the Ascendant Morgan after whom the present monarch is named liked the original forests but did not wish to sacrifice the industrial development that had taken place.

Her solution was to 'plant' thousands of tall 'trees' which are modelled on pines but which are in fact made of metal. These 'forests' cover the entire continent and are full of equally mechanical birds and animals. All these forests are collectively referred to as the Unseelie Wood.

Ordinary creatures who venture into the areas away from the cities are likely to be subject to malevolent pranks or actual assault, since the robotic lifeforms share the madness of their creator (most appear as dark, sharp, gleaming versions of their living counterparts). The linnorms of Magus have long since been slain, and it is in their former caves that the natives of the great cities grow the many species of fungus and mushroom which form a large part of their diet.

Atropus has no cities. The northernmost of the continents, it is a mountainous and ice-coated continent which links with the Atropal Shelf, the ice sheet of the North Pole. The coasts are fjord-like, but clogged with icebergs at the north of the continent.

It does, however, have more life than one might initially suspect. The Shelf is home to a small band of renegade robots from the time of the First Empire, a group which refused to aid the Ascendants in their purge of mankind during the Days of Gedd but were powerless to stop their more sophisticated rivals and fled to the most inhospitable location they could find.

The continent below the shelf is home to a large number of human tribes, nomadic, igloo-dwelling people with a stone age level of technology. These tribes (the Atropan) worship the robots of the Shelf and carve huge idols of them out of snow and ice (some of which detach as icebergs).

Morgan Le Fay sends ironclad warships of the Unseelie Fleet to slay the Atropan and gather slaves, but the civilised cities do not see them as any kind of threat and the continent is too barren and remote to warrant much attention (this might change if anyone found out about the surviving Seelie robots, who are thought to be only mythical).

The Atropan are dark haired and pale skinned, shorter and stockier than the city dwellers of the Southern continents. They sustain themselves mainly by fishing and hunting the penguin, polar bears, walrus, seal, selkie, whale and krakens who share the frozen north with them.

Clothus is the smallest and southernmost of the continents of Morgan's Curse. It is effectively a giant mangrove swamp. Like Atropus it has a tribal populace at a primitive stage of technological development, the Churls. Churls survive by trapping the giant crabs, frogs, marsh spiders and snails of the swamp, and are in turn hunted by swamp linnorms and giant crocodiles. The Churls live in stilted bamboo shacks or mud-brick settlements built atop small islands of dry land. Dotted throughout the marsh are tall towers of black vegetation. These are in fact the remains of ancient buildings from a destroyed First Empire city (superstitiously avoided by most Churl clans).

The relationship between the city dwellers of Magus and the Churls is more complex than that with the Atropans. Although looked down upon as uncouth and foul, the Churls have a very useful knowledge of herbs and plants which the Warlocks of Magus find very interesting (particularly the drugs and poisons which are abundant in the swamp). There is also the fact that the Churls are a more aggressive and sadistic race than the Atropans, traits which the Warlocks often find useful.

For this reason weak churls may end up as slaves whilst strong or knowledgeable ones become servants or indulged pets (particularly valued as poisoners, food tasters, chefs, torturers and thugs). Churls living 'in the wild' may well follow Nephilim whilst those who have been 'civilised' will probably retain these beliefs but add to them the worship of Queen Morgan.

Queen Morgan has a palace in each of the major cities of Magus and Lachesis, each of which is referred to as the Queen's Court. All are made of black basalt and glass and are of an enormous scale.

The Queen travels between these palaces by some magical means which is unknown to her subjects. Her arrival or departure from a particular palace can occur at any time at her whim, so all are continually prepared for her presence and attended by a minimum of 4,000 servants, 500 courtiers, 500 warlocks and 2,000 knights.

Warlocks and hags control most administrative functions, whilst knights control military training and act as a brutal police force under the direction of the warlocks. Regular patrols enforce a night-time curfew on the streets, although passes for work purposes are allowed. All citizens are considered the 'property' of the Queen, as are all materials and resources, although prominent individuals who have pleased the Queen can live in great luxury.

Discipline and laws are simple, direct and extremely harsh. Fear of the hag factols and unseelie servants of the Queen in particular keeps the large population under control, although it is also the case that natives of the planet have a superstitious dread of the Queen's displeasure. This is more than a pragmatic fear of death or torture, but derives from the unearthly nature of the unseelie and from the fact that the Queen insists that she is the Ascendant who shares her name. All citizens worship the Queen and even other Nephilim are described as subsidiary divinities. Each city is graced with a cathedral in which thanks can be given at set hours for the Queen's wise rule.

The factols process every possible resource, including the bodies of the dead and waste products of the living, into feeding the populace and sustaining the continual output of unseelie creatures and items created by the machinery and foundries that work unceasingly to meet the Queen's demanding targets.

The planet is in one sense a giant arsenal, with everything and everyone being a weapon in the war against Camelot. Warlocks and hags unable to meet

their quotas can find themselves being 'processed' instead. The only options for those earning the Queen's displeasure are to accept punishment, flee in search of the legendary seelie or to attempt to lose themselves in the wild places of Atropal or Clothus. The only 'resistance' comes in the form of a weak and negligible group known as 'the Forgetters' who sometimes try to aid such escapes.

There are thought to be four Doors to Morgan's Curse, one for each continent. Only the Door in the Magus city of Salamis is known to be functioning however, as the others are considered to be ineffective or hidden.

The Lachesis Door leads into the largest linnorm chamber deep below ground, and if found would be an extremely dangerous and difficult Door to use (the chamber in question is full of thousands of bones from ancient victims of the linnorm, and fell creatures of the subterranean world still feast on these remains).

The Atropal Door is in the middle of hundreds of miles of howling frozen wilderness, whilst the location of the Clothus Door has been unknown since the Days of Gedd. For all of the Door's to Morgan's Curse, travellers experience the spread of a thick black cloud that gradually dissipates to reveal their location of arrival.

Quests:

1. A warlock notices with horror that his factol is way below the required production quotas. The records have been falsified and an inspection is due that could result in him being punished.

Who has put him in this dangerous position, and why? He has to discover which of his staff are complicit in the plot and find an alternative means of raising the quota before the unseelie inspector arrives.

2. The 'processing' of an invalid through a Hag factol has gone wrong. The citizen awakes before the machinery has dismembered them. Can they escape from the factol before the error is discovered?

Even if they do so they must then find somewhere to hide and recover. Can they steal another person's identity in order to avoid future processing?

3. An ambitious warlock has been given permission to mount an expedition to the Atropal Shelf in search of the mythical seelie court. His orders are to utterly destroy the seelie. In typical fashion however the Queen has also sponsored a rival group whose orders are to bring the seelie back for interrogation. Both groups are aware that their own status depends on success and that the Queen is observing their efforts.

4. Two great armies gather above the linnorm caves of Lachesis. One of the generals, desperate for a tactical advantage with which to impress the Queen, sends a force into the caves, unaware that something has come through the Lachesis Door.

Mordred

Mordred is a medium-sized hot desert planet mostly covered in salt flats, badlands and scrub desert. There are some underground rivers that feed a few oases and a single sea which is more like a giant lake. The Sea of Joy is fifty miles long and forty miles wide and it is in the surrounding lands that the most habitation can be found. As it has only a single landmass Mordred is prone to ferocious storms, particularly to raging sandstorms in the deeper parts of the trackless desert. It is divided into the following regions, which are more acknowledgements of altered environment than they are political or administrative divisions: Sea of Joy, Edge of Joy, Canyon, Badlands, Salt Flat, Cold Plateau, Ash Mountain, Furnace Valley, Cactus Plain and The Great Empty.

Most of the rest of the system believes that Mordred is a haunted world inhabited by the ghosts of Mordred's evil army (see below for a fuller explanation) and so visitors from other parts of the system are even rarer than the harsh climate might warrant.

The human population is largely centred on the area surrounding the Sea of Joy (Edge of Joy). There are perhaps a hundred very small villages scattered around the perimeter of the Sea, the largest of which are Teardrop, Salt's Kiss, Paladin, Cavalry Stop and White Garden (none of which has more than five hundred citizens).

In all of these places the populace thinks of itself as a separate tribe (the Teardrop Tribe, the Saltkisser Tribe, the Paladin Tribe, the Cavalry Tribe and the White Garden Tribe). They follow the Arthurian mythology and each claim a different Arthurian Seraphim as their patron immortal.

There are also small towns at Canyon Falls and Long Drop in the Canyon region, Asylum City and Big Bad in the Badlands, Fresh Well on the Salt Flat, Needle, Thorn and Cactus City on the Cactus Plain, Highview and World's Edge on the Cold Plateau and finally Mouth of Madness on the edge of the Great Empty. Again a tribal system of governance is in place, with most travel and trade being conducted by mendicant monks whose devotion to the Arthurian Seraphim exempts them from normal tribal loyalties. The rulers of the tribe are usually known either as Chief or Sheriff, derived ultimately from the Chief Engineers of the mining company days and the Sheriff's once imposed by Camelot to enforce law and order.

In the days of the First Empire Mordred was a much more fertile and temperate world with rich mineral resources that made it a major base for a mining corporation (MMC, the Mordred Mining Corporation).

In particular Mordred supplied unusual metals which were necessary to many advanced industrial processes, particularly the creation of the giant supercomputers which originally housed the AI units which would become the Ascended. Canyon, an area of thousands of separate but linked canyons which dwarfs any such area on Old Earth, derives from the mining of this period.

During the days of Gedd the controlling corporation made the desperate gambit of attempting to open separate negotiations with the AI's, hoping that as they supplied such precious and necessary minerals they would be exempted from the general slaughter. A massive attack that both shifted the climate and turned much of the planet into a wasteland disabused them of this notion, although it is not known whether the attack was the work of AI's or a response from the rest of humanity and the other corporations to the MMC's proposed betrayal.

In the Arthurian myths prevalent throughout the Pendragon system Mordred was a treacherous son who rebelled against the rightful King. This story of course neatly mirrors the proposed betrayal of MMC. The Ascendant who took the name Mordred may indeed have been created by the MMC and still often inhabits the planet. It seems MMC also had another plan which backfired, in that they attempted to aid human Ascension as a means of protecting the populace of the planet from AI attacks. This ancient secret plan explains the second major population of the planet, which is neither AI nor human. These are the ghosts which have given the whole planet its dark reputation throughout the rest of the system.

Even the natives of Mordred all believe that these ghosts are the remnants of the Ascendant Mordred's evil army, the foul knights who betrayed King Arthur. They are in fact the disembodied individuals who volunteered for the experimental Ascension program devised by MMC scientists.

Those who undergo this treatment are in most cases simply atomised, but about 10% undergo a version of Ascension. Their physical forms are destroyed but their consciousness survives in a cloud of invisible nano-bots. These are less powerful than those of the Ascended and cannot form their own bodies but can invade and possess humans. Any body that they invade gradually breaks down until it is, after about a year, utterly useless, and they seem to find it more difficult to possess strong believers in the Arthurian pantheon.

Most of the ghosts are driven mad by long centuries of bodiless existence. They hate and fear the Ascended (hence their reaction to faith) and hate and are jealous of ordinary humans for their ability to enjoy bodily forms that they have lost.

There are thousands of these ghosts with some estimating their population as much larger than that of the humans on Mordred. The majority live in the Great Empty, the black, glassy plains which hide the dead cities that once covered the planet, for here they can at least form partial and insubstantial bodies from the dust and ashes of the nuclear devastation that once rained down on Mordred (anyone unfortunate enough to travel in these region would see the skies filled with thousands of screaming faces and clawed hands composed of drifting ash and motes of dust).

The ghosts also possess travellers and unwary individuals between the towns but are repelled by the churches that usually form the heart of most communities and therefore tend to avoid the towns themselves.

Mouth of Madness is the town on the edge of the Great Empty and everyone in that town swears allegiance to both the Ascended Mordred and Queen Morgan Le Fay. This is because the Door to Mordred is controlled by Queen Morgan's forces and a detachment of her knights rule here.

They show little or no interest in the rest of the planet and seem ignorant of the mineral wealth still buried under its surface. They have however managed to get the MMC Ascension Machine working again. Knights who fail on Castlekeep may well find themselves sent to Mordred to be possessed by existing ghosts, whilst those who succeed too well might receive the horrific 'promotion' of being turned into ghosts themselves.

Travellers through the Door to Mordred are plunged into an inky blackness in which pale dead faces float in the air and steam-laden blasts of searing heat scald the skin. The Door is made of bone, apparently from the ribcage of some gigantic beast. It opens in the courtyard of an iron citadel bedecked with black flags and garrisoned by knights with horned helms. The garrison is notified of the times when Morgan Le Fay's forces are making official visits (12 noon and 12 at night are the usual times) so characters who manage to arrive outside these expected periods may possibly escape notice if they are both careful and fortunate.

Connections from Doors not controlled by Morgan le Fay are also possible, but apparently far less reliable.

Quests:

1. Salt traders hire the characters to escort them as they deliver salt to the Badlands. The traders are in fact unscrupulous criminals who make a habit of drugging their travelling companions and taking them out to the Great Empty, where they trade the bodies to possessing ghosts in return for secret knowledge.

The characters could either be expected to assist in this nefarious scheme, or they could be the intended victims.

2. The church in a small village is crumbling and requires repair, and if it falls down ghosts will be able to invade the village. There are however no provisions or tools with which to repair the church, and these must be found from outside the village.

3. A knight in the service of Morgan Le Fay has been sent from Candlekeep and is due to be subjected to the Ascension machine. He believes he is due a promotion but gradually becomes aware of the dangerous form it will take.

How can he refuse the honour without endangering his life by falling out of favour with Queen Morgan?

4. The well at Fresh Well in the Salt Flats is silting up. Only one man might have the technical expertise needed to save the well, but he has been missing for years. Sightings of him are suggested for several villages, but the characters need to find him quickly.

5. An insane knight dressed in red armour has taken to waylaying travellers and burning them alive. He claims to be Helias, the Ascendant with a penchant for burning humankind. Given a long drought, the villagers of several locations are beginning to turn to his worship and offering sacrifices in the belief that he can end the drought if he chooses. The characters must defeat or discredit this evil force before it takes hold.

Vortigern

Vortigern is the smallest of the inhabited natural planets of the system and is not much larger than the artificial world of Camelot. In the early terraforming days before the completion of Camelot the major corporations interested in developing the Pendragon system used Vortigern as a base, but even before the days of Gedd were initiated it had become an insignificant backwater.

This was due to the fact that the controlling AI intelligence became erratic and whimsical, and whilst not considered significantly dangerous was thought to be too unbalanced for sustained colonization to continue. Most of the human inhabitants of Vortigern were evacuated to other planets, with only a small number remaining. These have however flourished in the millennia since, establishing a strong and even rapacious human civilization centered on The Serpent River of the sole continent of Albia.

Albia itself is split into roughly three main areas, namely Vorland, Equinor, and Norland. Vorland constitutes roughly sixty percent of the entire continent, spreading to either bank of the Serpent River as it crosses the continent from south west to north east, beginning at the Shattered Crown mountains and terminating at the Cold Falls (an enormous cataract emptying into Ghost Father Lake).

Most of Vorland consists either of well-watered plains dotted with large settlements known as ranches, or of the fertile river valley itself. Vorland is home to a united nation, the Vorean Republic, which is at a relatively advanced level of technological development (equivalent to early nineteenth century in transport and military technology, but considerably earlier in other spheres). The Republic is aggressive and expansionist and has expanded far to the west of its own original borders into Equinor as far as the Black Tooth Hills.

Voreans follow an elected President who acts as a symbolic figurehead of the nation and who claims a direct descent from the AI Vortigern. Vortigern's intellect and memories are said to lie within the Serpent River, and each President drinks nothing but the waters of the river (which are indeed full of nanobite traces of the original AI). Elections are held every twelve years and are fiercely contested. Use of the waters of the river for irrigation and farming ensures that all of the nation imbibe some element of the AI's shattered consciousness, but only the wealthy and powerful are allowed to use the River for drinking water (peasants use wells accessing a separate water table which is not infected by nanobites).

The current President, Griswold Montague Clarke III, is a former newspaper editor who has proved himself a master of spin, lies and public misinformation. He is a tall, dignified man with a melancholy face and dark, wet eyes that always seem on the point of sincere tears.

He smiles rarely, but with a sad and moving effect and is a slow, eloquent speaker with no more real care or concern for others than would be found in the heart of any street charlatan. He is indebted to the Press faction for his rise to power and has had privileged access to the river nanites for nine years.

The practical effect of the nanobites in the river is a conformity of attitude, culture and personality amongst Voreans which is unusual in human societies. All Voreans tend to be schemers driven by greed and avarice, but also clever and inventive with a dark sense of humour, just like the original AI.

Politics is extremely important in Vorean society as every Vorean strives to gain more and more access to the waters of the Serpent River. The River flows right through New Gernsville, the Presidential capitol, which is a surprisingly beautiful city of river-spanning marble bridges and multi-storied, river-hugging townhouses. Those who do gain greater access also gain in intelligence and cunning as the nanobites imbibed reconfigure their synaptic pathways. These changes are also reflected in a factional social structure dominated by a few powerful families.

Every Vorean of note belongs to one of nine factions which represent nine different power interests. These factions are Cattle, Rail, Oil, Gold, Cotton, Press, Gun and Sea. Each faction is led by a 'Baron' who is in effect regarded as the patriarch of an extended 'family' who control all the economics and trade throughout the nation related to their sphere of influence. Constant scheming takes place both within the faction to rise internally and externally in order to gain pre-eminence over other factions. Each faction has its own heraldic symbol or device but is run like a business, with Clerks, Agents, Managers and Directors in ascending scales of power up to the Executive Director himself (popularly nicknamed 'Barons').

The Cattle faction runs ranches which are in effect food supplying villages, the Rail faction runs a network of train lines which transport goods and people, the Oil faction controls heating and lighting for Vorean settlements, the Gold faction runs banks, mines and lending operations, the Cotton faction runs cotton and sugar plantations in the humid south of Vorland, the Press faction runs a lumber, timber, paper making and newspaper production business which has a powerful influence on Presidential elections, whilst the Gun faction makes firearms and supplies trained marksmen to act as Sheriffs (basic law enforcement), Marshals (personal protection and assassination) and Militiamen (Presidential armed forces). Finally the Sea faction controls all fishing, whaling and shipping transport related industries working from coastal ports and villages. All those (the majority) not directly working for a faction are known as the Unaligned and have far fewer rights, but still more than are held by any non-Vorean (particularly Equine slaves).

The humans of the Republic share the continent with three non-human intelligent species, all thought to be the products of tinkering with animal and human DNA by Vortigern during the Days of Gedd (Vortigern frequently switched sides between Seraphim, Nephilim and Druidim armies, earning a reputation for treachery almost unparalleled amongst his kind).

The non-human races of Albia are reflections of Vortigern's failed attempts to ingratiate himself with the Druidim of Wildwood. The Equines of the grassy plains of Equinor bear horse and goat features in a basically humanoid form and, since Vorean military expansion and farming settlement in their lands, have become in large part a slave race, whose strength and endurance combined with technological simplicity have consigned them to work in the cotton and sugar fields and gold and silver mines of the Vorean Republic.

Broken Heart Mine and plantations such as Footfall Woe, Weeping Child, Willow Ridge and Long Walk have become synonymous with human greed and arrogance.

The Free Tribes beyond the Black Tooth Hills including the Red Foal, the Sinking Moon, the Short Tail and the Bloodied Flank fiercely defend what little territory remains to them but are constantly losing ground to an endless wave of Vorean settlers and colonists (the Cattle and Cotton factions in particular press for the westward seizure of land).

The other two non-human races divide Norland between them, an area consisting of pine forests known as the Norean Wood, mountain ranges known as the Ashen Hills and the Gawain Heights, and a great northern ice-sheet known as the Gelid Plateau. The Ursines are intelligent polar bears and the Lupines are sentient dire wolves. Neither species build settlements but do have 'cities' consisting of great cave networks filled with extended families interconnected by social hierarchies almost as complex as those of humanity.

Their art and culture is primarily verbal and musical rather than pictorial, but the rare human scholars who have studied it have noted that the two races consider themselves to be in a state of semi-permanent war both with each other and with humanity. They refer to their territories as Ursalba and Lupalla and are led by Kings recognized as the supreme examples of their species. Both also consider themselves the favoured servants of what is suspected to be an AI buried in the ice of the Gelid Plateau.

This mysterious 'leader' is known to humans as The Snow Witch, the Cold Lady or the Lady of the Lake. Legend has it that she was a Druidim in love with the hero Arthur, who presented him with a magical sword but was prevented by the rest of her kind from saving him from death. Her tears froze around her forming the Gelid Plateau.

Only the Ghost Father Lake stops her frozen power extending further south, for here her tears meet the flowing blood of Vortigern (which would become the Serpent River).

The mingling of two AI divinities in these waters puts a natural limit to both their spheres of influence, one which the Voreans long to overcome, and ensures that for all the races of Albia Ghost Father Lake is a dark, holy and dangerous place.

The Door to Vortigern is a grey and damp wall of mist between plain bronze supports, through which the traveler experiences insinuating whispers and a sense of raised suspicion.

The Door opens on a flat parade ground in front of the squat low buildings of Gunslinger Hall, the main training ground for the Gun faction in Vorland.

Quests:

- 1. Human trappers and fur traders in Norland have been growing increasingly worried by Ursine attacks, which seem to have suddenly intensified. A representative of these men would like someone to investigate.*
- 2. An Equine slave has escaped after slaughtering several humans at Broken Heart Mine. He has to get back to his tribe, and human trackers have to prevent him inciting a wider rebellion.*
- 3. The Gold faction have seized burial grounds in the Black Tooth Hills sacred to the Bloodied Flank Tribe. The Tribe had been fighting the Sinking Moon on behalf of the Cotton Faction but are now likely to turn against all humans, which endangers a new and expensive ranch. Ambassadors to the Bloodied Flank tribe are urgently needed.*
- 4. A famous gunslinger has a mysterious grudge against a Manager of the Rail faction and has vowed to kill the Manager on one of his own trains. Players can be hired bodyguards or members of the gunslingers vengeful gang.*

5. The President has started initiating new restrictions on access to the waters of the Serpent River. Powerful men suspect that he is imbibing record levels himself in order to ascend to godhood, but this would be a severe blow for Barons with Presidential ambitions themselves.

Old Rom

Old Rom is something of an anomaly in the Pendragon system in that it is influenced by a different cultural and mythological heritage to the Arthurian influence that is found throughout the rest of the system. This is because Old Rom began as a neighbouring theme planet sponsored by a rival company. It was originally intended as the core planet of a series of entertainment worlds paying homage to the civilisation of Ancient Rome. These worlds, however, had barely got beyond the planning stage when the Days of Gedde occurred. Mordred Mining Co. had already completed its own Arthurian theme worlds and Old Rom gradually became drawn into their sphere of influence.

The natives of Old Rom today believe that their civilisation was once a great human empire spanning the stars, and that the surrounding Arthurian planets were once part of this empire. They point to the fact that First Empire buildings still remain intact on Old Rom whereas they exist only as ruins on the other planets. This, they argue, suggests that Old Rom was the seat of the empire. The truth, however, is that these First Empire buildings were not destroyed simply because Old Rom was a backwater, a half-completed theme world whose controlling AI never fully Ascended.

Old Rom is a medium sized planet with a slightly thin but perfectly breathable atmosphere. Visitors from more standard atmospheres may find themselves short of breath if engaged in tiring physical activities, a feature accentuated by the fact that much of the single continent Ceasaria is situated at a high altitude.

Terraforming of the planet had not been completed to the extent of shaping the continents, and Ceasaria is in effect an enormous high-walled slab of earth. The continent is entirely surrounded by cliffs except at the confluence of the river Nova Tiber, which cuts into the interior before forming a huge lake known as the Mare Nostrum.

The inhabitants of Old Rom think of this lake as 'the sea' and the waters covering the rest of the planet are referred to as Mare Secundus. There are small islands scattered across the exterior ocean, some of which contain evidence of First Age building, but the majority of these are uninhabited (in local mythology the rest of the planet is an afterlife ruled by Hades. Only the most desperate of exiles and pirates will ever leave Ceasaria for other shores). Sometimes outlying towns along the furthest edges of the Mare Nostrum are attacked by the largest pirate force, a group known as the Black Fleet, but evidence of life beyond Ceasaria itself is otherwise almost non-existent.

The area actually inhabited and settled is in fact quite limited, consisting of a long circle of Romish territory around the Mare Nostrum. The capital, Old Rom, was the headquarters of the Roman Adventure Pleasure Company and its ancient buildings, built to resemble the great marble temples and stone amphitheatres of ancient Earth, are still in use today. Romish land stretches perhaps fifty to a hundred and fifty miles inland from the great lake, situated in the south of the continent, and includes the coastal towns Avica, Seneca, Portia, Claudius, Neronium, Octavia, Maximus, Illiricum, Quintulium and Ursus. Inland towns are rarer, smaller and more heavily garrisoned with troops. The chief of these inland towns are Galica, Britannicus and Danubia. Interior towns are at times under siege or sacked by barbarian tribes, and the extent of 'civilised' territory has been gradually shrinking. Towns such as Verix, Boethius, and Alexandria have all been sacked and destroyed, never to be resettled.

Most of the remainder of the continent is covered by great forests and mountain ranges (sometimes referred to as Germania, more often simply as 'Interior'). It was originally intended that the whole continent would be a patchwork of settled farms and small towns each boasting luxury villas to accommodate extra-planar guests wishing to pretend to be Roman senators relaxing on country estates. The Days of Gedd ended this vision, but present Romish citizens still believe that they once ruled the interior. The ruins of sacked towns in the interior, and the ghost tales told about their fall, support this misconception.

There are three main classes in Romish society, barbarian, plebian, and praetorians. The praetorians are the ruling senatorial caste, thought to be descendents of the few company executives and rich paying guests who survived the Days of Gedd. Every town has its own Council of Senators, all of whom have equal votes on local affairs, and each of which sends a single senior representative to the Great Senate of Old Rom to vote on matters affecting the whole state.

Plebian are the largest caste, since these include peasants, farmers, tradesmen, merchants and soldiers. Each town sponsors between one and three legions who are all of plebian status. Former legionaries and even some members of senatorial family can also act as tribunes, who are both a judiciary and a police force. The lowest caste are barbarians, many of whom originally come from tribes living in the interior forests and who work as field or house slaves (the number of slaves in Romish society however is not as great as it was in ancient Rome. Middle-class plebians drive the economy, rather than slave labour).

Plebian are extremely loyal to their senators, and see their entire role in life as directed towards protecting the senators and the style of existence they represent.

Society and culture are highly prized, and contrasted with the life of barbarians in the interior.

Senators literally preserve the wisdom and learning of the past. They are, in fact, not the descendents of the ancient visitors, but hologrammatic recordings of them, infused with the personality of these long-dead persons. The destruction of the Days of Gedd was more total than any present citizen believes, as all refuse to acknowledge the senators immaterial status. They themselves, and the plebians, view all senators as wise but living individuals. The Senate House of every town holds a black altar which stores the personalities and projects them when required. The barbarians do not understand the technological nature of this feat any more than the Romish do, but do focus attacks on these buildings.

The battle to retain towns is thus a battle to preserve the surviving holograms of the ancient world. The plebian legions too, are less human than they might first appear. Many possess 'ancestral weapons' or armour which are actually old cybernetic enhancements. A skilled or dedicated legionary might gradually become less and less human or even live beyond the normal span of years as they are granted extra enhancements in reward for their long service. Again, this would occur without conscious acknowledgement or real technological expertise.

The barbarians of the interior were originally a group of ordinary workers who refused to support the idea of creating hologrammatic personality encryptions for all senior staff. When the central bases were attacked they refused to stay and defend the senior staff and instead fled into the wild spaces of the interior. Thousands perished, but their descendents eventually received some support from the AI's of the nearby planet Wildwood, whom they worship as gods.

Most have inherited legends which blame cities for the fall of mankind and which retain bitter recollections of the senior administrators of the Roman Adventure Company (the present senators). There are now hundreds of separate tribes, none of whom maintain permanent settlements but all of whom have access to shared ritual gathering sites.

Travellers through the Door to Old Rom experience a sensation akin to stepping into warm water. The space within the door ripples slightly on approach and the traveler can hear subdued, muffled voices. The colour varies, although an aquamarine shot through with bands of shadow and light (like a pool hit by sunlight) predominates.

On stepping through the Door the traveler arrives in the great public forum of Old Rom, a huge cleared space surrounded by colonnades and imposing marble buildings. In Old Rom they will also notice market stalls, natives wandering about the city, and a reasonably busy atmosphere. Sometimes travelers emerge through a semi-broken Door to the ruined city of Alexandria, which is far more dangerous since the barbarians tend to be unwelcoming of anyone except those possessing signs that they follow the Ascended of Wildwood.

Quests:

- 1. An entire legion has gone missing whilst on a punishment expedition against the barbarian tribes. A senior senator wishes the characters to discreetly investigate without rousing a full-scale rebellion.*
- 2. A friend of the characters begins behaving erratically and disrespecting the senatorial class. He bitterly hints at possessing dark knowledge about the rulers of the town before he suddenly disappears.*

3. *A senator is suffering from strange visions and headaches. Physicians can do nothing for him, but suggest that there can be found in the library of Alexandria a medical treatise which might help.*

The characters must accompany and protect Philomenas, an aged scholar, who is the only person who will be able to recognize the correct book.

4. *A barbarian has been captured in a battle and sold as a slave. He is however the son of a great chief who is gathering the tribes to attack an outlying Romish town.*

The characters must find and return the son in an attempt to broker peace or delay the barbarians until the town's legion can return from other duties.

5. *A Wildwood Ascended has decided to directly intervene on the planet and unite the tribes by sponsoring a great warrior. The characters are contacted by other Wildwood Ascended who oppose the plan but do not wish to directly confront their colleague.*

The characters must defeat or humiliate the chosen warrior in order to preserve the independence of their own tribes, but many of their friends and colleagues have already rallied to his cause.

Guinevere

Guinevere is the most isolated of the planets of the Pendragon system, although it is quite centrally located it can be accessed only via a single Door from Pendragon. It is rumoured that other Doors now lost once led to Guinevere and both Queen Morgan and King Gawain are searching for these.

If either side found such a Door the nature of Guinevere would no doubt be subject to a sudden and radical alteration. At the moment, however, most of the system only knows of Guinevere through legends and rumours. It is said to be the place where a penitent Guinevere isolated herself after the death of Arthur.

The planet is a large water-based blue mass with a light green atmosphere. The skies are usually clear and bright and the planet is blessed with extremely mild weather patterns and temperate conditions across most of the globe. In the days of the First Empire there was a large artificial continent which was used as a pleasure resort. Marine activities such as sailing, diving and various water sports predominated and the planet was something of a tourist location. This continent was broken by the impact of a meteor and only very small island fragments remain, together with some coral islands which have subsequently formed.

The green atmosphere is of an exotic and unknown composition, thought to be a side-effect of the meteor strike or of deliberate chemical warfare. The atmosphere is initially harmless but gradually has a retrograde effect. Those exposed to it for prolonged periods will begin to devolve. The first symptoms will come in the form of increased aggression and violent headaches. spurts of hair and muscle growth will also follow as the victim becomes increasingly violent and bestial.

The islands rising above the waters of the planet are covered in lush vegetation and the occasional fragments of First Empire buildings. The only inhabitants to be found on these islands will be devolved descendents of the original inhabitants. These are ogres living in a state of violent anarchy.

Anyone emerging through the Door onto the largest of the islands will find themselves fighting for survival. The more cunning of the ogres can set traps but the majority will simply charge into combat. Attempts to communicate with these bestial creatures will be entirely pointless and probably fatal.

There is however more to Guinevere than initially meets the eye.

In some of the islands and on the floor of the gigantic ocean that surrounds them can be found coral caves in which survive systems of untainted air. This is where the Guinevites live, a people who have gradually adapted to living a more water-based existence.

The Guinevites avoid the islands altogether and despise the land-based ogres (who they refer to as Bathinities). The Guinevites are possessed of gills which allow them both to breathe underwater and filter the green atmosphere of the surface, making them immune to its effects. The pure air in their caves is therefore not necessary to their survival but symbolic of the way the world once was. As such it symbolically represents purity and the cave systems serve as temples as well as homes.

The Guinevites are a matriarchal society as they claim to have been founded by the handmaidens of Guinevere herself. They are led by wise women who are said to be possessed of wondrous healing abilities (this is true, certain combinations of native extracts can heal a range of conditions and the wise women are skilled in their use). The Bathinities know no greater delight than capturing and eating one of these priestesses, although they will also devour any other flesh they can get their hands on.

Male Guinevites act as scouts and hunter gatherers, the more daring of whom will occasionally venture onto the islands to attack the Bathinities (this is a rite of manhood not encouraged by the priestesses but difficult to dissuade young males from engaging in). The scouts will also use boats to search for 'Children of the Door' (travellers fleeing the islands who have not yet devolved). These scouts therefore represent the best hope of survival for anyone travelling to Guinevere from Pendragon.

A simple caste system keeps Guinevite society divided into eaters (children and invalids who cannot contribute to the community), weavers (a peasant class who process seaweed and kelp into clothing and tools), hunters, Dreamweavers (artists) and Mothers (priestesses). In each caste women take precedence over men and age also figures before talent in assessing social status. There are no male priests, although a very old, wise and talented Dreamweaver might approximate such a status.

Both male and female Guinevites highly value artistic endeavour, and a skilled male sculptor will be almost as respected as a priestess. Sculpture and mosaics predominate as these forms can survive flooding and water damage more easily than other mediums. The primary purpose of art is to record the legends and memory of the past, and all of the Guinevites caves are decorated with the tale of their history. If it could be deciphered these sculptures would in fact give the longest uninterrupted history of the Pendragon system, since this work has been progressing since the start of the Days of Gedd.

This history is of course erratic and sometimes symbolically confusing, but also contains many secrets forgotten by those on other planets. Even without this secret knowledge the art by itself would be highly valuable to collectors from Pendragon or other planets both for the skill with which it is made and for its rarity.

The Guinevites believe that all the Mothers are descended from Guinevere and her handmaids and therefore partake of her Ascendant power. Many also suspect that Guinevere still hides somewhere amongst them.

They explain the green atmosphere as the result of Bathin striking the world with a jade club. Bathin, they say, was a knight who betrayed Arthur and tried to rape Guinevere.

Once the most intelligent of Arthur's knights he was cursed with stupidity for his foul deeds and is still trapped on one of the islands (not the island with the Door). Because of this association the Guinevites despise jade and the Bathinites treasure it (it may be the only gift that could forestall an attack).

Travellers through the Door will experience a gradual darkening of the sky towards dark green shot through with streaks of red lightning. A sensation of threat and menace and the auditory perception of a rumbling or growling sound have also been recorded by past travellers. The Door is located on the slopes of a volcano. The surrounding ground is prone to tremors and the slopes of the mountain are choked with vines and undergrowth. Howls and bestial snarls will signal the presence of ogres before any visual sighting takes place.

The island on which the Door is situated also contains the remains of a holiday resort and pier, but this is now a battleground for rival ogres.

Quests:

1. A merchant on Pendragon has obtained a curious sculpture from a strange traveller and is desperate to find out where it came from. He offers the characters untold rewards if they can trace the seller and obtain more of the same. Is the seller a Guinevite or a travelling thief? Does the sculpture contain a secret from the Days of Gedd?

2. A young Guinevite persuades a small band of his fellows to venture onto a island. They mean to capture First Empire artefacts and take them back to their caves but are themselves captured by a band of ogres. The ogres are preparing a feast and there is only a limited time in which to effect an escape.

3. A Guinevite male ventures onto an island in a state of bitter rage after being refused the hand of a Mother he courted. He intends to show the ogres how to find the Mother's cave and must be stopped before he can commit this foul betrayal.

4. An off-planet trader crashes onto the planet after a battle with pirates. He must repair his craft and leave the island whilst avoiding the pirates who have landed in search of his cargo, and he must also survive the attacks of wandering ogres.

His greatest problem, however, is that he can feel himself devolving. How will he retain his intelligence long enough to repair his craft?

5. A group of Bathin cultists arrive through the Door in search of their master. If they succeed in finding and freeing him Bathin will be restored to intelligence. His great intellect allied to the schemes of the Nephilim throughout the system will potentially unbalance the shaky peace between Nephilim and Seraphim. It is almost as potentially damaging as Lucifer escaping from his Cage.

6. A group of bestial men stumble through the Pendragon Door. Some are killed in fighting with soldiers of the Crown, but others are captured and gradually restored to intelligence. Each claims that the others are guilty of terrible crimes and that they know secrets which should earn their freedom. Where have they come from, and which of them should be trusted.

Wildwood

Wildwood is a satellite of Old Rom and is about half the size of its neighbour but almost possesses the same gravity as it has a core rich in heavy metals. It originally possessed a single continent (Arborea) but this was broken into three large islands (Sylvanus, Pandeia and New Arborea) during the Days of Gedd. The Roman Adventure Company intended Wildwood not as a pleasure planet but simply as a resource providing timber, metals and food supplies to Old Rom. For this reason the great forests which survive to this day and give the planet its name were planted whilst a wide variety of species were introduced and plains seeded with grasses to sustain large herds of cattle.

Sylvanus is the largest and northermost of the three continents and is entirely forested.

Every known species of tree (and many unique or purely legendary examples) can be found on Sylvanus. The interior of the continent is dominated by oak trees, the north by pines and the south by willow and cedar. Each species of tree tends to dominate a particular region and is reflective of the weather conditions for that area (think of the environment in which that particular type of tree flourishes). These areas are referred to by outsiders as 'The Leaf Nations' as it is rumoured that some or all of the trees of Sylvanus have achieved sentience.

What is well known is that strange accidents befall those who intrude into the Leaf Nations. There are a few human tribes (from whom the Druidim worshipping 'barbarians' of New Rom were drawn) but they live as harmoniously as possible with the natural world and are at times an almost invisible presence.

Typical animal species for the weather conditions and area types associated with each species of tree also flourish on Sylvanus, undisturbed by any hunters other than their natural predators. All of the animals encountered on the continent prove to be larger and more intelligent than is usual for their kind.

Each of the major Druidim has an area of the Leaf Nations set aside for their exclusive use, these areas are known as Courts and named after the Druidim in question. A Court may or may not include buildings, according to the whim of the Druidim in question (most prefer huge tents or natural caves for their shelter, whilst many prefer to sleep beneath the stars). The best chance of encountering humans on Sylvanus is in the personal retinue of a Druidim, in which case they are likely to be powerful Druids.

Pandea is a huge desert continent and is the southernmost of the three land masses. Giant lizards and insects vie for control of Pandea. These creatures, known collectively as Gargantua, come in an astonishing and deadly variety of forms.

The smallest lizards are the size of a dog and the largest are up to fifty foot tall.

The lizards show no sign of intelligence and are extremely territorial, often slaying and devouring their own kind as enthusiastically as they do their natural enemies. If presented however with a choice between attacking their own or related species (many of the different lizard types and insect types are represented), the lizards will always attack insects and the insects will always attack lizards.

The insects are individually smaller and weaker than the lizards (from the size of rats to about thirty foot tall) but are more likely to work collectively. The smallest insects even band together in hive communities, and show some very rudimentary signs of awareness.

The Red Hive is the only structural feature of Pandea (the Red Hive is a series of 200-400 foot tall reddish clay towers which are all linked by subterranean tunnels and which house the soldiers, workers and queens of the Pandean Red Ant. Many of the tunnels are large enough for humans to traverse, if they could avoid being attacked by the dog-sized soldier ants. The whole complex consists of more than a thousand towers covering a two thousand square mile area).

Primitive human tribes can be found in natural cave systems in the East of Pandea. These humans worship both the Druidim and the Gargantua, although they frequently serve as meals for the Gargantua they are praying to. The human tribes are all named after lizard and insect species or after qualities of the same that the humans wish to emulate. The Red Ant Tribe are dominant, and in some mysterious way able to communicate with the insects of the Red Hive. Entering the Red Hive and returning alive is a rite of passage into adulthood for the tribes members, both male and female.

Other tribes include the Green Gecko Tribe, the Jumping Frog Tribe, The White Scorpion Tribe, The Banded Adder Tribe, The Grey Moth Tribe, the Black Beetle Tribe and the Great Chameleon Tribe. Every tribe has an Offering Rock on which food is placed for their patron Gargantua. The Great Chameleon Tribe are unusual in being nomadic, relying on disguise, flight and camouflage to escape the hungry Gargantua.

New Arborea is the most temperate of the three continents and retains the fields of grain and wheat originally planted by The Roman Adventure Company. It is also the only continent of the planet to be dominated by man, although the Druidim only tolerate the presence of a single city, Minos.

Minos was once home to a giant mine from which the mineral resources of the continent were extracted. Much of the knowledge of mining and machinery that would enable this work to continue however was lost in the Days of Gedd and deliberately obscured thereafter by the Druidim. Now the mine is a city, with stone houses lining the walls of the great pit. At the heart of the city is an amphitheatre (The Arena) in which rare captured Gargantua or (more frequently) human gladiators are made to fight.

The ruling caste of Minos still retain the mining company title of Overseers, the twelve most prominent of whom rule the city through The Council (administratively) and Boss Hall (the militia of the city are known as Bosses). The head of Boss Hall (the High Boss) is theoretically subordinate to the Twelve Overseers of the Council, but in practical terms more powerful than any single Overseer.

The history of Minos is one of very delicate balance. The rulers of the city know that if their population or technology expands too rapidly, the Druidim will crush them. This has happened before when Gargantua, who normally avoid the area around Minos, suddenly descended in huge numbers.

This is part of the reason for the gladiatorial contests of The Arena, a means instituted by the ruling caste to distract and entertain the masses whilst also setting a control on population levels.

There is however considerable political tension as the general populace regard the Druidim as purely legendary (the near-destruction of the city by Gargantua was a long time ago). This is the result of the fact that hundreds of years can go by without any of the Druidim bothering to interact with humans and that humans who do believe in the Druidim have as much abhorrence for cities as the Druidim themselves do.

The lower classes of Minos are known collectively as The Mob, and play a key role in the politics of Minos even though their individual rights are extremely limited. This is because, in their ignorance and want, they press for rapid expansion of the city, whilst unscrupulous politicians (both Overseer and those drawn from the Mob itself) increase their popularity by heeding these calls. The Council are therefore caught between assuaging the Mob, which could disastrously offend the Druidim, and pacifying the Druidim, which could result in the violent overthrow of the government by an enraged Mob. Minos also has the nominal loyalty of a few hundred small farming communities scattered along the Sunset River.

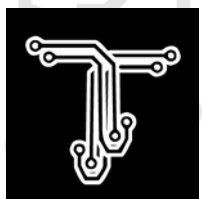
Door: A cacophony of animal hoots, bird calls and howls, together with a sensation of scratching and itching. Colours vary, but mud brown and dark green predominate. The Door deposits the traveller on dusty grey wasteground outside the city of Minos.

Looking in one direction the traveller can see tall grain fields, in the other a huge dark pit from which light emanates. The Door itself is made of lichen spotted stone, several pieces of which are broken. It is thought that the Door was once situated on Sylvanus, but that the Druidim do not appreciate visitors.

Quests:

- 1. A member of the Council of Minos is planning a huge Games for the Arena and hires the characters to find and bring back a captured Gargantua, with the proviso that it should be the largest ever seen in Minos.*
- 2. A Boss has killed a Mob politician but let witnesses get away. Now the Mob are demanding a public trial but the Boss knows sensitive information the Council do not want revealed. The guilty Boss is threatening to reveal all if he is forced to stand trial.*
- 3. In payment of an outstanding debt the characters are arrested and sent to fight in the Arena. They must earn back enough money to pay off the debt but the Arena is fixing the non-lethal fights so winning the correct amount of money could take months.*
- 4. A member of the Great Chameleon Tribe has fallen in love with a member of the Red Ant Tribe, but the Red Ants look down on other tribes and do not condone marriages to them.*

The lovestruck Chameleon asks the characters to help him abduct his bride, or the brides father asks them to prevent an abduction.
- 5. The trees in Sylvanus have been struck a mysterious parasitic disease and the Druidim re baffled as to the cause. Knowing the ingenuity of humans, they have reluctantly asked their Druids to investigate, halt the parasites and confirm their origin.*



The Battle Front

Castlekeep

Castlekeep is a small and mountainous ice-planet continually battered by savage storms and blizzards. It has little or no value in itself except for the fact that it holds a key Door connecting several others in the system, most crucially access to and from Morgan's Curse and Mordred. This is the reason that it has become a key battleground in the war between King Gawain XXIII and Queen Morgan Le Fay.

Castlekeep is dotted with thousands of bunkers, entrenchments, forts and castles, many of which are linked together by hundreds of miles of supply tunnels.

All of the occupants of Castlekeep, male or female, are active combatants. Warfare is the key fact of existence on Castlekeep, and both sides of the conflict have major armies camped on the planet and manning the castles that give the place its name. Effectively Castlekeep is under permanent siege from the armies of Queen Morgan. If it should fall, the way is clear for an invasion of Pendragon and the other civilised planets.

The social structure on Castlekeep follows military lines. Each major castle is controlled by a General of one of the opposing forces, with majors, captains, sergeants and privates serving beneath these. Most of the forces have two specialised units of scavengers and sappers. The scavengers are responsible for retrieving stores, supplies and weaponry, for conducting emergency repairs relating to these items, and for exploring unknown tunnels and surface areas for useable or re-useable materials. They serve under a Quartermaster who reports directly to the General.

The sappers are responsible for engineering works and repairs to the castles themselves. They also deploy explosives and artillery against the enemy, mine for fresh resources (particularly water sources and metals), and attempt to undermine or sabotage the walls and foundations of rival castles.

Minor keeps will follow the same organisation but will be controlled by a major reporting to the nearest General. Small outposts and individual towers will be under the command of captains, as will any units assigned special missions.

The principal castles are as follows: Resolve, Endeavour, Hope, Courage, Faith, Stalwart, Pride, Endurance, Fortitude, Glory, Gallant, and Dauntless.

These are all castles held by forces loyal to King Gawain XXIII and as such are also known as Pendragon Holds. The main castles held by the opposing forces of Queen Morgan Le Fay are as follows: Sinister, Dexter, Imperious, Vex, Discord, Infamous, Disdain, Forlorn, Melancholy, Skull, Graves, and Perfidy. These are sometimes referred to as Dark Holds.

Each major castle will have a subsidiary network of between 6-12 lesser keeps and outposts. The following major castles are currently disputed (all the castles witness battle every single day but the following are evenly divided and neither side can claim control): Infernus, Oblivion, Sorrow, Twilight, Midnight, Perilous, Desolate, and Obsidian. Many of these castles have been taken and retaken, destroyed and rebuilt, on numerous occasions and all are said to be haunted by the ghosts of slain combatants who trouble both sides without regard to their former loyalties.

There is little or no normal life on Castlekeep. There is no land which can sustain farming or industries unrelated to war, and even if there were such efforts would swiftly be destroyed by one or several armies. Everything that is required for life and the continuance of the conflict must be imported via the Doors located at the very heart of key castles, or scavenged from existing resources, or looted from the enemy.

All of the armies have faced periods of starvation as supplies were squeezed or cut off. Everywhere one looks the evidence of long conflict abounds. Clothing is patched and re-patched, uniforms are mixed and confusing, weapons are nicked and scratched and armour is dented and piecemeal. Many soldiers on both sides despair of any final victory, and insubordination and even open rebellion are surprisingly frequent. All armies teeter on the brink of collapse but are never strong enough to defeat their enemies, and all deal with rebellion from the ranks in the same harsh manner. Executions and suicide missions are both commonplace.

Unending war has had an effect on the men fighting it. They tend towards the cynical, the grim and even the downright insane. Gallows humour is common and the ideals of the planets from which they were recruited routinely mocked. Loyalty is to one's immediate comrades rather than to any moral purpose or patriotic feeling.

Pamphlets and songs mocking the Generals are common, although officers of all ranks who themselves engage in combat are much more respected than those who do not. Every General will have a group of officers who serve them directly relaying their commands and formulating battle plans. These 'General Staff' are sometimes more detested than the enemy.

Knights who have been sent from Camelot serve as officers and show the greatest loyalty and the least disrespect towards the King and the war itself, but they do not tend to be loved by the men under their command. Their fighting prowess earns fear and respect, but their unyielding sense of duty is seen as lunatic fanaticism.

The ordinary soldiers from both sides of the conflict gradually find that they have more in common with the opposing forces than with the people back home. Generals and other senior officers on Morgan le Fay's side of the conflict have another problem to contend with, which is the continual possibility that Morgan will punish them for failure. This may come as a summons back to Morgan's Curse, demotion to the ranks, immediate execution, or possession by one of the spirits of the planet Mordred (they may remain present in their own body or they may exchange places with the spirit, see the Mordred entry for details).

Of all these possibilities execution is considered the kindest option. Despite the harsh punishments and summary military justice employed by both sides, morale is at a level which ensures that factions advocating the seizure of the Doors and a return home regardless of orders are common and popular in all armies.

Travellers through the Doors to this planet emerge in one of the castles. In most cases this will be a huge, vaulted, chamber decorated with the symbol of the castle and the General who rules it. The traveller will feel a gritty and unpleasant sensation and perceive a stone-grey visual field. Entering Castlekeep has been likened to stepping through a semi-porous wall.

Quests:

1. *A captain has been ordered to take an outlying position which is effectively impregnable and makes it clear that he will simply keep ordering attacks until all the men under his command are dead.*

The characters must decide whether or not to mutiny, and if they do try to dispose of the Captain must do so in a way that removes suspicion from themselves.

2. *The Quartermaster is corruptly assigning arms and material on the basis of bribes. The characters must infiltrate the scavengers and prove that this is taking place without being discovered, and return the evidence to the General Staff.*

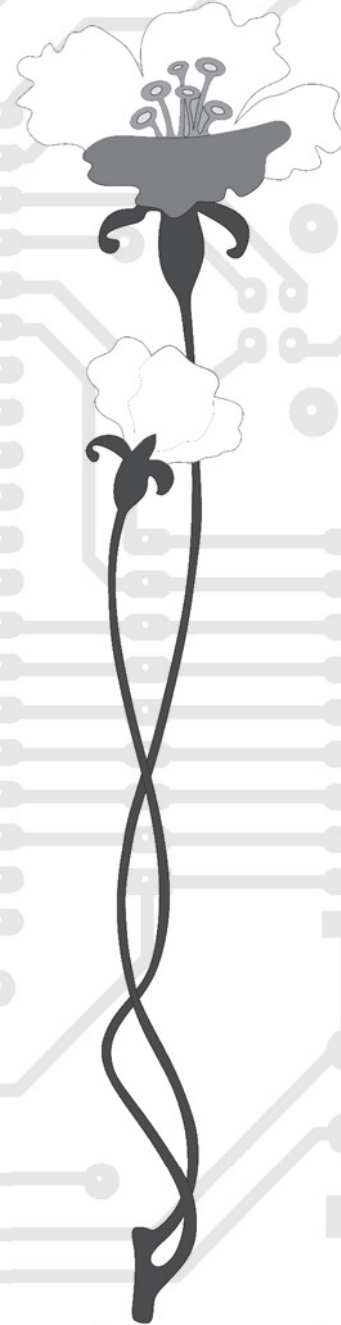
To complicate matters it seems that some of the General Staff are involved in the corruption, but the General does not know who.

3. *A major new weapon has been developed and there are rumours that it might finally end the stalemate. Details of the weapon must be discovered before it is deployed, and the weapon must be either stolen or sabotaged before it can be used.*

4. *An officer in the forces of the Queen as failed to take an opposing castle. He must report to Morgan's Curse and urgently needs a major success to ensure that he is not killed.*

5. *An officer is demoted to the ranks. Several men have sworn that they are going to kill him. He must survive without drawing any attention from the senior ranks, as any further scandal attaching to his name would result in execution.*

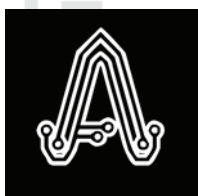
How can he defend himself without breaking any rules or regulations? Why has he been demoted and what can he do in order to regain the Queen's favour before he is killed?





Book Four:

Artefacts of the Camelot Cosmos



Artefacts Table



- | | |
|----------------------------------|------------------------------------|
| 6. Excalibar | 7. Carnwennan |
| 8. Clarent | 9. Rhongomyniad |
| 10. Arthur's Shield | 11. Arthur's Scabbard |
| 12. The Sun Grail | 13. The Moon Grail |
| 14. Merlin's Staff | 15. Merlin's Spellbook |
| 16. Morgan's Cauldron | 17. Morgan's Wand |
| 18. Morgan's Spellbook | 19. Mordred's Spear |
| 20. Mordred's Golden Armour | 21. Lancelot's Sword |
| 22. Lancelot's Spear | 23. Lancelot's Shield |
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| 42. The Book of Sanguinity | 43. The Book of the Promised Dawn |
| 44. The Ring of Sir Garlon | 45. Galahad's Sword |
| 46. Galahad's Cloak | 47. The Armour of Many Colours |
| 48. The Shield of Many Colours | 49. The Armour of the Green Knight |
| 50. Sir Bernlad's Axe | 51. The Lyonesse Sword |
| 52. Halter of the Questing Beast | 53. Bridle of the Unicorn |
| 54. The Scimitar of Palomides | 55. Agravaine's Sword |
| 56. The Hammer of Caradoc | 57. The Helm of King Pellinore |
| 58. The Philosopher's Stone | 59. The Eye of Saint Nelson |
| 60. The Black Flag of Mordred | |

The Camelot Cosmos is littered with holy relics and powerful artefacts from the long history of the region. It is common for the remains and personal effects of powerful and important persons to be invested with magical powers by a superstitious populace, but this is not surprising given the fact that the Ascended and the First Empire corporations that preceded them did often place powerful technological devices in the most unlikely of places. What was an executive's toy or a fashion statement in a previous age may well have become a potent holy or unholy weapon of the future.

It is easy to incorporate the Artefacts and Relics described below into your campaigns. A roll on the Patron Tables followed by a roll on the Artefacts Table or the Relic Generation Tables gives a mission to recover one of these items. Other possible missions can be obtained by combining these results with the Object Missions Table. GMs should note that although the Artefacts all have genuine game effects many relics (particularly those housed in minor churches or collections) do not, but that all of these items are regarded with awe by those who have heard the legends associated with them. No cost or material value is given because in many cases these items are considered priceless, even more valuable than Ikons.



Artefact Descriptions

Excalibar (Arthur's Sword of War)

*Damage Bonus +3 (blade) or +6 (laser)
+5 Melee Weapon (Swords) Skill
+5 Might Skill and +5 Endurance Skill
+5 Leadership Skill*

Excalibar is easily the most famous and coveted of all the artefacts remaining from the Arthurian Age, given to Arthur by the Lady of the Lake. It is a knight's longsword with an ivory handle studded with gems and a gold dragon pommel.

It is the sword which Arthur carried into battle and is considered a sacred item by both Gawainites and Morganites. Although Bedivere returned it to Nimue, it is now thought to again be in the possession of Arthur himself, although it has been loaned to outstanding heroes at moments of great crisis.

In actuality Excalibar was a planetary defence system initiated by Arthur Wentworth Holmes. A series of planetary satellites were mounted with high powered laser batteries, but these proved ineffective against the scale of the Ascended attacks during the Days of Gedd. The sword itself is a trigger or remote control for the lasers, which are still functional, and strikes from these follow the line of the sword's tip when it is pointed at an enemy and the gems on the hilt depressed in the correct sequence. Other famous swords are also linked to the same network but Excalibar can over-ride commands from them if its owner wishes.

Carwennon (Arthur's Dagger)

*Damage Bonus + 3
+3 Alertness Skill
+3 Detect Lie Skill*

Arthur's dagger is a broad bladed dagger which is almost the length of a short sword. It has a matching ivory and gold handle that pairs it with Excalibar. It is currently housed in the Great Cathedral of Camelot and is very heavily guarded.

Arthur Wentworth Holmes had the dagger made as a convenient storeplace for nanites he was experimenting with, but it was as often used as a paperweight. The nanites are hidden in a vial within the handle and affect the wielder when the dagger is gripped firmly.

Clarent

(Arthur's Sword of Peace)

Damage Bonus + 2

+6 Diplomacy Skill

Anyone knighted by Clarent must pass a Resolve Skill test in order to attack or betray the holder of Clarent

The holder of Clarent can see and hear whatever someone knighted by the sword can see and hear, at will, but becomes unaware of their own surroundings while doing so

Clarent is the sword that Arthur wielded at times of peace and was principally used to knight his warriors. Putting Clarent away and drawing Excalibar was a symbolic declaration of war. It is a larger and heavier weapon than Excalibar, with a blue-tinted blade and a heavy malachite handle. Its current whereabouts is unknown.

Arthur Wentworth Holmes liked to 'knight' his senior executives in drink fuelled bonding sessions which were effectively part of the entertainment offered to visitors. Typically, these ceremonies also had a practical aspect as Clarent was full of simple surveillance nanites that painlessly injected themselves into the knighted person.

Rhongomyniad

(Arthur's Spear)

Damage Bonus + 5

+5 Melee Weapon (Spear) Skill

+3 Might Skill

+3 Endurance Skill

Arthur's Spear is a twelve foot long black wooden spear. The final three feet of the spear is a triangular shaft of pointed iron. It was most famously used at the First Battle of Camlann and was the weapon which pierced the side of Mordred, Arthur's bastard son.

Although no combatant, Arthur Wentworth Holmes realised that in the chaos of the Days of Gedde he might need a personal weapon. He therefore had his engineers design a simple melee weapon that even an unskilled person could wield effectively. The shaft of the spear is full of complex electronic devices which adjust the direction of thrust, regardless of the incompetence of the user.

Arthur's Shield

Armour Bonus -4

+2 Leadership Skill

A tall traditional kite shield of burnished metal emblazoned with the image of a golden dragon on a white background, Arthur's shield was instantly recognisable on the battlefield. It was made of a magical metal that resisted all blows.

The executives of the major corporations experimented with many different metal compounds in attempts to find ones which were resistant to nanite attacks. The best examples were worked into decorative shields that Wentworth and his chief cronies liked to hang above their office desks. There was a proposal to link these shields to an array of satellites fitted with forcefield technologies, but this was never completed or has since been rendered inactive.

Arthur's Scabbard

Physical Stress heals at 1 point per round

Physical Consequences (regardless of severity) heal in one day

Arthur's Scabbard can magically adapt itself to the size of any sword, although it normally holds Excalibar. It has a slim body of gold decorated with a protective layer of red velvet bound by rubies. It was said that the owner of this scabbard could never bleed to death, a useful trait in battle. It is assumed that the scabbard is still with Excalibar.

The scabbard was presented to Wentworth Holmes by his medical staff as he was known to be something of a hypochondriac.

The nanites were an early medical prototype, infinitely more primitive than those employed by the Ascended but effective repairers of damaged organic tissue.

The Sun Grail

+6 Rapport Skill throughout Realm

+6 Empathy Skill throughout Realm

Resolve Skill Test required with Notable Success or better to commit an evil act within the whole Realm

Completely heal all Stress and Consequences on one individual once per day

A great golden chalice richly decorated with rubies, diamonds and precious stones, the Sun Grail has not been seen for centuries and was legendary even in the Arthurian Age. It is said to be guarded by the Fisher King, who some say is the last of the Doorkeepers. Many knights have quested for the Sun Grail without success, for it is claimed that its powers include the ability to heal all wounds and to bring peace to whole kingdoms.

The Sun Grail is the original Grail, legendary even in our own times. Whether such an object does or does not exist is a matter of GM discretion, though Arthur Wentworth Holmes did sponsor expeditions searching for it through many of the more obscure Doors. The benefits given below are suggestions based on the legendary powers of the Grail.

The Moon Grail

Damage Bonus At least +3 to individuals and +6 to buildings throughout Realm once per year as a major disaster is unleashed

The Moon Grail is a gigantic silver chalice, so huge that a grown man can fit curled inside its bowl. It is decorated with intricate scrollwork and carvings which depict bucolic scenes, but close observers will note the presence in half-hidden corners of cruelly smiling imps and devils.

It was created by Mordred and used to trick Merlin into destroying large parts of Avalon.

The Moon Grail in reality was a rapid terraforming device that went wrong. It was sabotaged by the Nephilim as a secret assault on humanity. Merlin's use of the device was a moment of great celebration, until its devastating effects were realised.

Merlin's Staff

+5 First Empire Magic Skill

Mimic any Aspect at Rank 5 once per day

Mimic any other Skill at +5 at will six times per day

A six foot tall oaken staff of gnarled, ancient wood, Merlin's staff was the symbol of his authority as the most gifted magician of the ages. Despite the plainness of its appearance the staff is a famed and sought after artefact. It is not thought to be in the possession of Merlin anymore and rumours persist that it is held by The Sphinx, the secretive ruler of the Wizard's Guild.

The staff is a powerful reservoir of 'unformed nanites', nanites which have not been programmed with specific instructions and which can therefore be deployed in a range of seemingly magical ways. It was created by Graham Wyne as a testing device during experiments on the limits of nanite adaptability, but stolen or seized by the Ascended Merlin in the early Days of Gedd.

Merlin's Spellbook

First Empire Magic Skill +5

Repair Skill +5

Invent Skill +5

First Empire Flying Transport, Transport, Hacking, Weapons & Heavy Weapons all +2

Merlin's spellbook was said to contain schematics for every known First Empire device as well as a version of every known spell. It must have been an enormous tome, of rich vellum bound in brass studded with precious stones.

It is thought that it lies hidden in a dungeon somewhere as Merlin himself has memorised all the information it contains.

The spellbook is in fact a slim black device which is small enough to place in a pocket. It is an electronic reader with a flat digital screen loaded with thousands of First Empire treatises and now vanished works, with a self-recharging battery life of thousands of years. It was made by Merlin himself in an attempt to understand the First Empire culture that had created him.

Mordred's Spear

Damage Bonus +6

+3 Melee Weapon (Spear) Skill

+3 Leadership Skill (when leading Morganites)

A nine foot long golden spear that shines with an impossibly bright light and is topped by a blade surrounded with white flames, Mordred's spear is instantly recognisable. The handle is warm to the touch and the spear seems to sing, humming gently to itself in a tone which rises to a screech in combat. It was once thought that Mordred's spear had slain Arthur, until subsequent reappearances confirmed that the leader of the Seraphim had only been wounded by the device. The Spear is held at a secret shrine on the planet Mordred, guarded by an elite unit of Wraiths who were once Mordred's personal bodyguard.

Mordred's spear is a 'living laser', a device originally invented by Mathew Wyne when experimenting with the idea of creating light-based nanites. It was stolen by one of the Wyne's lab assistants and given to Mordred in exchange for safe passage of the planet. The lab assistant in question, Pamela Milton, is one of the cryogenically frozen First Empire survivors hidden in the depths of the Brotherhood of Progression's college.

Mordred's Armour

Armour Bonus -6

+3 Leadership Skill (when leading Morganites)

Wearer can ignore 6 Consequences per day

A suit of shining golden plate armour including a great helm worked with demonic images that completely obscure the wearer's features, Mordred's armour is instantly recognisable on the battlefield. It was worn at the First and Second Battles of Camlann and was resistant to all blows except those of Arthur's own weapons. It is guarded in a secret shrine on Mordred by female Wraiths who were the Ascended's lovers and concubines (who incidentally hate the Wraiths who guard the separate shrine containing his spear).

It was created by Mordred himself and featured in many First Empire battle entertainments before ever being employed in genuine combat.

Lancelot's Sword

Damage Bonus +3 (+6 vrs evil creatures/ persons)

+3 Might Skill

+3 Melee Weapon (Swords) Skill

Lancelot's sword is a two-handed greatsword that takes great strength to wield and delivers devastating chopping blows. It glows with a silver light and is said to be particularly effective against evil creatures and monsters. It was wielded by Arthur's greatest knight at the First Battle of Camlann. It's current whereabouts are unknown.

A prototype of the technology used in Mordred's spear, Lancelot's sword also contains flesh-eating nanites programmed to attack any non-human organic tissue.

Lancelot's Shield

Armour Bonus -3

+3 Leadership Skill

+3 Resolve Skill

Lancelot's shield is a badly battered and crumpled shield with the scratched and dented image of a unicorn on its face. It is a huge round shield of silver, but the damage has turned the edges of the shield inwards. Blows from Mordred and other Nephilim account for the condition of the shield. It is thought to still be in the possession of Lancelot himself.

This shield used to hang over Lawrence Eliot's desk in the Advertising Department of Holmes Enterprises. Elliot kept it highly polished as he enjoyed admiring his reflection in it. The unicorn emblem was added later.

Arthur's Crown

+2 to the following skills: Alertness, Danger Sense, Detect Lie, Empathy, Intimidation, Recall

+4 Leadership Skill

The symbol of Arthur's kingship, passed down to him from his own father Uther Pendragon after being torn from the body of the False King Vortigern. The crown is of gold with 12 points, one for each of the Seraphim. It is circled with diamonds. It is still worn by Arthur today.

Arthur Wentworth Holmes originally had a headset which linked into the computer systems of Holmes Enterprises and allowed him to telepathically communicate with his staff (many of whom spoke languages other than English, a problem telepathy seems to rectify). Brain enhancing nanites are responsible for this power and are housed in the diamonds. During the height of the Arthurian craze Wentworth Holmes took to wearing full regalia all the time and had the headset converted into this crown.

Gawain's Surcoat

+2 Friend at Court Skill

+2 Leadership Skill

This is the surcoat of the legendary founder of the Gawainite dynasty, King Gawain I, rather than that of his ancestor the Ascended Gawain. It is housed in the Great Cathedral at Camelot and draws tens of thousands of pilgrims every year. It is a white surcoat still spotted with blood after being worn in the battles that established the dynasty. A crowned golden bear rampant is still discernible on the face of the surcoat, and this image was Gawain I's personal coat of arms.

The surcoat was indeed King Gawain I's and its power derives from his reputation rather than from any hidden technology, nanites or magical influence.

Gawain's Belt

+3 Melee Weapon (Axes) Skill

+3 Might Skill

A large leather belt with a golden bear clasp and gold studs, Gawain's belt is designed for a warrior of prodigious girth. It is housed at Resting Place Abbey in the Abbot's private collection of relics.

The belt was never in fact worn by King Gawain I or by the Ascended Gawain. Rather it was the belt of King Gawain IV, who had it made by the Brothers of Progression.

Gawain's Axe

Damage Bonus +6

Wielder cannot be slain in combat unless decapitated with the Axe (will heal from ANY other wound at normal rates)

A huge double-headed battleaxe which was made for Gawain by Bernlad, the Green Knight, after Gawain had defeated him. The haft of the axe is carved with intricate woodland scenes and the blades never seem to dull. It is still held by the Ascended Gawain.

The axe was indeed made by Bernlad, a proto-Druidim of raw but significant power who never quite made it to Ascended status and was decommissioned before being replaced by the Green Knight Mark II (which became Auberon). Bernlad was the creation of Brian Barnard, one of the programmers still housed in the cryogenic Merlin facility. If awoken Barnard would attempt to recreate the Green Knight as a power suit for himself and would pursue full Ascension by attempting to slay Auberon and steal his nanites.

Galatine

(Gawain's Sword)

Damage Bonus +4 (+8 when striking to destroy other artifacts or First Empire relics)

+3 Insult Skill

+3 Intimidation Skill

Gawain's sword is a mighty two-handed greatsword which the Ascended was said to have wielded at the same time as his axe. There is a giant ruby set in the guard and another in the pommel. The blade has a long groove set in its centre and is made of folded strips of metal which look when reflecting the light as if it had been dipped in oil and water. The Ascended still carries it.

Galatine was a fail-safe in the event of Excalibar being captured by the Nephilim and was designed by Graham Wyne. It contains nanites programmed with self-destruct orders for other nanites, making it particularly effective against First Empire technologies and other First Empire relics.



Guinevere's Crown

+3 First Empire Magic Skill

+3 Politics Skill

+3 Intimidation Skill

+2 Seduce Skill

+2 Leadership Skill

A slim silver diadem studded with diamonds, Guinevere's crown was handed down through all the Queens of the Gawainite dynasty for centuries before being stolen by Morgan le Fay, who wears it now as her own symbol of rule. Gawainite's still stubbornly refer to it as Guinevere's crown, whilst Morganites know it simply as the Queen's Diadem.

Arthur Wentworth Holmes had this made for his wife Gwendoline de Vere as a gift when he suspected her of having an affair with Lawrence Eliot. This and other gifts were desperate attempts to save his marriage.

Guinevere's Necklace

+3 Deceit Skill

+3 Seduce Skill

Legend states that Guinevere's necklace was formed of the Ascended's own tears when Arthur discovered her affair with Lancelot. The necklace is a symbol of her fall just as her crown is a symbol of her royalty. It is a necklace formed of three tiers of teardrop shaped diamonds linked by delicate silver chains that somewhat resemble a spider's web.

The necklace was in fact a rather tactless gift from Lawrence Elliot presented to Gwendoline de Vere in front of her husband at the New Years Office Party at Holmes Enterprises immediately preceding the Days of Gedd. It is currently in the possession of Guinevere the Fallen.

Bedivere's Shield

Armour Bonus -2

+2 Resolve Skill

Raise and lower defence shield around the Excalibar satellite

Bedivere's shield is a small silver buckler studded with gold rivets and designed to be employed in the off-hand by a spearman. It has a highly polished surface that seems resistant to all forms of damage and which possesses a faint blue sheen. It was lost by the Ascended at the First Battle of Camlann and has been rediscovered and used by many heroes since, the last of whom, Finn the Lean, died repulsing a major Morganite offensive some two hundred years ago.

Bedivere's shield is in fact a handheld device which, although usable as a personal shield, more importantly acts as a control mechanism for the defensive forcefield surrounding the primary satellite housing the Excalibar laser arrays. It was created by Brian de Vere and is still in the possession of the Ascended Bedivere who guards the satellite. Bedivere is weary of his long vigil and seeks a worthy hero to replace him.

Bedivere's Sword

Damage Bonus + 4

+4 Resolve Skill

+4 Security Skill

Contains a copy of Brian de Vere's personality which can telepathically communicate with any wielder of the sword. The information de Vere is prepared to share should be determined by individual GMs

Bedivere's Sword is a battered and dented two-handed greatsword with a black iron blade and a ridged ivory handle with a silver crosspiece marked with runes of warding. It is the symbol of Bedivere's knighthood and is still wielded by the Ascended who proved himself among the most loyal of Arthur's adherents.

Bedivere's Sword was a vanity piece created by Brian de Vere. As well as being an effective weapon of personal defence, it also contained a downloaded complete copy of its creator's personality and memories. To his great surprise de Vere himself found that he intensely disliked the sword (they argued constantly) so he gifted it to the robot who would become Bedivere.

Cup of Josephus

+3 Healing Skill

+3 Herbs Skill

Heal three Wounds (Physical only) per day

Josephus was a merchant who found the wounded Arthur after the First Battle of Camlann and gave the dying king a cup of water. For this act of kindness Josephus became a saint of the Seraphic Church. His cup was a plain wooden one, crudely carved but with a deep bowl.

Joseph Turner was a minor executive working for Merlin Computer Systems. His cup was an apprentice piece to show that he had mastered the use of nanites.

Staff of Josephus

Damage Bonus + 3

First Empire Magic Skill + 3

Healing Skill + 3

The second kindness performed by Saint Josephus was to beat off a flock of ravens who had settled on Arthur in the aftermath of the First Battle of Camlann with the intention of feasting upon him. For this act the merchant was gifted with potent magical skill, the symbol of which was the staff he used to beat the birds with.

In the desperate moments after the first Ascended attacks, many of the leaders of the First Empire corporations commissioned powerful weapons that were intended to answer the Ascended threat. Joseph Turner created this staff as one of those weapons but it was never employed as Turner was one of the victims of the Moon Grail on Avalon.

Its current whereabouts and exact appearance are unknown.

The Round Table

Detect Lie Skill + 6

Leadership Skill + 3

Rapport Skill + 3

An enormous round table of polished oak, the Round Table is one of the most famous and cherished artefacts of the Camelot Cosmos. It was the table which was set in Arthur's own council chambers and the place where the great debates and planning sessions of the Arthurian Age took place. The surface of the table was painted with coloured lines that divided it into twelve sections, one for each of the Seraphim, and further marked with the coat of arms of each of Arthur's closest and most trusted knights.

After discovering his wife's infidelity and in the chaos of the first Ascended attacks, Arthur Wentworth Holmes was not a very trusting man. The Round Table, which had been made for spectacular entertainments, was adapted with nanites programmed to react to the subtle brain chemistry changes which take place when a person lies. Holmes interrogated leading executives by inviting them to dine with him from the Round Table. Its present whereabouts is unknown, although it is likely to remain in a key First Empire ruin.

The Spear of Longinus

Damage Bonus + 4

Completely heal all Wounds and

Consequences on the wielder (of all types) once per day.

According to Romish versions of Arthur's legend, Doubting Longinus was a brave but cynical legionnaire who questioned Arthur's Ascension. In order to dramatically prove that Arthur was just a man like any other Longinus stabbed him with his spear, but on witnessing the fact that the wound miraculously healed Longinus fell to his knees and begged forgiveness. Thereafter Longinus became a stalwart follower and defender of the King and never again doubted his power.

The spear of Longinus is an unusual looking spear, based on the Roman pilus design. It has a wooden shaft topped with a thinner square metal shaft with a very small triangular point. It was an item in the personal collection of Tarquin Oliphant, the chief historical consultant for the Roman Adventure Pleasure Company. When Angelo Janus, the flamboyant founder of the RAPC, went bust and sold the company to Holmes Enterprises, Oliphant could not bear the thought of his Roman dream being subsumed in Holmes Arthurian vision. He therefore made a failed assassination bid against Arthur Wentworth Holmes.

The Linnorm's Tooth

Damage Bonus + 4

Intimidation Skill +4

Poison Skill + 4

A gigantic curved fang of dull ivory, with tendrils of vein, nerve and raw meat still clinging to its base, the Linnorm's Tooth was ripped from the mouth of Nidhogg the Corpse Tearer, the largest and deadliest of all the linnorms of Morgan's Curse. It is a sacred item to the foul members of The Linnorm Society and is given to the best of their Eyes to perform ritual assassinations of the Cult's foes.

The tooth was indeed Nidhogg's and is currently held by Abelard the Silent, a tongueless but terrifying giant who is the cult's current leading assassin.

The Apple of Saint Newton

Acrobatics Skill + 3

Research Skill + 3

The owner of the apple can levitate small objects (up to the size and weight of a longsword) at will within sight

Legend tells us that Saint Newton was the man who taught the Ascended to fly. A brilliant magician, he developed the first spells of flight and gifted them to the Seraphim to aid them in battle against the Nephilim, but his secrets were soon stolen by Mordred. The apple was the symbol of Newton's noble house.

The apple is stored at Saint's Leap Chapel in Upper Tintagel.

The legend of the apple is a garbled version of the famous incident involving Sir Isaac Newton and the theory of gravity. The apple itself was an apprentice piece by an unknown nanite experimenter working for Holmes Enterprises.

The Crook of Saint Anselmus

Damage Bonus + 2 (+4 against heretics)

Church Law Skill + 3

Orate Skill + 3

Saint Anselmus was the first Arch-Bishop of Camelot and is one of the most revered and respected of the Seraphic saints. A close companion and childhood friend of the first King Gawain, Anselmus was a vigorous chastiser of heretics known for beating the ungodly and the defiant with his crook of office. It is currently stored at the Great Cathedral of Camelot.

The crook is thin and apparently made of gold, but is surprisingly heavy and durable. It was indeed Anselm's staff of office but before that was the personal property of Wallace Bishop, one of Arthur Wentworth Holmes's personal security officers.

The Mitre of Camelot

Leadership Skill + 2

Orate Skill + 2

The mitre is a tall conical hat of white and gold, pointed in the middle and decorated with pearls and diamonds. It once belonged to Saint Anselmus and has been worn by every Arch-Bishop of Camelot since.

Anselmus and many other holders of the mitre have hated the mitre as it is extraordinarily heavy and extremely uncomfortable to wear. It has no magical or technological abilities but confers benefits based on its antiquity and the respect in which the Arch-Bishops have been held.

The Sceptre of Camelot

Damage Bonus + 2

Leadership Skill + 2

A gold sceptre which looks rather like a large and unwieldy mace studded with black opals and a bewildering variety of other precious stones, the sceptre is the traditional symbol of kingship handed down through all the generations of the Gawainite dynasty. It was once held by Arthur himself and was rediscovered by the first King Gawain.

The 'real' sceptre was destroyed at the First Battle of Camlann, the present one is a copy based on designs discovered by King Gawain III.

The Book of Sanguinity

After one year of study the reader gains a permanent +2 Damage Bonus with any weapon Alertness, Ambush and Deceit Skills all at + 2 Poisons and Stealth Skills + 3

The Ascended Barbatos was the first of the Nephilim to take a human life, and became fascinated by the weaknesses of the human form. It is said that he made the study of human weakness and physical frailty his especial task, and that all the lessons he drew from that study were written in a single black book. That is the Book of Sanguinity, the most sacred text of the Assassins Guild.

The Book of Sanguinity actually began as a medical treatise on the properties of the blood and nanite interaction with it, but was indeed corrupted by the Ascended Barbatos and his peculiar theories. It is a slim black volume with a silver screen, a standard data device of the late First Empire containing thousands of texts.

The Book of the Promised Dawn

Church History and Church Politics Skills at + 3
Deceit Skill + 2

The reader of this book must pass a Resolve test or become a worshipper of Lucifer

The Book of the Promised Dawn is the holiest text of the followers of the Nephilim Lucifer. It is said that Lucifer wrote the book during the period known as Lucifer's Reign and that it was left behind when the Ascended was imprisoned after his defeat. The book is a thick volume of gold plates bound in gold covers decorated with rubies, bloodstones and carnelian. Its present whereabouts are unknown.

The Book of the Promised Dawn was originally written by Lucius Ferris, the creator of the Lucifer virus. Ferris mixed Satanic ritual with high technology and some unusual nanites to create a powerful recruiting tool for the Nephilim (even before most of them had Ascended).

The Ring of Sir Garlon

Limited Invisibility-Ambush and Stealth Skills at + 6

Sir Garlon was a cowardly and wicked knight who sold his soul to a witch in return for a magical ring that granted him the power of invisibility. It is thought that there are now several of these rings, all associated with evil, since Garlon learnt how to recreate them and hands them out to key followers. In appearance they seem like nothing more than plain golden rings of average quality.

Gary Lundt created the first of these rings as a way of disguising Nephilim sponsored assassins he was sneaking into populated areas during the Days of Gedd. Lundt was an anarchist who saw the downfall of the corporations as more important than any concern over the number of casualties.

Galahad's Sword

Damage Bonus + 6
Empathy Skill + 2
Resolve Skill + 3

A slim silver longsword with a white scabbard and a gold crosspiece, Galahad's sword burns with a pure white light. Galahad was the purest and noblest of Arthur's knights and his sword was only ever used to smite the evil and cruel. It is still in the possession of the Ascended Galahad.

Galahad and his equipment were created at the same time by Lancelot, who deliberately designed Galahad as a protector of humanity. The A.I. Galahad believes he was once a mortal man, but this is a false memory implanted by Lancelot to give him more sympathy towards humans.

Galahad's Cloak

Armour Bonus -3
Leadership Skill (Seraphic worshippers only) + 2
Casts light in a 120' radius

A pure white cloak of shimmering brilliance, Galahad's cloak appears as if composed of sunlight. It is the outer sign of his spotless innocence and goodness, and as such is highly revered by all those who follow the Seraphim.

The cloak is imbued with light-based nanites and is a fine example of high First Empire technology.

The Armour of Many Colours

Armour Bonus -3
Deceit and Politics Skills at + 2
Stealth Skill + 3

The Knight of Many Colours was a mysterious figure who seemed to switch sides several times during the conflict between the Seraphim and Nephilim. Little is known about him except that he wore armour capable of changing colours and that his behaviour was almost entirely unpredictable.

The Knight of Many Colours was an invention of Vortigern, the False King. When his master Lucifer was imprisoned and his own body was destroyed, Vortigern invested some of his own nanites in one of the knights who had slain him, a man called Sylvain Ballard Estrange. Estrange's personality was shattered and replaced with one based on Vortigern.

The Shield of Many Colours

Armour Bonus -2

Disguise and Endurance Skills at + 2

A large round shield with silver edges, the centre of which displays a confusing riot of ever changing colours, this shield was employed by the Knight of Many Colours. Its current whereabouts are unknown.

The shield was created as part of the transformation of Estrange, and will be found with him or by whoever Vortigern wishes to replace him.

The Armour of the Green Knight

Armour Bonus -3

Endurance Skill + 3

Animal Handling Skill + 2

A suit of full plate armour of deepest green, decorated with carved images of vines and leaves, this distinctive armour was worn by Bernlad The Green Knight in his battle against the Ascended Gawain.

This armour was designed by Brian Barnard, he often wore it himself when it was not being used in entertainments by The Green Knight Mark I. Its current whereabouts are unknown.

Sir Bernlad's Axe

Damage Bonus + 4 (+8 if it hits the neck)

Might Skill + 2

A gigantic two handed battleaxe, larger than any mortal man could wield, Sir Bernlad's Axe was famous for its ability to decapitate a knight with a single blow.

Carefully programmed nanites in the axe, which was also created by Brian Barnard, target the muscles and tendons of the neck.

The Lyonesse Sword

Damage Bonus + 4

Leadership Skill + 4

The Lyonesse Sword has been handed down the generations in the family of Prince Tristram of Lyonesse since his earliest recorded forebear, Tristram Progenitor, who was an ally and companion of King Gawain I. The sword is a large greatsword with a bronze handle studded with opals. It is currently held at Lyonesse Keep in Upper Tintagel.

The ancestry of the sword is even older than supposed. Tristram Progenitor found it in one of Lucifer's dungeons. It was made by Lucifer during a study of the properties of Excalibar.

Halter of the Questing Beast

Animal Handling Skill + 4

Any animal or large monster caught in the halter must obey its wielder

One of the subject kings loyal to Arthur during the Arthurian Age directly offended the Nephilim Morgan le Fay some years before the Days of Gedd. Morgan cursed him with a terrible beast that plagued his lands, devouring men and cattle indiscriminately. King Pellinore the Elder responded by initiating a massive quest to destroy the monster, but it was only finally captured by the use of the magical Halter gifted to Pellinore's son and heir by Merlin himself.

The Halter looks rather like a horses bit and bridle, although it is clearly designed to restrain a far more massive beast. It was indeed designed by Merlin to contain The Questing Beast, a foul chimera created in Lucifer's dungeons and released for his amusement.

Bridle of the Unicorn

Alertness Skill + 2

Danger Sense Skill + 3

If placed on the unicorn, the creature has to obey the wielder

The unicorn was created at the same time as the Questing Beast. Lucifer wished to demonstrate that he could create beauty as well as ugliness, good as well as evil. The unicorn was an embodiment of these positive qualities, but could only be ridden by one possessing the Bridle. The current whereabouts of the Bridle and the Unicorn are unknown.

Lucifer was responding to an insulting comment by Arthur Wentworth Holmes, who opined that the Nephilim were incapable of anything other than destruction.

The Scimitar of Palomides

Damage Bonus + 3

Melee Weapon Skill (Swords) + 2

Survival (Deserts) Skill + 3

Palomides was one of Arthur's most stalwart and skilled knights, but his origins are a mystery. He employed a scimitar in battle, a strange one-handed curved sword with a thin blade. The scimitar had an ivory handle studded with rubies. It is believed to still be in the possession of the Ascended Palomides.

Paloma Ines created the scimitar to be used by Palomides. At first it was purely decorative, but genuine combat nanites were added during the Days of Gedd.

Agravaine's Sword

Damage Bonus + 4

Melee Weapon (Swords) Skill + 4

Stealth Skill + 2

Agravaine was one of the more obscure of Arthur's knights but was a renowned duellist. His sword was a thin rapier, very different from the greatswords favoured by most of the other knights, but a weapon that he wielded with deadly precision.

The hilt is faced with a guard and the pommel topped with a carved golden lion. Its present location is unknown.

Alain Graves was a vain and over-confident young programmer who worked for Holmes Enterprises but secretly sold information to rival corporations. His sword was loaded with nanites intended to aid in his spying, but Graves himself was killed in a Nephilim bombing.

The Hammer of Caradoc

Damage Bonus + 4

Melee Weapon (Hammers) Skill + 2

Might Skill + 4

The hammer of Caradoc was wielded by a knight who was said to be the strongest of all those loyal to Arthur. Caradoc was the bitter rival of Bathin as both claimed to be the strongest man alive. The hammer is made of a black metal of unknown type and is as tall as a full grown man. Only one with the strength of a giant could wield it. The hammer currently resides in one of Queen Morgan's palaces.

Doctor Carlton was Arthur Wentworth Holmes's personal physician and an expert on manipulating nanites to boost human athleticism, strength and endurance. Originally a wizened little man, by the time of the Days of Gedd selective use of nanoids (nanite-steroid combinations) had transformed Carlton into a muscle-bound giant with a frightening temper.

The Helm of King Pellinore

Armour Bonus -2

Leadership Skill + 2

Track Skill + 2

King Pellinore's helm is a tall conical helmet with face-guard made of polished silver. The peak of the helmet rises to three points and the base of the helmet attaches to a scaled neck-guard. It is currently held by an indirect descendent of the King in the private vaults of a noble Pendragon family.

The helm was indeed worn by King Pellinore the Elder during Lucifer's Reign.

It was a gift to the King from Merlin as part of his attempts to counteract the curse of The Questing Beast unleashed by Lucifer.

The Philosopher's Stone

Add or Remove One Aspect per day per Individual (requires physical contact with the stone). No individual can add or lose more than the number of Aspects they had when first encountering the stone.

Change one item to another once per day

The Philosopher's Stone has been hunted by magicians and alchemists for generations. It resembles a smooth black egg about the size of a man's clenched fist. It is said that the stone has the power to transform lead into gold, but that this is the least of its powers. Its current location is unknown.

The stone was created by Merlin entirely by accident when he was in a lucid phase and searching for a cure to his insanity. The intention was that it would impart the power to reprogram nanites, thereby allowing major psychological changes to be forced on Ascended. Naturally most would prefer to see such an item destroyed.

The Eye of Saint Nelson

Recall Skill + 2

Search Skill + 6

Security Skill + 3

Saint Nelson was the mortal leader of the navies of King Arthur during the Days of Gedd. He was famed for plucking out his own eye to throw as a weapon at the evil Nephilim Saint Napoleon during a naval engagement that preceded the First Battle of Camlann.

The eye was no more than a fairly standard First Empire surveillance device employed by many of the corporate executives prior to the Days of Gedd. An unknown technician thought it would be amusing to make the device resemble a real eye.

The Black Flag of Mordred

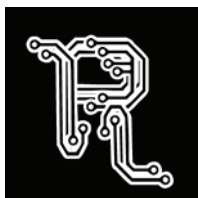
Leadership Skill + 6 (Nephilim worshippers only)

All Wraiths of Mordred must obey the owner of the Black Flag, who can also summon them

The Black Flag of Mordred is a thirteen foot tall battle standard topped with an enormous but tattered and bloodstained black flag on which is depicted a running white wolf. The Flag was the personal emblem of Mordred and was used at the Second Battle of Camlann. It is one of the holiest relics of the Nephilic Church. Its present location is unknown but its discovery could well impact directly on the war.

The Black Flag was indeed owned by Mordred, who invested some of his own nanites in the standard.





Relic Generation Tables

Use the following tables to quickly generate the relics found at shrines, abbeys, churches monasteries and

in private collections such as those held by noble families. Even if a relic has no magical or technological effect people might well believe that it does (in this case the imagined effect could also be rolled for).

Nature of the Relic

Roll d20 once to determine the nature of the relic (what type of item it is).

- | | |
|---------------|-----------------------|
| 1. Thigh bone | 2. Shin bone |
| 3. Skull | 4. Hand |
| 5. Tooth | 6. Foot |
| 7. Blood | 8. Eye |
| 9. Hip bone | 10. Whole skeleton |
| 11. Rib | 12. Heart |
| 13. Skin | 14. Cloak |
| 15. Staff | 16. Sword |
| 17. Shirt | 18. Shoe/Boot |
| 19. Belt | 20. First Empire Item |

Number & Intensity of Powers

Roll once for the number of powers, then once again for every power to determine its strength or intensity. The intensity represents the modification that the power makes to any associated dice rolls.

Roll	Number of Powers	Intensity
1	None	-1 (Cursed)
2	1	None
3	2	+1
4	3	+2
5	4	+3
6	5	+4

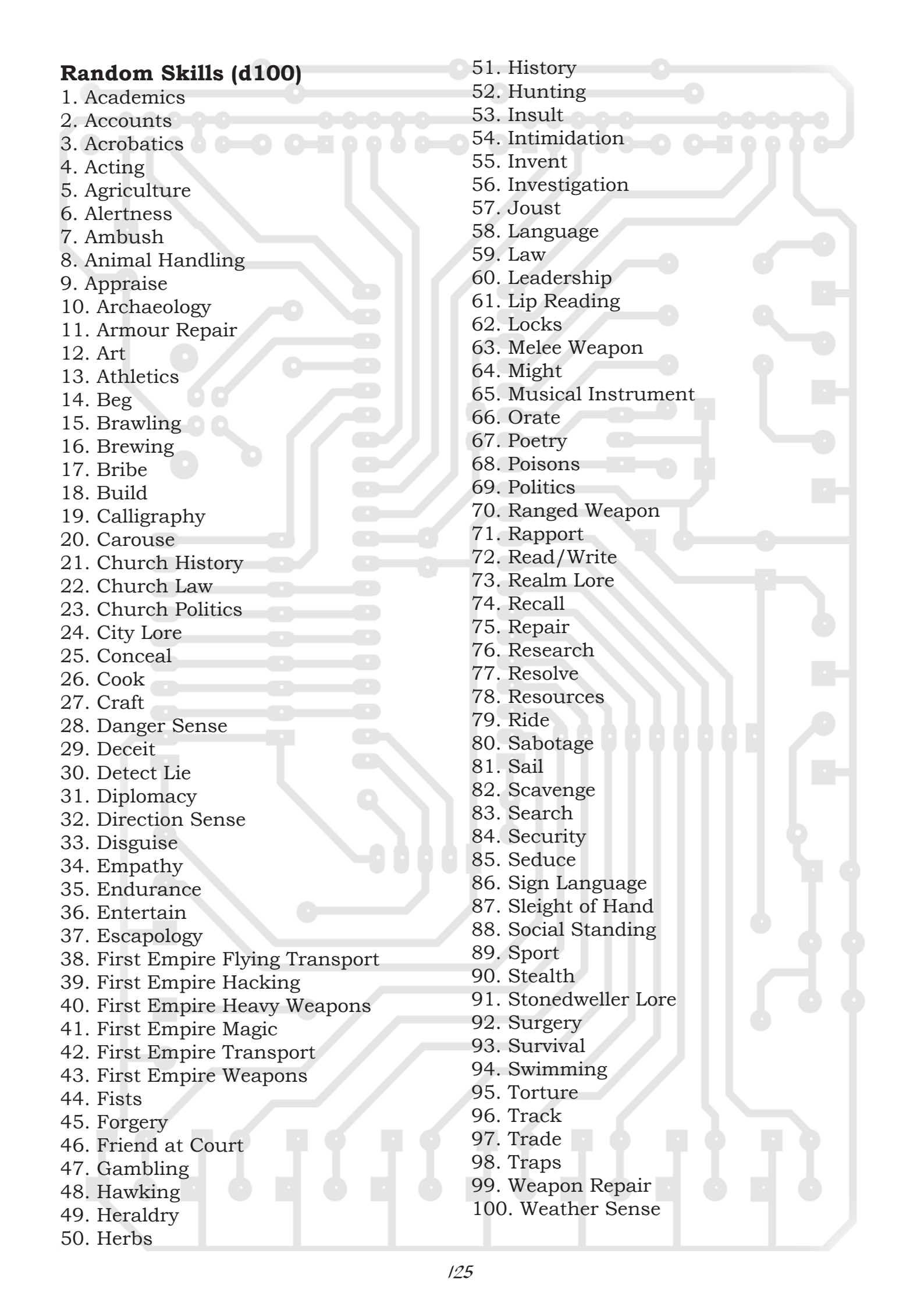
Type of Power

Roll once for every power that the relic possesses, or pick an appropriate type of power from the following list. Note that for existing skills and aspects (highest or lowest) this means the modifier will appl to different skills and aspects depending on who wields or holds it.

Roll 1d20	Type of Power
1-12	Random Skill
13-15	Highest Existing Skill
16-17	Lowest Existing Skill
18	Random Aspect
19	Highest Existing Aspect
20	Lowest Existing Aspect

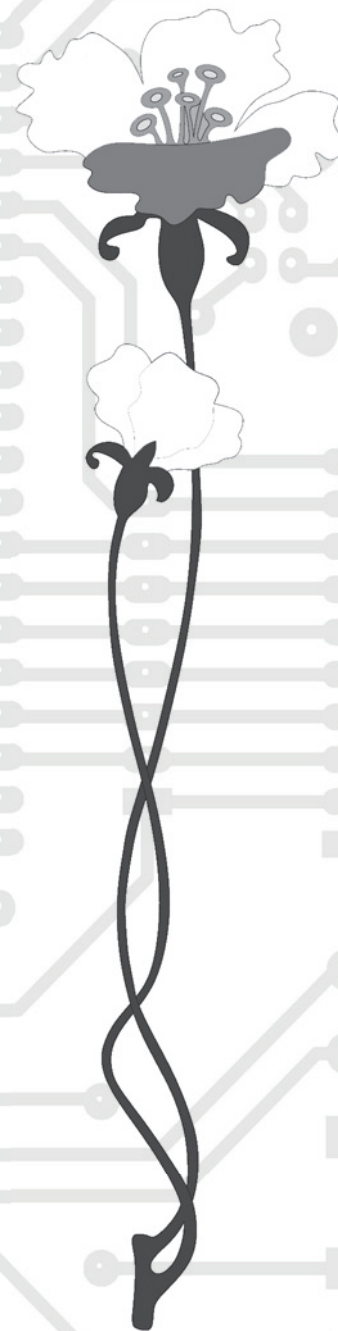


Random Skills (d100)

- 
1. Academics
 2. Accounts
 3. Acrobatics
 4. Acting
 5. Agriculture
 6. Alertness
 7. Ambush
 8. Animal Handling
 9. Appraise
 10. Archaeology
 11. Armour Repair
 12. Art
 13. Athletics
 14. Beg
 15. Brawling
 16. Brewing
 17. Bribe
 18. Build
 19. Calligraphy
 20. Carouse
 21. Church History
 22. Church Law
 23. Church Politics
 24. City Lore
 25. Conceal
 26. Cook
 27. Craft
 28. Danger Sense
 29. Deceit
 30. Detect Lie
 31. Diplomacy
 32. Direction Sense
 33. Disguise
 34. Empathy
 35. Endurance
 36. Entertain
 37. Escapology
 38. First Empire Flying Transport
 39. First Empire Hacking
 40. First Empire Heavy Weapons
 41. First Empire Magic
 42. First Empire Transport
 43. First Empire Weapons
 44. Fists
 45. Forgery
 46. Friend at Court
 47. Gambling
 48. Hawking
 49. Heraldry
 50. Herbs
 51. History
 52. Hunting
 53. Insult
 54. Intimidation
 55. Invent
 56. Investigation
 57. Joust
 58. Language
 59. Law
 60. Leadership
 61. Lip Reading
 62. Locks
 63. Melee Weapon
 64. Might
 65. Musical Instrument
 66. Orate
 67. Poetry
 68. Poisons
 69. Politics
 70. Ranged Weapon
 71. Rapport
 72. Read/Write
 73. Realm Lore
 74. Recall
 75. Repair
 76. Research
 77. Resolve
 78. Resources
 79. Ride
 80. Sabotage
 81. Sail
 82. Scavenge
 83. Search
 84. Security
 85. Seduce
 86. Sign Language
 87. Sleight of Hand
 88. Social Standing
 89. Sport
 90. Stealth
 91. Stonedweller Lore
 92. Surgery
 93. Survival
 94. Swimming
 95. Torture
 96. Track
 97. Trade
 98. Traps
 99. Weapon Repair
 100. Weather Sense

Random Aspects

Roll 4d10	Aspect
4	Brave
5	Good
6	Loyal
7	Assassin
8	Druidic Follower
9	Fighter
10	Merchant
11	Nephilic Churchgoer
12	Seraphic Churchgoer
13	Thief
14	Wizard
15	Tall
16	Young
17	Strong
18	Fat
19	Thin
20	Fast
21	Slow
22	Ugly
23	Muscular
24	Handsome/Beautiful
25	Alchemist
26	Bard
27	Mercenary
28	Shaman
9	Monk
30	Sailor
31	Quiet
32	Rebellious
33	Stubborn
34	Wise
35	Kingslander
36	Queenslander
37	Wilder
38	Hag
39	Guinevite
40	Romish





Personages Of The Camelot Cosmos

The most important NPCs in the Camelot Cosmos setting will, if properly employed, add a great deal of depth and reality to the players experience. The key figures described in the Players Book are some of the most important and well-known figures throughout the many Realms of the setting. Their lives and exploits are subjects of interest to many of the ordinary people of the setting and they can be used by a wise GM to give a greater sense of verisimilitude to the strange worlds that the PCs interact with.

Think of these characters as part of the background of the world you are describing. As ordinary people go about their daily affairs they will pause to comment on the lives of the rich, the powerful and the celebrated. PCs should experience these rumours and speculations long before the encounter the major figures themselves, and there are many devices by which the GM can ensure that this happens. Street criers are common to many towns and will shout out news of interest. Newspapers are printed by the great Baronial families of Pendragon and distributed to their followers and the literate middle-classes (greatly increasing numbers of peasants are also literate).

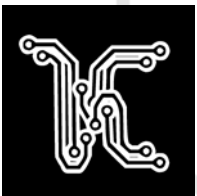
The same principle applies in Queensland. Queen Morgan has her her own printing presses which spew out a constant stream of propaganda, much of which consists of slanders against leading Gawainite personalities.

Think of the way the lives of famous sportspersons, actors, politicians and other celebrities are disseminated through the media in our own culture-something very similar occurs in the Camelot Cosmos, only the people being discussed are famous nobles, generals, warriors, thieves and wizards.

Nor should this news be static. A good idea is for the GM to have a rough idea of what will occur throughout the year with or without any intervention by the PCs. What will happen to these major characters? Will any be involved in a scandal, discovered in a plot, bested by a rival or achieve an unexpected triumph? Where will they be at various parts of the year-will King Gawain be visiting a vassal's castle, or attending a famous tourney, will King Mark be meeting with an important slaver, or Queen Morgan holding a public execution of Gawainite spies? If the lives of the major figures are an ongoing part of the background of the campaign, if the characters have heard rumours and legends about them before they meet them, then their own interactions with the great, the good and the not-so-good will have much more significance to them.

And gradually, as the PCs complete missions and quests, they can start to receive the same attention-rumours and legends they overhear in taverns will now sometimes include their names, or famous people will ask to meet them, or Wanted posters will start appearing if they are criminals or heretics. Nothing soothes a player's ego like their character unexpectedly encountering a flattering newspaper article about their exploits, and great motivation can also come from denying this when it is expected-for example if someone else steals the credit, or if intrigue or diplomacy at court means that their successes are covered up or become an embarrassment. Imagine the drama of returning from a successful mission to be thrown in jail because, in the meantime, the PCs Patron has fallen from grace?

Given below are some secrets concerning the major figures of the setting which GMs can use in conjunction with the commonly held information given in the Players Guide. It is a good idea if GMs invent some piece of hidden information (some profound, some mundane) about all of the NPCs the PCs will interact with on a regular basis. Discovering such information will add to the reality and interest these interactions offer.



King Gawain XXIII

Chivalrous 4

Noble 5

Knight 3

Additional Aspects:

Kingslander 3

King Gawain XXIII is one of the four most powerful mortals in the Camelot Cosmos. In portraying Gawain GMs should emphasize the ubiquity of his presence long before characters actually meet him. Statues portray Gawain as a giant of a man and are common in most towns and even villages of Kingsland. Popular songs discuss his alleged prowess both in the tourney lists and, in bawdier versions, within the bedchamber (Gawain has fathered a string of bastards, although only one, Gawain the Younger, is officially recognised as the king's child).

If a quest or mission has Gawain as its patron then an intermediary will act on his behalf, usually Sir Peregrine Grey, a one-eyed knight and General in the Pendragon Legion who heads a special unit called The Kings Own (effectively the espionage and spy arm of the Legion). Grey will not mention even the existence of The Kings Own until several missions have been completed successfully, and most subjects are unaware of the unit's existence. He will say that he represents 'concerned citizens loyal to the throne' or pretend that it is an ordinary Legion mission.

At first Grey (and Gawain) will appear an unreliable patron.

Meetings will be arranged and cancelled at short notice, pay will at first be low, and the nature of the patron and the group he represents will be obscure. What will be clear is that the missions benefit Kingsland, and if this is enough for the characters and they prove successful the pay will suddenly increase to become very generous, meetings will be in more prestigious locations and contacts will be surprisingly powerful individuals.

When characters finally do meet Gawain it will be after navigating a large number of servants, functionaries and security procedures, of which Grey will only be the first. The King will always be engaged in some other activity (writing to a noble, being fitted for a suit of armour, posing for a portrait, dressing for a banquet, discussing military plans, poring over maps of Castlekeep, giving instructions to a courtier, about to meet an ambassador etc) and his time will always be hurried and brief. Emphasize that the King is the centre of a whirlwind of activity, the least of which is his engagement with the players. Suggest also that others are offended or surprised that the King spares time for such lowly individuals.

Missions will involve tasks of a sensitive nature that protect the Kings reputation and the security of Kingsland, and could involve targets that the King does not want to be seen to move against in any blatant way. Spying on a noble suspected of wrongdoing but popular at court, or monitoring the Consort's activities, or paying off the family of one of the Kings bastards, are all likely examples.

His lechery is a minor secret and an embarrassment to the Crown rather than a great weakness (though it might be dynastically complicated if he should die young). He is still a lustful man and not entirely loyal to Arabella Sweetwater.

He feels guilty about this but cannot change his nature, and has a weakness for attractive and witty women, particularly those that show the mettle to contradict him (this is a weakness both the jealous Arabella and a scheming Queen Morgan are aware of).

A greater secret and risk to the Crown is his restless need to prove himself greater than his dead brothers. He hero-worshipped Arthur and William and still references them often but sometimes suspects people of being disappointed with his attempts to emulate them. This makes him desperate to score a major battlefield victory despite the fact that he has little real combat experience. His advisors have thus far kept him away from Castlekeep but he plans to not only go there but lead a major assault in person. What neither the King or his advisors are aware of is the fact that whilst fearless in the joust he will freeze up in real combat. Fear of making the wrong command decision rather than cowardice will be responsible for this, but if witnessed by others it could have a major negative impact on morale and lead to a significant Morganite propaganda coup.



Consort Arabella Sweetwater

Beautiful 3
Kingslander 2
Noblewoman 3

Additional Aspects: Proud 1 Greedy 2

Arabella Sweetwater was raised to be a weapon. From childhood she was trained in the arts of manipulation. Her beauty was spotted early by her ambitious father and her uncles, one of whom, Tavistock Sweetwater, went so far as to abuse the girl on several occasions. When the twelve year old Arabella told her father, he coldly informed her that a true Sweetwater would know how to deal with an enemy without causing a scandal.

Sure enough, an 'accident' involving a loose step on the stairs of Sweetwater Castle soon after broke Tavistock's neck, and Arthur Sweetwater knew his daughter would be a useful addition to the family (far more useful, in the long run, than his dead brother).

Arabella hates and fears her father. She will do anything for his approval, and would never move against him, but would delight in his death and feel a secret gratitude towards anyone who killed him. She has a mild affection for Gawain, who has on the whole treated her well and was at first madly in love with her. She can still manipulate the King easily, and sees his guilt about his affairs as a useful hold on him (she simulates intense jealousy because this is what he expects and because it always results in more wealth and rewards for her and her family). Her main aim is to build up the wealth and power of the Sweetwaters, her hidden aim is to divert as much of this as possible towards herself and her brother Peredur rather than to her father and those members of the family who follow Arthur's lead rather than hers.

Arabella's patronage will come via a message from one of the lesser ladies of the court, and will often be disguised as an invitation to a sexual assignation with this intermediary (all of the ladies who support Arabella are pretty and pretty ruthless too). She calls these ladies her 'doves'. Arabella will either let several meetings occur and see if her ally can fully 'hook' the dupe being recruited or, if this fails, will personally interrupt the meeting and pretend to be furious with the 'loose behaviour' of the lady and gentleman in question (but ready to be calmed down and even amused by anyone gallant enough to perform one little task for her....). She will quickly ascertain whether lust, greed, vanity, patriotism, chivalry or status are the right strings to pull with regard to each recruited hero, and will adjust her rewards accordingly.

She will be a generous patron, but a demanding one, and the missions she assigns may well involve directly acting against the interest of other nobles at court or performing dubious or illegal acts. She will also be quick to abandon any follower who becomes a liability or embarrassment, especially if they offend either Gawain or her father.



Prince Gawain The Younger

Young 2

Pious 2

Squire 2

Additional Aspects: Noble 1

Gawain the Younger is a sad figure at court, studiously ignored by the majority who do not want to earn the enmity of the Sweetwaters by acknowledging the King's bastard. The boy has few friends since the King, despite recognising him as his son, seems little interested in his offspring (in actuality the King wishes to protect the boy from the Sweetwaters by not drawing too much attention to him until he can more easily fend for himself). Gawain the Younger both resents and admires his father, but is careful to only show the admiration.

He is close to the Tidesford family who have acted as his guardians and protectors, and detests the currently powerful Sweetwaters. He is a poor personal combatant and does not seem able to master the martial skills, but this lack derives from Sweetwaters bribing his instructors to teach him poorly rather than from any deficiency or lack of application on the boys part (he is beginning to suspect this is the case and has approached Percy Tidesford with a request for secret training).

He is also noteworthy for the depth of his faith.

A studious individual, the monks and clerics who perform much of the Courts administration at first resented the lonely child's continual queries and interest in their work, until Elyanus Bede was notified of it and instructed them to help the young prince in any way they could. Bede hopes that Gawain the Younger will in turn one day become an influential defender of the faith. If Gawain the Younger becomes a patron it will be through the assistance and the guidance either of Percy Tidesford or Elyanus Bede, although the boy himself actually has an acute tactical mind which will become more and more evident as he grows older and more confident.

There are two secrets behind Gawain the Younger's origins. The first is that his mother is Lady Caroline Talby, Sir Hugh Talby's youngest daughter, who was great friends with King Gawain XXIII in his youth. This is the real reason that Sir Hugh is still tolerated at court, despite his many indiscretions (one of which is to convey messages between the King and his daughter, who stays on Talby land on Pendragon but is still occasionally the King's mistress). The second, deeper secret is that this child was stillborn. Gawain the Younger is in fact a clone created by the Brotherhood of Progression and placed in Talby hands. Neither Gawain the Younger nor his 'father' are aware of this. The Brotherhood were owed money by the Talby's and this is how the debt was paid. Gawain the Younger is the clone of one of the First Empire sleepers the Brotherhood hold in cryogenic suspension, perhaps even one of the original creators of the Ascended. Why the Brotherhood wish to place such a clone in line to the Gawainite throne is at present a mystery.



General Perudur Sweetwater

Fast 5

Proud 5

True Knight 5

Additional Aspects: Courtier 1 Stubborn 2

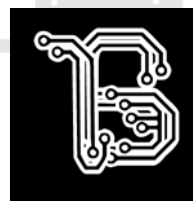
General Perudur Sweetwater loves only two things, war and his sister. He was her only real friend and confidante in childhood and he helped her kill her abusive uncle Tavistock. Both see the other as another part of themselves, and both would kill again on the other's behalf without a second thought (although only Perudur would die for the other, Arabella's love does not go that far, though rather tragically both of them think it would). Perudur's greatest shame and secret is the thing that binds him most fully to his sister, which is that he was also abused by Tavistock. He has never admitted this to her, and she does not suspect it.

Perudur is a natural warrior. Raised in a family of cold, scheming, ruthless and impoverished nobles, he soon realised that his father only cared for children who were useful and who excelled at something that would help him gain power and prestige. Perudur fanatically devoted himself to the arts of war as a means of pleasing his father, and discovered that he was swifter, deadlier and often smarter than even the most experienced opponents he was put up against. Before the family's rise through Arabella he brought in considerable wealth as a mercenary, and also honed his personal fighting skills to a degree which makes him one of the deadliest fighters on either side of the war.

Perudur is as likely to become an enemy as a patron. He has a death-wish which he does not acknowledge but which causes him to engage in duels at every opportunity. He takes it upon himself to defend 'Sweetwater honour' against any and all insults, whether imagined or real, even though he himself considers the phrase a morbid joke (like Arabella, he hates the rest of the family).

As a patron he will be surprisingly honourable, always paying well and on time (a legacy of his mercenary days-he will see a kinship with any no-nonsense fighters out for financial gain). Missions will either be petty affairs intended to embarrass or humiliate enemies within his own family or such as the Tidesfords, or 'coin chasing' as he calls it (extremely deadly dungeon crawls).

He is currently trying to persuade the King to launch a major new campaign with himself as the leading General, and is raising revenue to privately fund a significant part of the army he will lead. In any such campaign he will either achieve incredible success or an overwhelming disaster-since he has no personal fear of death, his strategies are always very high risk gambles.



Baron Arthur Sweetwater

Tall 3

Proud 5

Baron 5

Additional Aspects: Courtier 4 Greedy 2

Baron Arthur Sweetwater is one of the most feared men in the whole of the Camelot Cosmos. The scions of ancient noble houses fear him, even as they try to marry their sisters and daughters to members of his family. The clerks and administrators of the Gawainite political machine know that a raised eyebrow or the flicker of a scowl from this man can end their careers. Even the members of his own family fear him, perhaps with more justice than anyone else, for they know just how calculating and ruthless he is.

He knows that he generates this fear and he calculates exactly how best to use it. GMs should emphasize this fear in others before the characters meet him. Those who speak ill of the Sweetwaters are quickly hushed by worried listeners. People stammer when they speak to the Baron, even though he is always quiet, calm and apparently mild-mannered.

Watchmen and guards snap to attention when he passes them, and nobles bow deeply or look concerned when they do not gain a nod of recognition from him. He is always surrounded by clerks busily noting down everything he says and messengers, guards and attendant nobles ready to perform errands for him.

He has infiltrated agents into many other noble houses and has contacts placed in most of the major organisations of the Camelot Cosmos, including the Pendragon Legion. His greatest asset however is the enormous wealth his family have accumulated, and the fact that he uses this wealth to bankroll many of the projects dearest to the King's heart. He is one of the few nobles who is skilled in trade and does not balk at using it to increase his wealth and power. He is in many ways the most obvious patron at the Camelot court, although he favours his own family and is cautious about accepting outsiders into the heart of his schemes (those who perform several successful missions may well be offered a minor Sweetwater cousin in marriage as a means of cementing the alliance).

When he was a child his family had an ancient lineage and no power, money or influence at all. His father could barely afford to buy him his first suit of armour, and the ancestral seat, Hallerby Hall, was sold to a relative of the Tidesfords. When his father died the Baron vowed to regain everything the family had held at the height of its power some two hundred years ago. He has done far more than that but is still haunted by the memory of poverty. His greatest secret is that the beginnings of his accumulation of wealth came from slave trading.



Baron Percy Tidesford

Cautious 3
Kingslander 2
Baron 5

Additional Aspects: Courtier 2 House
Knight 2 Spy 2

Tidesford and his family prospered greatly under the previous king, Gawain XXII, father of the present monarch. A major Pendragon family for hundreds of years, the Tidesford fortunes have tended to fluctuate very little over the years as most of the Baron's of this line have been cautious and conservative in nature. The recent downturn caused by the ascent of the Sweetwaters marks the most rapid decline in the Tidesfords status for many years.

This decline is, however, not as steep as some suppose. Percy Tidesford has in fact deliberately withdrawn from some posts rather than confront the Sweetwaters, but in doing so has carefully maintained his main powerbase, which is among those Generals and high ranking officers of the Pendragon Legion who served the previous king. Many of these men have formed a secret group called the Old Guard which will act as Tidesford directs. GMs using Tidesford as a patron should emphasise his growing distance from the Camelot Court and his still strong connections to the forces fighting on Castlekeep. Missions he provides are likely to be spying, surveillance or misdirection efforts aimed against the Sweetwaters or Morganites.

The existence of the Old Guard is a secret that Tidesford intends to keep until he is ready to act. A greater secret is that Tidesford knows that the Kings eldest brother was killed on King Gawain XXII's orders after it was discovered that he was a secret follower of Barbatos.



Sir Hugh Talby

Fat 3

Friendly 3

Courtier 3

Additional Aspects: Addicted 1

Charming 1 House Knight 1

Sir Hugh Talby is a large, boisterous character who always appears amiable and outgoing. He is in fact a naturally friendly person, but in a debauched sort of way that has long since become an embarrassment to the King. His life is essentially a continual drunken carouse, punctuated by wenching, fighting, gambling, shouting, dancing and even more drinking. Most people very much enjoy his company for a few hours, but any more than a day seems like a punishment. He is always boasting and never discreet, except about the many secrets he knows that could easily see him murdered.

He has many contacts in the Thieves Guild and will often act as a liaison between Thieves Guild missions and Camelot Court missions. Stealing from nobles or destroying evidence or tax records held by officials are the kinds of activities he is likely to sponsor as a patron. He is generous to a fault, but the generosity will seldom result in lasting benefit to the players he helps-the goods he gives away are stolen or fake, the friends he introduces have strange vices, the payment he promises comes in the form of an exotic pet or illegal drug.

Underneath all the bluff and bluster Talby is terrified that the secret of Gawain the Younger will come out. He is worried primarily for how this will affect Lady Caroline and the King rather than himself, and he even feels some sympathy for the boy, but the Brotherhood have assured him that they intend no ill towards Kingsland as a whole, and at the moment he believes them.



Chamberlain Ricard Of Habersford

Brilliant 3

Educated 3

Lawyer 3

Additional Aspects: Peasant 2 Priest 2

Chamberlain Ricard knows that due to his peasant origins and strong ties to the Sweetwaters he is hated by many of the old nobility of Pendagon. He is also disliked by many in the Seraphic Church who see the fact that he left the church hierarchy as an act of betrayal. Dark rumours circulate that the real cause was some hidden heresy that Ricard subscribes to.

The reality is that his position granted him access to many of the most sensitive documents and manuscripts in Kingsland. A brilliant organiser, his methodical approach to organising the King's possessions (particularly the Royal Library) began to make sense of what had been an extremely chaotic and diverse range of artefacts. In doing so he increasingly began to realise the true nature of the First Empire. Any religious faith he had in the Seraphim was shattered by this knowledge.

The Chancellor maintains the same calm, unruffled air of efficiency he displayed prior to these discoveries. But he is in fact tormented by all he knows and desperate to discover the 'whole truth'. He is contemptuous of the nobles who have invented lies about their illustrious ancestors just as he is dismissive of priests and churches for also profiting from a false vision of the past. He knows to that any suggestion of his findings would result in a harsh response from fanatical believers or even from the Ascended themselves. As a patron he will sponsor expeditions and First Empire fact-finding in order to confirm his fears and provide some kind of weapon against those sure to react to his beliefs.



Arch-Bishop Elyanus

Bede

Wise 3

Old 3

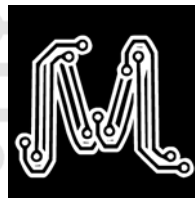
Bishop 5

Additional Aspects: Good 2 Courtier 2

Elyanus Bede was born in the realm of Arthur's Grave and was fascinated from childhood with tales of the Seraphim and the heroes of the Arthurian Age. He joined the monks of Resting Place Abbey and quickly distinguished himself as a precocious scholar of the First Empire. A voracious reader and a compulsive writer, Bede's commentaries on major fragments of surviving First Empire literature earned him the notice of a Cardinal serving the previous Arch-Bishop of Camelot. He subsequently proved himself adroit at advancing through the hierarchy of the Seraphic Church, so much so that his eventual election as Arch-Bishop went uncontested.

Bede gives of an air of confidence and certainty but is in fact a worried man. He has long been aware of the scale of the Morganite infiltration of Kingsland and uses the resources of the Seraphic Church to hunt down Queen Morgan's agents wherever he can find them. He sees the rivalries between the nobles of the Camelot Court as a disastrous distraction from the true enemy and continually presses for a major purge intended to reveal all of the hidden Morganites in Kingsland. Thus far his warnings, whilst listened to respectfully, have been largely ignored.

As a patron he will fund any efforts aimed against the Morganites and will also support any mediation or peace-making between Kingsland factions. He sees the connection between the Morganite war machine and the practice of slavery and is therefore a firm opponent of the Slavers Guild and the court of King Mark. Any effort to rescue slaves or aid their escape will also receive his support.



Morgan Le Fay

Cruel 4

Seductive 4

Noblewoman 4

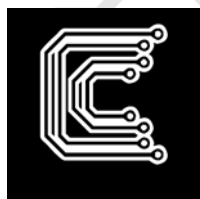
Additional Aspects: Mercenary

4 Morgan 5 Wizard 4

The current Morgan le Fay was once She Moves like Water, a Stonedweller captured by Vorean traders and sold to a brothel in New Gernsville. That is where she might have remained were it not for an unlikely friendship forming with Walter Locke, one of her clients and a famed killer for hire trained by the Gunslingers. Locke agreed to teach her his killing skills and aided her bloody revenge on the brothel owner and the slave traders who had sold her. For several years she and Locke robbed from Voreans and gradually the gunslinger became committed to the notion of helping Stonedweller victims of Vorean expansion. She Moves like Water however associated her Stonedweller past with her degradation. Taking the name Sarah Black she parted company with Locke and hired herself out as a mercenary, eventually working for a number of Nephilic patrons before being hired directly by the previous Morgan le Fay. Within four years of that she had smothered her predecessor in her sleep and taken her place, after first obtaining the agreement of the Ascendant Morgan.

Since then she has had an unusually long reign, but is now beginning to age. More importantly, she has increasingly felt her agreement with the Ascendant Morgan le Fay fading. At the height of her reign they were as one, and her possession by Morgan's nanites was almost continual. Now whole weeks can pass without contact or instruction from the Ascendant, time in which the Queen suspects some replacement for her is being groomed. As a patron she will be able to provide massive resources, particularly in terms of weaponry, but the missions she assigns will all be deadly and morally dubious.

GMs should portray her at first as being in supreme command of every situation, but gradually reveal her fear that she is about to be superseded and her desperation to score a significant breakthrough in the conflict with the Gawainites.



Consort General Darius Vale

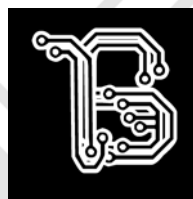
Elegant 3
Fyrdsman 3
Spy 5

Additional Aspects: Charming 2 Courtier 2 Noble 2

Darius Vale has a strange and mixed reputation. His love of witty banter, fine dining, elegant clothes and aesthetic pursuits leads many to regard him as an odd choice for high responsibilities in the ruthless world of Morganite politics. He could easily be mistaken for a dilettante or a useless fop, were it not for the fact that so many of his enemies are dead or ruined whilst he still prospers. Vale will pretend to be only concerned with trivialities, with hosting parties or amusing himself in various decadent ways, but those who know him best know that he has a keen and incisive mind and that he is familiar with all the stratagems needed by a great general.

Vale knows that his status is linked directly with that of the current Morgan and therefore is fiercely loyal to her against any internal enemies or attempted coups. His greatest secret however is that he is not loyal in other ways, being the most highly placed Gawainite spy in memory. He feeds information back to the Gawainites at every opportunity, and sees this as a task necessary to free his people from Nephilim control. He does not see this as disloyalty because he wants to free the Queen too, to permanently sever the link between the Morganite Queens and their Ascended namesake. As a patron he works on three levels of trust. New followers are given trivial or bizarre duties, often involving artworks or other aesthetic concerns.

More trusted followers are given tasks aimed against the other Morganite Generals or anyone building an anti-Morgan organisation. The most trusted agents will deliver messages to the Gawainites.



Brother Malleus

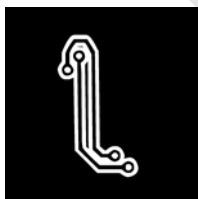
Depraved 3
Sadist 3
Monk 3
Additional Aspects: Wizard 3
Nephilic Churchgoer 2

Brother Malleus was born in the slums and raised in the factories of Morgan's Curse. This brutal upbringing shaped him into the uncaring and heartless creature he is today, but it is likely that under almost any circumstances Malleus would have become an evil man. When he was nine he was found dissecting one of the other factol boys, who he claimed had been killed by a malfunctioning piece of machinery. Such accidents were of course common, but such responses to them were not, and he soon came to the attention of the Hag in control of the factol in which he worked. Recognising his odd combination of indifference to suffering and intellectual curiosity, the Hag had the boy taught how to read and was soon benefiting from the inventions and improvements he seemed to instinctively propose. Malleus still refers to the Hag as 'Mother'.

GMs should emphasize the chilling banality of Malleus. He does not ever try to intimidate or frighten people. His conversation is banal and his tone either falsely cheerful or, at worst, mildly chiding. It's just that he will nearly always be doing something hideous while he speaks. He has a boundless curiosity and simply does not believe that pain is real. People are objects of study, nothing more or less. Only the most depraved or desperate PCs should accept Malleus as a patron, since many of his missions will involve harvesting rare ingredients for his experiments from highly reluctant and often sentient sources.

His secret is something he refers to as 'The Great Work'. This occupies a great deal of his attention and resources and is detailed in a series of coded diaries. Many of the leading Morganites are desperate to know what this work is, as are the Gawainites, since both assume that he is developing some kind of super weapon. In actuality Malleus is doing something even more dangerous-he is building a new Ascended, one that shares his own peculiar brand of scientific enthusiasm. What he does not know is that Lucifer is feeding him clues as to how to complete this work, as the Caged Lord intends to steal and occupy the body once it is completed.

His secret is that he is actually the Old Man of the Assassins Guild and that he has mastered cloning technology left over from the First Empire. There have in fact been hundreds of Iscariot Flays, with the same personality and all the memories of the previous clones downloaded at 'birth'. Killing him will never stop the legend until the hidden cloning facilities are destroyed. And he has had a very long time to establish defences for these, since it is even possible that the 'first' Iscariot was one of Arthur Wentworth Holmes's executives.



Iscariot Flay

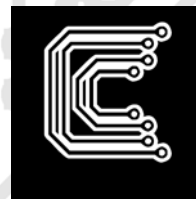
Cruel 5
Unseelie 5
Assassin 5

Additional Aspects: Fast 5

Thief 2

Iscariot Flay is not just a living legend, he is a myth and a conspiracy theory. GMs who concentrate on the shadow war between spies and agents of the Four Courts should emphasize the fact that nobody knows what Flay looks like or sounds like. Nobody has seen him and lived. And yet hardened professional killers on all sides aspire to be as good as him. Any assassination that seemed impossible to achieve is assumed to be his work. Many think that he is just a name, an invented bogeyman.

There are two possible routes towards the truth of Iscariot Flay. One is through the most bizarre and bloody murders committed by the secret services of Morgan's army. These are a trail towards him. Either investigating these or yourself rising through the ranks of Morgan's assassins will eventually pique Flay's interest. The other is via the Assassins Guild. Those receiving missions from the Guild may gradually come to realise that, at the highest levels, their patron may indeed be the legendary Flay.



Companion Einion

Darras

Lean 3
Fanatical 3
Black Knight 5

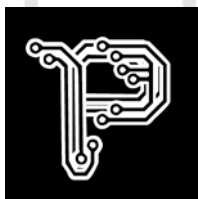
Additional Aspects: Noble 2 Warrior 2

Einion Darras is in search of perfection. He wants to be the most perfect swordsman who ever lived, and he wants to own the most perfect sword ever created-Excalibar. He pursues these aims with a mystical zeal, and they inform every aspect of his personality. He trains almost every hour of the day, and he seems to have no interests other than training, duelling, and collecting rare swords. His rare decency derives from the fact that these genuinely are his only aims-he does not want power for its own sake, and he does not lust after anything else that needs to be taken from others. He is also certain that Excalibar will only accept a 'pure' wielder, which is why he does not contaminate himself with evil actions.

His unusual background shapes these aims. Darras was one of the very rare children born on Castlekeep. His mother was a Morganite witch captured and raped by Gawainite forces. She raised the boy to be her 'sword of vengeance' and constantly emphasized the difference between the men who could hold Excalibar and the modern knights of both forces who were prey to their own lusts and weakness.

When she was sure the boy was old enough to exact her vengeance, she killed herself. Darras was twelve. He tracked down and challenged one by one all the men who had raped his mother, and killed all of them. Then he joined the Morganite army.

If Darras becomes a patron, it will be because he thinks the PCs can help him locate Excalibar. Other missions may involve helping the lowliest Morganites or running interference against the schemes of other Morganite generals (Darras has no interest in the success or failure of other generals, but knows that they sometimes jealously move against him and that these actions have to be counteracted). Any troops under his command that commit rape are subject to horrifyingly protracted tortures if their leader ever hears about it (if particularly disgusted Darras will just hand them over to Malleus for his experiments, since then it is Malleus who takes on the 'stain' of the gruesome punishment).



Parsivale Of The Phylactery

Brilliant 5
Schizophrenic 5
Witch 5

Additional Aspects: Guinevere The Fallen 2
Can only be permanently slain if her heart is destroyed

Parsivale is not one person, but two. She was born to a surprisingly privileged life as the daughter of a rich merchant in the realm of Mordred, but at the age of seven was possessed by a wraith. Her family thought that Nephilim priests (at great expense) had banished the spirit, in reality they negotiated an agreement with the wraith to share the body with the girl. Parsivale has lived in this fashion for so long that she considers it normal and people who do not have voices in their head as strange.

The 'phylactery' for which Parsivale is famed is in fact a piece of First Empire technology, an artificial heart that replaced her original heart (weakened by the stress of her early battles for control of her body). The heart is connected to her body by an invisible 'thread' of nanites, so it can be removed and placed at different locations whilst still powering the circulation of her blood. The wraith learnt the secret of such technology from other, older examples of its kind. If the heart is destroyed Parsivale instantly dies, but if her body is destroyed the heart can gradually rebuild it (this takes several months, and the remains and the heart must be brought into contact to trigger this).

Her secret is that the wraith was a Morganite captain who was forced into the Ascension machine as a punishment for losing a Castlekeep Hold to Gawainite forces. This captain (Elias Bold) harbours an ambition to obtain vengeance on Queen Morgan herself for his treatment.



Id Mother Annabel

Greedy 3
Old 3
Witch 3

Additional Aspects: Charming
2 City Lore 2 Thief 2

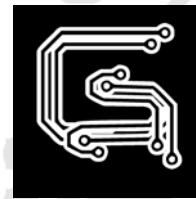
Annabel was an attractive child born to a former Companion of the Morganite Court. Her father was so favoured that Morgan even allowed him to keep another wife. As a youth she was raised in splendour, growing up in palaces and dining from fine silver plates. This all changed when her mother unwisely laughed at a joke at the Queen's expense. Her father was ordered to publicly execute his wife and drive his daughter out of the palace. He obeyed.

Annabel then had to survive, when she had no skills with which to do so. Family friends were suddenly unhelpful. Her father's contacts ignored her or drove her away, as did her surviving relatives. Only one man, a General who was one of her father's rivals, helped, taking her as his mistress in a deliberate insult to her father.

In this way she survived, eventually becoming a prostitute for his men when her father died and the General found that she lost her allure when she no longer had the power to humiliate his enemy. Even this 'career' ended when she grew old, but Annabel remembered the lesson of her own childhood. She started to befriend orphans and children who reminded her of the way she had been, and she knew just the sort of men who would pay for them.

Her great secret is that she has recently spotted a very special child, one she calls Clara or sometimes, when they are alone, Morgan. This child is sometimes possessed by the the Ascended Morgan, suggesting that the current Queen's reign is soon to end. Annabel has made herself the child's protectress, in hopes of what power she may one day bring.

He was paid a large amount and promised his current post in return for this betrayal, but has found since that his dreams are haunted by visions of the destruction of the city and his daylight hours by the ghosts of fallen comrades. If he becomes a patron it will be in order to secretly channel Morganite military resources into the hands of the Romisah senators. The 'ghosts' he sees are actually holograms directed by the Romish senators.



General Tristram Parmenion

Scarred 5

Bitter 3

Fyrdsman 3

Additional Aspects: Noble 2 Fanatic 2

General Parmenion is renowned as a fanatic devoted to a quick destruction of Gawainite forces and the use of extreme and risky tactics to achieve this. He seems to have a great hatred of Kingsland and a burning desire to see it destroyed. This hatred is not one motivated by a desire for glory, though many mistake it as such. It is actually linked of Parmenion's secret identity. He was once a Kingslander, and not any ordinary Kingslander either. General Parmenion was once William, King Gawain XXIII's older brother and, technically, still the current rightful ruler of Kingsland.

In the ninth Battle of the Black Fork William and a core of supporters became lost and isolated from their fellows. One of his men was a Morganite spy who had deliberately led them astray so that they could be ambushed and the heir to the Kingsland throne captured. When William went missing the loss was considered so significant that the Kingsland Dragon was called in to bombard the nearest Morganite positions. Unfortunately in the confusion the Dragon also attacked William's group, killing all of his men save himself and the Morganite spy. This is where William earned the ghastly injuries he still bears today.



General Semedi Simonus

Depressive 3

Military 3

Traitor 3

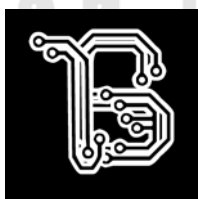
Additional Aspects: Romish 1 Fyrdsman 5

General Simonus comes across as a blunt, direct, no-nonsense military campaigner. He never wastes his words or delivers speeches, and often strikes observers as glum or taciturn. He seems only interested in the mechanics of siege warfare and the invention and transportation of powerful engines of war intended to break the castles of the Gawainites. In the power politics between leading Morganites, his is always a voice of caution and restraint and he has few direct enemies even among those who disagree with his measured approach.

The reality is that Simonus is consumed with guilt and on the verge of either a defection or a suicide. He was directly responsible for the destruction of a Romish city which he betrayed to Germanic barbarians on the orders of his at that stage secret Morganite handlers.

Queen Morgan's own surgeons saved his life, and he was treated well as he recuperated. His armour had been placed on the badly burnt body of one of his followers and the Gawainites recovered this and assumed that William was dead. Over time Morgan managed to persuade him that the Dragon had attacked him on his own father's orders because he favoured William's younger brother. Already suspicious of his older brother's death, William believed this. He has brooded on the 'betrayal' for many years and is determined to avenge it. Morgan has told him that if anything is left he can rule Kingsland as a client monarch, and this, he feels, is his right, although he has agreed to conceal his true identity until Morgan deems that victory is imminent.

Parmenion will act as a patron for anyone who would help to speed a Morganite victory. He is particularly good at persuading captured Gawainites to defect, and will sponsor any missions that sow disunion among the Gawainites or exploit their own existing rivalries. He also seeks information about the Dragons, as he intends to capture or kill the beast that wounded him. He has set up a small but skilled group of spies and defectors within the Pendragon Legion known as 'The Throne of Truth'-all of these men support 'the True King'. He refers to the current Gawainite monarchy as 'The Throne of Lies'.



Balthazar Barboli

Energetic 3
Greedy 3
Merchant 5

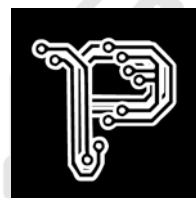
Additional Aspects: Educated

2 Vorish 2

Everything about Balthazar Baboli should emphasize his wealth. He is the richest person in the Camelot Cosmos and it shows. If he is used as a patron then the financial rewards will be greater than those offered by any other patron. The money invested in his schemes will be staggering, and the support and logistics of the action first class.

His agents can always obtain replacement equipment and any reasonable item they request. Barboli himself can be encountered anywhere, but no matter where, he will have an enormous villa or palace stuffed full of treasures from which to conduct his business. Missions will be dangerous, but involve luxurious travel and accommodation for even his lowliest operatives. For most of his agents their work will be fairly obvious-Merchant Guild or Barboli Bank business which could include safeguarding accounts or deposits, transporting or purchasing valuable items, protecting or harassing other merchants, capturing or punishing thieves or obtaining financially useful secrets.

Barboli's secret is that despite his best efforts something has interrupted his usual concentration on business, and that is that he has fallen in love with the current Queen Morgan. He is such a skilled negotiator, however, that even the cunning Queen has failed to notice that she has this hold over him. If she does and exploits it properly, it could tip the balance of the war, although Barboli himself also contemplates mad schemes such as having her kidnapped and forced to submit to his love.



Prince Tristram Of Lyonesse

Handsome 3
Brave 3

Tintagel Knight 3

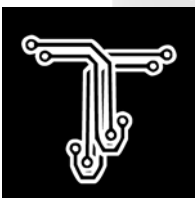
Additional Aspects: Charming 2 Noble 2
Lecherous 2

Prince Tristram is considered by many to be the flower of chivalry, the most perfect knight in all of Kingsland. This reputation is in many ways deserved-he is generally kind, considerate, pious and well-mannered as well as strong, courageous and noble in character.

These qualities ensure that poems are written about him, songs and ballads are composed about his deeds, ladies fall in love with him before they ever meet him and cynical Generals try their very best to ensure that he never has a major command on Castlekeep (his style of chivalrous warfare would be disastrous for the outnumbered Gawainites).

Tristram is enthused by any tale of heroic action, and often horrified by any reality of modern warfare. The missions he sponsors as a patron will feature heavily in such tasks as rescuing maidens, defeating bandit chiefs, saving villagers from monsters and engaging in personal contests of strength and valour against renowned enemy champions. He will look down on any subtle or restrained means of completing these tasks, particularly any that involve subterfuge or double-dealing. Tristram's mother, the Lady Eloise, was a devout admirer of bards and romantic literature, and made sure that the young prince fitted in every way her own notion of what makes a good knight.

There is one regard in which Tristram is less than chivalrous. Like King Gawain, he is not loyal to the woman he has married, but cannot resist affairs with a string of attractive ladies. This is hardly surprising given that half of Kingsland is in love with him, but if widely known would severely dent his image and, ironically, his romantic appeal, given that part of it is based on the terrible tragedy of his strange half-marriage with the Lady Ygraine.



he Lady Ygraine

Beautiful 5

Cursed 3

Noblewoman 3

Additional Aspects: Pure 1

Kind 1 Humble 1 Hated 1

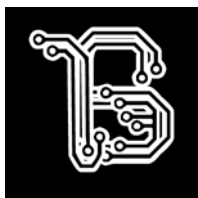
The Lady Ygraine is one of the most scorned and pitied women alive. A shy, retiring child, few could have suspected the reputation she would gain as an adult.

Her father, Sir Guiscard Markus Crag Coraine, was a respected champion as well as a caring father, but worried somewhat by his only child's weak constitution and shy manners, particularly since his wife died in childbirth and he refused to remarry, leaving Ygraine as his only heir. Perhaps it was the pressure of this role that caused Ygraine to suffer from fainting spells and to retreat into a private world of fantasy and religion. In early youth, several visions of the Ascended suggested she would be best served by becoming a nun, which was her sole ambition until her father on her sixteenth birthday presented her at Court.

Her life changed from that moment. All of the features that caused her father concern, her modesty, her diffidence, the ease with which she blushed or averted her eyes, were in fact irresistible to many of the young men of the court, so much so that their reactions told her father that his daughter had grown beautiful. And one of the first to notice her was Prince Tristram himself.

How King Mark found out about her, and how their strange relationship developed, none but her, Tristram and Mark know. At one stage Mark seriously threatened to invade, and it was thought that Tintagel would become as great a battlefield as Castlekeep. It is said that in calling for peace and compromise as this army approached, Ygraine raised her voice to both men for the first and last time. Any mission she sponsors as a patron will be concerned with maintaining peace between Topside and Downside, and in doing so is just as likely to favour Mark as Tristram.

Her secret is that, having begun by hating and despising Mark and worshipping Tristram, her feelings have changed. She knows that Mark's love of her is real and passionate, despite the many evils of which he is capable, whereas Tristram's is mannered and poetic. Given her religious sensibilities and Mark's capacity for cruelty towards everyone except her, this strange reversal causes her a great deal of private despair.



Brother Renwald

Clumsy 3

Humble 3

Monk 3

Additional Aspects: Educated

2 Sleeper 2

If anyone enquires about Brother Renwald's background they will learn that he was a monk for many years in the realm of Arthur's Grave, where he acted as a curator for some of the relics in the Abbot's private collection. This is as far as most people will enquire as the physically awkward and clumsy priest is a figure of little interest and less respect to the majority of the knights and ladies of Tristram's court. Even the servants have a habit of ignoring him or treating him as a simple-minded pet rather than a renowned scholar.

This is just how Renwald likes it, for he is a man in hiding. His physical awkwardness is not feigned, but the reasons for it are. Renwald was not just the curator of the Abbot's collection, he was its most prized and secret treasure. He is one of the very few First Empire sleepers ever found outside the Vault guarded by the Brothers of Progression in the realm of Merlin. His body has not yet adjusted to being active again, and may never do so due to glitches in the technology of his preservation. He was kept as a 'guest' and questioned closely by the Abbot for four years before he escaped (during the distraction of a brief Intransigent riot). The Abbot is desperate to get him back, and any Ascended who hears of his existence will likely also want to capture and silence someone who knows many of the truths behind their supposedly divine power.

If Renwald acts as a patron GMs should begin by emphasizing his clumsiness and helplessness and his low status at Tristrams Court. Have servants ignore him, other people interrupt him, have him seated in corners looking bored.

PCs should help him initially out of pity, but be gradually surprised by the nature of the missions he offers, which will always turn up surprising and valuable First Empire resources. Renwald will give astute players a great insight into the First Empire, so much so that they will gradually come to him for advice more and more and see him as an expert on these matters. Only then will it become evident that Renwald is seriously in need of protection.



Arlen Fallow

Famous 2

Elegant 2

Bard 5

Additional Aspects: Noble 1

Spy 3

Arlen Fallow may seem either a comical character or a minor help or hindrance to PCs operating in the realm of Tintagel. His behaviour is that of a spoiled entertainer, rude to those he considers his inferiors and unctuous and ingratiating towards those in positions of obvious respect or power. Characters who ignore him or treat him badly will find that the bard's influence is greater than it might first appear-they will be snubbed by others until they apologise to a person who is very popular among the educated classes. He can be an excellent source of gossip, scandal and rumour, and a patron of missions involving love affairs, unrequited longings, or the cover-up or revelation of embarrassing social scandals. Delivering an illicit love letter or retrieving a lost wedding ring from a brothel or courtesan are the sorts of missions that he will sponsor. He will nearly always be surrounded by admirers of both genders, and they will nearly always be laughing at someone not within their gilded company.

Arlen has two major secrets. The first is that he has a minor link to the royal house of Upper Tintagel, in that he is descended from a bastard of the current Prince's great-uncle.

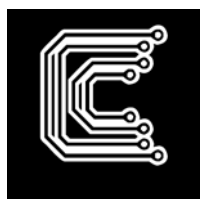
This will have little effect except to explain some of Fallow's underlying bitterness towards the nobility whose virtues he publically extols (his songs make much of heroic self-sacrifice and reckless bravery, not because he actually believes in these things, but because he secretly likes the result of foolish young aristocrats acting upon them). If Prince Tristram is unexpectedly killed, Fallow's lineage may suddenly become more important.

The second secret is that Fallow is an information seller. As a very popular entertainer he is continually invited into noble houses and to major social events. He is always gossiping and cultivating new sources of information. He is not fussy about where he sell the secrets he learns, nor is he concerned about the results and consequences of his secondary trade. He has contacts among the Morganites and will sell them anything they are likely to find useful.

If characters encounter her in relation to her status as a Pellinore, she will appear uncomfortable and unfriendly, but might sponsor distractions or minor errands that would save her from having to attend functions or do minor favours for her sister or parents.

She is much more useful as a patron as the head of the Tomb Robbers Guild. In this capacity she will have all the assurance and confidence she lacks as a lady of the court. She is direct, efficient and professional in all her dealings in relation to the Guild and she is a shrewd judge of character as a patron. She will directly sponsor tomb rading and dungeon crawls and will provide expert advice or equipment in return for a cut of any profits. She will be particularly interested in hitherto unknown dungeon or tomb complexes, and will evince a fair but strong rivalry with others excavating or exploring such sites.

Her secret is that she has discovered a route to Lucifer's Cage. She is terrified of this knowledge and wishes that she had not acquired it, but also tempted by the unparalleled financial and intellectual reward it might offer. If this news spreads, of course, followers of Lucifer and Ascended who do not wish to see his return will both take an interest in her (which might well be fatal).



Cerwen Pellinore

Stubborn 2

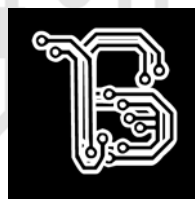
Ugly 2

Noblewoman 3

Additional Aspects: Tomb

Robber 5

Cerwen Pellinore has two different reputations, one that derives from her status as the Great Cartographer of the Tomb Robbers Guild and another status that derives from her connection to the Pellinore family of Tintagel. At Tintagel most people are unaware that she is the leader of a significant organisation and see her only as 'Plain Pellinore', the less attractive and somewhat severe elder sister of the famed beauty Branwen Pellinore. Other Tintagel natives may note that she seems to spend time with messengers and adventurous looking types from other Realms, and that she usually avoids most of the social engagements to which she and her sister are routinely invited.



Branwen Pellinore

Beautiful 5

Cruel 3

Noblewoman 3

Additional Aspects: Witch 3

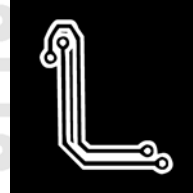
Traitor 1

Branwen Pellinore is universally regarded as one of the greatest catches in the Camelot Cosmos. She is held up by many in Tintagel as the perfection of those feminine qualities which are most admired-modesty, beauty, and obedience. She is sought after by many knights who will attempt difficult missions and quests just for her slightest word of approval or faintest smile.

Characters can easily interact with her as a patron on this level, but to be favoured with more sustained contact and interest on her part requires exceptional devotion as she has many admirers to pick from. GMs should make clear her status as a feminine ideal by having various non-player characters always mention her positively and some claim to be in love with her. GMs should also emphasize that she does not seem arrogant or cruel about this, but shy and modest.

More discerning players or characters who have undertaken several quests should be given clues that all is not as it seems. Her modesty and kindness are in fact no more than a disguise she adopts because it has proven useful, like her beauty, in getting her own way. In reality she is a hard-hearted creature who enjoys manipulating people. Spoilt and over-indulged by parents who always favoured her over her plainer sister, Branwen thinks only of her own luxury and reputation. Hints such as the fact that she is always near a mirror can gradually reveal her vanity. The only people she is truly honest with are her parents, who she has long since cowed into submission.

Her greatest secret however goes deeper than the fact that she is not a nice person. She is secretly the head of a small coven of witches who have sold their souls to Lucifer, and he has assigned her the task of hunting for someone at the Tintagel court who supposedly knows the route to Lucifer's Cage (Branwen does not know that this is her sister, or that her sister is connected with the Tomb Robbers Guild). Her coven, who call themselves The Red Brides, know her as Lucifer's First Wife, but she is careful to remain hooded in their presence and only the two most trusted know her real identity.



Lucius The Savant

Greedy 3

Lecherous 3

Wizard 2

Additional Aspects: Dextrous

1 Charming 1 Bard 1

Lucius the Savant, like Arlen Fallow, is a character who can be used as purely comic backdrop or as a more serious foil. His presence should be used to illustrate the fact that many members of the Wizards Guild are charlatans and con-artists, and he can be either patron or target for those investigating minor 'magical' frauds and trickeries (fake séances, the selling of dubious potions and quack remedies, fortune telling scams and the like). Members of the Guild progressing through the earliest stages could also have him as their mentor or Guild contact but should gradually notice that for any significant success or 'real' magic they display, he will attempt to take all the credit in the eyes of his handlers and superiors.

Lucius has a daughter, however, with genuine talent. Jemima Lucilla is a dark haired waif of fourteen who dresses in Lower Tintagel fashions and is rarely seen outside of her father's house. She makes fireworks, mechanical toys and other items that are helpful to her father's faked displays of magical ability. She has somehow managed to fabricate a device that works like the Ikons handed out by the major Churches. If anyone knew that an ordinary person had such ability, her life or at the least her freedom could well be in danger.



Mortimer Of Penrose

Humble 4

Brave 4

Tintagel Knight 5

Additional Aspects: Fast 3

Robot 4 Indomitable 5

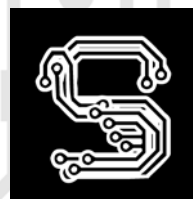
Mortimer of Penrose is the only son of Gerald of Penrose, one of the oldest and most respected of Prince Tristram's knights. Gerald lives in Castle Penrose and rarely attends court, but is an avid follower of his son's exploits. There is a great deal of tenderness and affection between the old knight and his famous son, but Gerald is extremely frail and requires a great deal of supervision and care. When Mortimer is not competing he therefore cares for his father, a devotion which, along with his shyness, has prevented Mortimer from ever obtaining a wife.

Mortimer's skill in the joust and the tourney is legendary, as is his kindness towards his father. Both are true, but more complicated than those unaware of Mortimer's secret might realise. When Gerald was in his forties he had a child he named Mortimer. The mother, Lysette Tavelon, died of a fever only three weeks after the child was born. Then, when the boy was nine, the Morganites hatched a plan to gain control of the Tavelon fortune on Pendragon. Key Tavelon family members were assassinated so that, for a brief period, their distant relation, Mortimer Penrose, would be in line to head the Tavelon family. A further assassin was sent to kill the young boy Mortimer, and this assassin was accompanied by a very special Unseelie, an artificial being that had been carefully crafted to be an exact replica of the boy. The assassin struck successfully, but was interrupted by Gerald, who slew him in turn. The knight saw his dead boy, and the living 'child' who exactly resembled him. Consumed with horror, he made to strike.

The blow never came. Gerald was unable to kill a creature who so resembled his son, no matter its true origin.

He notified the Tavelon's to pass the family fortune to another obscure cousin, foiling the Morganite plot. He secretly buried his real son, convincing the Morganites that their assassination had failed and that both the assassin and the Unseelie Mortimer had been destroyed. Then he made a bargain with the Unseelie. Its life was protected, but its identity was not. Gerald would only let it live if it became his son, if it followed his every instruction and example, and if it became a good, honourable knight who hated the Morganites. The Unseelie agreed, and became the Mortimer of Penrose that bears that name today. Over the years of their pact both have almost forgotten that the creature is not Gerald's son. In loyalty, and in love, it is.

This secret could well forfeit Mortimer's life. Although he is a good and honourable man, he is still still an Unseelie, a Morganite robot. And Gerald is dying, and will soon no longer be able to instruct his son in the strange ways of humanity. If Mortimer becomes a patron, he will want to learn from characters how he can be more like them, how he can be human. Whether this is achieved through an artefact, a technological device, blueprints hidden in a Seelie factory, or by plain example, is up to individual GMs.



Sir Nicholas Of Peake

Old 3

Educated 3

Noble 3

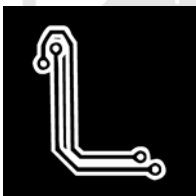
Additional Aspects: Tintagel

Knight 2 Spy 4

Sir Nicholas is something of an irrelevance to most of the young courtiers who surround Prince Tristram. He is considered a doddering old fool by some, a mildly pedantic relic of a bygone era. Characters who frequent libraries and institutions of learning, or who are looking for rare manuscripts of some kind, are however likely to encounter him in fashions which indicate that his mind is still sharper than most of those who scoff at him.

He can act as a patron requesting the recovery of rare tomes and scrolls, will pay well for such endeavours, and seems to know all the information the books contain before he has completed the purchase.

Sir Nicholas's secret is that he was for more than thirty years in charge of a spy network called The Rivermen for their habit of disposing of bodies in the waters of the Great Aqueduct. Under his administration The Rivermen made Tintagel a key storehouse of knowledge (many secret stockpiles of weapons and information remain scattered and forgotten in the tunnels between Topside and Downside). Some of these agents are still alive, and all of them are highly skilled. Though Nicholas is retired, he is still remarkably well-informed and convinced that it is information, rather than military force, that will eventually defeat Morgan le Fay.



Lady Ceridwen

Beautiful 3
Seductive 3
Noblewoman 3

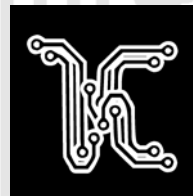
Additional Aspects: Cruel 3

Proud 2

The Tintagel Rose is another beauty with thorns, but hers are more obvious than those of Branwen Pellinore. GMs should play her very like the beautiful, popular but malicious schoolgirl in a teen drama. If she becomes a patron it will initially be to sponsor petty acts of vengeance and humiliation directed primarily against ladies and servants who have offended her through not being quick enough to jump to her instructions or not showing suitable 'respect' towards her.

Her secret is that she is having an affair with one of the enemy, a Waghalter of Downside that she knows as Parnell Sage. Sage is in fact the assassin Quiet Dalton. Dalton finds Ceridwen not only diverting company but also a useful accomplice when he has missions to fulfil Topside. A tunnel between the two Realms circuitously links one of Dalton's boltholes with the Lady's private study.

Ceridwen does not consider whether the help and information she feeds to 'Sage' is treacherous, but she is very secretive about it as she knows that others would view it in that light. She finds the thrill and excitement of their illicit meetings too irresistible to deny, but suspects her monosyllabic lover might have secrets it would be useful for her to know in case he tires of her. She may fund an investigation into him on this basis.



King Mark

Monstrous 5

Greedy 5

Noble 5

Additional Aspects: Slaver 3
Mercenary 2 Romish 2

The vast majority of people know little or nothing about King Mark's background. Rumours and speculations are rife, with most assuming that he is merely some bandit chief who got lucky and used contacts he had established with the Slaver's Guild to set himself up as a king lording it over the rabble of Downside. Mark was actually a Romish general known as Marcus Gregorius Verix and was in charge of the defense of the city of Verix when it was betrayed by his second-in-command Semedi Simonus. Marcus fought valiantly but Semedi had prepared his betrayal well and he was captured and sold into slavery. The former general worked for nine years in the salt mines of Morgan's Curse. The experience changed him into a far more brutal and dangerous man. When it was noted that other slaves feared him he was offered the role of an overseer and accepted. His combination of extreme brutality towards those who defied him combined with unusually generous treatment of slaves who were obedient and hard-working (including increased rations) soon doubled production figures.

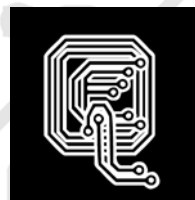
Soon he was being trusted as an agent for his master buying new slaves from markets throughout Morgan's Curse and transporting them back to the mines.

Unfortunately Simonus heard of his exploits and, wishing to get rid of him once and for all, had him assigned to a small Morganite mission to Lionel Cross, then Despot of Downside. Simonus sent ahead instructions that Cross should kill Marcus when he arrived, but when he tried to do so Marcus deposed him and took his place as the ruler of Downside, a position he has held ever since. He sent a castrated, blinded, earless, noseless, footless and handless Cross back to Simonus as a gift, suggesting in a jovial note that the former Despot made an excellent footstool, but he also sent a third of Cross's treasury to Queen Morgan and a third to Elias Edward Blamore of the Slaver's Guild, notifying powers stronger than Simonus that he was a man they could work with. The Morganite general was ordered to back off, and in the following Year of Chains Marcus enslaved every other rival claimant to power Downside, cementing his rule and his reputation.

GMs should play King Mark as a host of contradictions. He is an extremely erratic character and has a reputation for extreme violence and insanity. At the same time he can be cordial, genial, effusive and apparently friendly-he is most like this when he is about to brutalise or kill somebody. He can sink into depression for weeks at a time or beam smiles at all and sundry. He has great charisma when he wants to, and can be terrifying too, when he lets his true character shine through. As a patron he will be surprisingly avuncular and supportive, at least until the characters fail at anything. His tasks will mainly involve suppressing dissent and punishing rebels-he will pretend to sadness at the necessity of this, but his methods will grow increasingly brutal and his attempts to hide his true nature ever more perfunctory.

He has a host of secrets, mainly involving atrocities he has committed or sanctioned, but a few stand out.

One is that Downside Palace is full of secret corridors and doors that make it easy for him to kill and dispose of guests, and that he often kills people who have been invited to dine with him-then eats them (he only cannibalises people he considers traitors-spies, rebels, underlings contemplating a power grab and such like). Another is that he has a number of decadent Tintagel knights in his pay known as the 'Friends'. These tip him off about Topside raids and plans, in return for hideous orgies of depravity and indulgence hosted by King Mark. Despite all his many evils, though, he genuinely loves Ygraine.



Quiet Dalton

Quiet 3

Young 3

Assassin 3

Additional Aspects: Bard 2

Bitter 2 Blackguard 5

Quiet Dalton was once an entertainer and an acrobat. He was born the son of a waitress and a travelling bard in one of the inns of Pleasureside and saw his mother have to take up prostitution in order to feed him when their feckless father stopped visiting. That father was Arlen Fallow, who last visited them when Dalton was only six (eleven or twelve years ago). When he was a boy his father on his infrequent visits made him sing and promised to teach him to be a bard. Dalton learnt acrobatics and acting as well as singing, hoping to imitate and impress his father. Then Fallow stopped visiting, and the boy started practising with knives instead. Dalton has hated all singers and entertainers ever since. He rarely bothers speaking or listening to others because he assumes that everything anyone says is a lie.

Perhaps he would have remained no more than an embittered brat in a poor inn, were it not for the comfort his mother tried to give him on her deathbed. Seeing his misery, she tried to tell him that Fallow had not been his real father, but that he was instead the son of a very important man, a warrior and a leader.

On walking home from her funeral Dalton saw King Mark and a group of Blaggards out carousing. Seeing how the others deferred to the King, he considered his mothers words anew. For some strange reason he became convinced that he was the son of King Mark. He latched onto the King's group until an irritated Waghalter casually tried to knife him. The boy killed his assailant in the blink of an eye. When he was restrained by the King's guards and Mark asked him whether he should be tortured before his execution, the boy just shrugged. This single gesture chimed with Mark's own peculiarities and the King was amused enough to adopt him as a sort of mascot.

Dalton should be played as a chilling mix of callousness and innocence. He still likes painted toys and childish practical jokes, but he can speak enthusiastically on various techniques for disembowelling a man or on such pleasant topics as the best make of knife for skinning someone alive. As a patron he will sponsor other assassins, and will be a patient but remorseless taskmaster, a quiet, stern and efficient instructor who rarely speaks but who observes everything and lets no error go by without a swift kick or punch of punishment. His belief that Mark is his father is his greatest secret, as he knows that voicing this would result in either a mockery or rejection from Mark and his men that he would find unbearable. They are, after all, his only family.



Silas Umber

Muscular 3
Schizophrenic 3
Blackguard 5

Additional Aspects: Rebellious

2 Slaver 2 Violent 3

Silas Umber is a living experiment. He was once that rare creature, a peasant born on Pendragon who resented the nobility and agitated for change. Originally a blacksmith, he rejected Guild membership because he saw it as a means by which the upper classes controlled the workers.

Few heeded his calls for resistance or saw him as anything other than an embittered fool. Eventually he struck and accidentally killed a noble who had cheated him on the price of a sword he had fashioned. Fleeing into the mountains he joined and soon led a small bandit group which committed several atrocities before they were cornered and captured. Imprisoned in the local Baron's dungeon he was offered a choice-submit to the implantation of Brotherhood magic into his skull and work as a spy for the Baron or be executed. He agreed to the implantation.

The Brotherhood gave him a modified version of the treatments given to True Knights. The nanite-mesh implanted in his skull effectively contains a second 'command personality' that takes over Umber's body when he has tasks to perform for the Baron. This personality is calm, methodical, and unemotional, but utterly loyal to the Baron and to the Gawainite dynasty. Its mission is to investigate links between the Slavers, Morganites and King Mark. In pursuit of this mission it came to Downside Tintagel and found work as a slaver first and then as one of Mark's Blaggards. Under the stress of hiding his mission and becoming Mark's Adopted Umber's control personality has however begun to degrade. His real personality, maddened by long suppression, surfaces in wild acts of destruction and violence.

Players who have Silas as a patron may experience one of two very different personalities. A secretive, driven, but essentially decent man waging an unseen war against the slavers and murderers he lives amongst, or a paranoid, violent thug raging against any form of authority that seeks to restrain him and plotting harm to all his enemies.



Butrus Of The Caverns

Ugly 3
Manic 3
Druid 5

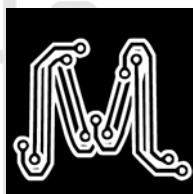
Additional Aspects: Shaman 2 Fanatical 2

Butrus of the Caverns is the quintessential mad hermit. GMs should emphasize the loathsomeness of his unwashed appearance and the foulness of his powerful odour. His habits are equally disgusting, as he can frequently be found feeding on worms, lice picked from his stinking beard, and strange herbs, mushrooms and mosses which may have hallucinogenic properties. He will also engage in mad religious rants in obscure but darkly poetic phrases. He shows no respect for authority and no fear of anyone, including King Mark, who he will abuse and shout at as readily as he does anyone else. Mark, despite torturing and executing others for less, finds Butrus hilarious. Mark's men are all a little afraid of the mad monk, and his visits to Court are dreaded by everyone except Mak, who looks forward to the chaos and discomfort they cause.

Butrus was once Bartold Cross, the half-brother and chief lieutenant of the former Despot of Downside. He was a cruel and confident fighter and something of a dashing figure, but was shocked at the ease with which Mark defeated his brother. For awhile he led an increasingly sorry band of rebels, pushed deeper and deeper into the caverns by Mark's forces. Eventually they went so deep that they were forgotten. Bartold had to kill and eat the last three just to survive, until he found deep stores of a strange glowing mold to feed on instead. It, and the years hidden in darkness, changed him into the creature he is today. He has become a fanatical worshipper of the Druidim and intends to convert Mark to their cause before launching a 'green crusade' against Upper Tintagel.

This aim might seem absurd were it not for Butrus's secret-he is not the only one who feeds on the moss. His 'friends' do too, and will follow his commands-a race of giant mutated insects lives in the caverns discovered only by Butrus, who has somehow achieved a crude kind of kingship over them.

If Butrus becomes a patron it will be to proselytise or otherwise further the Druidim church. He will give missions to discover and protect rare species of flora and fauna which might initially appear quite innocent, until it is discovered that he creates poisons and drugs from the rare plants and creates addicts who will serve his 'crusade' in return for a fix. He will also rescue people lost in the caverns, only to demand increasingly unwholesome favours in return.



Megan Of The Knife

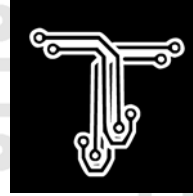
Violent 3
Stubborn 3
Lower Tintagen 3
Additional Aspects:

Argumentative 2 Fast 2

Megan greets everyone except Mark with scowls, suspicion and barely concealed hatred. She is never seen to smile except in Mark's presence. Her laughter is harsh and her words invariably bitter or sarcastic. Around Mark, she transforms, especially if his attention is on her. Her love of him is embarrassingly obvious, as is the drawn knife that she always brandishes. She has killed a number of low ranking servants and even some important Blaggards, and her hair-trigger temper makes everyone wary around her.

The only person she treats differently other than Mark is Ygraine, who she shows icy politeness towards. This is on Mark's instructions. Sometimes she watches Ygraine and fingers her knife, a strange half-smile on her face.

Megan is Mark's niece as well as his lover. She killed her father when he discovered that she had been sleeping with her uncle and planned to flee to Topside with her and her mother. Megan was thirteen at the time and already considered herself Mark's wife. As a patron she will only hire people to kill those that Mark has specifically instructed her not to harm. She might also sponsor someone to find a cure for the Lost Lady, but this is a topic that causes her pain and guilt so she might well kill anyone who finds out the full story.



The Lost Lady

Mute 3

Manic 3

Noblewoman 3

Additional Aspects: Romish 2

Wise 2

When Mark fled from Old Rom a few loyal followers came with him. His brother in law, a man named Aquila, came with him, together with Mark's sister Vespasia and their daughter Megara. Aquila helped in the defeat of the Despot and would have prospered from Mark's reign were it not for a growing suspicion that the relationship between Mark and Aquila's wife was more than the relationship between brother and sister should be. In order to confirm this suspicion Aquila pretended to be drunk and insensible one night and waited until he heard noises in his house long after Mark and the other revellers had supposedly left. He thought to discover Mark and Vespasia together. Instead he spotted Mark coupling with Megara and Vespasia at the same time. Terrified of Mark's anger, but hating him, he waited till the King left then started packing. He would flee to Topside with his disgraced wife and daughter, regardless of their wishes.

Megara killed him to prevent this, and Vespasia became hysterical. She blamed herself for her husband's death, and she was horrified by the depravity of her and her daughter's relationship with Mark. Mark, still unsure of his rule, was worried that the story would damage him politically. He had Vespasia's tongue torn out to silence her forever. Vespasia is now the Lost Lady.

Vespasia knows all of Mark's secrets, which are considerable. The details of her relationship with him are rumoured to be far worse than the basic story outlined above, and she also knows every betrayal, every plot, every unhatched scheme from his entire life. She is often ignored by Mark and his henchmen, as they all consider her quite mad.



Charles Pinkerton

Dignified 4

Pious 4

Slaver 5

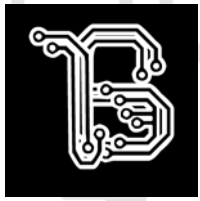
Additional Aspects: Merchant

3 Warrior 2

Charles Pinkerton is described on page 59, so the comments here are brief. GMs describing Pinkerton should emphasize the contrast between his acts and his demeanour. Pinkerton genuinely considers himself a good man despite being an assassin and a slaver. This is because he simply does not consider slaves as human beings. He has never intentionally harmed a human being in his life, but he would do anything to a slave, especially an escaped slave. For Pinkerton, only those who have offended the Seraphim can be unlucky enough to become slaves, so it is good and moral to punish them.

As a patron he will pay for information relating to escaped slaves or sources of new slave 'stock', and for guards and muscle to defend slaver caravans. He will also act as a liaison between Mark and the lavers Guild or between the Slavers and the Thieves Guild.

This was true, but she is slowly regaining her lucidity, and plotting revenge. As a patron, she might look to the PCs to help her bring Mark down for good.



Big Annie

Fat 5

Loyal 3

Peasant 3

Additional Aspects: Innkeeper 2 Sadist 3

Big Annie was once Anna Cariolanas, and was indeed Mark's nursemaid and one of the handful of followers who came with him from Old Rom. Her own child died shortly before she was given Mark to nursemaid, and she has loved him with a fierce devotion ever since. To her, everything that Mark does is right, because Mark does it. She is jolly and cheerful, but quite chilling with regard to Mark's 'enemies'. If it is their fate to be killed and eaten by Mark, then the least she can do is make the meal edible and tasty-after all, they clearly deserved it.

Annie is also rather insatiable herself. She has a penchant for handsome young men, the more innocent and youthful the better. She will act as a patron for her lovers, obtaining missions for them from Mark or his henchmen, suggesting their promotion within the Blaggards if they are successful, and otherwise encouraging and supporting them. She might also hire PCs to quietly dispose of lovers who become boring, or too possessive. She is the only person other than Mark to know the entire layout of the secret rooms, corridors, murder-holes and spy-holes of Downside Palace.



Barnaby The Bowman

Proud 3

Young 3

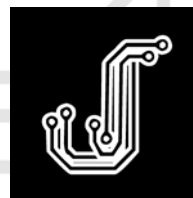
Assassin 5

Additional Aspects:

Blackguard 3 Dextrous 3 Friendly 1

Barnaby is the counter-part of Quiet Dalton, in that both are seen as the next generation of leaders in Downside and potential rivals for the throne if Mark does not have another child and if Silas UMBER does not inherit. Barnaby takes this rivalry very seriously and is always looking to upstage or defeat Dalton. The two are also opposites in that Barnaby is a talkative youth, constantly putting forward his precocious opinions and ready to kill those who either don't listen or belittle his contributions.

Barnaby has two major secrets. The first is that his parents, an elderly couple of Downside peasants, are still alive. Barnaby actually does care for them but knows that they could be used against him or harmed by rivals in Mark's Court, so he pretends to a complete indifference and contempt towards them. He has them hidden away in a protected house though and plans to smuggle them into Topside. The second secret is one that Barnaby himself is not aware of. Other than his mother he is the only living direct descendant of Lawrence Eliot. His genetic code can unlock many First Empire facilities and the Ascended Lancelot would be interested in discovering that a decendent of Elliotstill exists.



Jonas The Clerk

Quiet 2

Brilliant 2

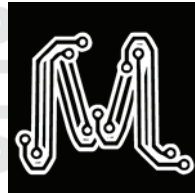
Clerk 5

Additional Aspects: Coward 2 Generous 2 Charitable 2

Jonas is not a brave man, in fact he is an abject physical coward. He is also quite intelligent and cautious by nature. Even he does not know why he has done what he has done.

For several years Jonas has been stealing from King Mark, and he is absolutely terrified of what will happen when his thefts are discovered. As a patron he might desperately hire PCs to protect him, to cover up evidence against him, to frame a rival for the thefts instead, or to kill someone who finds out before they can tell Mark.

There are are two interesting parts to this tale. The first is the scale of the theft. Jonas has been as brilliant in stealing from Mark as he has been in devising ways to increase Mark's revenue in the first place. The amounts are astronomical and could have made Jonas one of the richest men in the Camelot Cosmos (or made Mark even richer). The second interesting part is what Jonas has done with the money-he is the single largest contributor to anti-slavery groups and institutions in the Camelot Cosmos. Very quietly, very persistently, and very dangerously, Jonas tries to undo all the harms his master represents. He does have an escape plan, too, having personally bribed Captain Harold of Mark's 'La Belle Dame Sans Merci' and his crew of twenty four men to be his followers instead of Mark's. They go about their normal duties, but the zeppelin is Jonas's to command if he should suddenly need it.



Minor & Historical Personages

The table following contains a list of all the minor and historical (primarily First Empire) personages noted throughout the rest of this text. Ascended are generally not mentioned as they have their own section earlier in the book, where noted this refers to another reference to them. Similarly some major personages are also listed below, this cites another reference to them. Where references contradict each other (for example in minor details of appearance) this represents a distinction between popular opinion and reality, with the GM having final say on which actually applies. There should not however be too many occasions where this occurs.



Personage

Abelard the Silent
Adam Sagan
Alain Graves
Allardin of the White Mask
Angelo Janus
Anna Michaels
Arch-Bishop Elyanus Bede
Arch-Magus Augustus
Arch-Magus Erasmus Harbinger
Balthazar Barboli
Barnard Bathurst
Barnold Krum
Bishop Sylvain Anselmer
Boss Balan
Brian Barnard
Brian de Vere
Butrus of the Caverns
Cerwen Pellinore
Chancellor Johan Bigod
Charles Pinkerton
Colegrevice Balan de Tavelon
Derek Neuwrath
Doctor Arian Philedus
Doctor Carlton
Dr Erasmus Tull
Edward Tellerman
Einion Darras
Elaine Fellowes
Elias Edward Blamore
Etienne Rainult
Finn the Lean
Galbidus the Mute
Gary Lundt
General Aulus Alexander
General Hue Scarlett
General Nathaniel Floridas
General Semedi Simonus
General Tristram Parmenion
Gilden Sforza
Gorlas Stern
Graham Wyne
Gwendoline de Vere
Herne the Lesser
Howell Gorsedd
Hugh de Tavelon
Hugo Reece
Jared of the Swells
Joseph Turner
King Gawain III
King Gawain VI
King Pellinore the Elder
Lady Sabine Appleford

Laura Lake
Lawrence Eliot
Lepidus the Innkeeper
Lucius Clay
Lucius Ferris
Margaret Hagerty
Mathew Wyne
Morgan Faye Holmes
Mottled Meg
Nicholas Winter
Old Mother Annabel
Paloma Ines
Pamela Milton
Parsivale of the Phylactery
Percival Fellowes
President Griswold Montague
Clarke III
Quiet Dalton
Reynald of Tavelon
Rhonwen Annwyl
Sarah Cade
Secretary Kay of the Keys
Silas Umber
Sir Leon Lavas
Sweet Annabel
Sylvain Ballard Estrange
Tarquin Oliphant
Tarran the Spotted
The Old Man
The Snow Witch
The Sphinx
The Wicker King
Tristram Progenitor
Vortigern
Wallace Bishop
Walt Melehan
Walter Locke
William K. Holmes
Ywain the Fell





M's Templates

Bathinite Ogre

Monstrous 3

Violent 3

Strong 3

Muscular 3

Roar requires a Resolve test success or opponents paralysed with fear for one round

Bathinite Ogres stand 9-12 foot high and are a solid wall of warts, veins and bulging muscle. Their features are crude mockeries of mankind, with large tusks or fangs crowding their ever-drooling mouths. They wear stinking rags and furs which they sometimes decorate with the heads of slain victims.

Twilight Knight

Thief 3

Twilight Knight 4

Fast 3

The twilight knights are the elite warriors of the Thieves Guild and the personal emissaries and bodyguards of the Grand Master. They are skilled thieves who have also received extensive combat training. Most are cocky and confident, but smart enough not to underestimate an opponent.

Black Guard Of King Mark

Slaver 3

Greedy 3

Blackguard 3

The Black Guard are some of the worst scum of the Camelot Cosmos, greedy, ruthless, unprincipled thugs and killers who serve King Mark because no one else will have them. They wear black armour and grease their hair with blood and human fat.

Tintagel Knight

Tall 3

Hivalrous 3

Tintagel Knight 3

Tintagel knights are renowned for their chivalry, bravery, courtesy, and, it has to be said, reckless stupidity. They wear shining, polished armour covered in medals, and they leap into the thick of the fighting regardless of any sense of self-preservation or tactics.

Tintagel Rook

Wise 2

Greedy 2

Thief 3

Flight At Will

The rooks of Tintagel are gigantic crows and ravens about the size of a six-year old child. They have glossy black feathers and sharp, eady eyes which gleam with intelligence.

Guinevite Maiden

Beautiful 3

Guinevite 3

Wise Woman 3

Aquatic

Guinevite maidens are beautiful mermaids who rarely venture on land, but who can shuffle about above the water without too much difficulty. They have long, usually pale blue or blone hair, and delicate features with large blue or green eyes.



First Empire Robot

Calm 2
Strong 2
Robot 2
-3 Armour Bonus

The robots of the First Empire came in a bewildering variety of shapes and designs. The statistics given are for a fairly standard model-these appear either as Field Robots (a silver barrel shape from which sensors and limbs can extend) and House Robots (designed to look like human beings, although stocky and with oddly square features). Sleek, swift combat models much more closely resemble the Unseelie.

Dust Cabal Wanderer

Lean 3
Taciturn 3
Dust Cabalist 3

A sect of madmen who wander the Dusts of Avalon searching for signs of Merlin, the Wanderers are considered holy hermits by some and embarrassing fools by others. They wear heavy leather clothing with tick duster jackets or robes and wide-brimmed hats with protective goggles. Their faces are invariably weathered and lined.

First Empire Sleeper/Nightmare

Sleeper: Peaceful 2 Cautious 2 Sleeper 2

Nightmare: Violent 2 Monstrous 2
Nightmare 2

The ordinary citizens of the First Empire if awoken from stasis look much like modern Gawainites, except dressed in archaic business suits and casual wear. Some who awaken have been driven mad by the experiences of the Days of Gedd and their long sleep. Statistics for these 'nightmares' are given alongside those for standard sleepers.

Old Rom Senator

Dignified 4
Romish 4
Noble 4
Hologrammatic Image Immune To Direct Physical Attacks

Tall, dignified old men with close cropped hair wearing long white robes, the Romish senators are strangely unsettling in their grave, quiet melancholy. They are in fact holograms of men who have been dead since the Days of Gedd, but they are full of both the wisdom and the sadness of their intervening years.

Wraith Of Mordred

Cruel 4
Proud 4
Warrior 4

Disembodied nanite spirit-immune to physical attacks from all sources except First Empire Artifacts or Relics

The wraiths of Mordred are the ghostly remnants of the army defeated at the Second Battle of Camlann. They appear as immaterial warriors in scorched black plate armour that trails away at the waist into mist and shadow. Their faces are contorted with hate and their eyes burn with a cold blue fire.

Wildwood Treant

Strong 4
Tall 4
Seelie 4

The treants appear as gigantic gnarled and ancient trees, usually oaks, whose reaching branches form arms and whose trunks are carved with crude but strong faces.

Morganite Serf

Greedy 1
Thin 1
Queenslander 1

Morganite serfs exist in teeming millions in the great cities of Morgan's Curse. They are pale humans whose growth has been stunted by poor diet and harsh conditions. They are scrawny and often dressed in rags or plain black smocks. Many sport disabilities or injuries caused by their work in Morgan's factories and mines, but they are surprisingly tough when cornered and forced to fight.

Pendragon Peasant

Loyal 1
Peasant 1
Kingslander 1

Most Pendragon peasants are content with their lot and it shows in their appearance. They are stocky and well-built, with healthy complexions and ruddy cheeks, and usually have blonde hair and blue or grey eyes. They are extremely conservative, and wear slightly old-fashioned peasant clothes which are nevertheless clean and well-looked after.

Iron Band Slaver

Mean 1
Greedy 2
Slaver 2

The slavers of the Iron Band are heartless opportunists, always looking for ways to increase their personal wealth regardless of the cost to others. They are dangerous men, and it shows in that they often go heavily armed and sport intimidating tattoos and gang markings.

Old Path Druid

Fanatical 1
Stubborn 2
Druid 2

The humans who still follow the Druidim revere these wandering teachers and mystics. The druids wear plain travelling clothes with green cloaks or green, grey or brown robes with peaked hoods. They carry staffs made of wood and often wear their hair and beards excessively long.

Morganite Fyrdsman

Short 3
Strong 3
Fyrdsman 3

The average Fyrdsman is a tough veteran who has had to survive a harsh initiation and years of struggle before reaching his current status. Many sport scars or old injuries and even the youngest have an intimidating, grizzled air despite the fact that they are still physically smaller than most Gawanites. They wear chainmail armour decorated with 'lucky' Nephilic talismans and carry large battleaxes.

Morganite Wytch Guard

Proud 3
Cruel 3
Fyrdsman 3
Additional Aspect: Witch 3

The Wytch Guard are an elite unit of the Morganite armies, and they make sure that others know it. They are taller and stronger than most Morganites and their heavy armour excentuates this difference. They have pale skin and sharp features and outline their eyes in kohl, and they tie back their long hair with silver clasps shaped into skulls.

Linnorm

Monstrous 5

Draconic 5

Warrior 5

The linnorms are gigantic and grotesque creatures which resemble huge worms as much as they do dragons. They infest the caves below the plains of Morgan's Curse and are always hungry.

Eye Of The Dragon

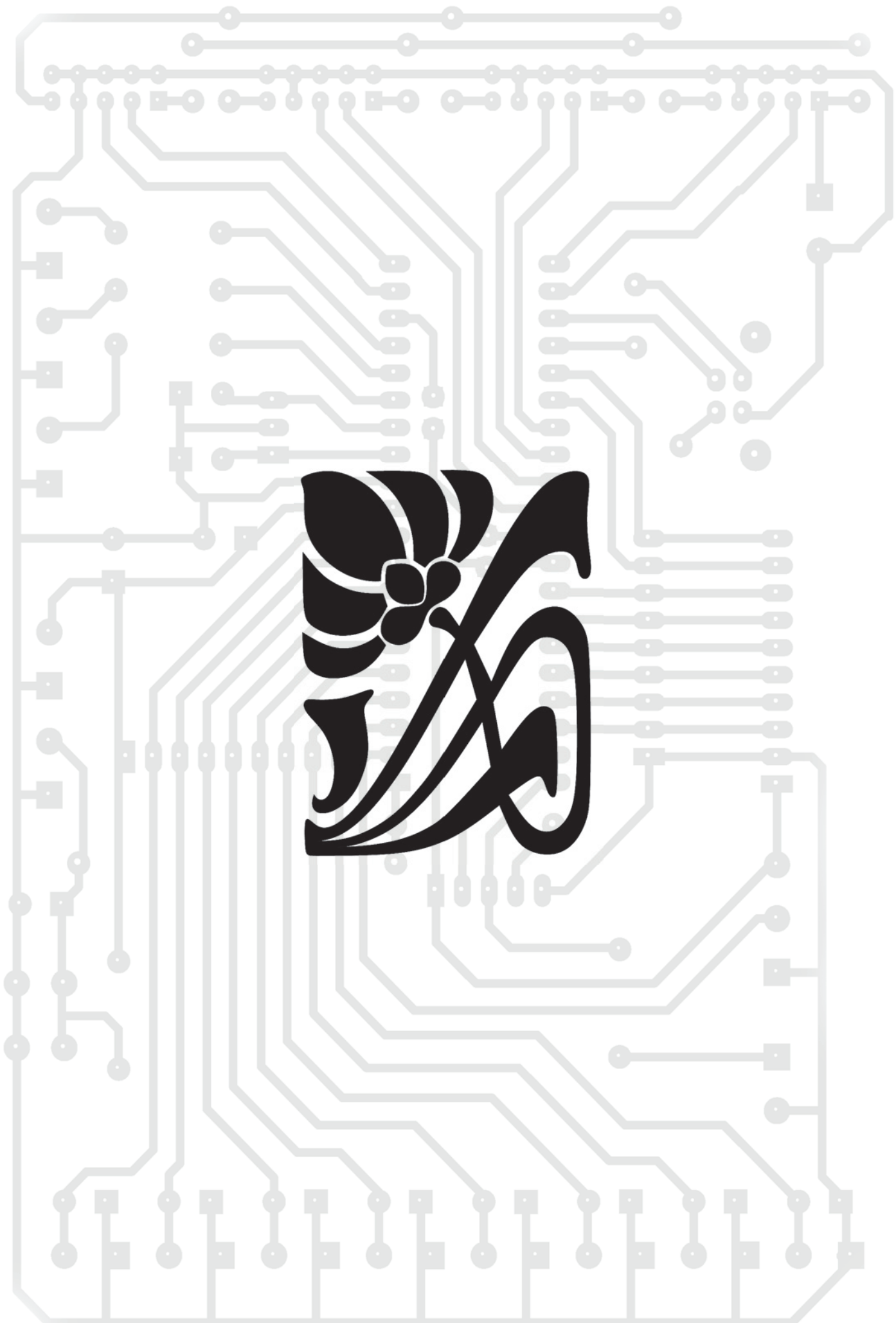
Fanatical 2

Draconic 2

Linnorm Society Cultist 4

The Eyes might be mistaken for ordinary Morganites were it not for the light of fanaticism in their eyes. They wear ordinary travelling clothes and try to blend in with crowds, but concealed on their person is always, somewhere, the symbol of the linnorm's tooth tattooed on their skin.







Book Six:

Quests And Missions

Following below are a series of tables which can be used as a Random Adventure Generator by GMs wishing to quickly create adventures and quests set in the Camelot Cosmos. There are tables for determining Patrons to sponsor a mission, Allies & Opposition to support or complicate the character's efforts, and Villains to sponsor the nefarious schemes the characters have become embroiled in. There are also location tables which can suggest where the key scenes of the adventure are taking place. Most importantly of all there are Mission tables to determine what kind of quest the characters have been given by their Patron.

The simplest method for using these tables is to follow this formula:

The characters are hired by (PATRON) in order to (MISSION) at (LOCATION) but are opposed by (OPPOSITION) who is working for (VILLAIN). If the characters defeat the opposition they must travel to (LOCATION 2) in order to confront the Villain.

This creates the simplest kind of adventure but many other possibilities can be created by slight adaptations of the formula. Rolling for 3 Locations, for example, can provide backdrops for a classic three act structure. Perhaps the characters begin in media res, that is, in the middle of the action, in which case they will witness or interrupt Opposition undertaking a Mission of their own and will choose to intervene rather than being sponsored to do so by a Patron.

In the Camelot Cosmos setting, another possibility derives from the respective loyalties of the participating characters. The tables below assume that the adventure is taking place from a Gawainite perspective.

If the characters are instead loyal followers of Queen Morgan then simply inverting some of the tables enables the GM to produce adventures for Morganites (i.e. the Opposition Table is rolled on to find one's Allies and vice versa, whilst the Villain and Patron tables are also inverted).





Patrons

Specific Patrons 1d20

- | | |
|------------------------------------|-------------------------------------|
| 1. King Gawain XXIII | 2. Consort Arabella Sweetwater |
| 3. Prince Gawain the Younger | 4. General Perudur Sweetwater |
| 5. Baron Arthur Sweetwater | 6. Baron Percy Tidesford |
| 7. Sir Hugh Talby | 8. Chamberlain Ricard of Habersford |
| 9. Arch-Bishop Elyanus Bede | 10. The Lady Ygraine |
| 11. Brother Renwald | 12. Cartographer Cerwen Pellinore |
| 13. Sir Nicholas of Peake | 14. Arch-Magus Augustus |
| 15. Arch-Magus Erasmus Harbinger | 16. Merlin or The Sphinx |
| 17. Colegre Vance Balan de Tavelon | 18. Barnold Krum of Avalon |
| 19. Six Fingered Walt Melehan | 20. Balthazar Barboli |



Patron Organisations

All Organisations 1d20

- | | |
|---------------------------------|--|
| 1. The Common Guilds | 2. The Thieves Guild (The Hollow Men) |
| 3. The Assassin's Guild | 4. The Merchant's Guild (Sons of Florin) |
| 5. The Fighter's Guild | 6. The Wizard's Guild (The Arcane Brotherhood) |
| 7. The Seraphic Church | 8. The Nephilic Church (The Nephilic Society) |
| 9. The Druidic Church | 10. The Slaver's Guild (The Iron Band) |
| 11. The Tomb Robbers Guild | 12. The Queen's Guard (The Fyrd) |
| 13. The Princes Guard | 14. The Black Guard (The Blaggards) |
| 15. The Brothers of Progression | 16. The Dungeoneer's Guild (The Tunnel Rats) |
| 17. The Beggar's Guild | 18. The Linnorm Society |
| 19. The Dust Cabal | 20. The Pendragon Legion |



Good Organisations 1d4

- | | |
|-------------------------|----------------------|
| 1. The Pendragon Legion | 2. The Princes Guard |
| 3. The Seraphic Church | 4. The Common Guilds |

Neutral Organisations 1d10

- | | |
|--------------------------------|---------------------------|
| 1. The Thieves Guild | 2. The Merchant's Guild |
| 3. The Fighter's Guild | 4. The Wizard's Guild |
| 5. The Druidic Church | 6. The Tomb Robbers Guild |
| 7. The Brothers of Progression | 8. The Dungeoneer's Guild |
| 9. The Beggar's Guild | 10. The Dust Cabal |

Evil Organisations 1d6

- | | |
|-------------------------|------------------------|
| 1. The Assassin's Guild | 2. The Nephilic Church |
| 3. The Slaver's Guild | 4. The Queen's Guard |
| 5. The Black Guard | 6. The Linnorm Society |

Arthur's Grave Patrons 1d20

- | | |
|---------------------------------|--|
| 1. A village elder | 2. A young woman |
| 3. A wandering knight | 4. A senior monk |
| 5. An Intransigent monk | 6. A Pendragon merchant |
| 7. A Pendragon pilgrim | 8. A Pendragon Legion captain |
| 9. A cardinal or Bishop | 10. A Guild representative |
| 11. A young monk | 12. A wandering bard |
| 13. A sickly peasant | 14. An agent of King Gawain |
| 15. An agent of Prince Tristram | 16. A Pendragon noblewoman |
| 17. A famous scholar | 18. A wizard |
| 19. An impoverished noble | 20. An agent of the Tomb Robbers Guild |

Avalon Patrons 1d20

- | | |
|-------------------------------------|--------------------------------------|
| 1. A village elder | 2. A tavern keeper |
| 3. A merchant | 4. A member of the Dust Cabal |
| 5. A member of the Thieves Guild | 6. A senior Maker |
| 7. A senior Breaker | 8. A delegation of villagers |
| 9. An agent of King Gawain | 10. A knight of the Pendragon Legion |
| 11. A visiting noble | 12. A visiting clergyman |
| 13. A wizard | 14. An ostracised peasant |
| 15. A message on First Empire paper | 16. An agent of the Seraphic Church |
| 17. An agent of the Druidic Church | 18. An agent of the Nephilic Church |
| 19. A blacksmith | 20. A Brother of Progression |

Camelot Patrons 1d20

- | | |
|-----------------------------|---|
| 1. A Baronial secretary | 2. A Baronial agent |
| 3. An ambitious courtier | 4. A representative of the Star Chamber |
| 5. A discreet lawyer | 6. An ambassador |
| 7. A Guild member | 8. A Pendragon Legion knight |
| 9. A Household knight | 10. A disgraced knight |
| 11. A Baron's family member | 12. A ruined noble |
| 13. A leading merchant | 14. A retired General |
| 15. An ancient noblewoman | 16. A courtesan or Baronial mistress |
| 17. The madam of a brothel | 18. A leading clergyman |
| 19. A bodyguard or soldier | 20. An agent of Queen Morgan or a specific patron |

Castlekeep Patrons 1d20

- | | |
|-------------------------------------|----------------------------|
| 1. A True Knight | 2. A grizzled sergeant |
| 3. A Twilight Knight | 4. An arms smuggler |
| 5. An agent of King Gawain | 6. A chaplain |
| 7. A Pendragon Baron | 8. An ambitious General |
| 9. An agent of the Seraphic Church | 10. A bodyguard or soldier |
| 11. A frightened nobleman | 12. A quartermaster |
| 13. A dying hero | 14. A dying messenger |
| 15. A wizard | 16. A notorious traitor |
| 17. The family of a missing soldier | 18. An enemy General |
| 19. A Pendragon Legion captain | 20. Wife of an old comrade |

Guinevere Patrons 1d20

- | | |
|---------------------------------------|--|
| 1. A Guinevite maiden | 2. A Guinevite shaman |
| 3. A Guinevite dreamweaver | 4. A Guinevite warrior |
| 5. A Seraphic monk | 6. A Nephilic monk |
| 7. A warrior turning into a Bathinite | 8. A wizard |
| 9. A Pendragon Legion captain | 10. An agent of King Gawain |
| 11. An agent of Queen Morgan | 12. A famous doctor |
| 13. A Pendragon merchant | 14. An unscrupulous trader |
| 15. A noble art collector | 16. Representative of the Merchant's Guild |
| 17. A General | 18. A representative of the Thieves Guild |
| 19. A famous explorer | 20. A slaver or a specific patron |

Pendragon Patrons 1d20

- | | |
|-------------------------------|---|
| 1. A Household knight | 2. A Pendragon legionnaire |
| 3. A Pendragon Legion captain | 4. The local Watch |
| 5. A local merchant | 6. The local Baron |
| 7. A rival Baron | 8. The representative of a common Guild |
| 9. An impoverished noble | 10. A rich peasant |
| 11. A clerk or secretary | 12. A local clergyman |
| 13. A Bishop or Cardinal | 14. A Seraphic monk |
| 15. A famous warrior | 16. A mysterious noblewoman |
| 17. A Hollow Man | 18. A village elder |
| 19. An innkeeper | 20. The representative of a major Guild |

Merlin Patrons 1d20

- | | |
|---|---------------------------------------|
| 1. A Prof of the Brothers of Progression | 2. A lowly Brother of Progression |
| 3. A wizard | 4. A witch |
| 5. A renowned scholar | 6. An eccentric noble |
| 7. A Seraphic cult leader | 8. A Nephilic cult leader |
| 9. A Druidic cult leader | 10. A First Empire survivor |
| 11. An ancient manuscript | 12. A dying explorer |
| 13. A representative of the Thieves Guild | 14. Representative of the Dungeoneers |
| 15. Representative of the Tomb Robbers | 16. An abbot or cardinal |
| 17. A Seraphic monk | 18. The family of a missing knight |
| 19. A True Knight | 20. An agent of King Gawain. |

Upper Tintagel Patrons 1d20

- | | |
|---|--------------------------------------|
| 1. A knight of Tintagel | 2. A Pendragon knight |
| 3. A Seraphic monk | 4. A Druidic monk |
| 5. A Tintagel Rook | 6. A visiting noblewoman |
| 7. A famous bard | 8. The manager of an acting troupe |
| 9. A village elder | 10. A peasant woman |
| 11. An old crone | 12. An innkeeper |
| 13. The Pendragon Legion | 14. An agent of King Gawain |
| 15. One of Lady Ygraine's maidservants | 16. A noted scholar |
| 17. A wizard | 18. Representative of a common Guild |
| 19. The representative of a major Guild | 20. The family of a missing person |

Lower Tintagel Patrons 1d20

- | | |
|---|---|
| 1. A Black Knight | 2. A True Knight |
| 3. A representative of the Slaver's Guild | 4. Representative of Merchant's Guild |
| 5. An escaped slave | 6. A Seraphic monk |
| 7. A Nephilic monk | 8. A Vorean ambassador |
| 9. A disgraced knight | 10. An innkeeper |
| 11. An arms dealer | 12. A representative of the Thieves Guild |
| 13. A wizard | 14. A witch |
| 15. A Hag | 16. A mercenary captain |
| 17. A village elder | 18. A visiting noble |
| 19. An agent of King Gawain | 20. An agent of Queen Morgan or a specific patron |

Mordred Patrons 1d20

- | | |
|---|--|
| 1. A disembodied voice | 2. A message written in blood |
| 3. A strange dream | 4. A friendly spirit |
| 5. A threatening spirit | 6. A seer or fortune teller |
| 7. An agent of Queen Morgan | 8. An agent of King Gawain |
| 9. A hermit | 10. An ancient scroll or manuscript |
| 11. A beggar | 12. A blind child |
| 13. A representative of the Thieves Guild | 14. A doctor |
| 15. A scholar | 16. A wizard |
| 17. A witch | 18. A Seraphic monk |
| 19. A Nephilic monk | 20. A slave or slaver or a specific patron |

Morgan's Curse Patrons 1d20

- | | |
|--|-----------------------------------|
| 1. An agent of King Gawain | 2. A Seraphic monk |
| 3. A Cardinal | 4. A Nephilic cult leader |
| 5. A traitor | 6. A Hag |
| 7. A recent slave | 8. An old madman |
| 9. A Churl shaman | 10. Representative of the Thieves |
| 11. A representative of the Assassin's Guild | 12. A Companion |
| 13. A member of the Fyrd | 14. A Morganite General |
| 15. A Gawainite General | 16. A necromancer |
| 17. An Atropan shaman or warchief | 18. A Seelie agent or druid |
| 19. An Unseelie agent | 20. A clerk or a specific patron |

Wildwood Patrons 1d20

- | | |
|---|-----------------------------------|
| 1. A Treant | 2. A barbarian shaman |
| 3. A druid | 4. A barbarian chief |
| 5. A barbarian warrior | 6. A beautiful woman |
| 7. A monster (satyr etc) | 8. A Seraphic monk |
| 9. A Nephilic monk | 10. A talking animal |
| 11. A tracker or trapper | 12. A merchant or trader |
| 13. A wizard | 14. An eccentric scholar |
| 15. A centaur | 16. A Seelie |
| 17. A Minos Boss | 18. An intelligent gargantua |
| 19. The representative of a Leaf Nation | 20. An agent of Gawain or Mordred |

Old Rom Patrons 1d20

- | | |
|---|--|
| 1. A Senator | 2. A Legionnaire |
| 3. The family of a missing soldier | 4. A politician |
| 5. A merchant | 6. A Black Fleet pirate |
| 7. A barbarian shaman | 8. A barbarian warrior |
| 9. A barbarian chief | 10. A slave |
| 11. A scholar | 12. A non-native scholar |
| 13. An agent of King Gawain | 14. An agent of Queen Morgan |
| 15. A First Empire robot | 16. A Brother of Progression |
| 17. A village elder | 18. An arena owner |
| 19. A representative of the Thieves Guild | 20. A representative of a major Guild or a specific patron |

Vortigern Patrons 1d20

- | | |
|-----------------------------|---|
| 1. A Vorean ambassador | 2. A Morganite ambassador |
| 3. A Gawainite ambassador | 4. A Marshal |
| 5. A Sheriff | 6. A gunslinger |
| 7. A Cattle Baron | 8. A Gun Baron |
| 9. A Gold Baron | 10. A Rail Baron |
| 11. A powerful merchant | 12. A slave trader |
| 13. An ambitious politician | 14. An Equine shaman or chief |
| 15. A hotel owner | 16. A trapper or fur trader |
| 17. An explorer | 18. A scholar |
| 19. A wizard | 20. A Guild representative or a specific patron |





Missions 1d4

1. Target
2. Object
3. Location
4. Event

Target Missions 4d20

4. Accompany
5. Aid in a burglary
6. Assist
7. Stop a burglary by
8. Capture
9. Investigate a crime by
10. Chase
11. Investigate the murder of
12. Conceal
13. Explore a ruin with
14. Defeat
15. Join an expedition with
16. Destroy
17. Transport secretly
18. Duplicate
19. Transport quickly
20. Entertain
21. Act as bait for
22. Escape From
23. Impersonate
24. Escort
25. Resurrect
26. Fight
27. Discredit
28. Find
29. Steal from
30. Guard
31. Deceive
32. Hunt
33. Trade with
34. Investigate
35. Hide or protect
36. Mediate for
37. Execute
38. Meet
39. Marry
40. Observe
41. Humiliate
42. Protect
43. Extract from
44. Recover
45. Establish contact with
46. Rescue
47. Quarantine
48. Track
49. Surveillance of
50. Train
51. Arrest
52. Warn
53. Impoverish
54. Negotiate with
55. Befriend
56. Interrogate
57. Steal secrets from
58. Compete against
59. Seduce
60. Discover hidden
61. Experiment on
62. Drive away
63. Obtain vengeance for
64. Infiltrate group of
65. Obtain vengeance on
66. Hide from
67. Imprison or Free
68. Thwart plans of
69. Escort
70. Establish a relationship with
71. Help perform a specific task
72. Rescue from an existing danger
73. Settle a debt for
74. Settle a debt with
75. Heal
76. Buy off
77. Kill
78. Intimidate
79. Teach
80. Frame

Object Missions 10d6

10. Capture
11. Catalogue
12. Chase
13. Conceal
14. Defeat
15. Destroy
16. Duplicate
17. Escape from
18. Escort
19. Excavate
20. Fight
21. Find
22. Guard
23. Hunt
24. Investigate origins of
25. Investigate owner of
26. Infiltrate
27. Observe
28. Protect from destruction
29. Purchase
30. Recover
31. Save
32. Steal
33. Study
34. Track
35. Transport to a specific location
36. Transport to a specific person
37. Deliver to a place
38. Deliver to a person
39. Hide
40. Retrieve for an ally/patron
41. Destroy by a particular method
42. Recover for personal use
43. Sabotage
44. Protect from theft
45. Retrieve from a secure facility
46. Survey
47. Salvage
48. Hijack
49. Transport secretly
50. Transport quickly
51. Transport dangerous goods
52. Bomb or break
53. Interrupt the transport of
54. Extract from
55. Exchange for a duplicate
56. Quarantine
57. Surveillance of
58. Repair
59. Sell
60. Buy secretly

Location Missions 2d20

2. Escape from
3. Explore
4. Protect from attack
5. Protect from natural disaster
6. Seal off
7. Secure for another use
8. Survive in
9. Capture
10. Catalogue
11. Conceal the purpose of
12. Defeat
13. Destroy
14. Duplicate
15. Excavate
16. Fight for
17. Find
18. Guard
19. Map
20. Infiltrate
21. Investigate
22. Observe
23. Purchase
24. Recover
25. Save
26. Warn the inhabitants of
27. Kill the inhabitants of
28. Burn down
29. Gas or poison
30. Repair
31. Salvage remains of
32. Rebuild
33. Conceal
34. Protect from intruders
35. Intrude into
36. Sanctify
37. Desecrate
38. Perform a ritual ceremony at
39. Halt a ritual ceremony at
40. Obtain possession of

Event Missions 2d12

A: Event TYPE	B: Event ACTION
2. Famine	2. Deal with the aftermath of
3. Plague	3. Flee from
4. Fire	4. Hide from
5. Flood	5. Prevent (prior to)
6. War	6. Create
7. Economic collapse	7. Survive
8. First contact	8. Fight
9. Invention	9. Transfer to another location
10. Religious event	10. Stop (during)
11. Earthquake	11. Save others from
12. Migration or Swarm	12. Use as cover for another activity
13. Riot	13. Warn about
14. Festival or Celebration	14. Investigate origins of
15. Discovery	15. Repeat
16. Scandal	16. Take control of
17. Revolution	17. Assign blame for
18. Ceasefire	18. Punish perpetrators of
19. Police Action	19. Record
20. An Escape	20. Reverse
21. A Beast	21. Accelerate
22. Storm or Tsunami	22. Conceal consequences of
23. Significant death	23. Conceal origins of
24. Drought	24. Assess/repair damage of



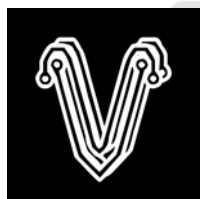
Allies and Opposition

Allies 1d20

Demeanour (Table 1)	Profession (Table 2)
1 Brave	Peasant
2 Friendly	Bard
3 Honest	Thief
4 Clever	Knight
5 Cunning	Soldier
6 Nimble	Merchant
7 Wise	Priest
8 Young	Monk
9 Old	Scholar
10 Rich	Warrior
11 Impoverished	Wizard
12 Ambitious	Clerk
13 Excitable	Blacksmith
14 Charming	Scout
15 Resourceful	Official
16 Devious	Explorer
17 Pious	Beggar
18 Loyal	Noble
19 Strong	Craftsman
20 Generous	Politician

Opposition

	Demeanour (Table 1)	Profession (Table 2)
1	Fearless	Peasant
2	Cold-Hearted	Bard
3	Deceitful	Thief
4	Remorseless	Knight
5	Cunning	Soldier
6	Nimble	Merchant
7	Mad	Witch
8	Young	Monk
9	Old	Scholar
10	Rich	Warrior
11	Impoverished	Wizard
12	Ambitious	Clerk
13	Bitter	Monster
14	Charming	Assassin
15	Resourceful	Official
16	Devious	Slaver
17	Fanatical	Hag
18	Cruel	Noble
19	Strong	Craftsman
20	Violent	Politician



Villains

Specific Villains 1d20

- | | |
|------------------------------------|------------------------------------|
| 1. Lady Sabine Appleford | 2. Secretary Kay of Camelot |
| 3. Companion Einion Darras | 4. Doctor Arian Philedus |
| 5. Tarran of the Spotted Band | 6. Sweet Annabel Turquine |
| 7. Charles Pinkerton | 8. Lepidus of Rom |
| 9. Grand Master Gilden Sforza | 10. The Old Man (Assassin's Guild) |
| 11. Guild Master Balthazar Barboli | 12. General Tristram Pamenion |
| 13. General Semedi Simonus | 14. Old Mother Annabel |
| 15. Parsivale of the Phylactery | 16. King Mark |
| 17. Quiet Dalton | 18. Silas Umber, The Adopted |
| 19. Butrus of the Caverns | 20. Iscariot Flay |

Arthur's Grave Villains

- | | |
|-------------------------------------|---|
| 1. The Abbot of Resting Place Abbey | 2. The Master of Novices |
| 3. A possessed Novice | 4. An Intransigent cell leader |
| 5. A visiting knight | 6. A visiting Lady |
| 7. A First Empire ghost | 8. A disgruntled village Elder |
| 9. A swamp witch | 10. A hag |
| 11. A nightmare | 12. A necromancer |
| 13. A senior monk/secret torturer | 14. A secret Nephilim worshipper |
| 15. An inbred swamp family | 16. A Mordred spirit |
| 17. A bandit chief | 18. A mercenary tomb robber |
| 19. An eccentric hermit | 20. Use another table or a specific villain |

Avalon Villains

- | | |
|-------------------------------------|---|
| 1. A fanatical Maker | 2. A fanatical Breaker |
| 3. A secret Nephilim worshipper | 4. A tyrannical village Elder |
| 5. A visiting knight | 6. A visiting Lady |
| 7. A Dust bandit | 8. A Dust smuggler |
| 9. A mercenary tomb robber | 10. A First Empire ghost |
| 11. A revived First Empire criminal | 12. The Mayor of True Cross |
| 13. The Mayor of Great Market | 14. A Captain in Queen Morgan's army |
| 15. An insane Dome Mind | 16. The Moon Grail |
| 17. An incompetent Maker | 18. A visiting monk |
| 19. A mutant Ruined Dome family | 20. Use another table or a specific villain |

Camelot Villains

- | | |
|-------------------------------------|---|
| 1. A corrupt Baron | 2. A corrupt Chamberlain |
| 3. A Brother of Progression | 4. A mad knight |
| 5. A greedy knight | 6. A shallow Lady |
| 7. A member of the King's bodyguard | 8. A secret Nephilim cult leader |
| 9. A Nephilim monk | 10. A mad monk |
| 11. A First Empire ghost | 12. A First Empire zombie/revenant |
| 13. An Unseelie assassin | 14. A disgruntled peasant |
| 15. An escaped prisoner | 16. A mad historian/archivist |
| 17. A rich merchant | 18. An inquisitor |
| 19. An agent of King Mark | 20. Use another table or a specific villain |

Castlekeep Villains

- | | |
|-----------------------------|---|
| 1. An over-zealous Sergeant | 2. A weak Lieutenant |
| 3. A cynical Captain | 4. A secret necromancer |
| 5. A mad knight | 6. An ambitious General |
| 7. A corrupt Quartermaster | 8. A sadistic Master of Arms |
| 9. A witch | 10. A Wall of Death |
| 11. A Tunnel Dragon | 12. A sniper |
| 13. An assassin | 14. A Nephilim monk |
| 15. A corrupt Chaplain | 16. A mad surgeon |
| 17. A Tunnel Spider | 18. A Cold Folk shaman |
| 19. A Dreadnought | 20. Use another table or a specific villain |

Guinevere Villains

- | | |
|------------------------------------|---|
| 1. An agent of King Mark | 2. An agent of Queen Morgan |
| 3. A Bathinite ogre | 4. A Bathinite ogre Shaman |
| 5. A Bathinite ogre King | 6. A kraken |
| 7. A sahaugin | 8. A Guinevite exiled warrior |
| 9. A Guinevite exiled witch | 10. A Bathinite witch |
| 11. A First Empire ghost | 12. Cannibal tribesman |
| 13. Cannibal survivor | 14. A visiting Nephilim monk |
| 15. A visiting Nephilim knight | 16. A giant ape |
| 17. A roc | 18. A golem |
| 19. An embittered Guinevite artist | 20. Use another table or a specific villain |

Pendragon Villains

- | | |
|---------------------------|---|
| 1. A Baronial agent | 2. A Nephilim monk |
| 3. A Druidim ranger | 4. A Druid |
| 5. A corrupt Elderman | 6. A Dark Folk assassin |
| 7. A Dark Folk shaman | 8. A Dark Folk scout/thief |
| 9. A Guild thief | 10. A Guild crimelord |
| 11. A bandit chief | 12. A Dark Folk woman |
| 13. A corrupt Chamberlain | 14. A corrupt Castellan |
| 15. An arrogant knight | 16. A Baron |
| 17. A peasant agitator | 18. A Guild Master |
| 19. A vampire or wererat | 20. Use another table or a specific villain |

Merlin Villains

- | | |
|---------------------------------|---|
| 1. A wyvern | 2. A mantichore |
| 3. A giant | 4. A roc |
| 5. A giant lizard | 6. A giant snake |
| 7. A mad student | 8. A necromancer |
| 9. A mad scientist | 10. A mad professor |
| 11. A revived Ancestor criminal | 12. A mad revived Ancestor |
| 13. A First Empire ghost | 14. A jealous student |
| 15. A secret Nephilim monk | 16. A faulty knight |
| 17. An agent of Queen Morgan | 18. A homonoculous |
| 19. An Igor | 20. Use another table or a specific villain |

Tintagel Villains

- | | |
|-----------------------------------|-------------------------------|
| 1. An Underside torturer | 2. An Underside smuggler |
| 3. An Underside bandit | 4. An Underside Elder |
| 5. An Underside assassin | 6. An Underside street gang |
| 7. An Underside brothel keeper | 8. An Underside tavern keeper |
| 9. A Nephilim monk | 10. A mad Seraphim monk |
| 11. An agent of King Mark | 12. An agent of Queen Morgan |
| 13. A Mordred spirit | 14. A corrupt merchant |
| 15. A corrupt Guild Master | 16. A Blaggard Captain |
| 17. A Rook | 18. A witch |
| 19. An Underside escaped prisoner | 20. Use another table |

Mordred Villains

- | | |
|------------------------------|------------------------------|
| 1. A desperate homesteader | 2. A slick gambler |
| 3. A corrupt Sheriff | 4. An evil ranch boss |
| 5. A wandering shaman | 6. A corrupt Paladin |
| 7. A Mordred spirit (female) | 8. A Mordred spirit (male) |
| 9. A Cavalry Officer | 10. A possessed Chief |
| 11. A wicked doctor | 12. A bandit leader |
| 13. An outlaw assassin | 14. A bounty hunter |
| 15. A corrupt mine boss | 16. A corrupt rail baron |
| 17. An agent of Queen Morgan | 18. An agent of Queen Morgan |
| 19. A Cactus King | 20. Use another table |

Morgan's Curse Villains

- | | |
|-----------------------------------|---|
| 1. An agent of King Mark | 2. An unseelie assassin |
| 3. An agent of King Gawain | 4. A nephilim monk |
| 5. A seraphim monk | 6. A linnorm |
| 7. An Unseelie Fleet captain | 8. A Factol |
| 9. A Churl torturer | 10. A Churl poisoner |
| 11. A Churl shaman | 12. A First Empire robot |
| 13. A hag | 14. A witch |
| 15. A member of the Queen's staff | 16. A member of the Queen's bodyguard |
| 17. A disgraced knight | 18. One of the Queen's Consorts |
| 19. An escaped prisoner | 20. Use another table or a specific villain |

Wildwood Villains

- | | |
|---------------------------------|---|
| 1. A Pandean giant insect | 2. A Pandean giant lizard |
| 3. A Red Hive scout | 4. A human barbarian |
| 5. A Minos Boss | 6. A Minos gladiator |
| 7. The Minos Arena Master | 8. A mutant |
| 9. A druid | 10. An Overseer of Minos |
| 11. A demagogue in Minos | 12. A Great Chameleon thief |
| 13. The High Boss of Minos | 14. A Druidim fanatic |
| 15. An agent of a Druidim Court | 16. A treant |
| 17. An intelligent animal | 18. A satyr or half-beast |
| 19. A tribal chief or shaman | 20. Use another table or a specific villain |

Old Rom Villains

- | | |
|----------------------------------|---|
| 1. An insane Senator | 2. A Black Fleet Captain |
| 3. A gladiator | 4. An Arena Master |
| 5. A corrupt merchant | 6. An urban gang boss |
| 7. A mad historian | 8. An embittered slave (female) |
| 9. An embittered slave (male) | 10. A Germanian barbarian chief |
| 11. A Germanian barbarian shaman | 12. A First Empire ghost |
| 13. A Mordred spirit | 14. A necromancer |
| 15. A smuggler | 16. A bandit leader |
| 17. A disgraced Legionary | 18. A Senator's living descendant |
| 19. An ambitious politician | 20. Use another table or a specific villain |

Vortigern Villains

- | | |
|------------------------------------|-------------------------------|
| 1. A Free Tribe Equine war chief | 2. A Free Tribe Equine shaman |
| 3. A Lupine | 4. An Ursine |
| 5. A Vorean ambassador | 6. A Vorean merchant |
| 7. A Vorean gunslinger | 8. An agent of Queen Morgan |
| 9. An unseelie assassin | 10. An insane slave |
| 11. A member of the Slaver's Guild | 12. An agent of a Baron |
| 13. A Baron (Press, Rail, Gun etc) | 14. An ambitious politician |
| 15. A disgraced Vorean | 16. The Snow Witch |
| 17. A Vorean Sheriff | 18. A Vorean Marshal |
| 19. A Vorean Militiaman | 20. Use another table |



The Realms

If you need to produce locations or settings at the drop of a hat then the following tables will help you characterise your adventure to the appropriate realm, provide appropriate names and so forth. It can also be used to generate random character backgrounds.



Realms

1d20

- | | | |
|--------------------|--------------------|----------------------|
| 1. Camelot | 2-4. Pendragon | 5. Arthur's Grave |
| 6. Avalon | 7. Merlin | 8-11. Morgan's Curse |
| 12. Mordred | 13. Old Rom | 14. Guinevere |
| 15. Lower Tintagel | 16. Upper Tintagel | 17. Wildwood |
| 18. Vortigern | 19. Castlekeep | 20. Pick a location |



Locations Within Realms

Arthur's Grave Locations 1d12

- | | |
|--|-----------------------------|
| 1. Gravewatch Cathedral | 2. Resting Place Isle/Abbey |
| 3. Grey Isle | 4. Serenity Isle |
| 5. Black Isle | 6. Hook Isle |
| 7. Puffin Isle | 8. Goatpen Isle |
| 9. Shingle Beach Isle (The Shingle Graves) | 10. Excavation dig site |
| 11. Seabed dig site | 12. Cave Tomb dig site |

Avalon Locations 1d12

- | | |
|-------------------------------------|---|
| 1. Village of Old Oak | 2. Village of Sweet Pine |
| 3. Village of True Cross | 4. Village of Pilgrim's Walk |
| 5. Village of Cherry Orchard | 6. Village of Green Field |
| 7. Village of Great Market | 8. The Dust (outside Avalon Dome) |
| 9. Ruined Dome | 10. Small Dome farm (outside Avalon Dome) |
| 11. Avalon Dome maintenance tunnels | 12. Avalon Dome hydroponic tunnels |

Camelot Locations 1d20

- | | |
|----------------------------|---------------------------------------|
| 1. Star Chamber | 2. Brothers of Progression laboratory |
| 3. Weapons room | 4. Knight's training arena |
| 5. Seraphim chapel | 6. Illegal Nephilim chapel |
| 7. Brig/prison cell | 8. Baronial personal quarters |
| 9. Baronial receiving hall | 10. Audience chamber |
| 11. Kitchen area | 12. Office/administration area |
| 13. The Golden Mile | 14. The Diamond Exchange |
| 15. The Great Hall | 16. The Barons Parade |
| 17. Speakers Alley | 18. Kingscrypt |
| 19. The Great Cathedral | 20. Guildhall |

Castlekeep Locations 1d20

- | | |
|------------------------|-----------------------------|
| 1. Pendragon Hold | 2. Dark Hold |
| 3. Disputed Keep | 4. Ice Shelf |
| 5. Cave System | 6. Ruined Keep |
| 7. Watchtower | 8. Subsidiary Castle |
| 9. Ice Blind Alley | 10. The Black Fork |
| 11. Recent battlefield | 12. Ancient battlefield |
| 13. Trench tunnel | 14. Trench chamber |
| 15. Medical tent | 16. Nephilim Chapel |
| 17. Seraphim Chapel | 18. Fortified Farmhouse |
| 19. Underground Farm | 20. River or waterfall cave |

Pendragon Holds 1d12

- | | |
|--------------|---------------|
| 1. Resolve | 2. Endeavour |
| 3. Hope | 4. Courage |
| 5. Faith | 6. Stalwart |
| 7. Pride | 8. Endurance |
| 9. Fortitude | 10. Glory |
| 11. Gallant | 12. Dauntless |

Dark Holds 1d12

- | | |
|---------------|-------------|
| 1. Sinister | 2. Dexter |
| 3. Imperious | 4. Vex |
| 5. Discord | 6. Infamous |
| 7. Disdain | 8. Forlorn |
| 9. Melancholy | 10. Skull |
| 11. Graves | 12. Perfidy |

Disputed Keeps 1d12

- | | |
|----------------|---------------|
| 1. Infernus | 2. Oblivion |
| 3. Sorrow | 4. Twilight |
| 5. Midnight | 6. Perilous |
| 7. Desolate | 8. Obsidian |
| 9. Zombie | 10. Nightfall |
| 11. Apocalypse | 12. Hellgate |

Guinevere Locations 1d12

1. Green Towers
2. White Bone Beach
3. Bathinite island coral reef
4. Bathinite island cave system
5. Bathinite island swamp or marsh
6. Bathinite island river
7. Bathinite island volcano
8. The Iron Cliff
9. Bathinite island First Empire ruins
10. The Cave of the Great Mother
11. Lover's Pool
12. Skull Camp

Pendragon Locations 3d10

3. Baronial train
4. Baronial zeppelin
5. Farmhouse
6. Elderman's house
7. Ursa Greyfang Mountains
8. Ursa Bluemist Forest hunting lodge
9. Canus scrubland
10. Canus Dark Folk village
11. Canus Marsh
12. Canus coastal caves
13. Equus King's Ride Wood
14. Equus Screeford
15. Equus Ebbsford
16. Equus Tidesford
17. Equus Tavelon
18. Equus Dantesham
19. Equus Hilham
20. Equus Dalesham
21. Equus Deepwell
22. Equus Sweetearth
23. Equus Appleford
24. Equus Goldenroot
25. Equus Kingscliff
26. Equus Riversmeet
27. Equus Port Meadow
28. Canus hill/First Empire ruins
29. Equus First Empire ruins, underground
30. Greyfang mountains, bandit camp

Merlin Locations 1d20

1. Draconis Thunderpeak Hills cave system
2. Abandoned mine
3. Draconis Thunderpeak monster lair
4. Draconis wild meadow
5. Serpentis wild meadow
6. Serpentis light wood
7. Draconis light wood
8. Cultivated lawn
9. Small white dome
10. Large white dome
11. Reception Hall
12. College surgery
13. College seminar room
14. College lecture hall
15. College private study
16. College sleeping quarters
17. College dining hall
18. College library
19. College laboratory
20. College farm or Tomb

Tintagel Locations 1d20

1. Lyonesse Keep
2. Lake Kernow
3. Kernow The Great Waterway
4. Kernow Snowcap River or Blind River
5. Kernow marsh
6. Last Look Cliff chapel (Saint's Leap)
7. Topside village Elderman's house
8. Topside village square
9. Topside tavern
10. Topside watchtower
11. Underside tavern
12. Underside brothel
13. Underside prison cell
14. Underside village square
15. Rookery
16. The Fair Lady (zeppelin)
17. La Belle Dame Sans Merci (zeppelin)
18. Despondent Rock
19. Topside farmhouse
20. Underside black market

Upper Tintagel Only 1d6

- | | |
|------------------|-----------------------|
| 1. Lyonesse Keep | 2. Lake Kernow |
| 3. Saint's Leap | 4. The Great Waterway |
| 5. Castle Eyrie | 6. Topside village |

Lower Tintagel Only 1d6

- | | |
|--------------------|---------------------|
| 1. Despondent Rock | 2. Slaver's Rest |
| 3. Pleasureside | 4. Rutterkin Inn |
| 5. Hagenti's Drop | 6. The Borderden |
| 7. Downside Palace | 8. Downside village |



Mordred Locations Regions 1d10

- | | |
|-----------------|---------------------|
| 1. Sea of Joy | 2. Edge of Joy |
| 3. Canyon | 4. Badlands |
| 5. Salt Flat | 6. Cold Plateau |
| 7. Ash Mountain | 8. Furnace Valley |
| 9. Cactus Plain | 10. The Great Empty |

Sea of Joy/Edge of Joy Townships 1d6

- | | |
|-----------------|-----------------------------|
| 1. Teardrop | 2. Salt's Kiss |
| 3. Paladin | 4. Cavalry Stop |
| 5. White Garden | 6. Between any of the above |

Other Mordred Townships & Encounters 1d20

- | | |
|------------------------------------|------------------------------------|
| 1. Canyon Falls (Canyon) | 2. Long Drop (Canyon) |
| 3. Asylum City (Badlands) | 4. Big Bad (Badlands) |
| 5. Fresh Well (Salt Flat) | 6. Needle (Cactus Plain) |
| 7. Thorn (Cactus Plain) | 8. Cactus City (Cactus Plain) |
| 9. Highview (Cold Plateau) | 10. World's Edge (Cold Plateau) |
| 11. Mouth of Madness (Great Empty) | 12. Abandoned ghost village |
| 13. Abandoned ghost farmstead | 14. Farmstead |
| 15. Cave | 16. Butte |
| 17. Canyon | 18. Salt flat |
| 19. Scrubland or dried up creek | 20. Tor, hill or First Empire ruin |

Morgan's Curse Locations 1d20

- | | |
|-------------------------------------|---|
| 1. Magus Siren's Shore | 2. Lachesis Inland Sea scrubland |
| 3. Lachesis Inland Sea battleground | 4. Lachesis The Linnorm Caves |
| 5. Lachesis Port Sirenis | 6. Lachesis Melpominee seaport |
| 7. Magus Salamis City | 8. Magus Beliadelus |
| 9. Magus Dantalis | 10. Magus Unseelie Wood |
| 11. Atropus Atropal Shelf fjord | 12. Atropus Atropal Shelf ice caves |
| 13. Unseelie Fleet warship | 14. Atropus First Empire robot settlement |
| 15. Atropus barbarian village | 16. Clothus swamp |
| 17. Clothus Churl village | 18. Clothus First Empire ruins |
| 19. Morgan's Palace | 20. Factory |

Wildwood Locations 3d12

3. Sylvanus oak forest
5. Sylvanus willow forest
7. Sylvanus Druidim court
9. Pandea insect cave/nest
11. Pandea scrubland
13. Pandea wood
15. Red Ant tribe cave
17. Jumping Frog tribe cave
19. Banded Adder tribe cave
21. Black Beetle tribe cave
23. Pandea Great Chameleon tribe (plains)
25. Minos city Arena
27. Minos city houses
29. Minos city wasteground
31. New Arborea abandoned mine
33. New Arborea river
35. Pandea insect farm
4. Sylvanus pine forest
6. Nikar's Hold
8. Pandea The Red Hive
10. Pandea lizard cave/nest
12. Pandea marsh
14. Pandea Offering Rocks
16. Green Gecko tribe cave
18. White Scorpion tribe cave
20. Grey Moth tribe cave
22. Pandea plains
24. New Arborea grain field
26. Minos city tunnels
28. Minos city Boss Hall
30. New Arborea forest
32. New Arborea hills
34. Pandea insect egg chamber
36. Pandea lizard egg chamber

Old Rom Locations 4d10

4. River Nova Tiber
6. Mare Secundus
8. Black Flag Island
10. Old Rom temple
12. Old Rom villa
14. Old Rom aqueduct
16. Old Rom grain silo
18. Old Rom tavern
20. Avica
22. Portia
24. Neronium
26. Maximus
28. Quintilium
30. Galica (inland)
32. Danubia (inland)
34. Boethius (sacked)
36. Germania forest
38. Germania ruined villa
40. First Empire ruin
5. Mare Nostrum
7. Black Fleet ship
9. Old Rom ampitheatre
11. Old Rom Senate building
13. Old Rom public baths
15. Old Rom tomb
17. Old Rom farmhouse
19. Old Rom peasant's hovel
21. Seneca
23. Claudius
25. Octavia
27. Illiricum
29. Ursus
31. Britannicus (inland)
33. Verix (sacked)
35. Alexandria (sacked)
37. Germania mountain
39. Germania barbarian village

Generic Castle Locations 1d100/2 round down

- | | |
|------------------------|-----------------------|
| 1. Courtyard | 2. Curtain Wall |
| 3. Gatehouse | 4. Store room |
| 5. Larder | 6. Kitchen |
| 7. Garderobe | 8. Well |
| 9. Stables | 10. Sheep pen |
| 11. Cattle pen | 12. Kennels |
| 13. Pigeon loft/aviary | 14. Orchard |
| 15. Garden/Herb Garden | 16. Great Hall |
| 17. Guest Chapel | 18. Lord's Chapel |
| 19. Lord's Chamber | 20. Lady's Chamber |
| 21. Dungeon Cell | 22. Dungeon Guardroom |
| 23. Barbican | 24. Moat |
| 25. Reception Hall | 26. Mage's Tower |
| 27. Armoury | 28. Smithy/Forge |
| 29. Training room | 30. Study |
| 31. Library | 32. Observatory |
| 33. Receiving Chamber | 34. Torture Chamber |
| 35. Infirmary | 36. Jousting Arena |
| 37. Archery Field | 38. Baths |
| 39. Dining Hall | 40. Servant's Chamber |
| 41. Guest Chamber | 42. Barracks |
| 43. Smokehouse | 44. Wine cellar |
| 45. Salt cellar | 46. Granary |
| 47. Tanner's Hut | 48. Craftsman's Hut |
| 49. Watch tower | 50. Great Stairs |



**ames****First Empire Names 1d20**

	Male First	Female First	Surname
1	Daniel	Morgan	Bathurst
2	Arthur	Ruth	Blake
3	Albert	Anna	Cade
4	David	Laura	Dalton
5	Abraham	Annabel	De Vere
6	Solomon	Sarah	Drake
7	Graham	Helen	Elliot
8	Mathew	Victoria	Fellowes
9	William	Margaret	Ferris
10	Ezekial	Angela	Grant
11	Brian	Iona	Ines
12	Derek	Louise	Lake
13	Lawrence	Lorna	Nuewrath
14	George	Emily	Oliphant
15	Percival	Susannah	Spencer
16	Malachi	Paloma	Stephens
17	Ebenezer	Gwendoline	Wallace
18	Stephen	Elaine	Wentworth-Holmes
19	Lucius	Amy	Wilberforce
20	Barnard	Lily	Wyne

Arthur's Grave & Pendragon Commoners, also Castlekeep Names 1d20

	Male	Female
1	Oswald	Gwendoline
2	Osmer	Morgana
3	Alfred	Gorawen
4	Bryn	Glynnis
5	Godric	Isolde
6	Osmund	Ceridwen
7	Godmund	Lorena
8	Arthur	Mabel
9	Hugh	Marilyn
10	Edgar	Maura
11	Harold	Maeve
12	Edwin	Jillian
13	Howard	Mary
14	Aldin	Matheny
15	Arnold	Megan
16	Cedric	Naomi
17	Connor	Guinevere
18	Godfrey	Carolyn
19	Gareth	Bethany
20	Duncan	Braylyn

Avalon Names 1d20

	Male	Female	Surname
1	Barnold	Patience	Krum
2	Silas	Constance	Black
3	Bernard	Clarity	White
4	Jonas	Charity	Wild
5	Ryan	Modesty	Vale
6	Broderick	Chastity	Green
7	Barnaby	Piety	Berg
8	Gerold	Honesty	Bold
9	Grant	Merry	Ark
10	Arnolf	Jollity	Dust
11	Ranolph	Meadow	Dawn
12	Redmond	Summer	Depp
13	Wilard	Spring	Fade
14	Calum	Holly	Finn
15	Makepeace	Willow	Mudd
16	Peter	Melody	Morn
17	Brandon	Prudence	Parr
18	Balard	Hope	Hale
19	Hoster	Faith	Rake
20	Jerold	Obedience	Smith

Camelot & Pendragon Nobility, also Castlekeep Names 1d20

	Male	Female
1	William	Margaret
2	Richard	Annabel
3	Robert	Simone
4	Hugh	Victoria
5	Humphrey	Desdemona
6	Howard	Ophelia
7	Lawrence	Susannah
8	Lester	Sarah
9	Gregory	Mary
10	Gilbert	Elizabeth
11	Geoffrey	Marabelle
12	Alan	Margot
13	Charles	Carolyn
14	Claude	Charlotte
15	Clement	Madeline
16	Eustace	Miranda
17	Giles	Rosemary
18	Francis	Juliet
19	Jasper	Tabitha
20	Terence	Anne

Guinevere Names 1d20

	Male	Female
1	Tirithon	Silvriel
2	Nestaron	Erythriel
3	Barathion	Calthariel
4	Feridion	Berethiel
5	Calanon	Eleniel
6	Erithidion	Idhreniel
7	Mithradion	Bregoliel
8	Aerion	Bellethiel
9	Calidyion	Rhaveniel
10	Carmenion	Falthaiel
11	Walerion	Vendethiel
12	Linthalion	Valanthiriel
13	Parmenion	Alasiel
14	Rathalion	Cirelondiel
15	Urielion	Tiraniel
16	Orion	Gwelithiel
17	Nestorion	Meldiriel
18	Othilion	Indilwen
19	Miritilion	Melithliel
20	Enasilion	Bainenwen

Merlin Names 1d20

	First Name	Surname
1	Arian	Philedus
2	Darius	Dracus
3	Dexter	Superbus
4	Sinister	Maximus
5	Nacien	Gorlias
6	Iridan	Arbalis
7	Olympus	Menoris
8	Graccus	Valdemar
9	Germinus	Granicus
10	Valentin	Pargeter
11	Nicholan	Prendergas
12	Zeno	Anselmer
13	Zaphas	Baloras
14	Xenabas	Bacchus
15	Lucian	Cariolanus
16	Lukas	Voltan
17	Orian	Lanisen
18	Hannibal	Nepidus
19	Barcas	Sarpian
20	Tyrian	Parmenio

Upper Tintagel Names 1d20

	Male	Female
1	Balthazar	Sabine
2	Colegreance	Aurelie
3	Darilon	Euphonie
4	Leon	Arabella
5	Etienne	Anabella
6	Guillaume	Melissa
7	Percivale	Beregarde
8	Guiscard	Berenice
9	Danton	Catalinie
10	Beuregard	Charlotte
11	Philippe	Rosette
12	Malegarde	Marie
13	Gasparde	Circe
14	Melchior	Nereis
15	Alaine	Ophelia
16	Allardin	Amilia
17	Charison	Camille
18	Dantalion	Celine
19	Eugene	Madeline
20	Hainult	Claudine

Lower Tintagel, Mordred & Vortigern Names 1d20

	Male	Female	Surname
1	Dalton	Sarah	Umber
2	Drake	Susan	Holt
3	Silas	Alice	Grave
4	Edward	Arabella	Sallow
5	William	Pauline	Sterne
6	Wallace	Mary	Pike
7	Connor	Gentle	Trent
8	Brand	Kindness	Galton
9	Lucas	Candle	Moon
10	Teach	Patience	De'Ath
11	Vale	Anna	Devore
12	Corin	Margaret	Orin
13	Fenton	Sabine	Lasher
14	Brood	Rosemary	Grimm
15	Milton	Lucy	Blood
16	Morris	Lily	Black
17	Marlowe	Amy	Rowe
18	Elmer	Helen	Stagg
19	Rook	Lorna	Turlow
20	Taint	Lillian	Snow

Morgan's Curse Names 1d20

	Male	Female
1	Tristram	Magdalene
2	Parmenion	Esther
3	Elias	Rachel
4	Einion	Sarah
5	Anamander	Mary
6	Silas	Melpomine
7	Simon	Rebecca
8	Ebenezer	Salome
9	Malphas	Parsivale
10	Barnabus	Naomi
11	Dantalion	Delilah
12	Malachi	Leah
13	Ephron	Abigail
14	Peridas	Phoebe
15	Seluecas	Lilith
16	Gideon	Morgana
17	Judas	Drusilla
18	Gabriel	Diana
19	Cain	Ishara
20	Caleb	Jemima



Wildwood & Tribal Stonedweller Names 2d20

	Male	Female
2	He Runs Away	She Spins a Web
3	Strikes Like Thunder	Speaks Softly
4	He Throws the Spear	She Moves Like Water
5	He Stares at Clouds	She Holds the Purse
6	His Words Are Wise	She Bites the Hand
7	He Knows the Truth	Eyes That Shine Like Stars
8	Talks Too Fast	Her Lips Are Sweet
9	His Heart is Stone	Her Walk is Proud
10	Rides the Lightning	She Does Not Smile
11	His Eyes Are Dark	Scars On Her Heart
12	Feeds the Wolf	Smiles Like the Sun
13	Swims Further Than the Rest	Eats For Three
14	Catches the Hare	Walks the Road
15	He Listens Well	Likes the Rain
16	Hides in Shadow	She Casts the Net
17	Looks in the Glass	Follows the Crowd
18	Carves His Name	She Does Her Hair
19	Holds the Knife	Dances Like Fire
20	He Saw a Ghost	She Spits Her Poison
21	He Stalks the Prey	Arrow in Flight
22	He Spills Blood	She Gathers Wood
23	He Kills Them All	She Wears a Cloak
24	He Looks for Gold	She Eats the Dust
25	Growls Like a Bear	She Braves the Night
26	Knows the Secret Places	Talks to the Crows
27	He Finds the Road	Makes Men Smile
28	He Beats the Drum	She Stands Defiant
29	Child of the Storm	She Fears the Dark
30	He Swims Deep	She Sings Like a Bird
31	He Tames the Wolf	She Wears Fine Clothes
32	Friend of the Hawk	Her Temper Burns
33	Eyes Like Spears	Feathers In Her Hair
34	He Follows the Chief	She Tans the Hide
35	Keeps a Skull	Calls Up the Sun
36	Strong as the Bull	Throws the Corn
37	Catches the Fish	Guards the Cave
38	Walks Under the Earth	Talks to the Dead
39	He Casts a Shadow	Quick as the Clouds
40	Slays the Bear	Like the Sparrow

Old Rom Names 1d20

	Male	Female
1	Lucius	Livinia
2	Quintus	Sabella
3	Barabas	Lucilla
4	Marcus	Davina
5	Aulus	Drusilla
6	Tertius	Desdemona
7	Arian	Mona
8	Domitian	Vera
9	Nero	Ophelia
10	Seneca	Susannah
11	Galbus	Arabela
12	Titus	Belonna
13	Valerius	Olivia
14	Tiberius	Orianna
15	Constantine	Paulina
16	Marius	Rowena
17	Sylvanus	Sabine
18	Decimus	Noelle
19	Tacitus	Melissa
20	Catullus	Juliana





Book Eight: RULES ADDENDUM SITUATIONAL ASPECTS

Situational Aspects are aspects which may be temporary or permanent but which come into force in specific areas at specific times. They affect the area and may affect everyone within it. In general, consider whether such an Aspect would have a damaging effect on an individual caught within the area it is affecting-ther most obvious example would be a house that is on fire, or a room that is completely flooded. In such cases apply 1 physical wound per round. If the intensity of the aspect would have a logical impact on the amount of damage done (for example the strength of flames in the case of a burning building) then the damage inflicted should equal the Rank of the Aspect. GMs can also adjust the time scale of such damage to more logically reflect the time it would take to do harm (for example Dehydrating might be a Situational Aspect applied to a desert, with damage taking place over days instead of rounds).

GMs may also wish to assign Skills which are affected by the Situational Aspect (unlike ordinary Aspects these are not listed so GMs can tailor them to specific circumstances). The Aspect would then apply a penalty or bonus to that skill based on its logical effect and equal to its Rank. For example, the situational Aspect of Dark could apply a penalty to the Ranged Melee Weapon Skill but a bonus to the Stealth Skill.

As well as area effects, Situational Aspects can also be applicable to objects.

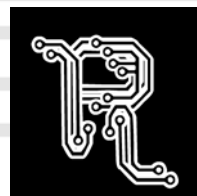
Some suggested Situational Aspects are listed below:



Situational Aspects List Examples

Dark
Light
Concealed
Exposed
Far
Near
Light
Heavy
Cold
Hot
Wet
Dry
Broken
Strong
Weak
Old
New
Fragile
Sturdy
Narrow
Wide
Precious
Rare
Reinforced
Buried
Dirty
Clean
Foul

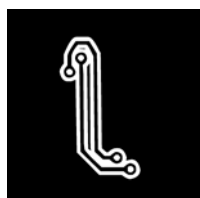
Other Situational Aspects could be active or on-going (such as Burning or Exploding) or could even reflect something like an area in which a plague or disease is active (like Contagious or Diseased).



Rules Addendum 2 Starting Core Descriptions

For GMs needing quick NPCs or players who want to start a completely random character immediately, the following list gives 100 Core descriptions.

1. Brave Dog Folk Warrior
2. Beautiful Kingslander Noblewoman
3. Bitter Dark Folk Beggar
4. Tall Lean Thief
5. Muscular Young Squire
6. Proud Equine Peasant
7. Cruel Vorish Slaver
8. Fat Cautious Monk
9. Charming Upper Tintagen Bard
10. Greedy Kingslander Merchant
11. Nimble Young Thief
12. Wise Old Wizard
13. Strong Loyal Peasant
14. Rebellious Taciturn Peasant
15. Scarred Old Warrior
16. Honest Kingslander House Knight
17. Elegant Educated Herald
18. Cruel Seductive Bandit
19. Friendly Mountain Folk Shaman
20. Short Mountain Folk Scout
21. Brilliant Blind Alchemist
22. Calm Atropan Warrior
23. Fanatical Queenslander Cultist
24. Energetic Old Druid
25. Kind Clumsy Fighter
26. Humble Queenslander Clerk
27. Stubborn Queenslander Spy
28. Proud Lupine Scout
29. Good Honest Merchant
30. Honourable Wilder Wise Woman
31. Dignified Romish Courtier
32. Greedy Old Tomb Robber
33. Pious Pendragon Legionnaire
34. Indomitable Ursine Fighter
35. Dour Romish Sailor
36. Argumentative Mordredder Merc
37. Hated Young Noble
38. Monstrous Churl Slaver
39. Depressive Vorish Clerk
40. Ugly Upper Tintagen Priest
41. Taciturn Mordredder Witchfinder
42. Reasonable Avalonian Wizard
43. Cautious Dog Folk Bounty Hunter
44. Generous Kind Guildsman
45. Thin Bitter Lawyer
46. Elegant Seelie Spy
47. Seductive Unseelie Warrior
48. Fast Dark Folk Thief
49. Handsome Young Groom
50. Tall Strong Peasant
51. Quiet Apathetic Priest
52. Blind Old Bard
53. Strong Reasonable Squire
54. Peaceful Calm Druidic Follower
55. Dour Bitter Monk
56. Imperial Vorish Merchant
57. Half-Breed Wilder Warrior
58. Poor Young Alchemist
59. Tall Calm Progressor
60. Short Seelie Bard
61. Strong Muscular Guildsman
62. Strong Young Fyrdsman
63. Cruel Rebellious Hag
64. Deaf Educated Squire
65. Cautious Dark Folk Shaman
66. Wise Old Thief
67. Lecherous Poor Noble
68. Cursed Beautiful Thief
69. Fat Bathinite Warrior
70. Lame Old Tintagel Knight
71. Chivalrous Young Tintagel Knight
72. Brilliant Young Assassin
73. Restrained Queenslander Noble
74. Insomniac Addicted Mordredder
75. Fast Mountain Folk Scout
76. Rebellious Young Avalonian
77. Slow Avalonian Thief
78. Handsome Wilder Warrior
79. Handsome Young Tomb Robber
80. Calm Stubborn Fyrdsman
81. Nimble Queenslander Sailor
82. Wanted Kingslander Spy
83. Argumentative Wilder Druidess
84. Misanthropic Avalonian Cabalist
85. Racist Vorish Warrior
86. Famous Old Mercenary
87. Merciful Educated Bishop
88. Cruel Cautious Hag
89. Kind Dour Elderman
90. Honourable Proud Black Knight
91. Pure Elegant Bard
92. Mean Romish Courtier
93. Strong Charming Bandit
94. Stubborn Churl Scout
95. Chivalrous Apathetic Clerk
96. Short Brave Guildsman
97. Bitter Mordredder Priest
98. Greedy Upper Tintagen Traitor
99. Ugly Brave Squire
100. Calm Kingslander Dungeoneer



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