



Camelot Cosmos

By Daniel Jupp



The Camelot Cosmos

Player's Guide

King Arthur's Knights in the Very Far Future

By Daniel Jupp

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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.

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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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Book One:

The Rules



What is this Book?

The *Camelot Cosmos Players Guide* is a role-playing setting book designed for use by players of the FATE role-playing system; though it can be easily converted to other systems if required. This book gives all the information players need to create characters and to explore the realms that make up the *Camelot Cosmos*.

The first section describes the rules system being used, and subsequent sections cover the places, personages and other key features of the setting.

A companion volume, the *Camelot Cosmos Games Master's Guide*, goes into even greater detail and describes the setting secrets and game mechanics necessary to create adventures and run games focused on this unique setting.



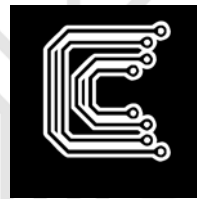
What is Role-Playing?

Role-playing is a game which has often been described as a form of 'collaborative storytelling'. Players take on the roles of imaginary characters, which they have created in order to play the game. These characters interact with an imaginary world (the setting) and a cast of other imaginary people (Non-Player Characters) which are described to them by a single referee known as the Games Master (GM for short). The GM will describe quests and adventures similar to those found in fictional fantasy or science fiction tales, ancient legends, films, TV shows or computer games.

A set of rules (known as a system) helps the GM do this by creating guidelines for describing what happens when characters attempt to perform actions and whether or not these attempts succeed.

In the course of a role-playing game a player might portray a character who is a legendary wizard, a mighty warrior, or a sneaky thief, and most of the time they will do this without embarrassment.

For those of you who haven't tried it before it's surprisingly addictive!



Common Role-Playing Terms

Adventure: A task, quest or mission that the characters have to successfully complete play.

Campaign: An epic adventure in which the characters achieve a major goal. Campaigns are more like films or novel trilogies as opposed to the TV episodes or short stories of an adventure. Campaigns often have a strong central villain with a supporting cast of lesser minions and henchmen.

Character: The imaginary person controlled by a player.

Die: A dice such as a six sided dice (abbreviated as a d6). Most role-playing games use dice to simulate random results, although cards, tokens and other devices have also been used in various RPGs.

Dungeon (Crawl): A dungeon is a underground series of natural or artificial chambers. Characters battle their way through the dungeon collecting loot as they go. This type of adventure dominated early RPGs, and is sometimes called a 'dungeon crawl'. In *Camelot Cosmos* a 'dungeon' might be an ancient cryogenic facility, old technological tunnels, the warrens beneath a fortress or a cave system.

Games Master: The referee or arbiter of the game (abbreviated as GM). The GM describes the setting, plans the adventures and portrays all of the imaginary characters and creatures not controlled by the players.

Initiative: The rules determining which character gets to act first.

Non-Player Character: An imaginary character controlled by the Games Master.

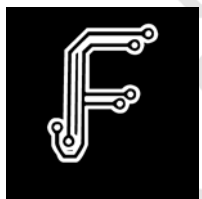
Player: The person controlling a character (you).

Player Character: Abbreviated as the PC, another way of saying 'character', it can also mean both the character and the player, depending on context.

Role-Playing Game (RPG): A collaborative story-telling game.

Setting: The imaginary world or worlds in which the RPG game is set. Settings can be incredibly detailed, with nations, politics, religion, mythologies and even economics of the fictional world being described at length.

System: The set of rules governing a role-playing game.



FATE Terms

Aspect: A key feature that describes a character, place or organisation. Aspects define what you are.

Fate Points: Points which are gained by completing adventures and which can be spent to improve your character or achieve special effects during the game.

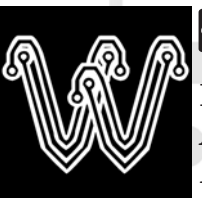
Shifts: A numerical value showing the degree of success or failure.

Skill: A specific ability possessed by a character or an organisation. Skills define what you can do.

Spin: A special effect usable in other FATE games, spin is not used in the *Camelot Cosmos*.

Stress: A measure of how much harm has been inflicted, stress can be physical stress, composure stress or social stress.

The Ladder: A scale of adjectives and numbers used to describe how good or bad something is.

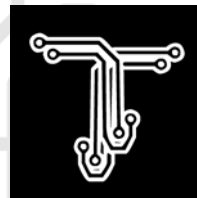


What is FATE?

FATE stands for *Fantastic Adventures in Tabletop Entertainment* and it is a set of rules for playing role-playing games. These rules cover everything from how to create a character to how to know how much damage that character receives from different injuries, or what makes a particular character become stronger or more powerful.

FATE is a story-oriented system which means that character interactions and the development of a 'personal story' for these characters is as important or even more important in the game than combat or gathering treasure (a traditional focus for the earliest role-playing games such as *Dungeons & Dragons*).

The FATE system used in this book is a simplified version of the rules created by Robert Donoghue and Fred Hicks in 2002, which in turn were based on the FUDGE system designed by Steffan O'Sullivan. In most respects I follow the FATE system but I have simplified the rules somewhat, giving greater emphasis to Aspects and ignoring some subsidiary rules or options where these seemed unnecessary.



The FATE Ladder

The Ladder is the heart of FATE, against which skills are rated and upon which rolls are made against a target that is also on the Ladder. The Fate Ladder is a way of describing things by terms of both an adjective and a numerical value. The adjective gives a descriptive sense of how good or bad something is, whilst the numerical value gives a figure that can be rolled against when determining the success or failure of character actions.

The Ladder looks like this:

Value	Adjective
+6	Legendary
+5	Epic
+4	Superb
+3	Great
+2	Good
+1	Fair
0	Average
-1	Mediocre
-2	Poor
-3	Terrible
-4	Abysmal
-5	Catastrophic

Anything at all can be described by the Ladder. A taciturn bodyguard, for example, might be described as a Good swordsman but only a Mediocre public speaker.

An Empire might field a Superb army or a damaged starship have only Poor propulsion.

Using the Fate Ladder to determine success or failure is incredibly simple. It works the same way in the Camelot Cosmos as it does in the core FATE system, as follows:

“When the dice are rolled, there is usually a target difficulty described according to the ladder. For instance, it might take a Good climbing effort to ascend a steep wall. To face this challenge, the player consults the appropriate skill, rolls the dice, and compares the outcome to the difficulty. If the outcome is equal to or higher than the difficulty, it’s a success; if not, it’s a failure.”

-FATE (Fudge Edition), Fred Hicks & Rob Donoghue, p. 2

When another character or an NPC opposes an action, both opponents roll using the same relevant skill and the results are compared. In the event of a ‘draw’, the character initiating the action scores a success, but a marginal one that might not have a great effect.

Rolling the Dice

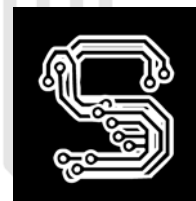
To play the Camelot Cosmos you will frequently need to roll dice to check whether or not an action your character attempted succeeded. You will need two six-sided dice to do this, preferably of different colours. Designate one of these dice to be the positive dice and one to be the negative dice. Then roll the dice whenever the GM tells you that you need to make a check. Take the negative dice away from the positive dice and you will have a number between +5 and -5.

You take this number and apply it to your appropriate skill and the final result gives you your total, which is called ‘effort’.

The amount by which you beat-or failed to beat- your target is called ‘shifts’.

Example: If your character was attempting to climb a steep wall with no climbing equipment the GM would decide a difficulty for that task.

An average task would have a difficulty of 0 (Average) but the wall is very smooth and it has been raining so the GM thinks about it and assigns a difficulty of Good (+2). The player needs to roll his red six-sided dice (which he has assigned as his positive dice) and his white six-sided dice (which he has assigned as his negative dice). He rolls a 3 and a 2 for a total of +1 (+3 positive, -2 negative= +1). He also has 1 point in the climbing skill which adds +1 to his final effort, making it +2. This is a success (he has equalled the difficulty of +2) so he climbs the wall without mishap.



Shifts/Effort

Effort

Effort is the total of your roll and your applicable skill if any, modified by any other factors that might come in.

Fate points can affect your effort even after you’ve rolled, so make sure you have the correct total.

This Effort is compared against the difficulty of whatever you were attempting.

Shifts

The amount that you succeed or fail your roll by, compared to the difficulty, gives you your shifts.

In many circumstances this has no real effect other than making you look supremely confident and capable.

At the GM’s discretion five shifts positive or negative may give rise to a temporary Aspect-without saying/trying to make one explicitly. These are explained a little later.

Implications

The number of shifts you get (how much you succeed or fail your roll by) determines how well you do at the task.

That might mean nothing more than that you look cool doing it but in other circumstances the number of shifts you get can have other effects.

In combat, for example, Shifts are used as the basis of damage with Shifts being added to the damage bonus of the weapon to determine the final amount of Stress damage that is caused. Shifts can also be used to reduce the amount of time a task takes to complete.

The following chart can be used to determine the effects of degrees of success or failure indicated by the number of Shifts:

Shifts	Effect
+5	AMAZING SUCCESS! You've done so well that you gain a temporary Heroic or positive Aspect.
+3	SIGNIFICANT SUCCESS! You've done well enough to stand out and win the admiration of witnesses.
+1	NOTABLE SUCCESS! You pull off the task solidly and effectively.
0	MINIMAL SUCCESS: You succeed, but only just.
-1	FAILURE! You fail, but only just.
-3	NOTABLE FAILURE! You don't just fail, you fail noticeably and may earn the mockery or disapproval of witnesses.
-5	DISASTER! You mess up badly and acquire a temporary Villainous or negative Aspect.

Examples

Disaster: Alaric the thief attempts to leap from the roof of one building to the next and messes up badly. He doesn't just fail, fall and get hurt, he hits the opposite wall and tumbles to the ground with the Temporary Aspect of 'Concussed' as well as any consequences and stress from the fall.

Significant Failure: Alaric the thief has beaten up some guards and stolen a uniform in order to break into a lord's castle. Unfortunately he has significantly failed his Disguise roll. The uniform is rucked up at the back, exposing Alaric's own clothing underneath, and there is an obvious bloodstain Alaric is unaware of.

Failure: Alaric is attempting to pick a lock and fails as his hand twitches. He breaks his lockpick and must try again, but doesn't set off the magical trap set on the lock by a suspicious wizard.

Minimal Success: Alaric is thrown overboard by pirates and attempts to swim to shore. He only just makes it, passing out as he hauls himself a short way up the beach. Safe, for now.

Notable Success: Alaric asks his contacts in the underworld for some information on a new Guild leader. Not only does he obtain the basic information he was looking for, he also learns a valuable secret that might enable him to blackmail the leader.

Amazing Success: Alaric aims a crossbow at a pursuing group of guardsman as he is running away. He fires wildly, not really expecting to hit but hoping to distract or slow his pursuers. His shot hits the lead guardsman between the eyes, killing him instantly and also causing him to tumble to the floor in such a way that all the others fall over him.



spects

Aspects describe the most important information about an individual character. They can also be used to describe the key features of places, organisations, vehicles, nations or any other object in the setting. Aspects include things like Attributes (Strong, Weak, Agile, Charismatic etc), descriptors (Dutiful, Charming, Alert etc), careers (Assassin, Bard, Warrior, Scout etc), even ties to the setting or to organisations.

Aspects may be good, bad or both but they should always illustrate a key and noticeable element of a character.

Aspects do more than just describe your character, they also provide you with mechanical benefits in the course of a game. They can be positive or negative and are used during play to provide you with bonuses or to get additional FATE points.

Finally, in the *Camelot Cosmos* setting Aspects determine what skills you have access to.

Aspects in other FATE Systems

For those of you familiar with other FATE based products I should outline some of the key differences in their use within the *Camelot Cosmos* setting. As already mentioned they determine exactly what kind of skills a character can spend points on, which is more proscriptive than in other FATE systems. I give clearer links between specific Aspects and specific Skills, and strictly limit the number of Aspects beginning characters start with. I also make ASPECTS more limited with simpler definitions of when they can and cannot be used.

The second key difference is essentially one of tone. FATE settings such as *Starblazer Adventures*, *Legends of Anglerre* and *SWING* all encourage players to think up quotes or phrases for use as Aspects. These quotes tend to be poetic or evocative rather than just descriptive-things like 'All Guns Blazing', 'Mama's Little Helper' or 'Last Man Standing'. Examples of Aspects given in these products are often tailored to suit humorous games, which is fine, but not the tone intended for the *Camelot Cosmos*.

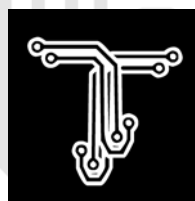
I have made the Aspects in the *Camelot Cosmos* setting far simpler. Some people love evocative phrases, but I find them vague and unhelpful when used as part of a game mechanic. Sure, 'All Guns Blazing' may sound cool, but what does it actually do? All of the Aspect names given in this book are as blunt and direct as I could make them, as are the descriptions of when they can and cannot be considered to apply. I think that this is actually more helpful to both GMs and Players, without sacrificing any of the versatility of Aspects in a story-based RPG.

Those of you who prefer the evocative Aspect names from other FATE products are free to run them in the *Camelot Cosmos*, provided your GM considers them suitable for game balance.

Aspect Ranks

Aspects are rated in Ranks, which indicate how much time and effort has been spent on the Skills within that Aspect. When a Player first takes an Aspect for his character, it is considered to be at a Rank of 1. Any Aspect however can be taken multiple times, each of which improves the Ranking by 1 point (Rank 2, 3, 4 etc).

In the *Camelot Cosmos* setting, each further Rank gained grants another 6 Skill points to use on the Skills associated with that Aspect.



The Core

In the standard FATE system beginning characters can select between 5 and 8

Aspects for their character, each of which grants 4 skill points to spend.

In the *Camelot Cosmos* setting however the Aspects first selected for a character are considered the most pivotal and important features of that character. For this reason characters begin with only 3 Aspects and every Aspect the Character has grants 6 skill points to spend (including additional Aspects gained later through adventuring).

The first 3 Aspects selected are designated as the Core of the character, because they also provide a simple three part phrase which sums the character up. Players are free to spend the points on Skills within that Aspect as they please, but they can also Default to assuming that they have spent 1 point on each of the 6 skills associated with that Aspect.

By using these Defaults, a character can be created just by picking 3 Aspects, and even more powerful characters can be created very quickly by assuming that every Rank subsequently purchased was a Default in which 1 point was gained in each of the 6 skills associated with each Aspect.



Kills

Skills are more specific than Aspects. Where Aspects describe who you are, Skills describe what you can do.

An Aspect like Merchant, for example, encompasses several Skills. A Merchant is someone who is likely to be able to establish a Rapport with his clients, or manage his Accounts, or Appraise the value of an item. Similarly, being a Knight encompasses several different Skills to those of a Merchant, such as being able to Ride, or Joust, or use a Melee Weapon.

Skills are rated on the Ladder. If a character does not have a Skill then its level defaults to Average (+ 0).

You gain 6 Skill points per Aspect for a total of 18 skill points worth of skills to spend for a beginning character. You can spend these however you like one a one-for-one basis giving you Skills from Fair (+ 1) to Epic (+ 5).

A full description of these specific Skills can be found below.



Character Creation

Character Creation in the *Camelot Cosmos* setting is extraordinarily easy. A player simply has to follow the

following Stages:

1. *Pick or roll for a Physical or a Psychological Aspect*
2. *Pick or roll for a Racial or a Regional Aspect*
3. *Pick or roll for a Professional Aspect*
4. *Write a one-sentence Phase description per Aspect stating how your character acquired that Aspect*
5. *Default or spend the Skill points allowed for each Aspect*

These 3 Aspects can then be arranged into a coherent phrase that sums the character up (and which as described above) called the Core, for example a 'Tall, Camelot, Noble' or a 'Cruel, Unseelie, Assassin'.

You now have a fully formed character, with a described history, a simple phrase that sums them up, and even all their starting equipment already generated (starting equipment for each Professional Aspect is listed in the Aspect descriptions).

GMs can similarly generate instant NPCs just by picking 3 Aspects for them. The character generation system outlined above can even be simplified further by ignoring stage 4 (the history represented by Phases adds flavour and background, but is not strictly necessary).

Phases

A Phase is a period of time in a characters life which represents a significant moment or a part of their life in which they gained valuable experience. Phases are used during character creation to give some background to the character. The Player should give a verbal or written description of a period of the characters life. Each such Phase serves as the explanation of why the character has one Aspect.

For example a player might think he would like his character to be a former Pirate and he wants the Pirate Aspect applied to his character. He therefore states that in a former Phase he was a Pirate ("I was kidnapped by pirates in the Azurean Sea and spent three years rising through the ranks of Captain Bloodbeard's crew aboard the pirate ship Nightmare").

Aspect Descriptions

All of the Aspect descriptions below follow the same format, as follows:

Aspect: The name of the Aspect

Skills: The 6 skills linked to that Aspect

Activated: Examples of when a character might gain a positive modifier from the Aspect

Invoked: Examples of when a character might suffer a negative modifier from the Aspect

Phase: A phrase illustrating how the character gained the Aspect

Equipment: Some equipment that a character with this Aspect might possess

Aspect Types 2d6

For convenience I have divided Aspects into various different types so that they can appear on consistent lists. These differences in type have no game effect beyond the limitations given for selecting the starting Aspects which constitute the Core of a character. Characters may have experiences which allow them to gain any other Aspect from the lists below, though some would require more in-game explanation than others (Physical changes, for example). Acquiring Aspects which are mutually exclusive also needs a good explanation or the GM is free to judge that the two simply cancel each other out (Tall and Short, for example).

Some Aspects appear more than once as they are applicable to several lists.

2. *First Empire*
3. *Heroic*
4. *Inspirational*
5. *Organisational*
6. *Physical*
7. *Professional*
8. *Psychological*
9. *Racial*
10. *Regional*
11. *Unusual*
12. *Villainous*

First Empire 4d6

First Empire Aspects are qualities or abilities that were common during the First Empire but which are now misunderstood or no longer widely available. These Aspects are generally only appropriate for scholars or investigators of the First Empire or for characters who lived during that period.

4. *Administrator*
5. *Celebrity*
6. *Crewman*
7. *Director*
8. *Driver*
9. *Executive*
10. *Hacker*
11. *Marine*
12. *Nightmare*
13. *Pilot*
14. *Pioneer*
15. *Programmer*
16. *Reporter*
17. *Robot*
18. *Scientist*
19. *Security Operative*
20. *Sleeper*
21. *Spacer*
22. *Tourist*
23. *Worker*
24. *Roll Again*



Aspect	Administrator
Skills	1. Academics 2. Accounts 3. First Empire Hacking 4. Leadership 5. Read/Write 6. Research
Activated	Organising an office, searching files, supervising logistics
Invoked	Trying to ignore a petty rule or regulation
Phase	"I spent four years in that little office. The paperwork was endless."
Equipment	Writing utensils, photo pass, First Empire office clothing.
Aspect	Celebrity
Skills	1. Acting 2. Carouse 3. Entertain 4. Insult 5. Resources 6. Seduce
Activated	Trying to gain attention or notoriety
Invoked	Trying to avoid attention or notoriety
Phase	"I was the lead actor in a top TV soap opera. Everyone loved me."
Equipment	Mirror, sunglasses, designer First Empire clothes
Aspect	Crewman
Skills	1. Brawling 2. First Empire Flying Transport 3. First Empire Weapons 4. Fists 5. Repair 6. Security
Activated	Encountering something new on a First Empire ship
Invoked	Encountering something new outside a First Empire ship
Phase	"I was Chief Engineer on the best ship in the Corporate Fleet."
Equipment	Toolbox, Crew Uniform
Aspect	Director
Skills	1. First Empire Hacking 2. Intimidation 3. Leadership 4. Politics 5. Resources 6. Social Standing
Activated	Commanding First Empire individuals
Invoked	Accepting unwelcome commands from others
Phase	"I ran the whole Advertising Department before setting up my own consultancy."
Equipment	Expensive First Empire suit, briefcase, gold pen or watch
Aspect	Driver
Skills	1. Danger Sense 2. Direction Sense 3. First Empire Flying Transport 4. First Empire Transport 5. Rapport 6. Repair
Activated	Driving or recognising an unfamiliar vehicle
Invoked	Care of living steeds, resisting driving challenges
Phase	"I was a chauffeur for three years."
Equipment	Diving gloves, sunglasses, chauffeur's uniform

Aspect	Executive
Skills	<ol style="list-style-type: none"> 1. Academics 2. Accounts 3. Deceit 4. Leadership 5. Resources 6. Social Standing
Activated	Managing or controlling First Empire resources or individuals
Invoked	Showing humility or deference to others
Phase	"I ran that department like a well-oiled machine."
Equipment	Personnel files, expensive suit
Aspect	Hacker
Skills	<ol style="list-style-type: none"> 1. Deceit 2. First Empire Hacking 3. First Empire Magic 4. Invent 5. Repair 6. Research
Activated	Breaking a security code, using computers
Invoked	Resisting an interest in computers or gadgets
Phase	"I worked for a few corporations bt it was always more fun hacking their databases than protecting them."
Equipment	Computer manuals, shabby casual clothing
Aspect	Marine
Skills	<ol style="list-style-type: none"> 1. Alertness 2. Ambush 3. First Empire Weapons 4. Fists 5. Melee Weapon 6. Security
Activated	Defending or boarding a First Empire vessel
Invoked	Ignoring insults or provocation
Phase	"I went through basic training at Camp Arthur before joining the Fleet."
Equipment	Marine's uniform, First Empire weapon
Aspect	Nightmare
Skills	<ol style="list-style-type: none"> 1. Ambush 2. Endurance 3. Escapology 4. Fists 5. Melee Weapon 6. Might
Activated	Improvising attacks or terrifying others
Invoked	Showing kindness or restraint
Phase	"I soon as a I came out of the pod I knew I had to kill them all."
Equipment	Melee weapon, torn clothing
Aspect	Pilot
Skills	<ol style="list-style-type: none"> 1. Direction Sense 2. First Empire Flying Transport 3. First Empire Hacking 4. Language 5. Track 6. Weather Sense
ACTIVATED	Navigating a vehicle to a spexific location
INVOKED	Letting others decide a direction
PHASE	"The Camelot Pilot Programme was pretty intense."
EQUIPMENT	Charts, maps, pilot's uniform

Aspect	Pioneer
Skills	1. Agriculture 2. Animal Handling 3. Build 4. Cook 5. Craft 6. Survival
Activated	Finding new habitation and resources
Invoked	Accepting political authority
Phase	"I built that cabin myself, before anyone else lived there."
Equipment	Work tools, spade, rough work clothes
Aspect	Programmer
Skills	1. First Empire Hacking 2. First Empire Magic 3. Invent 4. Recall 5. Repair 6. Research
Activated	Using or recognising First Empire computers
Invoked	Ignoring computers or technical secrets
Phase	"I wrote most of the code for the biggest selling VR platform game ever sold."
Equipment	Computer manuals, nerdy clothes
Aspect	Reporter
Skills	1. Bribe 2. Deceit 3. Detect Lie 4. Investigation 5. Research 6. Search
Activated	Finding rumours, scandal or gossip
Invoked	Avoiding rumours, scandal or gossip
Phase	"I was lead reporter on the Star's investigation into fraud amongst leading executives."
Equipment	Pad and paper, camera, nondescript clothing
Aspect	Robot
Skills	1. Build 2. Craft 3. Endurance 4. Might 5. Search 6. Security
Activated	Ignore pain or damage
Invoked	Disobey programming
Phase	"I was built in the factories of Camelot before the Days of Gedd."
Equipment	Work tools, work belt
Aspect	Scientist
Skills	1. Academics 2. Herbs 3. Poisons 4. Research 5. Surgery 6. Armour or Weapon Repair
Activated	Understanding the purpose of machinery
Invoked	Analysing the properties of a material or mineral
Phase	Accepting a non-scientific viewpoint
Equipment	White coat, clipboard, pens

Aspect	Security Operative
Skills	<ol style="list-style-type: none"> 1. Alertness 2. Danger Sense 3. First Empire Weapons 4. Fists 5. Intimidation 6. Security
Activated	Spotting intruders in an area
Invoked	Disobeying orders from an executive
Phase	"Ironguard Security provided freelance security services throughout the sector. I worked for them for six years."
Equipment	Security pass, security uniform, pistol
Aspect	Sleeper
Skills	<ol style="list-style-type: none"> 1. Deceit 2. First Empire Weapons 3. Fists 4. History 5. Recall 6. Stealth
Activated	Trying to conceal First Empire information
Invoked	Allowing others access to First Empire information
Phase	"I was on one of the favoured lists, and woke up to a whole new world."
Equipment	First Empire casual clothing, First Empire money
Aspect	Spacer
Skills	<ol style="list-style-type: none"> 1. Acrobatics 2. First Empire Flying Transport 3. Fists 4. Repair 5. Scavenge 6. Trade
Activated	Operating a First Empire spaceship
Invoked	Understanding strange planet-side customs
Phase	"I was born on a ship and spent my whole life in the Fleet."
Equipment	Space suit, food pills
Aspect	Tourist
Skills	<ol style="list-style-type: none"> 1. Acting 2. Brawling 3. Carouse 4. Gambling 5. Rapport 6. Resources
Activated	Showing enjoyment or surprise when encountering new places
Invoked	Acting like a native
Phase	"After three years stuck in an office I was determined to make the most of my holiday."
Equipment	Garish clothing, tacky souvenir, sunglasses
Aspect	Worker
Skills	<ol style="list-style-type: none"> 1. Accounts 2. Agriculture 3. Build 4. Cook 5. Craft 6. Trade
Activated	Performing a mundane task
Invoked	Performing an unusual task
Phase	"Eight hours or more of sheer drudgery every day, that was my life."
Equipment	Work clothes

Heroic 4d6

Heroic Aspects can be gained by notable acts of heroism or valour (they can be very useful as a reward for such actions) or they can be used when a GM specifically wants to create an heroic NPC. All of the Aspects within this type should describe positive or good qualities such as Kind, Generous, Valorous etc.

4. *Brave*
5. *Calm*
6. *Charitable*
7. *Charming*
8. *Chivalrous*
9. *Dignified*
10. *Generous*
11. *Good*
12. *Honest*
13. *Honourable*
14. *Humble*
15. *Indomitable*
16. *Kind*
17. *Loyal*
18. *Merciful*
19. *Peaceful*
20. *Pious*
21. *Pure*
22. *Reasonable*
23. *Restrained*
24. *Roll again*



Aspect	Brave
Skills	1. Acrobatics 2. Brawling 3. Endurance 4. Might 5. Security 6. Survival
Activated	Resisting fear effects or torture
Invoked	Refusing to assist those in need
Phase	"I am Pendragon born and raised. Of course I am brave!"
Equipment	Book of heroic tales

Aspect	Calm
Skills	1. Conceal 2. Deceit 3. Disguise 4. Empathy 5. Endurance 6. Leadership
Activated	Resisting panic or confusion
Invoked	Responding quickly or with anger
Phase	"I leaned to above all to stay calm-the Hags feed on fear as well as pain."
Equipment	Prayer beads

Aspect	Charitable
Skills	1. Cook 2. Church Politics 3. Empathy 4. Orate 5. Rapport 6. Resources
Activated	Gaining the trust of the poor
Invoked	Resisting a sob story
Phase	"I worked in the soup kitchens and did some fundraising."
Equipment	Large purse

Aspect	Charming
Skills	1. Beg 2. Bribe 3. Deceit 4. Diplomacy 5. Friend at Court 6. Seduce
Activated	Winning friends and influencing people
Invoked	Resisting opportunities to manipulate others
Phase	"People have always liked me."
Equipment	Mirror

Aspect	Chivalrous
Skills	1. Acting 2. Empathy 3. Entertain 4. Joust 5. Rapport 6. Seduce
Activated	Protecting or defending women
Invoked	Refusing a request from a woman
Phase	"I have heard all of the troubadours."
Equipment	A book of courtly love poems

Aspect	Dignified
Skills	<ol style="list-style-type: none"> 1. Diplomacy 2. Friend at Court 3. Leadership 4. Politics 5. Rapport 6. Resolve
Activated	Retaining respect in difficult circumstances
Invoked	Laughing at yourself or accepting embarrassment
Phase	"My family has a proud history going back six hundred years."
Equipment	Family portrait
Aspect	Generous
Skills	<ol style="list-style-type: none"> 1. Appraise 2. Carouse 3. Empathy 4. Entertain 5. Rapport 6. Seduce
Activated	Needing to impress with a gift
Invoked	Needing to haggle hard for a bargain
Phase	"I was lord of the manor of Brightridge, but had some financial difficulty after earning the name the Gift-Giver."
Equipment	Empty purse, debtors names
Aspect	Good
Skills	<ol style="list-style-type: none"> 1. Church History 2. Church Law 3. Empathy 4. Endurance 5. Law 6. Rapport
Activated	Selflessly helping others (without reward)
Invoked	Refusing to help the innocent
Phase	"I worked without pay to help the victims of the disaster at Brightridge mine."
Equipment	Book of moral homilies
Aspect	Honest
Skills	<ol style="list-style-type: none"> 1. Accounts 2. Appraise 3. Detect Lie 4. Investigation 5. Rapport 6. Security
Activated	When trying to persuade someone of the truth
Invoked	When trying to deceive someone
Phase	"My father told me that a lie stains the soul forever."
Equipment	Diary
Aspect	Honourable
Skills	<ol style="list-style-type: none"> 1. Detect Lie 2. Diplomacy 3. Hawking 4. Joust 5. Law 6. Resolve
Activated	When defending someone else's rights
Invoked	When trampling someone else's rights
Phase	"I read the law books at the University of Camelot, but more importantly I tried to understand the spirit of justice."
Equipment	Small shrine to ancestors

Aspect	Humble
Skills	1. Beg 2. Empathy 3. Endurance 4. Scavenge 5. Stealth 6. Survival
Activated	When accepting orders from others
Invoked	When defying orders from others
Phase	"I was born a peasant and I know my place."
Equipment	Peasant clothing

Aspect	Indomitable
Skills	1. Endurance 2. Escapology 3. Insult 4. Might 5. Resolve 6. Survival
Activated	When defying impossible odds
Invoked	When needing to surrender
Phase	"As a child I was called the Stone because I never reacted to threats or injuries."
Equipment	Shield

Aspect	Kind
Skills	1. Beg 2. Church History 3. Cook 4. Danger Sense 5. Empathy 6. Rapport
Activated	When assisting others
Invoked	When refusing to assist others
Phase	"My work as a missionary taught me to put the needs of others first."
Equipment	Sweets or small coins (to give away)

Aspect	Loyal
Skills	1. Alertness 2. Danger Sense 3. Detect Lie 4. Endurance 5. Resolve 6. Security
Activated	When protecting the object of loyalty
Invoked	Recognising errors by the object of loyalty
Phase	"I was a personal guard to Baron Hightower and owe his family everything."
Equipment	Clothing with the emblem of the group he is loyal to.

Aspect	Merciful
Skills	1. Empathy 2. Herbs 3. Language 4. Orate 5. Rapport 6. Sign Language
Activated	When sparing someone pain
Invoked	When inflicting pain
Phase	"I seemed to be able to communicate with them and ease their suffering."
Equipment	Pouch of minor medicinal cures

Aspect	Peaceful
Skills	<ol style="list-style-type: none"> 1. Agriculture 2. Animal Handling 3. Danger Sense 4. Diplomacy 5. Empathy 6. Endurance
Activated	When trying to prevent conflict
Invoked	When attacking first
Phase	"I worked as an envoy negotiating settlements between the local lords."
Equipment	Treatise on the art of diplomacy
Aspect	Pious
Skills	<ol style="list-style-type: none"> 1. Calligraphy 2. Church History 3. Church Law 4. Church Politics 5. Endurance 6. Resolve
Activated	When defending the church
Invoked	When attacking the church or clergy
Phase	"I attended my local church every day."
Equipment	Holy symbol
Aspect	Pure
Skills	<ol style="list-style-type: none"> 1. Danger Sense 2. Detect Lie 3. Empathy 4. History 5. Law 6. Resolve
Activated	When defending something sacred
Invoked	When defiling or violating something
Phase	"I fasted in isolation and received a vision."
Equipment	White robes
Aspect	Reasonable
Skills	<ol style="list-style-type: none"> 1. Academics 2. Diplomacy 3. Empathy 4. History 5. Investigation 6. Research
Activated	When doing something rational
Invoked	When doing something reckless or irrational
Phase	"My studies are a celebration of the human capacity to reason."
Equipment	Ancient scientific treatise
Aspect	Restrained
Skills	<ol style="list-style-type: none"> 1. Accounts 2. Appraise 3. Church Law 4. Danger Sense 5. Law 6. Resolve
Activated	When resisting temptation
Invoked	When trying to tempt others
Phase	"The household was poor and crowded and we had to learn how to moderate our needs."
Equipment	Accounts ledger

Inspirational 8d6

Inspiration Aspects reflect a particularly high level of devotion to a specific Ascended (the immortals of the Camelot Cosmos setting). They can be gained as a direct gift from the Ascended, inherited due to some family connection to the immortal in question, or granted through the use of a Relic or Ikon.

8. Arthur
9. Guinevere the Risen
10. Gawain
11. Bedivere
12. Lancelot
13. Galahad
14. Palomides
15. Dagonet
16. Kay
17. Merlin
18. Nemue
19. Elaine
20. Morgan
21. Mordred
22. Barbatos
23. Vortigern
24. Bathin
25. Lucifer
26. Guinevere the Fallen
27. Lamorak
28. Garlon
29. Bruinis
30. Tarquin
31. Hue
32. Herne
33. vAuberon
34. Titania
35. Old Mab
36. Hold Nikar
37. Sagalla
38. Sagat
39. Epona
40. Sirchade
41. Mirsilde
42. Saleos
43. Forneus
44. Saint Newton
- 45-48. Re-Roll



Aspect	Arthur
Skills	<ol style="list-style-type: none"> 1. Heraldry 2. Leadership 3. Melee Weapon(Sword) 4. Might 5. Resolve 6. Social Standing
Activated	When commanding Gawainite troops
Invoked	When ignoring responsibilities
Phase	"The deeds of Arthur were always uppermost in my mind."
Equipment	A high quality sword
Aspect	Guinevere the Risen
Skills	<ol style="list-style-type: none"> 1. Alertness 2. Diplomacy 3. Empathy 4. Friend at Court 5. Rapport 6. Social Standing
Activated	When befriending people at a Gawainite court
Invoked	When ignoring friendships
Phase	"I was lady in waiting to the Consort."
Equipment	A white dress or white robes
ASPECT	GAWAIN
Skills	<ol style="list-style-type: none"> 1. Brawling 2. Carouse 3. Endurance 4. Fists 5. Melee Weapon (Axe) 6. Might
Activated	When recklessly entering battle
Invoked	When retreating from battle
Phase	"I trained in the use of the axe."
Equipment	High quality axe
Aspect	Bedivere
Skills	<ol style="list-style-type: none"> 1. Alertness 2. Danger Sense 3. Direction Sense 4. Endurance 5. Melee Weapon (Spear) 6. Search
Activated	When searching for an artefact
Invoked	When disobeying an order
Phase	"I accompanied a quest to find the skull of Saint Newton."
Equipment	A high quality spear
Aspect	Lancelot
Skills	<ol style="list-style-type: none"> 1. Acrobatics 2. Athletics 3. Joust 4. Melee Weapon (Lance or Sword) 5. Might 6. Seduce
Activated	When defending a noble lady
Invoked	When resisting a noble lady
Phase	"I spent three years on the tourney circuit learning to be a perfect knight"
Equipment	High quality lance

Aspect	Galahad
Skills	<ol style="list-style-type: none"> 1. Alertness 2. Athletics 3. Church Law 4. Detect Lie 5. Melee Weapon (Sword) 6. Resolve
Activated	When defending the church or the pure
Invoked	When defying the church
Phase	"I was a temple guardian in the city of Sweetwater."
Equipment	Holy symbol

Aspect	Palomides
Skills	<ol style="list-style-type: none"> 1. Acrobatics 2. Ambush 3. Danger Sense 4. Melee Weapon (Scimitar) 5. Ranged Weapon (Bow) 6. Stealth
Activated	When attacking with surprise
Invoked	When defending an exposed position
Phase	"I trained with a mysterious Easterner."
Equipment	Scimitar or composite bow

Aspect	Dagonet
Skills	<ol style="list-style-type: none"> 1. Acrobatics 2. Disguise 3. Entertain 4. Insult 5. Rapport 6. Sleight of Hand
Activated	When entertaining a court crowd
Invoked	When being serious
Phase	"I was a jester at the court of Baron Sweetwater."
Equipment	A jester's costume

Aspect	Kay
Skills	<ol style="list-style-type: none"> 1. Accounts 2. Law 3. Politics 4. Recall 5. Resources 6. Security
Activated	When running or protecting a noble household
Invoked	When attacking a noble household
Phase	"I was Chamberlain to my lord Baron for six years."
Equipment	Keys to a noble estate

Aspect	Merlin
Skills	<ol style="list-style-type: none"> 1. Academics 2. First Empire Magic 3. Friend at Court 4. Herbs 5. Invent 6. Research
Activated	When investigating hidden knowledge
Invoked	When destroying knowledge
Phase	"I trained with the wizards of the Mage's Guild."
Equipment	A magical treatise

Aspect	Nemue
Skills	<ol style="list-style-type: none"> 1. Craft 2. First Empire Magic0 3. Realm Lore 4. Swimming 5. Weapon Repair 6. Weather Sense
Activated	When seeking help from ancient spirits
Invoked	When defiling ancient sites
Phase	"I lived by the lake and protected it from damage"
Equipment	A high quality sword
Aspect	Elaine
Skills	<ol style="list-style-type: none"> 1. Acting 2. Art 3. Empathy 4. Friend at Court 5. Rapport 6. Seduce
Activated	When defending someone's reputation at court
Invoked	When attacking someone at court
Phase	"I was lady in waiting to the Baron's daughter"
Equipment	Letters of condolence
Aspect	Morgan
Skills	<ol style="list-style-type: none"> 1. Deceit 2. First Empire Magic 3. Intimidation 4. Leadership 5. Seduce 6. Torture
Activated	When bullying Morganite inferiors
Invoked	When acting honourably
Phase	"I worked in one of the Queen's palaces"
Equipment	High quality dagger
Aspect	Mordred
Skills	<ol style="list-style-type: none"> 1. Ambush 2. Deceit 3. Endurance 4. Leadership 5. Might 6. Poisons
Activated	When betraying someone
Invoked	When resisting the chance to betray someone
Phase	"I killed my commanding officer."
Equipment	Black armour
Aspect	Barbatos
Skills	<ol style="list-style-type: none"> 1. Ambush 2. Danger Sense 3. Intimidation 4. Might 5. Sabotage 6. Torture
Activated	When destroying something
Invoked	When protecting something
Phase	"I was in prison for arson"
Equipment	Explosives or black armour

Aspect	Vortigern
Skills	1. Alertness 2. Beg 3. Deceit 4. Leadership 5. Politics 6. Stealth
Activated	When making a bid for leadership roles
Invoked	When displaying personal courage
Phase	"I plotted my rise to the head of our noble house very carefully."
Equipment	Blackmailing information
Aspect	Bathin
Skills	1. Endurance 2. Fists 3. Intimidation 4. Might 5. Torture 6. Track
Activated	When hunting people
Invoked	When resisting urges
Phase	"I beat a man to death with my bare fists"
Equipment	Giant club
Aspect	Lucifer
Skills	1. Acting 2. Bribe 3. Deceit 4. Diplomacy 5. Leadership 6. Seduce
Activated	When corrupting the pure
Invoked	When being honest
Phase	"I joined a secret cult dedicated to Lucifer"
Equipment	Black robes
Aspect	Guinevere the Fallen
Skills	1. Ambush 2. Beg 3. Deceit 4. Sabotage 5. Seduce 6. Torture
Activated	Using tears to deceive or ambush someone
Invoked	When being kind
Phase	"When my husband left me I vowed to destroy him"
Equipment	Cracked silver mirror
Aspect	Lamorak
Skills	1. Ambush 2. Brawling 3. Danger Sense 4. Intimidation 5. Melee Weapon (Hammer) 6. Might
Activated	When bullying a weaker opponent
Invoked	When facing a stronger opponent
Phase	"I was the strongest soldier an should have been made a knight first"
Equipment	High quality hammer

Aspect	Garlon
Skills	1. Ambush 2. Conceal 3. Deceit 4. Insult 5. Locks 6. Stealth
Activated	When attacking with surprise
Invoked	When engaging in a formal duel
Phase	"I was a bandit and learned to always attack with the benefit of surprise"
Equipment	An expensive ring
Aspect	Bruinis
Skills	1. Alertness 2. Detect Lie 3. Endurance 4. Intimidation 5. Torture 6. Traps
Activated	When resisting pleas
Invoked	When being compassionate
Phase	"I put him on the rack to get the answers we needed"
Equipment	Flail
Aspect	Tarquín
Skills	1. Athletics 2. Alertness 3. Ambush 4. Ranged Weapon (Bow) 5. Ride 6. Track
Activated	When running away
Invoked	When waiting for someone else
Phase	"I was the fastest runner in the legion"
Equipment	Light armour
Aspect	Hue
Skills	1. Danger Sense 2. Empathy 3. Endurance 4. History 5. Melee Weapon 6. Resolve
Activated	When taking suicidal risks
Invoked	When alone
Phase	"I crawled out from under the pile of bodies. After that, things didn't matter as much"
Equipment	Dice or a noose
Aspect	Herne
Skills	1. Alertness 2. Animal Handling 3. Hunting 4. Ranged Weapon (Bow) 5. Survival 6. Track
Activated	When hunting
Invoked	When being hunted
Phase	"I lived in the forest for three years and hunted for my food"
Equipment	Large bow or hunter's horn

Aspect	Auberon
Skills	<ol style="list-style-type: none"> 1. Danger Sense 2. Detect Lie 3. Endurance 4. Leadership 5. Resolve 6. Survival
Activated	When commanding druidic followers
Invoked	When obeying others
PHASE	"I was the chief of my tribe"
EQUIPMENT	A wooden crown
Aspect	Titania
Skills	<ol style="list-style-type: none"> 1. Animal Handling 2. Empathy 3. First Empire Magic 4. Leadership 5. Seduce 6. Weather Sense
Activated	When protecting animals
Invoked	When harming animals
Phase	"I tended the sacred grove for the old druid"
Equipment	A bag of medicinal herbs
Aspect	Hagenti/Old Mab
Skills	<ol style="list-style-type: none"> 1. Animal Handling 2. Deceit 3. Hawking 4. Scavenge 5. Search 6. Stealth
Activated	When flying or falling
Invoked	When underground
Phase	"I spoke to the Rooks of Tintagel and befriended them"
Equipment	A feathered cloak
Aspect	Hold Nikar
Skills	<ol style="list-style-type: none"> 1. Direction Sense 2. Endurance 3. Fists 4. Might 5. Resolve 6. Survival
Activated	When underground or on a mountain
Invoked	When on a plain
Phase	"I worked as a miner for three years"
Equipment	Stone hammer
Aspect	Sagalla
Skills	<ol style="list-style-type: none"> 1. Acrobatics 2. Alertness 3. Scavenge 4. Seduce 5. Stealth 6. Torture
Activated	When taking risks
Invoked	When being cautious
Phase	"I've always liked cats"
Equipment	A pet cat

Aspect	Sagat
Skills	<ol style="list-style-type: none"> 1. Ambush 2. Deceit 3. Entertain 4. Insult 5. Rapport 6. Sleight of Hand
Activated	When protecting children
Invoked	When attacking children
Phase	"I was the leader of a child gang on the streets"
Equipment	Children's toy
Aspect	Epona
Skills	<ol style="list-style-type: none"> 1. Animal Handling 2. Danger Sense 3. Empathy 4. Escapology 5. Hunting 6. Ride
Activated	When riding
Invoked	When walking
Phase	"I was riding a horse when I was three years old"
Equipment	A riding horse
Aspect	Sirchade
Skills	<ol style="list-style-type: none"> 1. Athletics 2. Hunting 3. Ranged Weapon (Bow) 4. Survival 5. Swimming 6. Track
Activated	When hunting
Invoked	When being hunted
Phase	"We hunted for food using only my bow"
Equipment	A longbow
Aspect	Mirsilde
Skills	<ol style="list-style-type: none"> 1. Intimidation 2. First Empire Heavy Weapons 3. Might 4. Sabotage 5. Survival 6. Weather Sense
Activated	During explosions of violence
Invoked	When negotiating
Phase	"I was struck by lightning and somehow survived"
Equipment	A trident
Aspect	Saleos
Skills	<ol style="list-style-type: none"> 1. Alertness 2. Animal Handling 3. Diplomacy 4. Investigation 5. Language 6. Recall
Activated	When delivering a message
Invoked	When obstructing a message
Phase	"I was a messenger for the forces of my lord Baron"
Equipment	A messenger bird

Aspect	Forneos
Skills	1. Direction Sense 2. Might 3. Sail 4. Survival 5. Swimming 6. Weather Sense
Activated	When at sea
Invoked	When in a desert
Phase	"I was captain on a ship for three years"
Equipment	A trident or fishing net
Aspect	Saint Newton
Skills	1. First Empire Magic 2. Invent 3. Investigation 4. Recall 5. Research 6. Resolve
Activated	When explaining something rationally
Invoked	When dealing with extreme emotions
Phase	"When I was a monk I found ancient scientific documents"
Equipment	A set of scales

Organisational 4d6

Organisational Aspects represent the skills and experience gained by belonging to a particular group. The Camelot Cosmos setting has a large number of powerful organisations which individual characters can join. Each of these groups takes care to offer specific training and instruction to their members.

4. Assassins Guild
5. Beggars Guild
6. Common Guild
7. Druidic Church
8. Dungeoneers Guild
9. Fighters Guild
10. Merchants Guild
11. Nephilic Church
12. Pendragon Legion
13. Seraphic Church
14. Slavers Guild
15. The Black Guard
16. The Brotherhood of Progression
17. The Dust Cabal
18. The Fyrd
19. The Linnorm Society
20. The Prince's Guard
21. Thieves Guild
22. Tomb Robbers Guild
23. Wizards Guild
24. Roll Again



Aspect	Assassin
Skills	1. Acrobatics 2. Alertness 3. Deceive 4. Disguise 5. Poisons 6. Stealth
Activated	When stalking a victim
Invoked	When protecting an innocent
Phase	"I killed for the first time when I was twelve. The Guild only noticed me when I started doing it for money."
Equipment	A collection of poisons
Aspect	Beggar
Skills	1. Beg 2. Brawling 3. Carouse 4. City Lore 5. Endurance 6. Scavenge
Activated	When begging
Invoked	When trying to win respect
Phase	"I lived on the streets for three years"
Equipment	Begging bowl
Aspect	Common Guild
Skills	1. Appraise 2. City Lore 3. Craft 4. Rapport 5. Social Standing 6. Trade
Activated	Crafting or selling an item
Invoked	Disobeying the Guild
Phase	"I was an apprentice for three years to a Guild potter"
Equipment	Craft item
Aspect	Druidic Follower
Skills	1. Agriculture 2. Animal Handling 3. Church Law 4. Herbs 5. Stonedweller Lore 6. Survival
Activated	Protecting a sacred grove
Invoked	Obeying other churches
Phase	"Our village always respected the old ways"
Equipment	Sickle
Aspect	Dungeoneer
Skills	1. Alertness 2. Danger Sense 3. Direction Sense 4. Endurance 5. History 6. Survival
Activated	When exploring dungeons
Invoked	Refusing a chance to explore
Phase	"My studies confirmed the location of the tomb"
Equipment	An ancient map

Aspect	Fighter
Skills	1. Brawling 2. Danger Sense 3. Fists 4. Melee Weapon 5. Might 6. Ranged Weapon
Activated	In combat
Invoked	In polite social interactions
Phase	"I was trained by the older warriors of the tribe"
Equipment	Melee weapon
Aspect	Merchant
Skills	1. Accounts 2. Language 3. Rapport 4. Realm Lore 5. Resources 6. Trade
Activated	When selling something
Invoked	When giving something for free
Phase	"I led a merchant caravan to trade with the Stonedwellers"
Equipment	Wagon
Aspect	Nephilic Churchgoer
Skills	1. Bribe 2. Church History 3. Church Politics 4. Deceit 5. Stealth 6. Torture
Activated	When infiltrating another Church
Invoked	When obeying another Church
Phase	"I joined a secret cult and lived with them for three years"
Equipment	Nephilic symbol
Aspect	Pendragon Legionnaire
Skills	1. Danger Sense 2. Investigation 3. Law 4. Melee Weapon 5. Ride 6. Security
Activated	When investigating a crime
Invoked	When committing a crime
Phase	"I joined the Legion three years ago"
Equipment	Pendragon Legion armour, sword and uniform
Aspect	Seraphic Churchgoer
Skills	1. Church History 2. Church Law 3. Church Politics 4. Empathy 5. Rapport 6. Read/Write
Activated	Acting on orders from the church
Invoked	Acting on behalf of another church
Phase	"I attend Church every day"
Equipment	Holy book or symbol

Aspect	Slaver
Skills	<ol style="list-style-type: none"> 1. Ambush 2. Intimidation 3. Fists 4. Stealth 5. Track 6. Torture
Activated	When kidnapping someone
Invoked	Trying to be empathetic
Phase	"I hunted run-away slaves for King Mark"
Equipment	Cosh or whip
Aspect	Black Guard
Skills	<ol style="list-style-type: none"> 1. Accounts 2. Alertness 3. Deceit 4. Insult 5. Intimidation 6. Melee Weapon
Activated	When following King Mark's orders
Invoked	When trying to befriend peasants
Phase	"King Mark pays well. That's all I needed to know"
Equipment	Black Guard uniform, cosh, sword
Aspect	Brother of Progression
Skills	<ol style="list-style-type: none"> 1. Academics 2. First Empire Magic 3. Herbs 4. Poisons 5. Research 6. Surgery
Activated	When using old sciences
Invoked	When interacting with the church
Phase	"I was born in the middle of a lecture on First Empire sages"
Equipment	Surgical tools, mask
Aspect	Dust Cabalist
Skills	<ol style="list-style-type: none"> 1. History 2. Investigation 3. Repair 4. Search 5. Survival 6. Track
Activated	Out in the Dust
Invoked	In cities
Phase	"I was fascinated with the legends and began hunting the Moon Grail"
Equipment	Old maps, long coat
Aspect	Fyrdsman
Skills	<ol style="list-style-type: none"> 1. Ambush 2. Endurance 3. Intimidation 4. Melee Weapon 5. Might 6. Sabotage
Activated	When following Morgan's orders
Invoked	When disobeying Morgan's orders
Phase	"I served for three years in Morgan's army"
Equipment	Fyrd uniform, battleaxe

Aspect	Linnorm Society Cultist
Skills	1. Danger Sense 2. Endurance 3. Scavenge 4. Stealth 5. Survival 6. Torture
Activated	When serving the Dragon
Invoked	When disobeying the Dragon
Phase	"I was caught in the linnorm caves for three months"
Equipment	Dragonbone knife
Aspect	Knight of the Prince's Guard
Skills	1. Alertness 2. Hawking 3. Heraldry 4. Joust 5. Melee Weapon 6. Seduce
Activated	When dealing with Topsiders
Invoked	When dealing with Black Guards
Phase	"My family own a small amount of land and we pledge fealty to Prince Tristram"
Equipment	Prince's Guard uniform, melee weapon
Aspect	Thief
Skills	1. Ambush 2. Bribe 3. Deceit 4. Locks 5. Stealth 6. Traps
Activated	When stealing for the Guild
Invoked	When stealing from the Guild
Phase	"Like most kids in the slums I dreamed of joining a Hollow House"
Equipment	Rope, thieves tools
Aspect	Tomb Robber
Skills	1. Direction Sense 2. History 3. Melee Weapon 4. Search 5. Trade 6. Traps
Activated	When breaking into a tomb
Invoked	Respecting funerary practices
Phase	"The thieves took me in and showed me where other tombs could be located"
Equipment	Ancient map
Aspect	Wizard
Skills	1. Deceit 2. Detect Lie 3. Escapology 4. Herbs 5. First Empire Magic 6. Sleight of Hand
Activated	When trying to prove the existence of magic
Invoked	When interacting with a very rational person
Phase	"The Wizard's tower beckoned and I stayed for three years"
Equipment	Staff

Physical 4d6

These aspects describe a physical feature. Tall, Short, Fat, Light, Heavy, Young, and Old could all be used as examples of Physical Aspects. Buildings and places can also have Physical Aspects (such as Crumbling, New, Strong, Ramshackle etc).

4. *Tall*
5. *Young*
6. *Old*
7. *Strong*
8. *Short*
9. *Fat*
10. *Thin*
11. *Fast*
12. *Slow*
13. *Handsome/Beautiful*
14. *Ugly*
15. *Blind*
16. *Lame*
17. *Deaf*
18. *Scarred*
19. *Muscular*
20. *Lean*
21. *Nimble*
22. *Dexterous*
23. *Clumsy*
24. *Roll Again*



Aspect	Tall
Skills	1. Athletics 2. Intimidation 3. Leadership 4. Might 5. Search 6. Sport
Activated	When trying to reach something
Invoked	When in a confined space
Phase	"My father was the tallest man in our village"
Equipment	Long trousers
Aspect	Young
Skills	1. Acrobatics 2. Athletics 3. Beg 4. Entertain 5. Insult 6. Rapport
Activated	When acting childishly
Invoked	When acting sensibly
Phase	"I am fourteen years old"
Equipment	Lurid entertainment pamphlet
Aspect	Old
Skills	1. Diplomacy 2. History 3. Leadership 4. Resolve 5. Resources 6. Social Standing
Activated	Acting in traditional ways
Invoked	Acting unconventionally
Phase	"I am eighty years old"
Equipment	Walking stick
Aspect	Strong
Skills	1. Acrobatics 2. Athletics 3. Intimidation 4. Joust 5. Melee Weapon 6. Might
Activated	Breaking doors or lifting things
Invoked	When refusing physical challenges
Phase	"I trained by lifting barrels over my head at my father's tavern"
Equipment	Weightlifting belt
Aspect	Short
Skills	1. Acrobatics 2. Brawling 3. Entertain 4. Escapology 5. Ride 6. Stealth
Activated	When in confined spaces
Invoked	When reaching for something
Phase	"I was a jockey for my lord Baron at the Summer Tourney races"
Equipment	Instep boots

Aspect	Fat
Skills	1. Brewing 2. Carouse 3. Cook 4. Endurance 5. Might 6. Rapport
Activated	When resisting stab wounds
Invoked	When running
Phase	"I was so poor I nearly starved, and learnt never to refuse food again"
Equipment	Cooking pot
Aspect	Thin
Skills	1. Acrobatics 2. Athletics 3. Beg 4. Escapology 5. Seduce 6. Sport
Activated	When resisting food
Invoked	When offering hospitality
Phase	"I never liked over-eating"
Equipment	Slim fitting clothes
Aspect	Fast
Skills	1. Acrobatics 2. Athletics 3. Alertness 4. Ambush 5. Danger Sense 6. Fists
Activated	Trying to outrun someone or act first
Invoked	Delaying an attack
Phase	"I used to run everywhere as a child"
Equipment	Comfortable running shoes
Aspect	Slow
Skills	1. Academics 2. Appraise 3. Craft 4. Endurance 5. Resolve 6. Search
Activated	When waiting or being patient
Invoked	When hurrying
Phase	"I had lots of leisure time"
Equipment	Heavy shoes
Aspect	Handsome/Beautiful
Skills	1. Acting 2. Empathy 3. Friend at Court 4. Leadership 5. Rapport 6. Seduce
Activated	When trying to dazzle or delight someone
Invoked	When trying to avoid attention
Phase	"The people of my Realm are known for their good looks"
Equipment	Mirror

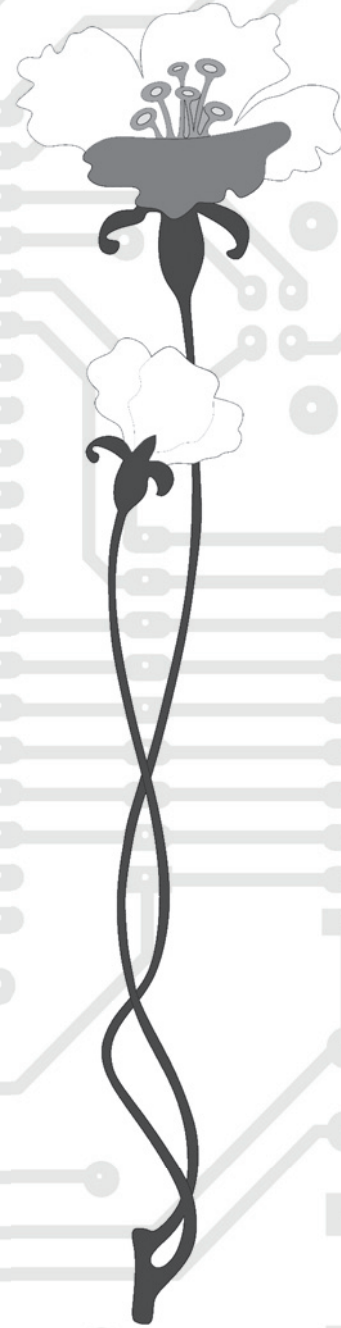
Aspect	Ugly
Skills	1. Brawling 2. Endurance 3. Fists 4. Insult 5. Intimidation 6. Resolve
Activated	When being insulted
Invoked	When trying to attract a member of the opposite sex
Phase	"I was badly scarred in the accident"
Equipment	Mask
Aspect	Blind
Skills	1. Alertness 2. Danger Sense 3. Direction Sense 4. Search 5. Recall 6. Resolve
Activated	When operating in darkness
Invoked	When operating in wide open spaces
Phase	"A snake spat poison into my eyes"
Equipment	Dark glasses or walking stick
Aspect	Lame
Skills	1. Alertness 2. Beg 3. Danger Sense 4. Direction Sense 5. Endurance 6. Resolve
Activated	When moving cautiously
Invoked	When running or hurrying
Phase	"A childhood illness left me with a club foot"
Equipment	Walking stick
Aspect	Deaf
Skills	1. Alertness 2. Danger Sense 3. Direction Sense 4. Lip Reading 5. Read/Write 6. Sign Language
Activated	When spotting danger
Invoked	Needing to be heard by others
Phase	"The explosion robbed me of my hearing"
Equipment	Ear trumpet
Aspect	Scarred
Skills	1. Beg 2. Carouse 3. Disguise 4. Fists 5. Insult 6. Intimidation
Activated	Showing disapproval
Invoked	Showing approval
Phase	"The fire left me badly scarred"
Equipment	Thick scarf or mask

Aspect	Muscular
Skills	1. Acrobatics 2. Athletics 3. Endurance 4. Melee Weapon 5. Might 6. Swimming
Activated	When using brute force
Invoked	When using subtle force
Phase	"I worked out very day"
Equipment	Weights
Aspect	Lean
Skills	1. Acrobatics 2. Athletics 3. Hunting 4. Ride 5. Seduce 6. Sport
Activated	When dodging blows
Invoked	When delivering blows
Phase	"My people are naturally both slim and muscular"
Equipment	Well fitted clothes
Aspect	Nimble
Skills	1. Acrobatics 2. Alertness 3. Ambush 4. Athletics 5. Sport 6. Stealth
Activated	When maintaining balance
Invoked	When being selected as a target
Phase	"I used to have to jump across the wet boulders in the stream"
Equipment	Balance bar or quarterstaff
Aspect	Dextrous
Skills	1. Art 2. Calligraphy 3. Escapology 4. Locks 5. Sleight of Hand 6. Surgery
Activated	When performing an intricate task with your hands
Invoked	When refusing a manual dexterity challenge
Phase	"The Guild taught me how to pickpocket"
Equipment	Leather gloves
Aspect	Clumsy
Skills	1. Academics 2. Beg 3. Brawling 4. Danger Sense 5. Diplomacy 6. Direction Sense
Activated	When apologising for accidental contact
Invoked	When trying to maintain balance
Phase	"I was always bumping into things as a child"
Equipment	Bandages

Professional 8d6

Professional Aspects are gained by belonging to a particular career or form of employment. In many ways they are the most broadly applicable Aspects and the most useful on a day-to-day basis. Whatever the character's attitude to his work, he will gain specific skills linked to it.

8. Alchemist
9. Bandit
10. Bard
11. Baron
12. Beggar
13. Bishop
14. Black Knight
15. Bounty Hunter
16. Clerk
17. Courtier
18. Cultist
19. Druid
20. Elderman
21. Groom
22. Guildsman
23. Herald
24. House Knight
25. Innkeeper
26. Lawyer
27. Mercenary
28. Merchant
29. Monk
30. Noble
31. Peasant
32. Priest
33. Sailor
34. Scout
35. Shaman
36. Spy
37. Squire
38. Thief
39. True Knight
40. Twilight Knight
41. Warrior
42. Wise Woman
43. Witchfinder
44. Wizard
- 45-48. Roll Again



Aspect	Alchemist
Skills	<ol style="list-style-type: none"> 1. Craft 2. First Empire Magic 3. Herbs 4. Invent 5. Poisons 6. Research
Activated	When concocting chemicals or potions
Invoked	When dealing with pious people
Phase	"The old wizard taught me how to create potions"
Equipment	Fools gold
Aspect	Bandit
Skills	<ol style="list-style-type: none"> 1. Ambush 2. Intimidation 3. Melee Weapon 4. Ranged Weapon 5. Stealth 6. Traps
Activated	When attacking from cover
Invoked	When attacking in the open
Phase	"I lived in the Great Forest with the bandits and raided merchant caravans"
Equipment	Bow
Aspect	Bard
Skills	<ol style="list-style-type: none"> 1. Acrobatics 2. Entertain 3. History 4. Musical Instrument 5. Orate or Poetry 6. Rapport
Activated	When entertaining a crowd
Invoked	When trying to be discreet
Phase	"I joined the troupe and lived the life of a travelling entertainer"
Equipment	Musical instrument
Aspect	Baron
Skills	<ol style="list-style-type: none"> 1. Friend at Court 2. Heraldry 3. Leadership 4. Orate 5. Resources 6. Social Standing
Activated	Commanding knights
Invoked	Acting humble
Phase	"I inherited the Barony and ruled it firmly"
Equipment	Ancestral manor house
Aspect	Non-Guild Beggar
Skills	<ol style="list-style-type: none"> 1. Acting 2. Beg 3. Fists 4. Insult 5. Intimidation 6. Scavenge
Activated	In slum areas
Invoked	In rich surroundings
Phase	"I lived on the streets for three years"
Equipment	Begging bowl

Aspect	Bishop
Skills	1. Church Law or Deceit 2. Church Politics 3. Leadership 4. Orate 5. Resources 6. Social Standing
Activated	When representing the church
Invoked	When acting against the church
Phase	"The Archbishop confirmed my appointment"
Equipment	Expensive clerical robes and Bishops Palace

Aspect	Black Knight
Skills	1. Deceit 2. Endurance 3. Intimidation 4. Melee Weapon 5. Might 6. Resolve
Activated	When representing Queen Morgan
Invoked	When acting against Queen Morgan
Phase	"After three years leading troops on Castlekeep Morgan made me a Black Knight"
Equipment	High quality black armour

Aspect	Bounty Hunter
Skills	1. Ambush 2. Danger Sense 3. Direction Sense 4. Escapology 5. Melee Weapon or Ranged Weapon 6. Search or Track
Activated	When hunting someone
Invoked	When doing something for free
Phase	"I was a good tracker so I was offered work hunting escaped prisoners"
Equipment	Net

Aspect	Clerk
Skills	1. Accounts 2. Calligraphy 3. Forgery 4. History 5. Language 6. Read/Write
Activated	When dealing with official documents
Invoked	When ignoring bureaucratic rules
Phase	"I worked in the Bishops office or three years"
Equipment	Writing materials and parchment

Aspect	Courtier
Skills	1. Carouse 2. Deceit 3. Diplomacy 4. Friend at Court 5. Heraldry 6. Resources
Activated	When attending court
Invoked	When exiled from court
Phase	"I was summoned to court and took up a minor official role"
Equipment	Expensive clothing and letter of introduction

Aspect	Cultist
Skills	<ol style="list-style-type: none"> 1. Church History 2. Deceit 3. Disguise 4. Intimidation 5. Stealth 6. Torture
Activated	When acting against other churches
Invoked	When obeying other churches
Phase	"I was recruited into a Nephilic Cult"
Equipment	Black robes
Aspect	Druid
Skills	<ol style="list-style-type: none"> 1. Animal Handling 2. Herbs 3. Hunting 4. Stonedweller Lore 5. Survival 6. Weather Sense
Activated	Protecting natural sites
Invoked	In cities
Phase	"I followed the Old Path and tried to protect the forest"
Equipment	Herbs and staff
Aspect	Elderman
Skills	<ol style="list-style-type: none"> 1. Agriculture 2. Craft 3. Empathy 4. Law 5. Leadership 6. Rapport
Activated	When representing peasants
Invoked	When disobeying the local lord
Phase	"The other villagers asked me to represent their views to my lord Baron"
Equipment	Small cottage
Aspect	Groom
Skills	<ol style="list-style-type: none"> 1. Alertness 2. Animal Handling 3. Endurance 4. Hunting 5. Rapport 6. Ride
Activated	Caring for another's animals
Invoked	Harming a steed
Phase	"I tended the stables and cared for my lord knight's horses"
Equipment	Riding crop
Aspect	Guildsman
Skills	<ol style="list-style-type: none"> 1. Appraise 2. Build 3. Craft 4. Rapport 5. Social Standing 6. Trade
Activated	Making Guild products
Invoked	Breaking Guild rules
Phase	"I applied and joined the Guild of Silversmiths"
Equipment	Craft tools and high quality product

Aspect	Herald
Skills	1. Heraldry 2. History 3. Language 4. Orate 5. Read/Write 6. Ride
Activated	Representing a noble
Invoked	Acting undiplomatically
Phase	"I was Lord Riverdale's herald for three years"
Equipment	Herald's uniform, horse
Aspect	House Knight
Skills	1. Heraldry 2. Joust 3. Melee Weapon 4. Might 5. Ride 6. Security
Activated	When representing a noble house
Invoked	When acting against your lord
Phase	"My father was loyal to Lord Riverdale and I followed his example"
Equipment	Surcoat
Aspect	Innkeeper
Skills	1. Accounts 2. Brewing 3. Cook 4. Carouse 5. Rapport 6. Trade
Activated	When interacting with drinkers
Invoked	When interacting with non-drinkers
Phase	"I ran the Oak and Thistle pub for four years"
Equipment	Barrel of beer
Aspect	Lawyer
Skills	1. Church Law 2. Deceit 3. Law 4. Orate 5. Read/Write 6. Research
Activated	When in a court
Invoked	When working for free
Phase	"I had a small law practice in the city"
Equipment	Legal documents
Aspect	Mercenary
Skills	1. Ambush 2. Brawling 3. Fists 4. Melee Weapon 5. Ranged Weapon 6. Trade
Activated	When fighting for profit
Invoked	When fighting for a cause
Phase	"I hired out as a caravan guard"
Equipment	Melee weapon

Aspect	Non-Guild Merchant
Skills	1. Appraise 2. Bribe 3. Deceit 4. Disguise 5. Rapport 6. Trade
Activated	When finding new trade opportunities
Invoked	When dealing with Guild merchants
Phase	"The Guild hadn't spotted the new trade route so I made some good money for awhile"
Equipment	Wagon
Aspect	Monk
Skills	1. Calligraphy 2. Church History 3. Cook 4. Craft 5. Diplomacy 6. Herbs
Activated	When representing a monastery
Invoked	When disobeying church rules
Phase	"I joined the monastery as a child"
Equipment	Monks robes
Aspect	Noble
Skills	1. Heraldry 2. Hunting 3. Leadership 4. Resources 5. Ride 6. Social Standing
Activated	When commanding peasants
Invoked	When showing humility
Phase	"I inherited the title when my father died on Castlekeep"
Equipment	Small estate
Aspect	Peasant
Skills	1. Agriculture 2. Animal Handling 3. Beg 4. Brawling 5. Craft 6. Endurance
Activated	When doing manual tasks
Invoked	When demanding respect
Phase	"I ran away to the city because I hated working in the fields"
Equipment	Peasant clothes
Aspect	Priest
Skills	1. Church History 2. Church Law 3. Church Politics 4. Empathy 5. Orate 6. Read/Write
Activated	When working for the church
Invoked	When hearing other religious views
Phase	"I joined the church out of belief, not ambition"
Equipment	Clerical robes

Aspect	Sailor
Skills	1. Brawling 2. Carouse 3. Danger Sense 4. Sail 5. Swimming 6. Weather Sense
Activated	When on a boat
Invoked	When using polite etiquette
Phase	"I sailed the length of the Great Waterway"
Equipment	Small boat
Aspect	Scout
Skills	1. Hunting 2. Ride 3. Search 4. Survival 5. Track 6. Weather Sense
Activated	In the wilderness
Invoked	In cities
Phase	"I started as a scout for the Legion"
Equipment	Riding horse
Aspect	Shaman
Skills	1. Brewing 2. Herbs 3. Intimidation 4. Poisons 5. Rapport 6. Stonedweller Lore
Activated	When persuading Stonedwellers
Invoked	When persuading city dwellers
Phase	"I learned from the wisest shamans of the tribes"
Equipment	Medicine bag
Aspect	Spy
Skills	1. Bribe 2. Deceit 3. Disguise 4. Locks 5. Seduce 6. Stealth
Activated	When obtaining information by stealth
Invoked	When behaving honestly
Phase	"I was told to join the cult and report back to the Bishop"
Equipment	A disguise kit
Aspect	Squire
Skills	1. Animal Handling 2. Armour Repair 3. Hawking 4. Melee Weapon 5. Ride 6. Weapon Repair
Activated	When learning from a lord or knight
Invoked	Disobeying a knight
Phase	"I was accepted as squire to Lord Greyhurst"
Equipment	Surcoat

Aspect	Non-Guild Thief
Skills	1. Alertness 2. Beg 3. Danger Sense 4. Deceit 5. Melee Weapon 6. Stealth
Activated	Avoiding the Guild
Invoked	Persuading the Guild
Phase	"I was an orphan and had to steal to survive"
Equipment	Dagger
Aspect	True Knight
Skills	1. Endurance 2. First Empire Magic 3. Intimidation 4. Leadership 5. Might 6. Resolve
Activated	When fighting on behalf of King Gawain
Invoked	When fighting against King Gawain
Phase	"After three years on Candlekeep I was summoned to Camelot to become a true knight"
Equipment	High quality armour and high quality weapon
Aspect	Twilight Knight
Skills	1. Alertness 2. Detect Lie 3. Endurance 4. Leadership 5. Ranged Weapon 6. Resolve
Activated	When commanding other thieves
Invoked	When acting against the Guild
Phase	"I rose through the Guild until Sforza himself noticed me"
Equipment	High quality armour and ranged weapon
Aspect	Warrior
Skills	1. Brawling 2. Fists 3. Intimidation 4. Melee Weapon 5. Might 6. Ranged Weapon
Activated	When using violence
Invoked	When using persuasion
Phase	"I was a peasant boy, but fighting gave me a better life"
Equipment	Melee weapon
Aspect	Wisewoman
Skills	1. Acting 2. Deceit 3. Herbs 4. Poisons 5. Sleight of Hand 6. Weather Sense
Activated	Making medicines and poisons
Invoked	Obeying the clergy
Phase	"I learned from the old wise woman of the village and took her place when she died"
Equipment	Herb garden

Aspect	Witchfinder
Skills	1. Church Law 2. Detect Lie 3. Intimidation 4. Investigation 5. Orate 6. Torture
Activated	When persecuting witches
Invoked	When disobeying the clergy
Phase	"I knew that the old woman had cursed our crops and went to the Bishop with my suspicions"
Equipment	Torture device

Aspect	Non-Guild Wizard
Skills	1. Acting 2. Beg 3. Herbs 4. Invent 5. Sleight of Hand 6. Trade
Activated	Creating a 'magical' device
Invoked	Dealing with Guild wizards
Phase	"There is more magic in my creations than in anything the Guild produces"
Equipment	A unique invention

Psychological 4d6

These aspects describe a mental state or a type of personality. Calm, Angry, Friendly, Miserly and Sarcastic could all be used as examples of Psychological Aspects. They apply to individuals but could also be used to describe the atmosphere of a group or an area.

4. *Apathetic*
5. *Argumentative*
6. *Bitter*
7. *Brave*
8. *Cautious*
9. *Dour*
10. *Educated*
11. *Elegant*
12. *Energetic*
13. *Fanatical*
14. *Friendly*
15. *Quiet*
16. *Rebellious*
17. *Seductive*
18. *Selfish*
19. *Sensible*
20. *Stoic*
21. *Stubborn*
22. *Taciturn*
23. *Wise*
24. *Roll Again*



Aspect	Apathetic
Skills	<ol style="list-style-type: none"> 1. Beg 2. Carouse 3. Gambling 4. Insult 5. Poetry 6. Scavenge
Activated	When avoiding work or responsibilities
Invoked	When fulfilling work or responsibilities
Phase	"I became a man of leisure and relaxation"
Equipment	Smoking jacket
Aspect	Argumentative
Skills	<ol style="list-style-type: none"> 1. Brawling 2. Fists 3. Insult 4. Intimidation 5. Melee Weapon 6. Might
Activated	When confronting a different opinion
Invoked	When conceding an opinion
Phase	"I used to attend the rallies of rival politicians and beat up their supporters"
Equipment	Melee weapon
Aspect	Bitter
Skills	<ol style="list-style-type: none"> 1. History 2. Insult 3. Intimidation 4. Melee Weapon 5. Recall 6. Resolve
Activated	When seeking vengeance
Invoked	When showing mercy or forgiveness
Phase	"After they left me for dead I never forgave them"
Equipment	Melee weapon
Aspect	Brave
Skills	<ol style="list-style-type: none"> 1. Endurance 2. Fists 3. Leadership 4. Might 5. Resolve 6. Security
Activated	When facing defeat
Invoked	When being cautious
Phase	"The Legion taught me how to master my fear"
Equipment	Shield
Aspect	Cautious
Skills	<ol style="list-style-type: none"> 1. Alertness 2. Danger Sense 3. Search 4. Security 5. Stealth 6. Survival
Activated	When entering a dangerous area
Invoked	When needing to take a risk
Phase	"You don't live long in the factols by taking risks"
Equipment	Armour

Aspect	Dour
Skills	<ol style="list-style-type: none"> 1. Detect Lie 2. Endurance 3. Insult 4. Intimidation 5. Law 6. Survival
Activated	When enduring hardship
Invoked	When trying to entertain others
Phase	"I lived as a hermit because I found other people difficult"
Equipment	Hooded cloak
Aspect	Educated
Skills	<ol style="list-style-type: none"> 1. Academics 2. Calligraphy 3. Language 4. Read/Write 5. Recall 6. Research
Activated	Dealing with formal academic situations
Invoked	Dealing with barbarians
Phase	"I attended the university of Camelot"
Equipment	Books
Aspect	Elegant
Skills	<ol style="list-style-type: none"> 1. Acting 2. Athletics 3. Diplomacy 4. Rapport 5. Seduce 6. Social Standing
Activated	When impressing others by sight
Invoked	When performing dirty or difficult manual tasks
Phase	"I learned how to move and behave at court"
Equipment	Book on dress and etiquette, expensive clothes
Aspect	Energetic
Skills	<ol style="list-style-type: none"> 1. Acrobatics 2. Alertness 3. Athletics 4. Brawling 5. Sport 6. Swimming
Activated	When trying to complete a task quickly
Invoked	When showing patience
Phase	"I was always running around as a child"
Equipment	Sporting equipment
Aspect	Fanatical
Skills	<ol style="list-style-type: none"> 1. Church Law 2. Endurance 3. Intimidation 4. Law 5. Politics 6. Resolve
Activated	When attacking another church or belief
Invoked	When negotiating with another church or belief
Phase	"I had a vision and dedicated my life to the only true way"
Equipment	Holy book or political tract

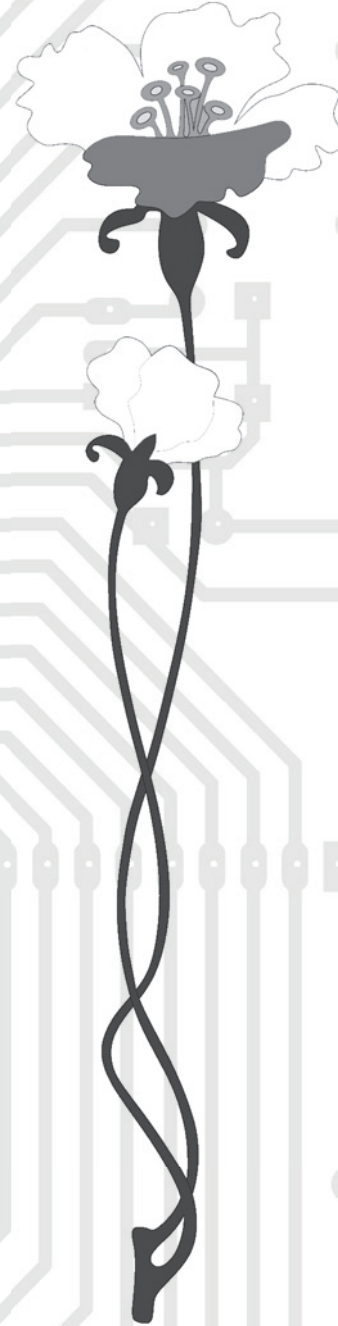
Aspect	Friendly
Skills	1. Diplomacy 2. Empathy 3. Entertain 4. Friend at Court 5. Rapport 6. Trade
Activated	When interacting with strangers
Invoked	When showing anger
Phase	"I worked as an innkeeper and enjoyed interacting with the customers"
Equipment	Tankard
Aspect	Quiet
Skills	1. Alertness 2. Danger Sense 3. Hunting 4. Recall 5. Resolve 6. Stealth
Activated	When avoiding detection
Invoked	When attracting attention
Phase	"My mother punished us for speaking out of turn"
Equipment	Soft boots
Aspect	Rebellious
Skills	1. Ambush 2. Deceit 3. Disguise 4. Orate 5. Politics 6. Sabotage
Activated	When defying authority
Invoked	When obeying authority
Phase	"I rose up in the peasants riot"
Equipment	Sickle
Aspect	Seductive
Skills	1. Acting 2. Deceit 3. Empathy 4. Entertain 5. Rapport 6. Seduce
Activated	When interacting with the opposite sex
Invoked	When intending to be take seriously
Phase	"I was a courtesan"
Equipment	Revealing clothes
Aspect	Selfish
Skills	1. Beg 2. Bribe 3. Carouse 4. Deceit 5. Gambling 6. Scavenge
Activated	When looking after number one
Invoked	When representing someone else's interests
Phase	"In the slums the generous die young"
Equipment	Loaded dice

Aspect	Sensible
Skills	1. Empathy 2. Law 3. Rapport 4. Repair 5. Resolve 6. Survival
Activated	"My father gave me a great deal of practical advice"
Invoked	When assessing risks
Phase	When taking risks
Equipment	Work tools
Aspect	Stoic
Skills	1. Endurance 2. Fists 3. Repair 4. Resolve 5. Sport 6. Survival
Activated	When resisting pain
Invoked	When taking the initiative to end a painful situation
Phase	"I was raised among the Mountain Folk and we know how to endure"
Equipment	Hard wearing clothing
Aspect	Stubborn
Skills	1. Brawling 2. Endurance 3. Investigation 4. Resolve 5. Survival 6. Track
Activated	When resisting social pressure
Invoked	When accepting unwelcome rules
Phase	"I am of the Dark Folk and we resist change"
Equipment	Traditional weapon
Aspect	Taciturn
Skills	1. Detect Lie 2. Intimidation 3. Lip Reading 4. Resolve 5. Security 6. Stealth
Activated	When acting silently
Invoked	When needing to communicate with others
Phase	"My father was a good talker but it never stopped us being peasants"
Equipment	Sap or padded club
Aspect	Wise
Skills	1. Appraise 2. Danger Sense 3. Detect Lie 4. Empathy 5. Recall 6. Resolve
Activated	"I have seen many things in my eighty years"
Invoked	When making a reasoned judgement
Phase	When acting impulsively
Equipment	Book of aphorisms

Racial 5d6

These Aspects describe the race that the individual belongs to. There are several new races in the Camelot Cosmos setting. If applied to an area, it suggests that the population or culture of that area is dominated by that race. Different races have access to different skills which represent the lessons, interests and priorities of that particular culture.

5. *Atropan*
6. *Avalonian*
7. *Bathinite*
8. *Churl*
9. *Dark Folk*
10. *Dog Folk*
11. *Equine*
12. *Guinevite*
13. *Hag*
14. *Kingslander*
15. *Lower Tintagen*
16. *Lupine*
17. *Mordredder*
18. *Mountain Folk*
19. *Progressor*
20. *Queenslander*
21. *Romish*
22. *Seelie*
23. *Unseelie*
24. *Upper Tintagen*
25. *Ursine*
26. *Vorish*
27. *Wilder*
- 28-30. *Roll Again*



Aspect	Atropan
Skills	<ol style="list-style-type: none"> 1. Brewing 2. Direction Sense 3. Endurance 4. Stonedweller Lore 5. Survival 6. Track
Activated	In arctic conditions
Invoked	In desert conditions
Phase	"I was born in the shadow of the Atropan Shelf"
Equipment	Fur clothing
Aspect	Avalonian
Skills	<ol style="list-style-type: none"> 1. Build 2. Craft 3. Invent 4. Repair 5. Sabotage 6. Trade
Activated	Making or repairing something
Invoked	Destroying something useful
Phase	"I lived in Great Market for three years"
Equipment	Work tools
Aspect	Bathinite
Skills	<ol style="list-style-type: none"> 1. Hunting 2. Intimidation 3. Melee Weapon 4. Might 5. Torture 6. Track
Activated	When being cruel or sadistic
Invoked	When communicating peacefully
Phase	"The mists are changing me!"
Equipment	Large club
Aspect	Churl
Skills	<ol style="list-style-type: none"> 1. Escapology 2. Intimidation 3. Investigation 4. Poisons 5. Torture 6. Traps
Activated	In jungle environments
Invoked	On plains or grasslands
Phase	"The witches came for me to make me serve the Great Queen"
Equipment	Poison darts and blowpipe
Aspect	Dark Folk
Skills	<ol style="list-style-type: none"> 1. Hunting 2. Melee Weapon 3. Stealth 4. Stonedweller Lore 5. Survival 6. Swimming
Activated	In marshes
Invoked	In cities
Phase	"I lived in the Canus Marsh until I was thirteen"
Equipment	Net and trident

Aspect	Dog Folk
Skills	<ol style="list-style-type: none"> 1. Alertness 2. Ranged Weapon 3. Ride 4. Search 5. Stonedweller Lore 6. Track
Activated	On plains or grasslands
Invoked	When communicating with Dark Folk
Phase	"I was captured by the Gawainites and became one of their Dog Folk trackers"
Equipment	Bow and arrows
Aspect	Equine
Skills	<ol style="list-style-type: none"> 1. Agriculture 2. Endurance 3. Might 4. Scavenge 5. Stonedweller Lore 6. Survival
Activated	When resisting pain
Invoked	When inflicting pain on others
Phase	"My whole herd-tribe were taken as slaves to the Vorean plantation"
Equipment	Medicine pouch
Aspect	Guinevite
Skills	<ol style="list-style-type: none"> 1. Art 2. First Empire Magic 3. History 4. Hunting 5. Medicine 6. Swimming
Activated	When under water
Invoked	On land out of sight of water
Phase	"I lived in the caves of the people below the waves"
Equipment	Fishing spear
Aspect	Hag
Skills	<ol style="list-style-type: none"> 1. Accounts 2. Ambush 3. Intimidation 4. Leadership 5. Might 6. Torture
Activated	In the factols
Invoked	When dealing peacefully with serfs or peasants
Phase	"I ran the factol and ate the troublemakers"
Equipment	Meat cleaver
Aspect	Kingslander
Skills	<ol style="list-style-type: none"> 1. Agriculture 2. Church History 3. City Lore 4. Endurance 5. Leadership 6. Rapport
Activated	When in groups of Gawainites
Invoked	When alone
Phase	"I was born on Pendragon"
Equipment	Sturdy clothing

Aspect	Lower Tintagen
Skills	1. Deceit 2. Entertain 3. Gambling 4. Melee Weapon 5. Seduce 6. Sleight of Hand
Activated	When deceiving through entertainment
Invoked	When working honestly
Phase	"I got into some bother with the Legion so I came to serve King Mark"
Equipment	Loaded dice
Aspect	Lupine
Skills	1. Endurance 2. Hunting 3. Realm Lore 4. Scavenge 5. Survival 6. Track
Activated	In the wilderness
Invoked	In cities
Phase	"Since I was a cub I've defended our lands"
Equipment	Secret cave
Aspect	Mordredder
Skills	1. Alertness 2. Ambush 3. Danger Sense 4. Recall 5. Scavenge 6. Stealth
Activated	When resisting magical attacks
Invoked	When acting selflessly
Phase	"I lived in Cactus City for three years"
Equipment	Lucky charm
Aspect	Mountain Folk
Skills	1. Cook 2. Direction Sense 3. Endurance 4. Empathy 5. Stonedweller Lore 6. Survival
Activated	In the mountains
Invoked	On the plains
Phase	"Our village was high on the mountain and we hunted the snow leopards for furs"
Equipment	Snowshoes, fur clothing
Aspect	Progressor
Skills	1. Herbs 2. History 3. Invent 4. Research 5. Repair 6. Surgery
Activated	"I trained in the College before becoming an advisor to a Pendragon Baron"
Invoked	When dealing with First Empire technology
Phase	Hand to hand fighting
Equipment	Dark robes

Aspect	Queenslander
Skills	<ol style="list-style-type: none"> 1. Alertness 2. Ambush 3. Beg 4. Bribe 5. City Lore 6. Scavenge
Activated	In cities
Invoked	In the wilderness
Phase	"I was raised in a factory"
Equipment	Dagger, hidden food store
Aspect	Romish
Skills	<ol style="list-style-type: none"> 1. Build 2. Endurance 3. History 4. Law 5. Leadership 6. Politics
Activated	When working on behalf of a senator
Invoked	When interacting peacefully with barbarians
Phase	"I rose to the rank of centurion in the armies of Old Rom"
Equipment	Romish armour
Aspect	Seelie
Skills	<ol style="list-style-type: none"> 1. Acrobatics 2. Alertness 3. Animal Handling 4. First Empire Magic 5. Herbs 6. Stonedweller Lore
Activated	In the wilderness
Invoked	In cities
Phase	"I have always lived in the forest"
Equipment	Green clothing
Aspect	Unseelie
Skills	<ol style="list-style-type: none"> 1. Acrobatics 2. Alertness 3. Intimidation 4. Invent 5. Poisons 6. Stealth
Activated	In cities
Invoked	In the wilderness
Phase	"I was born in metal and oil and live by blood and pain"
Equipment	Studded leather armour
Aspect	Upper Tintagen
Skills	<ol style="list-style-type: none"> 1. Acrobatics 2. Athletics 3. Heraldry 4. Joust 5. Might 6. Poetry
Activated	When performing noble deeds
Invoked	When acting selfishly
Phase	"I learnt all the deeds of the heroes by heart"
Equipment	Antique sword

Aspect	Ursine
Skills	1. Danger Sense 2. Endurance 3. Intimidation 4. Might 5. Scavenge 6. Track
Activated	In the wilderness
Invoked	In cities
Phase	"I was raised on the ice and fought the wolves and the men who try to take our land"
Equipment	Secret cave

Aspect	Vorish
Skills	1. Ambush 2. City Lore 3. Deceit 4. Intimidation 5. Politics 6. Trade
Activated	When bullying others
Invoked	When interacting with Stonedwellers
Phase	"I was fortunate enough to be born into the great Vorean Republic"
Equipment	Gold coins

Aspect	Wildier
Skills	1. Ambush 2. Herbs 3. Hunting 4. Melee Weapon 5. Stonedweller Lore 6. Track
Activated	In the wilderness
Invoked	In cities
Phase	"I was born in the forests and took part in the sack of Boethius"
Equipment	Melee weapon

Regional 2d6

Regional Aspects are based on a particular area of the Camelot Cosmos setting and grant access to skills relevant to that area (water conservation in a desert area, for example). They differ from Racial Aspects because Racial Aspects represent the qualities inherent to particular races whereas Regional Aspects can be acquired by anyone living or working in that particular area.

2. *City Lore*
- 3-4. *Country Lore*
5. *Dungeon Lore*
6. *Factol Lore*
7. *Forest Lore*
8. *Jungle Lore*
9. *Mountain Lore*
10. *Ocean Lore*
11. *Plains Lore*
12. *Swamp Lore*



Aspect	City Lore
Skills	1. Academics 2. Accounts 3. City Lore 4. Diplomacy 5. Law 6. Trade
Activated	In cities
Invoked	In the wilderness
Phase	"I lived for twelve years in a great city"
Equipment	City clothes
Aspect	Country Lore
Skills	1. Agriculture 2. Animal Handling 3. Craft 4. Herbs 5. Hunting 6. Survival
Activated	"I lived in a tiny village"
Invoked	In the countryside
Phase	In cities
Equipment	Country clothes
Aspect	Dungeon Lore
Skills	1. Danger Sense 2. Direction Sense 3. Locks 4. Search 5. Stealth 6. Traps
Activated	"I worked for the Dungeoneers Guild"
Invoked	In dungeons
Phase	Interacting peacefully with monsters
Equipment	Torches and rope
Aspect	Factol Lore
Skills	1. Beg 2. Brawling 3. Danger Sense 4. Repair 5. Scavenge 6. Sleight of Hand
Activated	In a factory
Invoked	Interacting in polite society
Phase	"I was a slave for six years in a Morganite factol"
Equipment	Work tools
Aspect	Forest Lore
Skills	1. Alertness 2. Animal Handling 3. Herbs 4. Hunting 5. Survival 6. Track
Activated	In forests
Invoked	When destroying forests or woods
Phase	"The tribesmen taught me the ways of the forest"
Equipment	Green cloak

Aspect	Jungle Lore
Skills	1. Ambush 2. Danger Sense 3. Hunting 4. Poisons 5. Survival 6. Track
Activated	In jungles
Invoked	When acting against jungle tribes
Phase	"I lived with a remote jungle tribe for three years"
Equipment	Blowpipe and darts
Aspect	Mountain Lore
Skills	1. Athletics 2. Build 3. Endurance 4. Hunting 5. Survival 6. Track
Activated	In or on mountains
Invoked	When acting against mountain folk
Phase	"I lived with the mountain folk and learnt their ways"
Equipment	Climbing boots
Aspect	Ocean Lore
Skills	1. Direction Sense 2. Hunting 3. Sail 4. Survival 5. Swimming 6. Weather Sense
Activated	At sea or on a boat
Invoked	Out of sight of the sea or rivers
Phase	"I was a sailor for six years"
Equipment	Small fishing boat
Aspect	Plains Lore
Skills	1. Hunting 2. Ranged Weapon 3. Ride 4. Survival 5. Track 6. Weather Sense
Activated	On plains or grasslands
Invoked	When acting against the Dog Folk
Phase	"I lived among the Dog Folk for three years"
Equipment	Horse
Aspect	Swamp Lore
Skills	1. Herbs 2. Hunting 3. Melee Weapon 4. Poisons 5. Swimming 6. Track
Activated	In swamps or marshes
Invoked	When acting against the Dark Folk
Phase	"I lived among the Dark Folk for three years"
Equipment	Trident and net

Unusual 4d6

This category covers any and all Aspects that do not fit easily into the other Aspect types. GMs or Players can think up new Aspects for this category, but they may require an unusual or bizarre Phase explanation (“I gained the Chosen One Aspect by training with the monks of the Threefold Path in their secret mountain monastery”).

4. *Addicted*
5. *Brilliant*
6. *Cursed*
7. *Depraved*
8. *Draconic*
9. *Dying*
10. *Famous*
11. *Gilded*
12. *Half-Breed*
13. *Hated*
14. *Imperial*
15. *Insomniac*
16. *Masochist*
17. *Military*
18. *Mute*
19. *Poor*
20. *Racist*
21. *Sadist*
22. *Traitor*
23. *Wanted*
24. *Roll Again.*



Aspect	Addicted
Skills	1. Deceit 2. Endurance 3. Might 4. Search 5. Stealth 6. Trade
Activated	In pursuit of the addiction
Invoked	When denying the addiction
Phase	"I was drugged regularly to keep me from escaping"
Equipment	Short supply of addiction
Aspect	Brilliant
Skills	1. Academics 2. Detect Lie 3. Invent 4. Language 5. Repair 6. Research
Activated	When searching for an unusual solution
Invoked	When performing a dull task
Phase	"By the age of eight I was speaking six languages"
Equipment	Scholarly tomes
Aspect	Cursed
Skills	1. Alertness 2. Church History 3. Danger Sense 4. Empathy 5. Endurance 6. Resolve
Activated	When accepting punishment
Invoked	When avoiding punishment
Phase	"The wise woman cursed me for mocking her"
Equipment	Lucky charm
Aspect	Depraved
Skills	1. Ambush 2. Bribe 3. Deceit 4. Seduce 5. Stealth 6. Torture
Activated	When indulging the depravity
Invoked	When denying the depravity
Phase	"I killed the girl in the brothel and discovered that my tastes were....unusual"
Equipment	Knife and cloak
Aspect	Draconic
Skills	1. Disguise 2. Endurance 3. Intimidation 4. Might 5. Stealth 6. Survival
Activated	When obeying the Dragon
Invoked	When disobeying the Dragon
Phase	"I emerged from the linnorm caves a different creature"
Equipment	Dragon tooth

Aspect	Dying
Skills	<ol style="list-style-type: none"> 1. Alertness 2. Empathy 3. Endurance 4. Rapport 5. Recall 6. Resolve
Activated	When searching for a cure
Invoked	When undertaking extreme physical effort
Phase	"I caught a disease from the monster's claws"
Equipment	Sackcloth and ashes
Aspect	Famous
Skills	<ol style="list-style-type: none"> 1. Deceit 2. Entertain 3. Rapport 4. Resources 5. Seduce 6. Social Standing
Activated	When trying to gain favours
Invoked	When trying to avoid notice
Phase	"My deeds were celebrated by the leading bards"
Equipment	Heroic portrait or poem about self
Aspect	Gilded
Skills	<ol style="list-style-type: none"> 1. Accounts 2. Craft 3. Leadership 4. Resources 5. Social Standing 6. Trade
Activated	When representing the Guild
Invoked	When acting against the Guild
Phase	"I applied to the Guild and was accepted"
Equipment	Guild clothing
Aspect	Half-Breed
Skills	<ol style="list-style-type: none"> 1. Beg 2. Disguise 3. Realm Lore 4. Scavenge 5. Stealth 6. Stonedweller Lore
Activated	When dealing with outcasts
Invoked	When dealing with authorities
Phase	"My father was a Vorean and my mother a Stonedweller"
Equipment	Cultural memento or artefact
Aspect	Hated
Skills	<ol style="list-style-type: none"> 1. Acting 2. Disguise 3. Endurance 4. Escapology 5. Resolve 6. Stealth
Activated	When fleeing from the haters
Invoked	When confronting the haters
Phase	"I killed the overseer so the Voreans vowed I would die"
Equipment	Broken chains

Aspect	Imperial
Skills	<ol style="list-style-type: none"> 1. History 2. Law 3. Might 4. Orate 5. Politics 6. Resolve
Activated	When spreading the imperial culture
Invoked	When accepting 'inferior' cultures
Phase	"I became a proud Vorean patriot"
Equipment	Skewed book of history or patriotic songs
Aspect	Insomniac
Skills	<ol style="list-style-type: none"> 1. Carouse 2. Empathy 3. Endurance 4. Herbs 5. Recall 6. Resolve
Activated	During the day
Invoked	During the night
Phase	"I had terrible nightmares that prevented sleep"
Equipment	Unused bed
Aspect	Masochist
Skills	<ol style="list-style-type: none"> 1. Brawling 2. Endurance 3. Escapology 4. Fists 5. Survival 6. Torture
Activated	When accepting pain
Invoked	When avoiding pain
Phase	"My time in the Queen's dungeons taught me to enjoy my suffering"
Equipment	Cat o'nine tails
Aspect	Military
Skills	<ol style="list-style-type: none"> 1. Armour Repair 2. Endurance 3. Fists 4. Leadership 5. Melee Weapon 6. Weapon Repair
Activated	When fighting in an organised unit
Invoked	When disobeying military orders
Phase	"I served in the Legion for awhile"
Equipment	Armour
Aspect	Mute
Skills	<ol style="list-style-type: none"> 1. Alertness 2. Danger Sense 3. Empathy 4. Lip Reading 5. Read/Write 6. Sign Language
Activated	Understanding non-verbal signals
Invoked	Communicating with unintelligent people
Phase	"The slavers cut out my tongue for disobedience"
Equipment	Scroll and pens

Aspect	Poor
Skills	<ol style="list-style-type: none"> 1. Beg 2. Brawling 3. Resolve 4. Search 5. Scavenge 6. Survival
Activated	When trying to buy something
Invoked	When trying to scavenge
Phase	"I lived on the streets and had no income"
Equipment	Begging bowl
Aspect	Racist
Skills	<ol style="list-style-type: none"> 1. Ambush 2. Brawling 3. Fists 4. Insult 5. Intimidation 6. Politics
Activated	When attacking a hated race
Invoked	When interacting peacefully with a hated race
Phase	"I lost my job to foreigners"
Equipment	Racist political pamphlet
Aspect	Sadist
Skills	<ol style="list-style-type: none"> 1. Danger Sense 2. Fists 3. Hunting 4. Melee Weapon 5. Torture 6. Track
Activated	When pursuing a victim
Invoked	When showing kindness
Phase	"I worked as a torturer for Queen Morgan"
Equipment	Torture device
Aspect	Traitor
Skills	<ol style="list-style-type: none"> 1. Acting 2. Deceit 3. Disguise 4. Investigation 5. Search 6. Stealth
Activated	When spying
Invoked	When obeying national authorities
Phase	"I spied for the Morganites on my lord's castle"
Equipment	Secret maps
Aspect	Wanted
Skills	<ol style="list-style-type: none"> 1. Alertness 2. Beg 3. Conceal 4. Danger Sense 5. Disguise 6. Ride
Activated	When fleeing pursuit
Invoked	When dealing with legal authorities
Phase	"I was wrongly accused of theft and had to flee"
Equipment	Horse

Villainous 4d6

Villainous Aspects are the opposite of Heroic Aspects. They can be gained by notable acts of villainy or evil (as a punishment or reward for such behaviour) and can be used when the GM is creating the Villains that the characters oppose. All of the Aspects within this type should describe negative, evil or morally dubious qualities (Sadist, Masochist, Proud, Stubborn, Greedy, Racist etc).

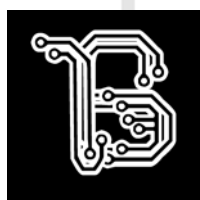
4. Coward
5. Cruel
6. Depressive
7. Greedy
8. Hated (see above)
9. Imperial (see above)
10. Lecherous
11. Manic
12. Masochist (see above)
13. Mean
14. Misanthrope
15. Monstrous
16. Proud
17. Racist (see above)
18. Sadist (see above)
19. Schizophrenic
20. Sexist (see above)
21. Traitor (see above)
22. Violent
23. Wanted (see above)
24. Roll Again



Aspect	Coward
Skills	1. Alertness 2. Acting 3. Athletics 4. Danger Sense 5. Deceit 6. Empathy
Activated	When running away or avoiding danger
Invoked	When entering battle
Phase	"My first battle terrified me"
Equipment	Shield
Aspect	Cruel
Skills	1. Fists 2. Hunting 3. Insult 4. Intimidation 5. Poisons 6. Torture
Activated	When humiliating others
Invoked	When praising others
Phase	"In the street gangs the cruellest kids prospered"
Equipment	Spiked gloves
Aspect	Depressive
Skills	1. Brewing 2. Danger Sense 3. Empathy 4. Endurance 5. Recall 6. Resolve
Activated	When giving up
Invoked	When making a heroic effort
Phase	"After my wife died there didn't seem to be much point"
Equipment	Memento mori
Aspect	Lecherous
Skills	1. Ambush 2. Beg 3. Deceit 4. Detect Lie 5. Poetry 6. Seduce
Activated	When pursuing a member of the opposite sex
Invoked	When refusing sexual approaches
Phase	"I frequented the brothels of the red light district"
Equipment	Hooded cloak
Aspect	Manic
Skills	1. Acrobatics 2. Athletics 3. Endurance 4. Melee Weapon 5. Might 6. Sport
Activated	When acting fast
Invoked	When waiting or being patient
Phase	"I took Chultan poisons that speeded my reactions"
Equipment	Chultan poison

Aspect	Mean
Skills	1. Appraise 2. Locks 3. Resolve 4. Security 5. Trade 6. Traps
Activated	When saving or protecting money
Invoked	When paying or being generous
Phase	"My father lost all his money and I was determined not to do the same"
Equipment	Strongbox
Aspect	Misanthrope
Skills	1. Ambush 2. Deceit 3. Insult 4. Intimidation 5. Torture 6. Traps
Activated	When hurting people
Invoked	When trying to befriend people
Phase	"My studies of history proved that man was worthless as a species"
Equipment	Insulting cartoons
Aspect	Monstrous
Skills	1. Brawling 2. Endurance 3. Intimidation 4. Might 5. Stealth 6. Torture
Activated	When trying to scare people
Invoked	When trying to befriend people
Phase	"Something in the curse made me foul and evil"
Equipment	Mask
Aspect	Proud
Skills	1. Endurance 2. History 3. Leadership 4. Might 5. Resolve 6. Sport
Activated	When observed by an audience
Invoked	When accepting humiliation or defeat
Phase	"My family have long been the foremost nobles of this region"
Equipment	Heraldic symbol
Aspect	Greedy
Skills	1. Ambush 2. Deceit 3. Resources 4. Search 5. Stealth 6. Trade
Activated	When acquiring wealth
Invoked	When paying for something
Phase	"The gold I found in the hidden compartment was only the start"
Equipment	Secret stash of gold

Aspect	Violent
Skills	1. Brawling 2. Endurance 3. Fists 4. Intimidation 5. Melee Weapon 6. Might
Activated	When using physical force
Invoked	When using gentle persuasion
Phase	"I mugged people for the Guild"
Equipment	Club



Bad Aspects

Players might look at some of the negative or 'bad' aspects given above and wonder why *anyone* would pick them for

his character. Why play a 'Fat' warrior rather than a 'Muscular' one, a 'Coward' rather than a 'Brave' character?

Essentially, there are two reasons for picking a bad or villainous Aspect:

The first reason is the disinterested one that appeals most to experienced role-players, which is because these Aspects are often more interesting to portray. We have all read novels or seen films in which the weak or villainous characters are actually more interesting than the hero and we are equally aware of many cases where a few weaknesses make the qualities of a character stand out all the more forcefully.

The second reason is that there is a clear game benefit to possessing such weaknesses. Every time the 'bad' Aspect is invoked, the character receives an additional FATE point to spend (essentially a reward for playing out a weakness). A clever player can even think of instances where the negative Aspect can have positive effects for himself or his colleagues (being 'Shy' might, in an odd way, help you befriend other 'Shy' people, or being a 'Coward' might help you spot the best available cover).

In some cases players might also decide that the negative consequences of having a 'bad' Aspect are worth dealing with in return for the skills that the Aspect gives.

That which does not kill us, makes us stronger.



Situational Aspects

Conflict can be a dynamic situation and the aspects that exist in a scene or a particular challenge can change as the circumstances change.

The actions of your character (particular when you spend Fate points to assume limited narrative control over a scene) can apply temporary Aspects to an area or even an enemy, such as 'Flooded' or 'Fiercely Ablaze'. GMs should apply modifiers or wound penalties based on how severe they think these Aspects are.

Aspects can be applied by the GM to structures and areas. Aspects such as 'Smoke Filled', 'Dimly Lit', 'Burning Hot', or even emotional states such 'Frightening' can also apply modifiers to particular actions or potentially inflict various forms of Stress onto characters. More on these type of Aspects will appear in the GMs book.



Activating Aspects

You can use your aspects in a variety of ways but they need to be relevant to the task or outcome you are attempting.

When you want to apply them you should mention them and describe how they are relevant to the situation.

Activating an Aspect: Your Aspect is relevant to a Skill Roll that you are making.

By spending a Fate point you can add your Aspect Rank to the Skill Roll.

Provoking an Aspect: Sometimes you do not have a particular Skill, or an exact match for a Skill does not exist. If you are attempting an action that is not described by the Skills for that Aspect but you can persuade the GM that is something that a person with that Aspect would be especially good at, then you can add your Aspect Rank to the Skill roll. This does not cost a FATE Point but does require the GMs agreement.

Activating Someone Else's Aspect: You can activate someone else's Aspect-or one attached to the scene, location or anything else-to gain advantage for yourself and this has the same effect as activating one of your own. You can also use these outside aspects for story effects, if appropriate.

Invoking Negative Aspects: You can also experience a penalty to situations where your Negative or Villainous Aspect would apply. Usually this is done by the GM who states that you receive a negative modifier equal to your Rank in that Aspect. However you can Invoke these negative aspects yourself, taking the penalty voluntarily and describing how it hinders your attempt. If you do this BEFORE the GM states that a negative modifier applies, you receive 1 Fate Point.

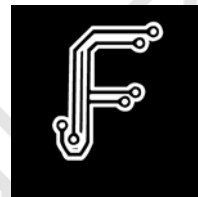
idden Aspects

There can be aspects that are hidden. Without a deep briefing on an enemy, characters are unlikely to know what an enemy's aspects are.

Similarly a scene may not have any aspects that are obvious. That doesn't mean that those aspects aren't present or cannot be found out and activated by perceptive characters. A character with an appropriate skill can try to find out what aspects are around by making a roll or a player can simply guess.

Uncovering an aspect with an appropriate skill requires a successful roll which uncovers a single aspect.

Other, similar aspects can be uncovered with successes over the target number on a one-for-one basis, as determined by the GM's interpretation of any shifts that apply.



FATE Points

FATE points represent both achievement and good fortune. They can be used to show the fickle assistance of Lady Luck and how her fortune favours the old, the brave and-conversely and, perversely, the wicked and the evil. FATE points used in this fashion distort the rules in your favour and against the enemies you encounter. If used as examples of good fortune FATE points can be 'spent' in the following ways:

1 Fate Point can remove 1 level of any kind of stress.

1 Fate Point can achieve a moment of narrative control (see below).

1 Fate Point can activate one Aspect adding a bonus equal to your Aspect Rank.

3 Fate Points can remove all the Stress of one particular kind (physical, composure or social) from your character.

6 Fate Points can remove all Stress of all kinds from your character.

All of these adjustments are made during the gaming session. Note the change in the number of your available FATE Points.

FATE points are also necessary for character advancement and can be used to purchase improvements to your character. These purchases occur at the end of one session of gaming or at the beginning of the next. FATE points can be spent to advance in the following ways:

1 FATE Point adds 1 to any of your existing Skills (note this on your character sheet and add +1 as a note at the side of the relevant Aspect. Every time you do this increase the noted plus by 1.

When you have done this 6 times for skills within that aspect you gain another Rank in that Aspect, although since you have already spent the relevant Skill points you do not gain another 6 points to spend).

6 FATE Points add another Aspect or 1 Rank to any existing Aspect. Note the changes on your character sheet and spend the 6 skill points gained.

Beginning FATE Points

All characters begin with 6 FATE Points. In the Camelot Cosmos FATE Points do not automatically 'refresh' between sessions. If you spend them, they are removed and only new achievements can grant you new Fate Points to spend.

Gaining FATE Points

Fate Points are awarded to characters to represent the experience and knowledge gained by successfully completing tasks and adventures. The GM should award a certain number of FATE points every game session, and he can use the Ladder to determine how many FATE Points to award. If the GM feels that the PC's performance was Great, for example, he should award 3 FATE Points, whereas if it was Fair he should award only 1 FATE Point. Most performances are likely to be Fair or Good, but it is perfectly possible to witness ones which justify higher rewards or even impose the loss of FATE points for disastrous mistakes or selfish gaming.

As noted above players can also increase their FATE Points by voluntarily invoking their negative (bad or villainous) aspects.

Whist FATE Points are never refreshed, unspent FATE points are never lost either, and may be spent at the beginning or end of any future gaming session.



Stress

Stress measures your capacity for harm. It is how much of a beating you can take before you taken out in that capacity.

Stress start at six in each category, though it can be modified by certain skills.

When you take harm in any of the three categories of stress (physical, composure and social) it is crossed off your stress track, though you can choose to take consequences instead. These are explained later following this section.

Physical stress is added to by your Endurance skill

Composure stress is added to by your Resolve skill

Social Stress is added to by your Social Standing skill

In all cases given above the Skill Rank is added to the Stress on a one-to-one basis.

Unlike Fate points, Stress recovers or refreshes between gaming sessions, although lasting damage, represented by consequences, take longer to heal (see below).

Stress is divided into three categories:

Physical Stress

Physical stress is a measure of how much physical harm you can take whether by being beaten, shot, exhausted, poisoned or any other source of damage to your body.

When you run out of Physical stress you are 'taken out' which can mean death, unconsciousness or simply being crippled and unable to act due to pain or other incapacitation. In other forms of FATE GMs often assume that taken out does not mean death, but the Camelot Cosmos is a harsh setting and the default assumption should be that in this setting death, does indeed, mean death.

If your character dies due to physical stress he is removed from the game and you must create a new beginning character.

Composure Stress

Composure stress is a measure of mental fitness and well-being, willpower, sanity and psychic resilience. It is hit when you are frightened, terrified, stressed, placed under mental duress, tortured or otherwise attacked in a way that targets your mind.

When you run out of composure stress you are 'taken out' which, depending on the context, may mean catatonic, insane, collapsed with grief or even, in the case of magical or psychic attacks, killed. When resisting torture and other attacks upon your resolve being 'taken out' means that you buckle under the pressure and have given up what your enemy wishes to know or been brainwashed by him.

If your character breaks due to composure stress he is placed under the control of the GM as a non-player character until the damage is healed (players who fully role-play the affliction or breakdown may be allowed to retain control of the character at the GM's discretion).

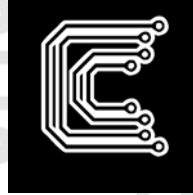
Social Stress

Social stress is a measure of your 'social capital', the goodwill and authority that you are given by others and how resilient your reputation is. In the semi-feudal setting of the Camelot Cosmos, this is largely a matter of class and privilege although, if you prefer a more egalitarian outlook, the GM could allow Rapport to influence social stress rather than the Social Standing skill.

When you run out of Social Stress you are 'taken out', which, whatever the context, essentially means that you have temporarily become persona no-grata and that nobody will trust you or listen to you. In practical terms this means you can't initiate Social contests without spending a FATE point to do so. Social consequences can be even more far reaching.

A character who loses all his Social Stress may acquire a negative Aspect such as Wanted or Enemy.

GMs who don't mind complex record keeping may wish to track different levels of Social Stress in relation to different key organisations, representing the fact that different groups have divergent social priorities.



Consequences

Consequences are a more lasting form of harm than stress-though losing all your stress can have some pretty terrible outcomes. Consequences are a means of describing 'wounds', whether they're to your mind, body or your reputation.

The player chooses when to take a consequence and when they do it reduces the amount of stress they take from a hit. In normal circumstances a character can take one of each type of Consequence: Minor, Major, Severe and Extreme.

When you take a Consequence you reduce the amount of stress you take from a hit accordingly:

Minor: Reduces stress taken by two.

Major: Reduces stress taken by four.

Severe: Reduces stress taken by six.

Extreme: Reduces stress taken by eight.

Consequences can be activated, like aspects, by the characters enemies to give them aid during battle and can be activated for free the first time that they are activated. This makes them particularly debilitating, at least for a short while.

They also have narrative effect. If, for example, you took the consequence 'blinded' then you couldn't, logically, make contests that involved your sight.

While you choose when you take a consequence, the enemy that did the damage gets to choose what sort of consequence you take, indicating that choosing to take consequence can be a risky business over which you do not have complete control.

Minions and bit-part characters cannot take consequences and are subject only to stress, but major NPCs and villains can use this concept just as readily as the characters do.

Physical Consequences

Physical consequences represent physical injuries, exhaustion and other debilitation that prevents or interferes with your physical actions.

Some samples of physical consequences might include:

Minor: Heavy bruising, obvious cut, sprained ankle, sickened, winded, painful wound, reeling, off-balance.

Major: Dislocated arm, heavy bleeding, concussion, useless arm, useless leg, blind in one eye, crippled hand.

Severe: Broken arm, broken leg, fractured skull, gut-shot, crippling pain, disfiguring injury, blinded, deafened.

Extreme: Paralysed, crippled, torn open, body burns, lost limb, permanent injury (new negative aspect).

Composure Consequences

Composure consequences represent mental harm, stress, frayed nerves and other forms of mental exhaustion that prevents or interferes with your mental actions.

Some examples of composure consequences might include:

Minor: Distracted, tired, churning mind, unable to concentrate, guilty feeling, fragile, exasperated, anxious.

Major: Migraine, nervous tic, dangerously impetuous, furiously angry, terrified out of your mind, shaky.

Severe: Blinding migraine, crippling indecision, hallucinations, night terrors, temporary phobia.

Extreme: Catatonic, helpless screaming, hysteria, paralysed with indecision, helpless laughter, permanent insanity (new negative aspect).

Social Consequences

Social consequences represent social harm, damaged reputations, reduced status and the expenditure of political currency so that your impact upon the social scene is reduced and the respect in which you are held is lessened.

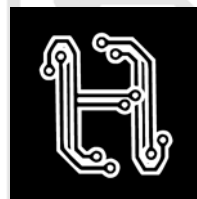
Some examples of social consequences might include:

Minor: Whispered rumours, uncomfortable questions asked, stain on your reputation, reduced circumstances.

Major: Minor scandal, too many favours called in, trash talked, lost your credibility, class hatred.

Severe: Major scandal, your word is no good, no longer a gentleman, your name is mud, untrustworthy, widely disliked.

Extreme: Massive scandal, unforgivable sin, ruined reputation, utterly humiliated, scandal by association, a known traitor or criminal (add social negative aspects such as Wanted or Enemy).



Healing

Consequences and stress heal over time or can be reduced or removed by assistance.

Stress heals between gaming sessions (though the GM is entitled to rule otherwise if a session does not end a particular scene) and can also be healed by the application of first aid, special abilities and other possible applications of skills and capabilities.

Consequences are a little more tricky. They can heal or be forgotten naturally over time in a similar manner to stress, however it is more common that these deeper injuries are treated through role-playing events or the application of expert skills.

Surgery might heal physical consequences, counselling or sympathy might heal mental consequences and assistance with reputation and public patronage or support from powerful or popular figures (people of a higher social standing) could heal a social consequence.

The natural healing rate for consequences depends on their severity. For the most extreme, of course and barring super-technological or magical intervention, healing rates only apply to stabilising the condition rather than removing it. A hand does not grow back, for example, unless there is some supernatural cause.

Minor consequences heal after one day

Major consequences heal after a week

Severe consequences heal or stabilise after a week

Extreme consequences stabilise after a month

oing Things

Sooner or later you will want to know how to do things, whether it's using a skill or an aspect to punch the villain in the jaw, leaping from a burning building, shooting an arrow into a monster's eye or catch a maiden falling from the side of a ship.

These actions are all handled in broadly the same way whether you're overcoming an obstacle or an opponent.

Doing Something Unopposed

When you're trying to do something that requires effort or luck, but which isn't against an active opponent, you're doing something unopposed.

When you're making an unopposed roll follow these steps:

Describe what you intend to do.

The GM will set a difficulty for you, a target number you need to roll from the Ladder and tell you what skill you need to roll on.

Roll your dice, take the negative dice away from the positive and use the result to shift your skill level up or down the Ladder.

Compare your result with the difficulty to see if you succeed or fail. The more you get over the target the better you succeed.

Conflicts

A conflict is when two forces are in opposition. This can be a single roll as two forces struggle over a single point of contention or, more commonly, it might be a whole scene framing a competition between two opposing groups.

This might be a contest between encryption and decryption, the infiltration of a secret facility, trying to lose someone in a crowd or a number of other possibilities.

For a single opposed roll follow these steps:

Each side describes what they intend to do.

The GM will tell you of any modifiers to either side's roll and allows or disallows any aspects either side wishes to activate.

Each side roll their dice, taking the negative dice away from the positive and using the result to shift their skill level up or down the Ladder.

Each side compares results to see who succeeds or fails. Whoever obtains the best result wins the conflict.

Conflict Scenes

Conflict scenes are a series of challenges that are strung together to describe an overall goal which might be anything from a foot race to a large battle.

These kind of conflicts are organised into 'scenes' which are played through from their start, through to their resolution, although sometimes one type of conflict will naturally lead to another. If there is a chase that ends with everyone smashing into an overturned cart, that scene may become a fight once the enemies are on their feet again.

Running Conflicts

Running conflicts is a little more complicated and a little more involved than dealing with individual skill checks.

The GM needs to make sure that everyone gets to go, gets to do something in turn and to keep track of everything that's

going on. A little bit of set-up goes a long way when you are doing this, even given the abstract nature of the game's system.

Frame the Scene

When a conflict is about to take place the GM needs to spell out and describe the scene so that everyone knows what is going on and has a good, clear mental picture of what is happening.

The GM needs to make sure that they cover the essentials of the scene and describe its parameters, albeit in a narrative form. The GM should also make note of any scene aspects that he feels are important, though these should be kept private until they are uncovered during play.

The framing of a scene can change over time as the situation changes. The GM can add or remove aspects and descriptions to reflect these changes.

Initiative

Initiative determines which character acts first in any given scene, and the order in which the remaining characters and NPCs act after that. It represents physical speed, skill, co-ordination and reactions as well as quick thinking and swift intuition in more mental challenges. It can even be used in social challenges to represent assertiveness and confidence.

Determining initiative is done by means of opposed rolls affected by the following skills:

Physical conflicts (who goes first in combat) are modified by the Alertness skill.

Social conflicts (who goes first in debate) are modified by the Empathy skill.

Mental conflicts (who thinks of an idea first) are modified by the Academics skill.

Alternatively, for those who do not wish to make these rolls for every scene, characters and NPCs act in order of the skill ratings they possess in Alertness, Empathy and Academics, with those with the highest rating acting first and those with the lowest rating acting last (depending again on what type of conflict is being engaged in).

Actions

When it's your turn you can choose to do any number of things with your character, so long as they're within the bounds of possibility. Here's some of the more usual ones:

Use a skill: You can use a skill on your turn to accomplish anything that that skill might normally do. This may take many turns in some cases, lasting through the entire conflict. The skill roll is made when the attempt is first initiated but a character may continue to do some other things at the same time at a -2 penalty on their rolls. A defender trying to repair a rampart, for example, could also return fire between hastily applying new stone or mortar to the wall he shelters behind.

Attack: An attack is any aggressive move against a character or non-player character. This might be firing an arrow, throwing a punch, or even a social attack like a sarcastic comment or an attempt at distraction or persuasion. In every case, one participant attacks, the other defends and a contested roll is made to determine the outcome.

Manoeuvre: A manoeuvre is a way to change the stakes in a scene. It's something that is done to place a temporary aspect upon a scene or person. This is rolled as normal, whether a simple roll or a conflict, and if successful the temporary aspect is created in the scene, with a modifier to future actions determined by the GM. For example a sentry could use a shouted warning to add the 'Wary' temporary aspect to his allies when he spots enemies sneaking into their camp.

Full Defence: A character can concentrate solely on defending himself, in which case he applies any appropriate skill agreed by the GM to any rolls to dodge incoming attacks (the acrobatics skill, for example). This is a useful action for characters who are very weak or already injured.

Defending Another: A character can attempt to protect their friend-provided that it makes sense that they would be able to do so. In such a case both characters make a defence roll and the highest is used against any attacks.

Moving: A character can usually move without it taking up their action-unless there's a complication like having to jump an obstacle or climb a wall. A normal move allows a character to move a single zone, a sprint (taking no other action) allows one zone plus one extra per shift, and difficult terrain requires that a skill roll be made to move across a single zone. Zones are arbitrary divisions of space decided by the GM, who should divide every area encountered into a set number of zones, but by default represent a 10 foot by 10 foot area.

Defer Action: A character can choose to delay his action to a later point in the turn, which might be useful if he needs to know the result of other actions first.

Resolve Action

Once the action is described, it is taken. If rolls are necessary then they are made and the GM interprets and describes the outcome so that the players know exactly what happened.

Once everyone has had their turn the conflict may come to an end, either through victory or because conditions have changed to make the conflict impossible. If the conflict is ongoing (for example in a battle where the participants are injured but not yet 'taken out') it enters a new turn and things proceed in initiative order again.



Obtaining Skills

As previously mentioned skills can be gained by spending FATE Points. As all skills are linked to Aspects, players may find themselves wondering how they gain a specific skill which is not linked to any of the Aspects they possess.

If Players have a certain skill in mind which they wish their character to obtain, then they can look to an Organisational or Professional Aspect for that skill. Performing some quest or series of tasks to join an Organisation in order to gain a specific skill provides lots of role-playing opportunities, and groups and factions can be quite open about the skills they teach if they are trying to recruit someone.

If however there is a skill on the skills list which does not seem to be available through any of the described Aspects, GMs and players are free to create new Aspects which would cover that skill. Once the Aspect is agreed by the GM, the character can work towards obtaining that Aspect (and hence access also to the skill he is interested in) in the normal manner.

Finally, the links between Aspects and Skills are suggestions which individual GMs may wish to adapt if a particular player offers a convincing argument for doing so (GMs should however keep track of any such changes in order to keep their use of skills and aspects consistent).



Skills List

Academics
Accounts
Acrobatics
Acting
Agriculture
Alertness
Ambush
Animal Handling
Appraise
Archaeology
Armour Repair
Art
Athletics
Beg
Brawling
Brewing
Bribe
Build
Calligraphy
Carouse
Church History
Church Law
Church Politics
City Lore
Conceal
Cook
Craft
Danger Sense
Deceit
Detect Lie
Diplomacy
Direction Sense
Disguise
Empathy
Endurance
Entertain
Escapology
First Empire Flying Transport
First Empire Hacking
First Empire Heavy Weapons
First Empire Magic
First Empire Transport
First Empire Weapons
Fists
Forgery
Friend at Court
Gambling
Hawking
Heraldry

Herbs
History
Hunting
Insult
Intimidation
Invent
Investigation
Joust
Language
Law
Leadership
Lip Reading
Locks
Melee Weapon
Might
Musical Instrument
Orate
Poetry
Poisons
Politics
Ranged Weapon
Rapport
Read/Write
Realm Lore
Recall
Repair
Research
Resolve
Resources
Ride
Sabotage
Sail
Scavenge
Search
Security
Seduce
Sign Language
Sleight of Hand
Social Standing
Sport
Stealth
Stonedweller Lore
Surgery
Survival
Swimming
Torture
Track
Trade
Traps
Weapon Repair
Weather Sense



Kill Descriptions

Academics

Academics represents your education, your book knowledge, general knowledge and the kind of information that can be taught by formal academic lessons which are not covered by other skills.

Uses: Accessing memorised knowledge and imparting such information to others.

Special: Each point in Academics gives your character access to another language.

Accounts

Accounts is the skill which governs budgeting, maintaining ledgers and keeping track of monies owed and promised on behalf of an individual or a business. It also covers ensuring that any business is legal and pays a minimal level of taxation.

Uses: Running a business or household within a set budget, assessing the true value of an existing household or business.

Special: Each point in Accounts lowers the amount of tax payable per year by 5%.

Acrobatics

Acrobatics covers activities and sports that require co-ordination and grace and can be used to apply to tumbling, juggling, rolling, dodging and performing physical tricks such as tightrope walking, handstands or back-flips.

Uses: Agile and acrobatic manoeuvres, balance and showing off with physical skill.

Special: Acrobatics can be added to any roll made when a character is concentrating solely on defending themselves.

Acting

Acting is the ability to portray a role or to mimic emotions and feelings. It also covers the skills of stage craft, remembering lines, disguising emotions or feelings, stage presence and voice projection for those speaking to an audience. Successful use of this ability can influence the emotions of others.

Uses: Assume a false identity, pretend to a Rapport that does not exist, act on a stage.

Special: Can be used in place of Empathy or Rapport with a suitable explanation.

Alertness

Alertness describes a character's awareness, perception and general sense of their surroundings as well as their ability to think on their feet and react to what is going on around them.

Uses: Initiative in combat situations, opposed roll to spot an ambush, dealing with confusion or spotting things that are out of place.

Special: There are no special applications of the Alertness skill.

Ambush

Ambush is the ability to lay hidden in waiting and successfully make a surprise attack on your opponents. It covers everything from the selection of the best ground for an ambush to remaining undetected whilst in hiding and being aware of lines of fire and possible escape routes.

Uses: Gain surprise and initiative in combat situations, inflict confusion and panic on your opponents.

Special: Add a bonus of one to damage for every rank of ambush on your first attack or until detected, as determined by the GM.

Animal Handling

Animal handling is the ability to calm, care for and train animals, including livestock and exotic pets. It covers basic veterinary skills, as well as soothing angry or frightened animals or teaching tricks to pets and animal companions.

Uses: Teach tricks (sit, beg, fetch, play dead, attack etc), calm or soothe animals, act as a vet.

Special: Can act as Rapport but with animals only, and can be used to speed animal healing times.

Appraise

Appraise is the ability to evaluate the value and nature of an item. It can be used to recognise valuable antiques, to distinguish cheap or shoddy imitations, or even to determine the function of unusual items. It is employed by merchants and traders to ensure that they are not being cheated.

Uses: Estimate the cost or value of an item.

Special: For every point of Appraise you can ask the GM one question about the origin or nature of an item. If it is reasonable to assume such knowledge is public, the GM must answer truthfully.

Archaeology

Archaeology is the science of investigating historical remains and determining their origin. It covers the proper techniques for excavating without damaging the remains and for cataloguing, storing and preserving any discoveries.

Uses: Excavate and manage historical sites, determine the history of discovered remains.

Special: Every point of Archaeology indicates strong familiarity with one particular culture. Remains and artefacts from this culture will be automatically recognised.

Armour Repair

Armour repair is the art of maintaining and repairing damaged armour, including all forms of armour and barding for horses. Use of this skill is necessary to avoid the degradation of armour.

Uses: Repair damaged armour.

Special: There are no special applications of the Armour repair skill.

Art

The art skill is a measure of the character's artistic ability and knowledge, broadly covering art criticism and history as well as the technical skills of drawing and painting and all art forms not covered by other skills.

Uses: Knowledge about art, making artistic items, communicating a message or feeling through art, putting on a performance or copying other works (where such copying is not covered by the Forgery skill).

Special: There are no special applications of the Art skill.

Athletics

Athletics describes a character's fitness and physical capability, excluding raw strength. It covers most of the things that might take place in track and field sports, and can be used for running, jumping and throwing.

Uses: Running, jumping, specific athletic feats not covered by acrobatics.

Special: Athletics can be used to reduce the amount of falling damage you take by rolling against the stress damage of the fall as a difficulty, reducing it on a one for one basis according to success.

Beg

Beg is the ability to provoke sympathy or earn coin through a display of weakness or need. It covers traditional pan-handling as well as busking and begging for one's life or for mercy from more powerful opponents. It also covers some knowledge about the Beggars Guild and its operatives.

Uses: Beg for money or mercy, sleep on the streets, find the Beggars Guild.

Special: A successful use of the Beg skill combined with spending 1 Fate point will persuade an opponent not to kill you—although what they do instead is up to the GM to determine.

Brawling

Brawling is the crude version of martial arts, the ability to engage in fist-fights or use improvised weapons such as stools, chairs or bottles. The use of this skill also covers the ability to provoke fights in bars.

Uses: Start a bar fight, hit someone over the head with a chair.

Special: There are no special applications of the brawling skill.

Brewing

Brewing enables a character to create alcoholic and other beverages or lotions, to run a still or brewing facility and to retail these items to inns or similar establishments.

Uses: Create alcoholic and non-alcoholic drinks.

Special: There are no special applications of the Brewing skill.

Bribe

The use of the Bribe skill enables characters to recognise whether or not an official is likely to accept a bribe, to pass a bribe secretly, and to negotiate well for what they want in return for the bribe or regarding the extent and nature of the bribe.

Uses: Bribe officials, spot corrupt or likely targets.

Special: For every point of Bribe the character knows one 'regular' corrupt official with whom he deals.

Build

The Build skill covers all the technical and practical expertise needed to build walls, houses, castles or other constructions. It includes masonry, some basic carpentry and fundamental architectural principles, and can also be used to recognise architectural styles.

Uses: Build houses or other structures, basic engineering, masonry or architecture.

Special: For every point of Build the character is particularly familiar with one type of construction and reduces costs by 10% when building in that type or style.

Calligraphy

Calligraphy is the art of stylised and decorative writing. The character can create illuminated scrolls or manuscripts as well as gilded lettering, sign writing, and florid or formal cards and letters.

Uses: Sign writing, elegant script, manuscript care and creation.

Special: There are no special uses of this skill, although it should be noted that talented scribes are in demand throughout the Camelot Cosmos and it will not be difficult to find work with this skill.

Carouse

Carousing is the skill of partying, drinking heavily, engaging in drinking games and boisterous social behaviour in a way that wish friends and influences people. Those who have this skill are known either as drunkards or as very pleasant company, depending on the attitude of the observer.

Uses: Befriend a drinker or drinking group, locate a party or tavern, win a drinking contest.

Special: For every point of Carouse the character has one regular 'drinking buddy' or one tavern or inn in which he is regarded as one of the regulars.

Church History

Church history encompasses the culture and past politics as well as the history of the key figures of the church. The character can use it to recognise or explain the major heresies of his faith, and he is considered to be familiar with all of the saints and powerful figures who have shaped the past of his church. In most cases this skill will be specific to one of the three main faiths-the Seraphic, Nephilic or Druidic churches, although each will encompass some knowledge about their rivals.

Uses: Engage in theological debate, recognise heresy, know key religious facts.

Special: For every point of Church history the character is an expert on one deceased church figure, Ascended or saint, and will automatically recognise any legend or artefact relating to that figure.

Church Law

Church law covers the present legal codes relating to the clergy. Many churches have their own courts and trial procedures relating to specifically religious crimes. The character with this skill is familiar with the procedures of such courts, and can plead effectively before them citing the proper religious authorities.

Uses: Defend oneself against charges relating to religious crimes, represent those accused of such crimes, or bring charges against those suspected of such crimes.

Special: A successful roll and the spending of a Fate point will result in charges of heresy being dropped.

Church Politics

The Church politics skill represents the character's familiarity with the present-day key figures in the church and their skill and cunning in getting what you want from these authorities. The character can play the game of religious politics, advancing through the church, securing patronage from more powerful members of the clergy, or ruining the reputation of ecclesiastical rivals.

Uses: Advance within the church, know the current objectives of the church, shape church policies.

Special: For every point in this skill the character has one contact, ally or patron within the church hierarchy.



City Lore

The character is familiar with city living and the demands and expectations of an urban existence. He can quickly familiarise himself with key landmarks, find his way around, and get some sense of the history and power structures operating within the city.

Uses: Recall information about the city, recognise and find particular wards or districts, know key landmarks and points of interest, communicate effectively with urban citizens.

Special: For every point of City lore the character has native-level knowledge of one specific city.

Conceal

The character is skilled in hiding clues, items or even persons and ensuring that they are not found easily. This covers any item larger than those subject to sleight-of-hand, including secret entrances and doors or treasure chests and precious objects.

Uses: Bury treasure, hide an item, conceal a door.

Special: There are no special applications of this skill.

Cook

The character is skilled in preparing a range of meals for small or large groups. He can organise a kitchen, order supplies, manage a team of waiters or assistants, as well as create new recipes and delicious and nutritious meals even at short notice.

Uses: prepare a dinner, feast or celebratory meal.

Special: For every point of Cooking the character is familiar with one cooking style or type of cuisine.

Craft (Any)

The craft skill represents the characters ability with any specific trade that requires technical knowledge and practical know-how. Each and every trade of this kind is treated as a separate craft skill, and can include such individual examples as blacksmithing, carpentry, plumbing, weaving etc. In general, though, the skill also indicates someone who is 'good with their hands' so it should be applied at a reduced rate to all practical trades.

Uses: Perform a specific trade.

Special: Those with the Craft skill are likely to be invited to join the appropriate Guild.

Danger Sense

The character with this skill is blessed with an intuitive ability to recognise the danger signals in the behaviour of others or the details of their surroundings. This can be from previous dangerous encounters or from an innate sixth sense, but they will get a sense of unease and a moment's extra warning when danger threatens.

Uses: Spot an ambush, recognise a troublemaker, suspect a betrayal or trap.

Special: A successful roll and spending 1 Fate point mean that the character cannot be surprised or ambushed for a number of turns equal to their skill rank.

Deceit

Lying convincingly is a very useful skill to have and deceit covers the broad swathe of capabilities that depend upon persuading others of a falsehood or concealing facts in a deliberately misleading way.

Uses: Bluff or lie, cheat or trick another.

Special: For every point of deceit the character can adjust any result in a game of chance by one point or degree. This requires a successful roll or the cheating is detected.

Detect Lie

Characters with this skill are intuitively perceptive or specially trained to observe the tell-tale indications of a lie. They can spot nervousness, repetition or hesitation as well as physical ‘tells’ when people are attempting to bluff them or lie to them.

Uses: Detect bluffing, deception or lies.

Special: There are no special applications of this skill.

Diplomacy

Diplomacy is the art of negotiating with others on behalf of a nation or organisation. It includes the observation of correct forms of address and etiquette as well as the ability to find common ground and persuade others in negotiation.

Uses: Organise and lead negotiations, persuade others, agree trade and other treaties.

Special: For every point of Diplomacy the character possesses he has one friendly contact in a normally hostile or neutral organisation or nation.

Direction Sense

Direction Sense represents the character’s infallible ability to find their way around even unfamiliar places such as badly lit dungeons and mysterious dark woods. The character has an ‘internal compass’ that helps to guide them correctly and they also have a knack for remembering landmarks and their own position relative to them.

Uses: Locating entrances and exits, returning to already visited points, navigating without instrumentation, finding landmarks.

Special: For every point of Direction Sense the player can ask the GM one specific yes or no question about the location they are seeking. The subject must be related to finding the location (rather than its history or other information).

Disguise

Disguise represents the character’s ability to adopt the appearance of another through the use of make-up and costume or to conceal or alter their own appearance through the same means. Mimicking other physical details such as posture is however covered by Acting rather than Disguise.

Uses: Change appearance.

Special: For every point of Disguise the character has one ‘favoured’ appearance that they can adopt very quickly.

Empathy

Empathy is the ability to put oneself in someone else’s shoes, to understand them and get a grasp upon what they are thinking and feeling. The character is skilled in ‘reading’ the emotions and personalities of those around him.

Uses: Reading people, defending against deceit, anticipating someone’s emotions/moves.

Special: A successful skill check reveals general but correct information. For every point of Empathy, however, one specific Aspect of the person being ‘read’ will also be revealed.

Endurance

Endurance is a measure of your ability to resist fatigue and injury, to go without sleep, food or water or to bear up under pain, poison or other debilitating effects. In essence it makes your character physically tougher.

Uses: Resisting pain, resisting fatigue, resisting poison, grinning and bearing it.

Special: Each point of Endurance adds one to your physical stress track.

Entertain

Entertain represents your character's skill at some form of public performance designed to please and delight an audience. The character could be good at telling jokes and anecdotes, or performing small magic tricks, or juggling, or spinning a good yarn. The exact method needs not be specified or can be selected by the player, but the character is an entertaining person.

Uses: Hold the attention of a crowd, influence or please a crowd, earn coin for a public performance.

Special: There are no special applications of this skill.

Escapology

Escapology is the ability to get free of restraints or shackles, to squeeze limbs or the whole body through narrow openings, and to do all that is necessary to escape from some form of hindrance such as chains or straitjackets.

Uses: Escape from restraints.

Special: For each point of Escapology the player can specify one specific 'trick' of escapology in which they are especially skilled (escaping from a locked box, a bag, a tank filled with water etc).

First Empire Flying Transport

This skill gives the character the ability to operate First Empire flying transports such as planes, helicopters, jetpacks and even starships. It replaces the Pilot skill in other FATE settings. This skill can only be taken by those who are from the First Empire or have somehow had extensive contact with First Empire technology.

Uses: Pilot First Empire flying vehicles.

Special: For each point of this skill specify one type of transport (plane, helicopter etc) with which the character is skilled.

First Empire Hacking

This skill covers familiarity with the computers and security systems of the First Empire. The character can hack into security monitors and screens, allowing access to security protocols and routines and the ability to reprogram them. He can subvert First Empire robots and retrieve information from computer terminals. This skill can only be taken by those who are from the First Empire or have somehow had extensive contact with First Empire technology.

Uses: Retrieve information from computers, repair computers, subvert computer security routines.

Special: There are no special applications of this skill.

First Empire Heavy Weapons

This skill enables a character to use the heavy weapons of the First Empire—artillery, heavy energy weapons, laser embankments and missile launchers. The character is familiar with the maintenance and repair of these items as well as their operation. This skill can only be taken by those who are from the First Empire or have somehow had extensive contact with First Empire technology.

Uses: Operate lasers, energy weapons, artillery and missile launchers.

Special: There are no special applications of this skill.



First Empire Magic

The character is familiar with the manipulation of sub-atomic particles through the use of nanotechnology. The character must have a supply of nanites and programming facilities in order to employ this skill. Many of the effects of this skill strike observers in the Camelot Cosmos as display of magic (mimic the effects of magical attack and defences or change the structure and nature of items or persons). This skill can only be taken by those who are from the First Empire or have somehow had extensive contact with First Empire technology.

Uses: Inflict or heal wounds, transform items, create items, mimic magical effects.

Special: There are no special applications of this skill(or rather, all its applications are special and covered in the GMs book).

First Empire Transport

The character is familiar with and can use, maintain and repair First Empire land transport vehicles such as cars, hovercrafts, motorbikes, trucks etc. Essentially, the character knows how to drive. This skill can only be taken by those who are from the First Empire or have somehow had extensive contact with First Empire technology.

Uses: Drive a First Empire vehicle, repair a First Empire vehicle.

Special: There are no special applications of this skill.



First Empire Weapons

This skill indicates a familiarity with the operation, maintenance and repair of basic First Empire weaponry. This includes all energy weapons, hand-held lasers, and nanite blades. Anything that cannot be held in one hand comes under the category of First Empire Heavy Weapons. This skill can only be taken by those who are from the First Empire or have somehow had extensive contact with First Empire technology.

Uses: Employ or repair First Empire hand-held weapons.

Special: There are no special applications of this skill.

Fists

With a high Fists skill you can mix it up in hand-to-hand combat and dish out some powerful blows. You are skilled in various forms of fist-fighting, boxing or martial arts.

Uses: Punching, grappling, martial arts, boxing.

Special: Each point of Fists makes you familiar with one particular style of boxing or martial arts, and the GM can rule that some of these styles are more effective in certain situations that others giving bonuses because of this.

Forgery

Forgery is the ability to create a convincing imitation or copy of paper or coin currency, official documentation or even artworks. A skilled forger can create fake versions of several different items which will seem convincingly real to most observers.

Uses: Create fake documents, forge paintings, produce false currency.

Special: For each point of Forgery you are specialised in a particular type of forgery (paintings, currency, documents, sculpture, handwriting etc).

Friend at Court

This skill represents the character's ability to make contacts and influence people at Court. It is a vital talent of any courtier, and encompasses specifics of court etiquette and precedence as well as a general sense of knowing who to ingratiate oneself with and how to play the courtiers role.

Uses: Befriend a courtier or lord, influence or be made aware of a court decision, gain access to a Court or important noble at court.

Special: For each point of this skill the character has one regular contact or ally at court (generate as an NPC).

Gambling

Gambling is the ability to succeed at games of chance, although it also covers betting in all its forms. It covers card games, dice games, roulette style games and any and all bets which can be influenced or manipulated by knowledge or skill.

Uses: Playing cards, rolling dice (as a character NOT as a player!), making bets.

Special: There are no special applications of this skill.

Hawking

Hawking is the skill of training and using birds of prey to hunt other animals or objects and lures. Someone with this skill can identify the health and age of birds of prey, teach them to hunt and respond to commands, appraise the value of a hunting bird, feed and water them, and fulfil all the tasks needed to keep the birds fit and healthy.

Uses: Hunting, care of birds.

Special: Hawking is considered a noble pursuit. Nobles or even peasant retainers knowledgeable in this art may well receive more positive reactions from the nobility (GMs discretion).

Heraldry

Characters skilled in heraldry are trained in the art of identifying the banners, sigils, coats of arms and all other insignia relevant to the nobility and to particular noble houses. They can identify these on the battlefield or elsewhere and may have some very basic knowledge about the noble in question. They can also discuss the history and symbology of various heraldic devices and are aware of what these signify. They are also familiar with any mottos that noble houses or significant individual nobles possess.

Uses: Identify a noble, design a coat of arms, recognise insignia or standards.

Special: There are no special applications of this skill.

Herbs

The Herbs skill covers all forms of medicinal folklore relating to plants and herbs and their beneficial or harmful properties. The character can identify plants and herbs and is aware of their supposed properties. He can create potions, lotions, unguents or remedies based on these properties, although he is not skilled in safely creating poisons (this requires the Poisons skill).

Uses: Identify plants or herbs, create healing or medicinal potions.

Special: The character can appraise the value of herbs and plants to apothecaries and medical professionals.



History

The history skill represents the formal study of the past, and includes the characters familiarity with key dates, events and individuals together with general historical trends and theories. The character will have some familiarity with the First Empire as well as more recent historical periods.

Uses: Recognise ancient dress or speech, remember key events or historical personages.

Special: For each point of history the character may specify one historical period (usually no more than a century) with which he is particularly familiar.

Hunting

The hunting skill covers all forms of hunting except hawking. The character can stalk animal prey, decipher basic tracks, and has some familiarity with the habits and habitat of prey species. He can catch game or vermin and follow animal trails.

Uses: Catch animals, kill prey animals, spot game or flush out prey.

Special: For each point of hunting the hunter can feed one person per day on animals he catches. This requires a successful hunting skill roll.

Insult

Insult is the ability to verbally belittle and demean an opponent and to provoke them into rash or foolish attacks as a response. The character with this skill is good at using sarcasm, innuendo and criticism to infuriate or humiliate others.

Uses: Offend, humiliate, belittle, demean, provoke.

Special: A successful check can be used to force an opponent to attack at a -2 penalty.

Intimidation

The character with this skill knows how to scare people and how to browbeat or bully them into acceding to their demands. This is an attack that can be used to cause mental stress and force someone to capitulate.

Uses: Get people out of your way, command presence, threaten, bully.

Special: Holding a large or obvious weapon adds a +1 bonus to uses of this skill.

Invent

Invent is the skill needed to design new devices or technological solutions to problems and can be applied to any attempt to create an item that serves a practical function in a novel way. Its implementation, of course, depends on other resources-time, manpower, tools, and raw materials.

Uses: devise a technological solution to a problem.

Special: For every point of this skill the player may describe one simple unique invention that the character has created and can recreate, subject to GM approval.

Investigation

Investigation is the skill of methodically examining a scene or the aftermath of an event in order to determine what happened. It also helps guide a character on the best way to proceed with an investigation and knowing which lines of enquiry are likely to be the most fruitful.

Uses: Examining a crime scene, trying to work out the cause of an anomaly, crime scene investigation, searching an area for clues.

Special: There are no special applications of this skill.

Joust

Joust is the skill required for competitive horseback combat featuring lance and shield. Jousting is extremely popular in the Camelot Cosmos with regular tourneys featuring large prizes, so this is an important skill.

Uses: Compete in jousts, use of the lance.

Special: A successful opposed check inflicts +2 damage. A successful check with 3 or more positive shifts unhorses an opponent.

Language (Any)

This skill must be taken every time a character wishes to learn a new language. It includes reading and writing in that language.

Uses: Communicate in an additional language.

Special: There are no special applications of this skill.

Law

The Law skill encompasses a familiarity with the laws and legal procedures common to the nations and realms of the Camelot Cosmos. The character can prepare a legal case, recognise legal jargon, speak in a court without breaking any rules or appearing foolishly ignorant, and generally conduct himself in a manner which will cause legal authorities to take respectful notice.

Uses: Present a case, plead in court, understand or prepare legal documents.

Special: For each point of Law the character is familiar with the law of one Realm or nation.

Leadership

The character with this skill knows how to inspire and command, how to get the best out of people who come under their authority and how to conduct the duties and responsibilities of a leader in a competent and confident manner.

Uses: Making your underlings work faster or more efficiently, bolstering morale, commanding troops, inspiring by example.

Special: You can use leadership as a secondary skill to boost the performance of people under your command, giving them a bonus.

Lip Reading

A character with this skill can recognise words and phrases without needing to hear the person speaking, so long as they can see the person's face. This ability is useful for eavesdropping on conversations without being obvious and for knowing what people are saying despite noise, distraction or distance.

Uses: Eavesdrop, ignore hearing penalties.

Special: There are no special applications of this skill.

Locks

The Locks skill covers familiarity with all kinds of locks, tumblers and key-based security measures. The character can pick locks, design locks, build locks and recognise all types of lock.

Uses: Pick locks, make locks.

Special: There are no special applications of this skill.



Melee Weapon (Any)

The melee weapon skill provides familiarity with one particular type of melee weapon (axe, sword, dagger, lance, mace etc). The character has been trained in the use of this weapon both for defence and for attack. The skill must be taken multiple times for different weapon types, although the GM can rule that a character skilled in one weapon receives a small bonus as well to his use of very similar weapons.

Uses: Use a melee weapon.

Special: There are no special applications of this skill.

Might

Might is the application of pure physical force, either through raw strength or through learning how to apply it.

Uses: Adding brute force to some fist and weapon attacks, smashing things, lifting things, helping a group carry something heavy, carrying a lot of gear.

Special: Might is used to determine success when lifting or breaking things. Difficulties for breaking items are as follows:

Difficulty	Item
V. Low (-2)	Paper
Low (-1)	Glass, Flimsy Wood
Average	Wood, Plastic
Fair (+1)	Interior door
Good (+2)	Toughened glass
Great (+3)	Reinforced door
Superb (+4)	Security door
Legendary (+5)	Prison bars

Similarly Might affects success when lifting and carrying items. A rough determination of maximum loads can be based on the Might skill, as follows:

Might	Lift/Carry Wt (Lbs/Kgs)
+ 8	600/270
+7	500/225
+6	450/205
+5	400/180
+4	350/160
+3	300/135
+2	250/115
+1	200/90
0	150/70
-1	100/45
-2	50/20
-3	10/5

The above amounts should be doubled for a stationary lift only. Any attempt to exceed these limits requires a skill check with penalties imposed by the GM.

Musical Instrument (Any)

A character with this skill knows how to play a specific musical instrument, with one point representing basic competence and five points representing virtuoso levels. The skill includes the ability to read music, to appraise musical instruments of the type that can be played, and even to have some awareness of famous performers.

The skill can be taken multiple times in order to apply to different musical instruments.

Uses: Play a musical instrument, appraise a musical instrument, read music, recognise famous musical works.

Special: None.

Orate

Orate is the ability to make effective speeches and to perform as a public speaker. The character with this skill can project or pitch his voice to be heard by large crowds and is skilled in the basics of rhetoric and debate. He can deal with heckles and interruptions without panic, and can put forward clear and persuasive arguments or stir the emotions of his audience.

Uses: Be heard, make a speech, sway a crowd.

Special: Significant successes allow the orator to apply temporary Aspects to the crowd. These can be determined by the player, but must be agreed by the GM.

Poetry

This skill allows a character to compose poetry in all its forms, from humorous doggerel to national epics. The character is skilled in writing memorable lines and can analyse as well as compose verse. Poets and bards are in high demand as entertainers throughout the Camelot Cosmos, and this skill may improve social standing at some courts.

Uses: Compose, declaim and analyse poetry.

Special: There are no special applications of this skill.

Poison

Poison is the skill of concocting and using poisons to harm others. It includes identifying chemicals, herbs and plants with poisonous effects, the chemistry needed to process poison from these raw materials, the safe handling of these items, and the various means of introducing these toxic and dangerous substances to the victim. Characters with this skill may even know something about famous poisoners or legends or folklore associated with poisonous substances.

Uses: Apply poison, create poison, safely handle poison.

Special: There are no special applications of this skill.

Politics

Characters with this skill are familiar with the main political trends and ideas current in their culture and are adept at the scheming and bargaining required to gain and hold political influence. They are aware of the duties and responsibilities of established political posts and what is expected of those wishing to obtain such positions.

Uses: Obtain a political patron or post, exert political influence, be aware of political developments.

Special: This skill can be used to predict moves by political opponents.

Ranged Weapons (Any)

The Ranged Weapon skill indicates familiarity with the use of a specific type of ranged weapon. The character can maintain and use the weapon competently and can recognise the quality or weakness of examples of this weapon. They can also train others in its use.

This skill can be taken multiple times in different ranged weapons.

Uses: Use a ranged weapon.

Special: There are no special applications of this skill.

Rapport

In many ways the opposite of Intimidation, Rapport is the ability to schmooze, flatter and befriend people in order to get their help because they like you-rather than being intimidated by you. It's your character's ability to interact with others.

Uses: Making a good impression, making friends, getting close to someone, hiding something about yourself.

Special: The character can use Rapport to defend himself when others are trying to read his Aspects. If an Aspect is revealed, the PC chooses which one, rather than the GM.

Read/Write

This skill grants the character the ability to read and write. It is assumed that characters can read and write in every language that they can speak, although GMs are free to rule otherwise if they choose. The higher the skill, the more elegant and sophisticated the characters writing style and the greater their vocabulary becomes.

Uses: Compose a letter, read a sign, recognise a word.

Special: There are no special applications of this skill.

Realm Lore (Any)

Realm Lore represents a particular familiarity with one of the Realms of the Camelot Cosmos. This includes all general knowledge about the area, minor knowledge of its history, geography and politics, but especially understanding of its culture and the character of its peoples.

Uses: Speak to a native, know a general fact about a Realm, recognise a person or item from a Realm.

Special: This skill can be taken multiple times for different Realms.

Recall

This skill indicates that the character is naturally blessed with an excellent memory or has been trained in mnemonic techniques. The character can recall important facts and figures he has encountered almost effortlessly, and may well retain important clues and information that others do not notice.

Uses: Recall a name, date, number or factual detail.

Special: There are no special applications of this skill.

Repair

The character is skilled in minor and basic repair. He can fix broken items and get simple mechanical devices working again, but he cannot hack computers or deal with the very advanced technology covered by some other skills. Nor is he an armourer or a weaponsmith.

Uses: Repair a broken device, ascertain the purpose of a device.

Special: There are no special applications of this skill.

Research

Research represents the ability to use libraries and storehouses of information or books in order to find a particular text or piece of information. The character with this skill can find his way around a library or study quickly and efficiently, and may also be aware of particular booksellers and information brokers who may be able to assist his enquiries.

Uses: Find a book, use or run a library, research a topic.

Special: For each point of this skill the character knows the location of one major library, bookshop or information broker.

Resolve

Resolve is a measure of the characters willpower, strength of personality and ability to stand up to psychological trauma. The character is either naturally mentally tough or has been trained to be so.

Uses: Resisting psychic powers, resisting torture, keeping going, resisting despair or depression.

Special: Each point of Resolve adds one to the characters mental stress track.

Resources

Resources is an abstract measure of wealth, though the form that takes may not necessarily need to be defined. It could be inherited wealth, property, and or the financial support of powerful backers. Land, in the Camelot Cosmos setting, is the most common source of Resources, but this does not have to be the case.

Uses: Outbidding others, purchasing equipment, conspicuous consumption, supporting a lifestyle, establishing a workplace.

Special: Powerful uses of resources can 'spend' a point of the skill. No roll is needed, but it should represent a powerful and permanent investment.

Ride

This is the ability to ride a horse or similar mount, both for convenience, pleasure and for the purposes of mounted combat. The character with this skill knows how to control his mount, to saddle up, to mount and dismount, to gallop and to jump obstacles. He also knows the basics of caring for his mount and how much it needs to eat and drink to remain healthy.

Uses: Ride a horse, care for a horse, get a horse to gallop, charge or jump.

Special: The character can recognise Aspects of mounts of the same species his rides (one Aspect per point of this skill). He also adds the difference between his Ride skill and another mounted opponents to his damage when fighting from horseback.

Sabotage

Sabotage is the skill which enables a character to spot the flaws or weaknesses in a mechanical device or structure and to know how best to destroy it. The character with this skill can literally 'throw a spanner in the works' and knows where the spanner will cause maximum damage.

Uses: Destroy a machine or device.

Special: Each point of this skill allows the character to inflict 1 degree of Physical Stress on a device or machine per successful skill check.

Sail

Sail represents the ability to pilot a boat, ship, canoe or coracle. The character is familiar with sailing vessels of all types and knows how to row as well as many other associated tasks of seamanship (such as piloting, rope use, sail repair etc). He knows nautical terminology and can recognise different types of sailing vessels together with their strengths and weaknesses.

Uses: Act as a sailor, know nautical terms, use sail ropes, pilot a maritime vessel, recognise vessel types.

Special: The character can recognise the Aspects of a vessel-one Aspect per point of this skill.

Scavenge

The Scavenge skill represents a characters ability to find valuable, perhaps life-saving resources. He can locate food and water in various environments but is particularly adept at locating the basic resources that he needs within buildings or ruins. This could include materials to make a shelter, start a fire, climb a wall, or achieve almost any simple goal.

Uses: Find basic survival resources, find something useful amongst junk or rubbish.

Special: There are no special applications of this skill.

Search

Search represents the ability to locate a specific item, person or thing. It differs from Scavenge in being about specific targets-a named individual, or a particular object, whereas Scavenge is about turning up anything handy. It also includes the ability to look for secret doors and compartments.

Uses: Locate a secret door, find a specific item.

Special: There are no special applications of this skill.

Security

Security is the skill of protecting oneself and others by being aware of danger points and danger signals. Characters with this ability can plan an escape route or a secure route, can act as bodyguards and spot potential dangers, and can analyse the risks of various threatening situations. They can anticipate attacks and plan how to deal with them, and they can also introduce measures to protect the security of a building.

It differs from Danger Sense in that the protection it offers is the result of forethought and planning rather than intuition.

Uses: Construct defences, recognise dangerous locations, plan defences.

Special: This skill can be used to oppose the Ambush skill.

Seduce

Seduce is the skill of being alluring and sexually attractive to others. It can be used for sexual conquests or for information gathering. Others find the character with this skill interesting and sexy.

Uses: Seduce another person, gain information or favours.

Special: The character can ask for 'favours' from those who have been seduced which may take the form of invitations, gifts, cash or information.

Sign Language

Sign Language is the ability to use and understand a language of secret signs and hand gestures. This enables information to be conveyed quickly and silently to other skilled targets within sight.

Uses: Signal warnings or other messages, understand similar signs from others.

Special: There are no special applications of this skill, although GMs should modify Stealth and Ambush rolls to reflect the use of silent communication.

Sleight of Hand

The character with this skill is good at tricks and deceptions involving manual dexterity. He can pick pockets, hide things in plain sight, or perform minor stage magics and feats of legerdemain.

Uses: Picking pockets, performing manual dexterity tricks, concealing hand-held objects.

Special: There are no special applications of this skill.

Social Standing

As resources measures money so social standing represents a more abstract social currency, a mix of regard, social class and etiquette. Characters with this skill are assured and confident in society, and are likely to obtain respect and honours from the upper classes.

Uses: Commanding deference, calling in favours from the social elite, getting special treatment.

Special: As endurance and resolve add to physical and mental stress, so each point of social standing adds one to the characters social stress track.

Sport

This skill covers knowledge about and ability to play any sporting activity not covered by Acrobatics or Athletics. The character can perform competently at these sports and win sporting contests. He can also recall key facts and figures, as well as personages, related specifically to sport.

Uses: Win a sporting challenge, play a physical game, know a sporting fact.

Special: There are no special applications of this skill.

Stealth

The character is skilled at avoiding detection and can sneak around without being seen or heard by others. He can hide in shadows, move silently and from cover to cover to try to avoid detection. He can sneak up on people or quietly withdraw without being noticed.

Uses: Move silently, hide, sneak.

Special: Conditions such as lighting and surrounding noise levels can make sneaking around easier or harder (the GM should apply modifiers between +4 and -4 to reflect this).

Stonedweller Lore

Stonedweller Lore represents a familiarity with and understanding of Stonedweller tribes and cultures. The character will know the rules of behaviour that govern Stonedweller cultures, and will recognise specific tribes from their speech, clothing, attitudes and artefacts. He will share some of their most basic survival skills, at least enough not to embarrass himself amongst them.

Uses: Find a tribe, recognise a tribe, befriend a tribe.

Special: The character can use this skill in place of Rapport when interacting with Stonedwellers if this skill is higher.

Surgery

Surgery is the skill of conducting minor and major medical procedures. The character can set bones, sew wounds and operate on injured patients. He can perform amputations and other skilled procedures swiftly and efficiently.

Uses: Amputation, treating injuries.

Special: Successful use of this skill will stabilise the patient.

Survival (Any)

The character is skilled in surviving a particular type of terrain or environment. He can find shelter and food in such a setting and he is aware of the hazards and dangers native to that particular terrain and climate and can take steps to mitigate these risks.

Different terrains are typically things like arctic, plains, swamps, hills, mountains, jungle etc. The skill must be taken multiple times to cover different types of terrain.

Uses: Finding food, water, shelter in adverse conditions.

Special: Successful checks mean that the character is fed and has found shelter. Further checks are necessary to avoid hazards.

Swimming

The character knows how to swim and can do so confidently and safely. He can also judge currents and tides and the safety of rivers and bodies of water he intends to swim across.

Uses: Swim.

Special: There are no special applications of this skill.

Torture

Just as Intimidation applies psychological pressure, Torture applies physical pressure (often combined with Intimidation) to break the willpower of an opponent. The character with this skill knows how to inflict severe pain on his victim in order to get them to reveal information or agree to commands and instructions.

Uses: Obtain information, inflict suffering.

Special: The character can inflict 'subdual wounds' which, if they reduce the Physical stress track of the subject sufficiently, can be used to impose temporary Aspects such as 'Truthful' or 'Brainwashed'.

Track

Tracking is the ability to recognise the signs of an animal trail and to follow them in order to catch an animal or even a fleeing person. The character with this skill can notice footprints and the signs of movement and interpret the direction in which their target is travelling. He might even be able to anticipate destinations.

Uses: Follow an animal or person.

Special: Spending a Fate point after successfully using this skill allows the character to know where the target is heading (if it has a specific target in mind).

Trade

The character is skilled in the art of buying and selling. The Appraise skill allows a character to spot bargains, but the Trade skill is used to get others to purchase your goods. It also provides some knowledge about the item being sold (enough to describe its virtues to customers) and about the basics of shopkeeping and making a living as a trader.

Uses: Sell items, describe items, run a shop or stall.

Special: There are no special applications of this skill.

Traps

The character with this skill can set traps as well as being able to detect them, trigger them safely, and even build and repair them. He can recognise different types of trap and will know if they are associated with particular individuals or races.

Uses: Make a trap, detect a trap, repair or reset a trap.

Special: For each point of this skill a trap the character creates has a +1 damage modifier.

Weapon Repair

The character with this skill is a weaponsmith and can make and repair most of the weapons employed by individuals. He can make swords, spears, daggers etc, and he can repair these if they have been scratched, chipped, dented, broken or otherwise damaged.

Uses: Make or repair weapons.

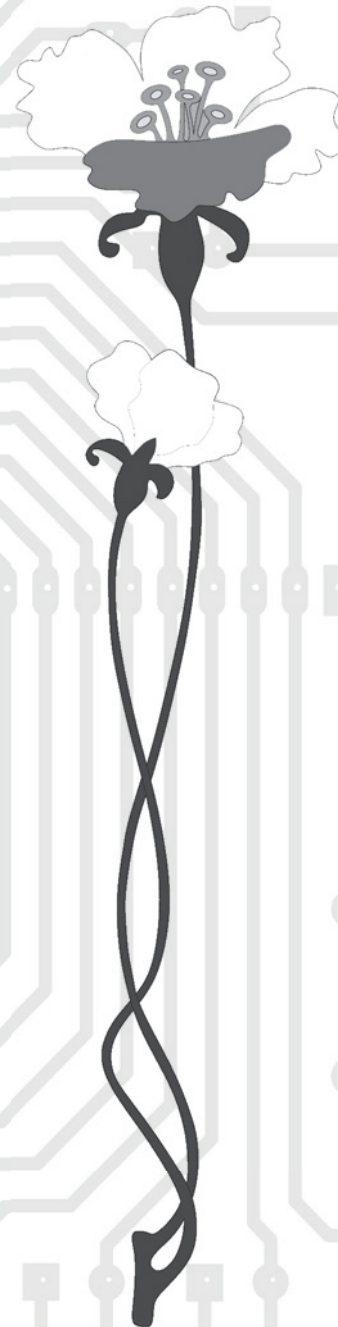
Special: The character needs access to a forge, tools and materials in order to make weapons. Running repairs can be made without these unless they are major repairs. The character can also make skill checks to delay the automatic degradation of more technologically advanced weapons.

Weather Sense

The character with this skill has a feel for the weather which may be instinctive or the result of carefully observing the patterns of the sky and the seasons. He can predict the weather and its likely affects and may receive prior warning of storms, floods and other natural disasters.

Uses: Predict the weather or calamitous natural events.

Special: There are no special applications of this skill.





Relics

"A hush descended over the packed cathedral as the line of monks halted with the Arch-Bishop at their head. Whilst

peasant and noble alike strained to see, the Arch-Bishop opened the golden casket and brought forth the holiest relics of Camelot, including the kneecap of Saint Newton, Guinevere's left slipper, seven strands of Arthur's hair and a First Empire box in which trapped spirits make musical noises."

- Sir Hugh Talby, Camelot

Relics are extremely popular throughout the Camelot Cosmos both as luxury items to be traded and as sacred objects to be venerated. Every family will seek to acquire a relic in the belief that it will bring them good fortune. This is true in both Kingsland and Queensland.

Most noble families will have relics associated with their own ancestors, perhaps from the very founding of their line, but the largest collections are found not in private hands but in the great cathedrals of the Church. These relics are put on public display during great ceremonies or celebrations and always attract large and reverential crowds. Pilgrimages to see the more famous relics are commonplace.

Relics come in two main types commonly referred to as Life Relics and Craft Relics. Life Relics are essentially body parts from the major figures of the past, particularly the discarded earthly remains of the Arthurian heroes. Craft relics are strange objects and curios of the First Empire, many of which seem to have no discernible purpose.



Ikons

"The figurine was made of a wondrous strange metal which glittered with a light like a thousand reflected stars. Arthur

stood on Badon Tor, his sword raised high above his head, and his cloak studded with precious stones set in ordered patterns. When the figure was set in the crevice by the Door we heard a soft click, and then the light of another realm blazed quick and fierce in the space between the great arches of the Door."

- Guildsman Collen Hale, Arthur's Grave

Ikons are exclusively made by the Church (the White Lodge in Kingsland and the Nephilic Society in Queensland). They are precious figurines or statues depicting heroes and heroines of the ancient past, and are often extremely valuable simply for the craftsmanship and quality materials with which they are made. Skilled monks produce quite intricate designs for the ikons and no two are exactly alike, though standard scenes and poses do predominate. Most are made of gold, although diamond, jade, ruby, silver, platinum, ivory and onyx are among other materials that might be employed.

The importance of an Ikon does not however derive from its material value. Ikons control passage through the Doors which connect the various realms of the Camelot Cosmos (see below). Without the use of an Ikon the Door remains sealed. Being rewarded with an Ikon shows the favour and support of the Church, and they are not dispensed lightly.



Ikon List

Ikons are very rarely available for purchase as they are the exclusive gifts of the Churches and are intended to be received only by those who have earned them by some great deed. If sold or purchased they will always obtain at least 200,000 in value, but selling or purchasing genuine Ikons is considered both treasonous and heretical.

The punishment for doing so in all lands is burning alive, and at the least if suspected of such a crime the character will be declared Anathema, meaning that no member of the Church can aid or communicate with them.



Ikon	Appearance	Effect
Arthur	Gold statue of a king	Arthur Aspect
Guinevere Risen	Diamond statue of an elegant woman	Guinevere Risen Aspect
Gawain	Silver statue of a bearded warrior	Gawain Aspect
Bedivere	Silver statue of a spear carrying warrior	Bedivere Aspect
Lancelot	Gold statue of a knight on horseback with lance	Lancelot Aspect
Galahad	Diamond statue of a slim youth	Galahad Aspect
Palomides	Jewelled gold dagger	Palomides Aspect
Dagonet	Smiling gold mask	Dagonet Aspect
Kay	Brass statue of a scowling warrior	Kay Aspect
Merlin	Jewelled sceptre or wand	Merlin Aspect
Nemue	Aquamarine or coral statue of a woman holding a sword	Nemue Aspect
Elaine	Ivory statue of a smiling woman	Elaine Aspect
Morgan le Fay	Onyx statue of a beautiful woman	Morgan Aspect
Mordred	Onyx dagger	Mordred Aspect
Barbatos	Onyx statue of a heavily armoured knight	Barbatos Aspect
Vortigern	Twisted gold crown	Vortigern Aspect
Bathin	Onyx mace or club	Bathin Aspect
Lucifer	Diamond statue of a smiling man in chains	Lucifer Aspect
Guinevere Fallen	Cracked copper statue of a weeping woman	Guinevere Fallen Aspect
Lamorak	Statue of a mailed fist	Lamorak Aspect
Garlon	Empty glass ball	Garlon Aspect
Bruinis	Malachite statue of a grim warrior	Bruinis Aspect
Tarquin	Emerald statue of a running man	Tarquin Aspect
Hue	Ruby statue of a bowman	Hue Aspect
Herne	Brass hunters horn	Herne Aspect
Auberon	Emerald or wooden statue of a bearded giant	Auberon Aspect
Titania	Emerald statue of a dancing woman	Titania Aspect
Hagenti	Onyx crow statue	Hagenti Aspect
Hold Nikar	Lump of gold veined rock	Hold Nikar Aspect
Sagalla	Ivory cat statue	Sagalla Aspect
Sugat	Child's doll	Sugat Aspect
Epona	Ivory horse statue	Epona Aspect
Sirchade	Wooden statue of a young woman with a bow	Sirchade Aspect
Mirsilde	Copper hammer	Mirsilde Aspect
Saleos	Ivory raven statue	Saleos Aspect
Forneus	Statue of a bearded man with a trident	Forneus Aspect



DOORS

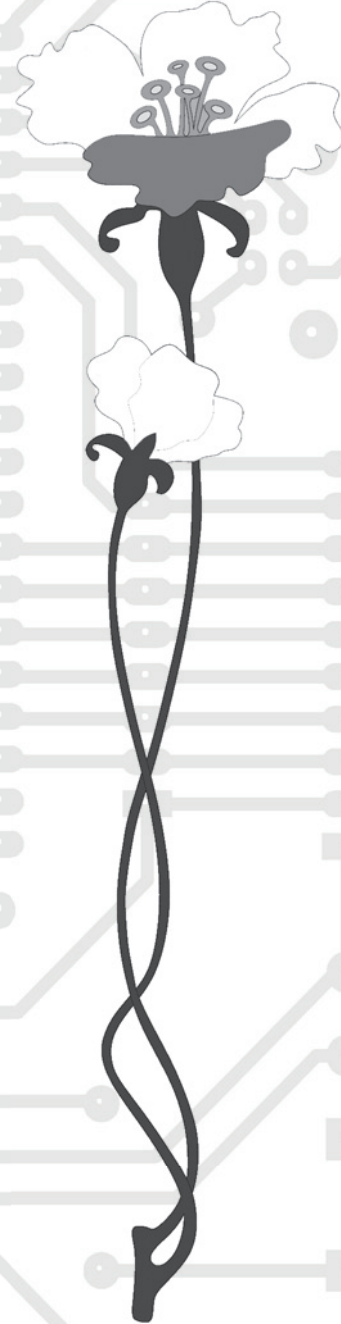
"It's a strange experience, stepping through. These Doors were not built by men, but by old gods when the world was

young. You see things, hear things, then you're somewhere else entirely, another Realm, and you might as well be a new born baby."

- Captain Finn the Poet, Castlekeep

The Doors are magical gateways that connect the various realms of the Camelot Cosmos. They vary in appearance but are usually about thirty feet high and proportioned to allow very many people at once to walk through them. Their architecture is monolithic and apparently indestructible. They can only be made to work through the use of Ikons which are supplied by either the Seraphic or Nephilic Churches. Very few Ikons are in private hands as the use of the Doors is vital for the war effort and both King Gawain and Queen Morgan try to obtain as many Ikons as they can.

If given the choice most ordinary people would avoid the Doors altogether. They were built by a non-human race called the Doorkeepers long before even the First Empire, and are therefore the oldest and perhaps most frightening displays of magic extant. They are rumoured to have strange effects on those who use them regularly, such as troops being transported to and from the Front.





Book Two: Setting Information



Welcome to the Cosmos

"I remember one text of the First Empire which claimed that all the lights we see in the sky at night are gigantic balls of fire around which worlds such as our own circle, as if all this earth and sky was but a moth dancing around a flame. I was greatly troubled by this absurd notion, for the fate of the moth under such circumstances is well known."

- Abbot Hugh Anwell, Resting Place Abbey

The book you are reading is the first volume in a series of setting books for role-playing games. Each book in the series details a very different setting with a unique theme, although all of them share an overall cosmology and history that will allow characters and players who have experienced one of the settings to enjoy the others as well. This shared cosmology is referred to as The Cosmos.

The basic concept is that a far future alternative history has resulted in human beings being spread throughout the universe, but in most cases having lost the advanced technology that allowed this to take place. Instead, they have reverted to separate cultures which are in many cases confused replicas of our own past. The setting books each detail one of these cultures. You do not need to purchase the other books in order to make use of this one, as each book is also designed to work as a stand-alone product.



What is the Camelot Cosmos?

"King Gawain XXIII is a good and wise ruler, for he looks as a King should to the best examples of the past in order to guide his own actions. He knows the deeds of the Round Table better than any man living, I warrant, save the Arch-Bishop himself."

- General Perudur Sweetwater, Camelot

This book details the Camelot Cosmos, a section of space containing a collection of planets which have been very heavily influenced by the Arthurian legends of King Arthur, Merlin, Uther Pendragon, Lancelot and all the other characters familiar to us from the literature of Sir Thomas Mallory and the romances of the Middle Ages. These legends have, however, been confused with real people and events in the imagined history of the setting so that the understanding of the deeds of King Arthur held by a well-informed reader today may differ markedly from the legend as presented in these pages.

Imagine a world where loyal knights of King Gawain XXIII fight an endless battle against the android soldiers of an undying Morgan le Fay.

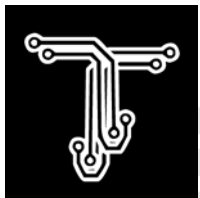
Imagine a world where magical Doors transport spies and armies between distant planets in the blink of an eye and where thousands of humans from a lost technological civilisation sleep in cryogenic stasis deep beneath the surface of a green and pleasant land.

Imagine a future that sees our own time as a lost golden age, and that is slowly rebuilding human civilisation after its near extinction.

Imagine a world where monks pick through irradiated shopping centres for the secrets of the ancients, and where skill in the joust can decide a man's social status.

Imagine Arthurian knights in space, and you have some sense of what the Camelot Cosmos is intended to be.

Within the following pages you will find descriptions of the various planets which exist within the Camelot Cosmos, together with all the rules and statistics necessary to play characters and run adventures in this setting. Players should note, though, that all of the information about the setting is written twice-once, in the Players Guide, in a way that represents the common understanding of an average person living in the time of the Camelot Cosmos, and once more, in the GM's Guide, in a way that reflects knowledge of the secrets and truths available only to those 'in the know'. For a proper enjoyment of the setting, it is recommended that players do not read the GM's Guide.



The Realms

The Camelot Cosmos setting is divided up into areas known as Realms, each of which is a geographic location with a distinct culture, but which may or may not be politically unified. People native to each of the Realms have recognisable differences in politics, dress, behaviour, technological and social norms and racial backgrounds, which set them apart from all the other Realms. There are 14 such Realms, namely: Camelot, Pendragon, Arthur's Grave, Avalon, Merlin, Upper Tintagel, Morgan's Curse, Mordred, Old Rom, Guinevere, Lower Tintagel, Vortigern, Wildwood and Castlekeep.

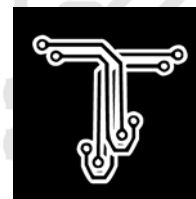
When creating a character the player can choose a Realm as a regional Aspect and it will grant access to skills common to the people who inhabit that region. The choice of a Realm also has wider consequences because it also suggests other political and religious loyalties.

The first six Realms are united beneath the rule of King Gawain XXIII and are collectively known as Kingsland, whilst the next seven Realms owe allegiance to or are claimed by Queen Morgan le Fay and are collectively referred to as Queensland.

The last Realm, Castlekeep, is a battlefield between the two and its territory is roughly equally divided between them.

Similarly, the majority of people in Kingsland worship the Seraphim whilst the majority of people in Queensland honour and revere the Nephilim, with notable exceptions such as Wildwood, where the Druidim hold sway.

All of these distinctions are further elaborated in Book Six: Places of the Camelot Cosmos.



The Four Courts

Each of the monarchs of the Camelot Cosmos maintains a separate court in their own Realm. All of the most important decisions within their jurisdiction are made at these courts and the monarchs are continually attended by a host of petitioners and supplicants.. Obtaining access to these courts marks a character out as part of the social elite, or at least as temporarily of some interest or significance. Many make it their life's ambition to regularly attend Court, although those waiting on King Mark may rue the privilege.

The Great Hall of Camelot

"The hall is as large as the entire ground covered by the largest castles owned by any lesser lord. The roof is of vaulted stone, supported by mighty stone pillars, twelve on each side to represent the numbers of the Seraphim. Carved arches join each of the pillars, in which are depicted carved representations of the shields of the great noble houses. The walls are of rich wooden panels, inlaid with gold and ivory, and the thrones at the far end of the hall are raised on a dais which towers above the polished marble floor."

- General Perudur Sweetwater, Camelot

The whole of the Realm of Camelot is, in effect, the palace of King Gawain XXIII. Camelot is the largest castle ever known, and even those who live their whole lives within it have often seen only a fraction of its countless rooms.

All agree, however, that the most magnificent room of all is the Great Hall.

As well as the huge space in which the Court gathers and large events are held (banquets for several hundred guests, visits from important nobles, reception dances and other state occasions) each wall of the Hall is lined with twelve doors, all of which are named after one of the Seraphim (for example the North Guinevere Door, or the East Merlin Door). The doors are each twenty four foot high, of solid brass, and intricately carved with scenes from the life of the associated Ascended.

The lesser halls contain their own subsidiary rooms, particularly guardrooms, storerooms and kitchens. Every hall also has a surrounding screened balcony from each events in the hall can be observed. Stairs within the stone pillars connect to these balconies and to small luxuriously appointed 'private chambers' where more intimate or informal discussions can take place.

Attending the Great Hall gives access to King Gawain, his chief ministers and leading Barons of Pendragon, and is necessary for any missions or important matters relating to Pendragon or other Kingsland Realms.

The Queen's Court

"The palace is of black basalt, darker than night itself, and gleaming with polished luxury. A central tower soars above a peaked roof, and gigantic silver doors stand open, admitting entrance to the great Reception Hall. The central building is adjoined by two wings, each with a matching black tower, and the front is lined with numberless windows, all more than thirty feet high, all thin, arched and surrounded by gothic decorations. Gargoyles line the edges of the roof, each depicting a famous enemy of the Queen in their death agonies, whilst three hundred black steps lead up to the entrance, lined the whole route with glass lamps in which a strange blue fire burns."

- Jeremel the Guide, Morgan's Curse

Queen Morgan maintains several palaces, one for each of the principal cities of Morgan's Curse. All of them are identical, and all are connected by strange magics, so that those leaving may find themselves in an unfamiliar city. They are magnificent and imposing structures, but rather more frightening than is comfortable for most visitors. They are designed to make visitors feel small and insignificant, so feature many grand staircases, incredibly tall ceilings, and huge statues to give a sense of enormous scale.

Black basalt predominates. The lines are clear and clean, the rooms cold and largely undecorated, although magnificent treasures are displayed behind identical tall glass cases guarded by sombre and unmoving Unseelie (which can themselves be mistaken for exquisite sculptures). Morgan receives visitors for the first time in the Reception Hall, which has a floor lined with images of all the Realms she claims. Dances are frequent in this chamber.

Favoured guests are admitted to the Companion Tower, the central of the three towers, which features much more comfortably decorated rooms. Secret gardens are said to lie in the heart of the palaces, the only flourishing green spaces on Morgan's Curse. It is here that Morgan conducts her most private business.

Attending the Queen's Court is vital for any appeals or pleas regarding affairs in Queensland and for gaining access to the Queen, her chief ministers favoured companions and leaders of the Queens Guard

Lyonesse Keep

“Lyonesse Keep has something of a fairytale look to it, primarily because it is graced with so many towers, a feature which gives it a narrow, constricted but soaring appearance. It rises from the highest peak of land on Lyonesse Rock, with several hundred feet of sheer cliff face separating the Gatehouse from the lower fields it rises above. The Keep is of a pale cream coloured stone, and the towers are decorated with hundreds of flags representing all the knights loyal to Prince Tristram. This and the tendency of the stone to reflect the light in ways which almost resemble a pink blush, particularly at sunrise, adds to the fairytale effect. The Gatehouse, though, is a working barrier to entrance, with a large portcullis and alert guards.”

- Brother Renwald, Upper Tintagel

Lyonesse Keep is the base of Prince Tristram, the ruler of Upper Tintagel. It is a working castle more than a palace, and whilst spectacular from the outside, the furnishings inside are rather simple and plain by the standards of Camelot and Morgan's Curse.

The walls however are lined with very rich tapestries depicting famous jousts and the deeds of noble knights, and the halls and corridors are clean and well-kept. Access to Lyonesse is necessary for those wishing to speak to Prince Tristram, who is perhaps the most frequently present and approachable of all the monarchs of the Four Courts, rarely hiding behind layers of bureaucracy or attendants who deny audiences with him.

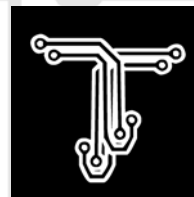
Downside Palace

“A large and pleasant hunting lodge, Downside Palace has the appearance of an enormous log cabin. The land around is cold black stone, but the large chimney rising from the log walls is a welcoming sight. The rooms are spacious and furnished with thick warm furs and rugs, and bowing servants silently and quickly attend to every need. There is a rustic charm to the palace, and surprising treasures and artworks lie scattered around.”

- Quiet Dalton, Lower Tintagel

Those expecting a grim and forbidding palace are surprised by the place that the notorious King Mark calls home. Although the layout of the interior is somewhat confusing, with building having proceeded apparently at random with no overall design, Downside Palace is a very pleasant building. It does not have a Great Hall like the other palaces, but rather a very large kitchen with an oak table at which King Mark likes to greet his guests.

Visitors may also note lots of packages and crates scattered about the rooms, all of which contain gathered 'taxes'. There are also lots of Blaggards lounging round, enjoying the facilities. Access to Downside Palace is necessary for those wishing to appeal against unfair taxes in Lower Tintagel, and is also helpful in contacting various criminal groups or the Slavers Guild, with whom Mark is known to be friendly.



The Four Estates

“The peasant must work, the clergy must pray, the guilded must trade and the landed must rule.”

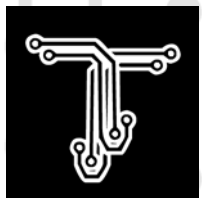
- Pendragon Proverb

Social class is extremely important on Pendragon and still very important throughout the rest of the Camelot Cosmos. The medieval notion of being born into a certain class which entails different rights and responsibilities is adhered to in both Kingsland and Queensland. Whilst it is possible to change ones class by hard work, patronage or noticeable talent the majority of people retain the class that their parents or grandparents possessed. In most cases this does not cause resentment and is simply considered a normal aspect of life, the way things are and should be.

The crudest and most pervasive social structure is that of the Four Estates, namely the Peasants (not just rural workers, but all those who do manual or practical work for others), the Clergy (including monks, priests, nuns, and scholars), the Guilded (all those with valued professions, but principally artisans, craftsmen, merchants and traders) and the Landed (all the nobles, knights, ladies etc). In Queensland the Peasant class encompasses almost everyone, but these are referred to as Serfs and have far fewer rights than a Kingsland peasant.

In Kingsland children are considered to be born into their father's social class, although children born out of wedlock have a lower status than those born from married parents. Generally, sons are expected to follow the same career or occupation as their fathers, and going against this expectation is considered presumptuous. Social mobility does exist, but those who experience it are usually blessed by circumstances or by exceptional talent.

In Queensland social class is traced through the mother. The lower classes have much less dignity and protection, and the middle class (the Guilded) is much smaller but for a ruthless individual social mobility is actually easier to obtain since Morgan promotes within the Fyrd and other branches of the military on the basis of merit rather than in reaction to background or social history.



The War

The Camelot Cosmos is at war. Two rival dynasties are in competition for control of the entire Camelot Cosmos and all the Realms within it. These dynasties are known as the Gawainite dynasty and the Morganite dynasty.

The Realms which are controlled by the Gawainites are collectively referred to as Kingsland, since these areas acknowledge King Gawain XXIII as their sovereign.

The areas controlled by the Morganites are collectively referred to as Queensland, since these areas recognise Queen Morgan le Fay as their ruler.

The War is conducted on a massive scale and the 'front' of this conflict has devastated an entire Realm (Castlekeep, described below). Players should keep in mind that this conflict is the most important ongoing event within the setting. Their own actions may have an effect on the outcome of the war. For centuries the two armies have been locked in a stalemate, but the introduction of new heroes or villains could potentially shift the balance of power.

Attitudes to the War

The War is the great defining event of all the lives of the inhabitants of the Camelot Cosmos. Traditions and myths on both sides of the conflict reinforce its importance and both monarchies are on the look out for malingerers and traitors to the cause. Every NPC in the setting will have strong opinions on the War and will react to characters in accordance with how closely their own opinions and those of the character match on this most vital of topics.

Issues such as whether the War is winnable, which side is winning, and who or what is to blame for the continuing stalemate, are hotly debated even in Queensland, where criticism of the conduct of the War or a lack of enthusiasm for its continuance can result in summary execution at the hands of the secret police.

GMs should use the following table to randomly generate reactions and attitudes to the war for encountered NPCs, but the table can also be used by Players. Once an attitude is selected, GMs should reward or punish players with additional experience (Fate Points) depending on how well they have portrayed their characters attitude. Moments of great stress or suffering from War Shock should result in adjustments to the characters attitude that reflect this psychological damage.

Roll 1-3

2. Jingoistic/Fanatical
3. Determined
4. Indifferent
5. Cynical
6. Idealistic
7. Optimistic
8. Nervous
9. Approving
10. Gleeful
11. Treacherous
12. Roll Twice

Roll 4-6

- Patriotic
- Resigned
- Bored
- Bitter
- Sarcastic
- Pessimistic
- Eager
- Disapproving
- Fearful
- Honourable
- Roll Twice

Players can, of course, role-play a change in a character's attitude, but arbitrary shifts of Attitude should be frowned upon and adjustments made to FATE point awards if GMs feel that players are not taking the importance of the War in their character's lives seriously enough.

GMs can also reflect the damage that shifts in attitudes to the war cause by applying Composure Stress or even Composure Consequences when these 'shocks' occur (see below).

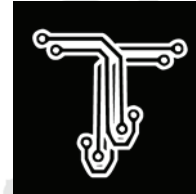
War Shock

The conditions characters experience at the Front are similar to those endured by real soldiers during the First World War and other conflicts in which the technology of war proved more efficient than the generals marshalling that technology. Battlefield magic, particularly the use of Dragons or of the shock troops (True Knights and Dark Knights) has a similar effect on characters in the Camelot Cosmos. The war has been ongoing for centuries, and the fighting on Castlekeep never ends. Whilst troops are rotated, this occurs far less frequently than is good for the psychological health of the participants.

For the Gawainites, this is because they are outnumbered and do not have the manpower to keep sending fresh armies. For the Morganites, the lack of rotation stems from the Queen's lack of care for her troops.

In her mind they have failed by not winning the war, therefore they should fight on until either victory or death is achieved.

All of these factors should be kept in mind and reflected by regular checks against relevant Aspects (such as Patriotism or Courage). Failures in these checks should result in the application of stress or even in severe cases the loss of Aspects.

**The Races of the Realms**

There are many different races inhabiting the Camelot Cosmos which players can select for their characters. Most of these races, although culturally and physically distinct, share a respect for the legends, myths and powerful beings that have shaped the Realms they inhabit. It is a rare individual, regardless of race, who is not familiar with the legends surrounding King Arthur or Morgan le Fay, and those who aspire to greatness, regardless of origin, will seek to emulate the heroes of the past.

The racial Aspects given above provide specific game benefits and common racial skills for each racial type. Below, however, are some additional details which describe common physical features and very basic information on the perceived or stereotypical nature of each of the allowable races.



Atropan
Avalonian
Bathinite
Churl
Dark Folk
Dog Folk
Equine
Guinevite
Hag
Kingslander
Lower Tintagen
Lupine
Mordredder
Mountain Folk
Progressor
Queenslande
Romish
Seelie
Unseelie
Upper Tintagen
Ursine
Vorish
Wilder

Atropan

The Atropans are a Stonedweller tribe native to the realm of Morgan's Curse, although their physical appearance most strongly resembles the Mountain Folk of Pendragon. They have golden skin and broad, flat features, with shiny black hair. They grow beards more easily than the Mountain Folk, but their eyes are very small and narrow. Their build is adapted to cold climes and harsh conditions, being both short and stocky.

Atropans abhor waste and laziness, since either vice can cost lives on the Atropan Shelf. They admire anyone who shows survival or hunting skills, and display a patronising sense of humour towards those who do not. They smile and laugh easily, have little sense of privacy or property, but are capable of sudden and surprising callousness towards those considered weak or a liability.

Avalonian

The natives of the Realm of Avalon are very similar to the standard appearance of the Kingslanders, but tend to be darker and thinner, with brown hair and eyes predominating. They have a medium build overall but have noticeably longer limbs than other human races. They are also noted for their curly hair which often grows in ringlets on both men and women.

Avalonians tend to be very sober and conservative. They dislike small-talk, loud noises and frivolous enterprises, but are often intrigued by gadgets and technical knowledge. They respect anyone who is practical and good with their hands, but look down on those without an obvious trade or professional occupation.

Bathinite

Bathinites are not a natural race, but are created by some strange magic in the Realm of Guinevere. Grotesque mockeries of man, they are greatly feared for their size and ferocity. Most stand around twelve feet tall and are hugely muscular. Their features are hideous, and they often sport demonic characteristics such as horns, fangs and claws. They are often fat, with thick veins running through their blubber.

Bathinites live for violence in all its forms. They have little culture beyond the collecting of trophies from the bodies of those they have slain and eaten, and tend to view anyone and anything weaker than themselves as food. Even those more powerful than themselves, though feared and hated for their greater strength, are probably considered 'difficult food'.

Churl

The Churls are a Stonedweller tribe native to the realm of Morgan's Curse. They are noted for their cruelty and this seems to be reflected in their appearance, which is the least human of all the races of men. They are squat and bulky, tending to great corpulence, and their skin has a dark greenish cast. Their mouths are extremely wide, and they cover themselves in ritual scars and tattoos. Their hair is lank and greasy, and is usually black or green and decorated with bones and trinkets.

Churls are enormously resistant both to pain and injury and seem amused by the weaker capacities of other races. They are often employed by Morgan's armies as poisoners and torturers, although they are also a deeply devout race who believe that any sufferings they inflict improves the souls of their victims.

Dark Folk

The Dark Folk are Stonedwellers native to remote marshes, woods and plains in the Realm of Pendragon, far removed from the great cities and fertile plains of the Kingslanders. The Dark Folk and the Dog Folk are one racial type, but hate each other with internecine ferocity. The Dark Folk are those who cling to the Old Ways and still worship the Druidim, whilst the Dog Folk seek to emulate the Kingslanders and join the wider society of Pendragon. Both are slim and graceful, with sharp features and strong cheekbones. They have a dark olive complexion and brown or black hair. Most have black, brown or hazel eyes, although a rare few are born with bright green eyes, which is thought to be a sign of divine favour.

The Dark Folk remain swamp dwellers who are active during the night when many of the predators and prey of the swamps are also at their most alert.

Dog Folk

The Dog Folk are physically very similar to the Dark Folk but tend to dress in an odd mixture of Kingsland and Stonedweller styles. They have also moved out from the swamps to surrounding plains and become far more proficient as horse archers than the Dark Folk, who tend to favour nets and tridents. The Dog Folk have a prickly pride and an urge to impress outsiders, but are renowned for their skill as scouts and guides.

Equine

Equines are native to lands bordering the Vorish Republic in the Realm of Vortigern. They share the features of humans and horses, although they are not centaurs. They tend to be about nine feet tall, with hugely muscular back legs that end in hooves. Their faces are more horse than human, with an elongated head, a mane of hair, and huge teeth.

Equine culture highly values the freedom to roam and a nomadic lifestyle. Even those tribes who are 'settled' are prone to wanderlust and find it difficult to respect artificial boundaries such as private land or agreed borders.

Guinevite

Guinevites are native to the realm of Guinevere. They are water-breathing people who combine the features of humans and fish. Their women look like traditional representations of mermaids, although their men are bipedal. Both genders have small, almost invisible silver scales on their skin, webbed fingers, gills and blue or green hair.

Guinevites are both highly matriarchal and highly spiritual. They value art above martial prowess, and religion above art. Guinevites respect quiet calm and thoughtful wisdom, and will react badly to impatient, belligerent or boisterous individuals.

Hag

Hags are in many ways similar to Bathinites, although they are universally female. Ranging anywhere between four and nine feet tall, they come in two basic types-withered and corpulent. Withered hags look like hideous hunch-backed old ladies, whilst corpulent hags look like massive round-bellied old woman. Both sport warts and red or green skin.

Hags respect strength in any and all forms, but value ruthlessness and pragmatism more than any other quality, even that of physical strength. They despise sentimentality and see charity as a form of madness.

Kingslander

The default race for humans in the Realms controlled by King Gawain XXIII, this racial type is dominant in Pendragon and widely spread throughout the rest of Kingsland. They are a people known for their height and strength, large-boned and generally quite hardy. Their skin is white and hair colour ranges from blonde to black, with lighter shades more common. Eyes are often blue, although shades of green, grey and brown are also possible. Redheads are still rare but more common than in other race except the Vorish. Naturally pale, they nevertheless tan easily, and many are tanned or red faced from an outdoor lifestyle.

Kingslanders are a conservative and placid people, slow to anger but equally slow to forgive. They strongly respect tradition and the 'proper' way of doing things.

Lower Tintagen

Downsiders live on the bottom of the islands of Tintagel and are the subjects of King Mark. They tend to be bulkier and more muscular than Topsiders, and darker too. Black hair is common, which the men favour growing into long, wild styles, particularly with flamboyantly extended and carefully oiled moustaches. The women are often very curvaceous, and have a smouldering appeal. Downsiders favour blood red shawls and scarves.

Downsiders are very passionate people, who believe in living life to the full, but they can be reckless and lazy and sometimes inconsiderate of others.

Lupine

Lupines are intelligent wolves who possess some human-like features, most commonly hands instead of paws. They are native to lands bordering the Vorean Republic on Vortigern. They look like large timber wolves, with their human features only noticeable in close proximity.

Lupines have a strong pack mentality. They will always try to establish a 'pecking order' and ascertain who is in charge in any situation. Little is known of their wider culture, save that playing music or singing has sometimes saved trappers from being attacked by them.

Mordredder

Mordredders tend to be lankier and rangier than most other races. Corpulence is almost unknown amongst them. They have a slightly oily complexion, and favour greased hair. The most notable feature of Mordredders is their eyes, which are slightly larger than the human norm. Their mannerisms enforce this physical difference, as they seem to be always on edge, always nervously glancing around.

Mordredders are generally very nervous people. They will always look to their own safety first and foremost, though this is not physical cowardice-the safety they are most concerned with is that of their minds and personalities, so they can react with fury to attempts at persuasion or coercion.

Mountain Folk

The Mountain Folk are a Stonedweller tribe found in the mountain ranges of Pendragon. Their numbers are low and many natives of Pendragon never encounter them. The Mountain Folk are much shorter than the average Kingslander, with broad, flat features. Their hair is always straight and a glossy black. They have difficulty growing beards and will usually be clean-shaven, although men who can grow wispy beards are exceedingly proud of the achievement. Their skin is sallow and their eyes are always black or brown in colour.

The mountain folk are extremely fatalistic. They strongly believe in destiny, and are as respectful towards imaginary mountain spirits as they are to the actual Ascended.

Progressor

The Brothers of Progression have certain shared features which mark them out as a separate human race, although many people are unaware of this fact. Their skin is of a gray colour, and their eyes are either completely white, black, or red. Their hair is either non-existent or long and black, fading to white with age. Their hands are unusually long and seem to have more knuckles than is normal.

Progressors are voracious lovers of knowledge. They value few material possessions so much as a rare book, and they have a habit of viewing other people as their intellectual inferiors.

Queenslander

Morganites look very much like Kingslanders, except that their skin has a reddish cast that is only noticeable in certain lights. Poor Morganites will often be much smaller than a Kingslander, with many features that illustrate their poor diet and lowly condition. A Morganite who is as large and muscular as a Kingslander is undoubtedly from a higher social class, and has had access to better food and living conditions than the majority of his fellows.

Morganites have a cynical and jaded view of life as a constant struggle, one which is understandable given their harsh lives. They tend to be suspicious and guarded, but delight in oblique criticisms and black humour.

Romish

The Romish are a short race, but carry themselves with great pride. They are stiff-backed, and their mannerisms are haughty and dignified. Men favour close-cropped hair in a military style, women long hair curled into elaborate ringlets. They tend to be olive skinned, with dark eyes and brown hair or dark blonde hair. They are noted for their togas, long white robes of a uniquely Romish design.

The Romish believe in dignity and self-discipline, and most would rather die than compromise the faded glory of their race.

Seelie

Seelie are near-mythical creatures of the wild places, said to have existed before the birth of mankind and to have been invited back into the world by the Druidim. The Seelie are as varied in appearance as mankind, but are usually humanoid and sport various animal or plant features such as green skin, leaves or flowers for hair, goats legs or horns and even on rare occasions translucent wings.

The Seelie have a relationship with nature that is closer than that of even the most dedicated druids. They react with fury to the destruction of any natural site, and regard most human preoccupations as either amusing absurdities or dangerous nonsense.

Unseelie

The Unseelie are the dark counterpoint of the Seelie, corrupted and evil creatures who serve the forces of darkness, shadow and destruction. Most are found in the employ of Morgan le Fay. They wear or inhabit heavy baroquely decorated armour, and their true features are seldom revealed.

The Unseelie seem more engaged with humanity than the Seelie. They love artificial environments, particularly crowded cities, and they are fascinated by human weaknesses, which they love to either encourage or exploit.

Upper Tintagen

The people of Upper Tintagel are noted for their silver hair and purple eyes, although these features are rare and tend to emerge only amongst the most insular and least travelled natives of the Realm. In many cases a Tintagen cannot be distinguished from a standard Kingslander. They are less often tanned however, and can also be distinguished by their speech, which is flowery and peppered with archaic and poetic phrases.

Upper Tintagens are in love with a legendary interpretation of the past, particularly with romantic notions of chivalry and gentility. They sometimes appear to others as exaggerated actors, since they always seem to over-emphatically emotional.

Ursine

Ursines are intelligent polar bears who are native to the far northern reaches of the Realm of Vortigern. They are noted for their size and savagery and are at war with both the humans of the Vorean Republic and the Lupines who share much of their habitat.

Ursines are loners, and do not mix well even amongst their own kind. They despise conformity or hierarchy, but respect those who show independence of mind and spirit.

Vorish

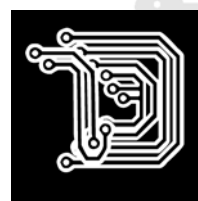
The Vorish are noted for arched eyebrows and red hair, which is the most common shade of hair they possess, although blonde, brown and black hair are also possible. They tend to have black or green eyes, and sharp noses are also a common feature. They have a medium build, smaller than a Kingslander but larger than the Romish or a poor Queenslander.

The Vorish are natural schemers, and love politics, rhetoric and journalism. They have a strong sense of national pride and destiny, but a chilling disregard for 'lesser' races.

Wilder

The Wilders are humans native to the realm of Wildwood, but seem to have acquired features more reminiscent of the Seelie than the rest of mankind. They can have skin, hair and eyes of any human colour, but the men are always bearded and both genders grow their hair very long and wild. They are often dressed only in animal skins and are covered in dirt. Their arms and legs are unusually long, giving them a strange, spindly appearance, and their teeth are filed into fangs.

Wilders are often jointly led by a warrior and a druid, since these are the two paths in life that they most respect. They believe that they can take on aspects of creatures that they challenge and defeat, and will therefore quickly engage in contests with any stranger.



Dragons

"I was there when the Dragon was called in, but I never saw her. All I saw was fire, as far as the eye could see, fire that covered the screams of a thousand men, fire that robbed the air from my lungs, fire that danced on the whole of a plain and turned ten miles square to nothing but ash. There were no bodies to clear afterwards. Just ash."

- Captain Finn the Poet, Castlekeep

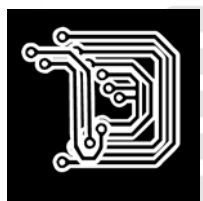
There are only two real dragons in the realms of the Camelot Cosmos, and both are called The Dragon. No-one living has seen a Dragon, except perhaps as a gigantic darkness that drowns a whole castle or town in its shadow. The Dragons are allied with King Gawain and Queen Morgan, one with each, and are as implacably opposed as the monarchs they nominally serve.

Some say they were a mated pair before they picked opposing sides in the human conflict, and that if there is ever peace between Kingsland and Queensland that the Dragons will mate again. Some see this as reason enough to continue the war.

There are also said to be lesser half-dragons on Morgan's Curse which are known as linnorms, and there are wyverns on Pendragon and Merlin, but these are like candles compared to a forest fire.

It is thought that The Dragons are both stationed on Castlekeep, which would partly explain the stalemate and the horrific death-tolls there, but even the monarchs are reluctant to discuss these terrible beasts, or employ them as weapons unless they absolutely must.

They are both a force of nature and a weapon of last resort and mass destruction. Even when soldiers say 'our Dragon' or 'their Dragon' they smile at the absurdity of thinking that any man or woman could truly control such creatures.



DUNGEONS

"Lucifer was not without humour. Many things amused him. Screams amused him, and pain made him smile. Struggle and fear amused him greatly, and death made him roar with laughter. This is why he made monsters, and this is why he put them in dungeons."

- Abbot Hugh Anwell, Resting Place Abbey

Everyone in the Camelot Cosmos knows the story of Lucifer, the Spirit of Pride. In the last days of the First Empire Lucifer whispered in the ears of the Emperor Gedde, and in the ears of the Merchant Princes, and in the ears of even the common folk of that uncommon age. Screens like polished shields showed Lucifer's face, and magic items whispered Lucifer's words. War was the result, and the First Empire fell, but Lucifer remained, and soon grew bored of the endless slaughter of the Days of Gedde. Something was missing. The deaths were too vast, too easy, too distant.

So Lucifer saved some humans, only to work magics on them, change them, make them into new shapes he found more entertaining. Into monsters. And he placed them in special chambers where he could watch them, and keep them like pets, and make them fight each other when he was bored, or even use them to guard his treasures. Many of these places still exist, sealed away, hidden in barren places, forgotten by Lucifer himself. We call them dungeons.

Players should be aware that any monsters can be found in Lucifer's dungeons. The GM has complete freedom to place whatever he likes there, without worrying about its compatibility with the rest of the setting. Lucifer was a very imaginative creature, after all. For some reason these creatures never escape from their dungeons, at least never for long enough to change the rest of the world they inhabit. Why this is the case is explained in the GM's section.



Available Technology

One of the most important factors to keep in mind regarding the equipment available for purchase and use is the different technological levels generally applicable in different Realms. Most of the setting is medieval in tone but the First Empire was clearly more advanced and individual realms have also specialised in certain areas of development, leading to certain exceptions to the general level of equipment. For this reason a table of the default technological levels and the key exceptions follows:

Realm	General Level	Exceptions
Camelot	Renaissance	Advanced Surgery & Medicine
Pendragon	Medieval	Printing Press, Railways, Zeppelins
Arthur's Grave	Early Medieval	First Empire relics
Avalon	Medieval	Advanced Breathing Equipment, First Empire Machinery
Upper Tintagel	Medieval	Aqueducts, Balloons, Zeppelins
Morgan's Curse	Medieval	Gas Lighting, Gunpowder, Chemical Weapons, Factory Weapons
Mordred	Medieval	Gunpowder, Guns, Advanced Recreational Drugs
Old Rom	Ancient	Holograms, Advanced Plumbing, Siege Defences
Guinevere	Stone Age	First Empire relics
Lower Tintagel	Early Medieval	Chemical Weapons
Vortigern	Medieval	Gunpowder, Guns, Advanced Mining, Railways
Wildwood	Stone Age	None
Castlekeep	Early Medieval	Gunpowder, Explosives, Power Armour

The Law of Degradation

It might be wondered why the more advanced Realms don't swiftly influence or conquer the less advanced, given these technological variations. This was a possibility that the Druidim were aware of in advance (and in some cases had already experienced). Great magic was used to resolve the issue. In effect the result of this Druidim magic is the fact that all technology taken away from its native Realm quickly degrades.

Metal rusts at an advanced rate, components fall apart, and the reliability and use of the object quickly fades. This usually takes about a week. This is why the factols of Morgan's Curse are constantly at work, resupplying her troops, many of whom still end up having to rely on more primitive weapons than they are capable of producing. An exception is found in Dungeons - a device within a Dungeon does not degrade until removed from it.

Finally, the advanced items are not universally available. All the exceptions noted above are prohibitively expensive and usually controlled by local nobles or other elites.





Book Three:

A Short History of the Camelot Cosmos

The Doorkeeper Age

Long before mankind, another race inhabited the Camelot Cosmos. Perhaps they were ancient gods, or men gifted with long lost magics. No records of their time have survived, and nobody knows who or what they were, their appearance, their names and their deeds being lost in the mists of time. Some scholars speculate that the Dragons may be the last surviving creatures of this era, but others dispute this, pointing to the fact that Dragons go unmentioned for large portions of history.

Whatever they were, the only evidence of their existence is in the Doors which they are thought to have created. The powerful magic used in these apparently indestructible objects suggests a race of awesome strength. If some disaster befell them and explains their absence from the rest of recorded history, then it must have been worse even than the Days of Gedd.

The First Empire

Ten thousand years ago the first human civilisation rose from a realm called Earth, now lost and presumed destroyed. The First Empire rose to a peak of power that makes today's Kingsland and Queensland seem like the tribal holdings of the most primitive Stonedwellers.

The First Empire was a place in which no human being knew poverty or hunger. Even the lowliest peasant was a mighty magician, able to work wonders such as commanding light and darkness or summoning warmth for their palatial homes. For many years the Empire spread, its red coated soldiers advancing across a thousand realms, bringing peace and civilisation wherever it went. The greatest expansion came under the reign of an Empress known as Victoriana, who had many client Kings under her command.

The Arthurian Age

One of the client kings serving Empress Victoriana was King Arthur. Arthur was a wise and traditional ruler who gathered to himself the finest representatives of the First Empire. He established a court at Camelot that rivalled Queen Victoriana's at Londinum, the capitol of the First Empire, but he was a deeply loyal servant nonetheless.

Arthur ruled the Realms which would become the Camelot Cosmos on Victoriana's behalf. His reign was a golden era in which the virtues of chivalry, decency, humility and piety were at their height. He was so pious in fact that he eventually merged with the Christos, the God worshipped by the people of the First Empire. All of the Arthurian heroes worshipped today as Ascended Seraphim were once the companions and friends of King Arthur during this golden time.

The Merchant Princes

At the beginning of the First Empire it seems that a Noble class (sometimes spelt 'Nobel' in ancient documents) had the greatest authority, but as the wealth of the Empire grew so too did the political influence of the most powerful merchants and traders. These individuals formed great Companies to challenge the Nobel Houses, and gradually wormed their way closer and closer to the Imperial Throne.

The leaders of these Companies began to see themselves as Princes of Industry, equal or even superior to the traditional nobility. Soon they were forming Corporations, or alliances of companies, motivated by profit and pride rather than tradition and respect. The so-called Mercher Princes had arrived, and were gradually seduced by the spirit of Pride itself, Lucifer. A coup brought the Nobel Houses low, and by the time of the Emperor Gedd, it was the Mercher Princes who really ruled.

he Days of Gedd

The one advance that eluded the First Empire was that of immortality. As they aged the Mercher Princes became convinced that their rule should last forever, and easily persuaded the weak willed Emperor Gedd that he too should look to ways of extending his life. The Mercher Princes were particularly jealous of the fact that Arthur and many of his knights seemed to be living longer than normal men, and rejected the claim that this was because of their inherent goodness and links to Christos. The Mercher Princes therefore funded vile experiments (described to them by Lucifer) intended to grant them new and ever-living bodies. Unfortunately the processes by which these new bodies were created drove some of the Mercher Princes mad. When Gedd saw the results of their experiments, he belatedly tried to close them down. Thus began a devastating war which destroyed the First Empire.

The war saw the birth of the Ascended, the new bodies created by Mercher experiments. These beings divided in the war that shaped the Days of Gedd. Those who remained loyal to the Empire assumed that they still served mankind and were called Seraphim, after an ancient race who had served Christos.

Those who were furious at the attempt to stop the experiments which had made them vowed to wipe out humanity (these were the Nephilim). A minority wanted to contain and restrict humanity without destroying them, these were the Druidim. The war was so terrible that mankind was almost exterminated. Earth and Londinum were destroyed. Perhaps ninety percent of the human race were killed, with only Arthur and his heroes managing to preserve some life under their protection.

erlin & the Moon Grail

A typical disaster of the Days of Gedd came with the destruction of Avalon. One of the most prosperous and fertile realms loyal to Arthur, Avalon was a key target for those Nephilim wishing to eradicate humanity. Knowing this the Seraphim charged Merlin, their wisest magician, with its protection. The decision doomed rather than saved the realm.

Knowing Merlin's fascination with magic, the Nephilim Mordred planted rumours of a fantastically powerful magical chalice. The chalice, known as the Moon Grail, was said to be able to shield entire realms from harm. In reality, the Grail was a terrible weapon devised by Mordred. Allowing Merlin to discover the Grail, Mordred then unleashed the weapon's fury. Although he failed in the attempt to slay Merlin, he did devastate Avalon, killing much of its population. Merlin never forgave himself for falling for this deception, and has been victim to periodic bouts of guilt-induced madness ever since.

ucifer's Reign

The spirit of Pride whose temptations had helped to create the war eventually grew bored of the slaughter, realising that if humanity and the Seraphim were extinguished then he and his fellow Nephilim would be left with nothing to torment except each other.

Lucifer therefore persuaded all of the Ascended to meet to settle their differences without bloodshed.

To persuade the Seraphim he promised that he would join them in attacking any Nephilim who continued the war and sought to extinguish the human race. To persuade the Druidim he told them that the great magics would be withheld from mankind so that they could never threaten the Ascended. To persuade the Nephilim he showed them a new thing entirely, which was what it was like to have human worshippers. Why kill them, he argued, when ruling them was much more fun?

To prove his argument he brought forward Vortigern, a minor human king. Once a vassal of Arthur, Vortigern had turned to Lucifer instead, promising loyalty and worship in return for power. The combined eloquence of Lucifer and Vortigern won the day. Peace was gained, but at the cost of Arthur's removal from authority and his replacement by Vortigern as Lucifer's representative.

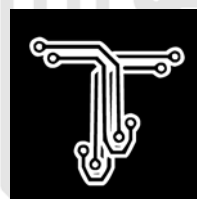
For a thousand years humanity became the slaves of the Ascended, with Lucifer acknowledged as the ultimate ruler of all three branches of his kind. The Arthurian heroes went into hiding whilst Lucifer built his dungeons and enjoyed his power.

he First Battle of Camlann

It was inevitable that Lucifer would eventually over-extend himself. No non-Ascended knows the details of the cause for Lucifer's Fall, although most suspect that the other Ascended discovered plans he had put in place to enslave them as surely as he had enslaved mankind. Whatever these plans were, they must have been at an early stage of development, for a concerted ambush by most of the other Ascended swiftly defeated Lucifer and his key allies.

The first battle of Camlann saw Lucifer captured and Vortigern (who had been gifted Ascended status by his master) drowned in a river whilst attempting to flee the battle. Arthur and his Seraphim played a prominent part in the battle and called for Lucifer's execution at its end.

The Druidim however were fearful that this would begin again the great war of the Days of Gedd. For this reason Lucifer was merely imprisoned, his power greatly reduced by being trapped forever in a distant realm known as Lucifer's Cage.



he Age of the Shared Wheel

In the peace established after the defeat of Lucifer the Ascended agreed to withdraw from personal involvement in human affairs. All were cowed by Lucifer's fate and an accord was reached whereby the Ascended agreed to act only through mortal agents. It was accepted that, like the turning of a wheel, different Ascended would perhaps gain or lose power over the ages as the loyalties of humanity shifted, but that their direct military involvement risked too much destruction. It was at this time that the various branches of the Nephilic and Seraphic churches formed, as well as the Old Path, as the Ascended recruited human followers.

Arthur not only sponsored the Seraphic Church, he also supported Gawain I, a direct descendant of his old ally the Ascended Gawain. With the wise counsel of the Seraphim guiding him, Gawain and his descendents swiftly rebuilt a thriving human civilisation which became the seed of Kingsland. Some primitive tribes, influenced by the Druidim, remained suspicious of civilisation and rejected Gawain's rule, but the early kings were careful to leave these so-called Stonedwellers in peace.

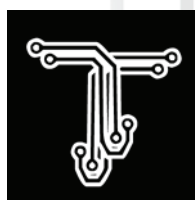


Morgan Le Fay

Some of the Nephilim always pushed the boundaries of the agreed peace, their greed for power overcoming their caution and the threats of their peers. A novel new means of intervention was discovered by the Ascended Morgan le Fay, who somehow discovered a means of partially possessing a dedicated female follower. Legend has it that Isabella, the wife of an early King Gawain (most say Gawain IV) became jealous of her husband's power and desired to rule in her own right.

After poisoning her husband she attempted to install her eldest son as Gawain V and rule through him, but her fifteen year old son saw through the plot and publically denounced his mother.

Isabella and key followers then fled to Morgan's Curse, at that time largely untouched since the Days of Gedd. There they found Morgan le Fay herself. Isabella agreed to be possessed by Morgan in return for power, and the Morganite Rebellion had begun. Since then a long line of King Gawain's and Queen Morgan's have contested rule of the Camelot Cosmos, with both sides at times coming close to both final victory and final defeat.

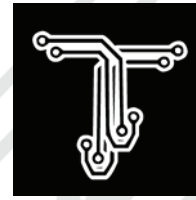


The Second Battle of Camlann

The Morganites best chance of victory came some four hundred years ago, when the Queen Morgan of that time somehow persuaded the Ascended Mordred to break the peace between Ascended by personally intervening in battle. Mordred and his army slew tens of thousands of knights, the Ascended himself displaying the awesome power of his kind by killing hundreds himself in a matter of minutes.

King Gawain XIII had already been slain and Pendragon briefly captured when Arthur himself returned. Besting Mordred in personal battle, Arthur was himself perhaps mortally wounded.

With his blood he cast a great spell that sealed Mordred's army in the realm that bears his name, cursing them to an everlasting half-life. Many believe that Arthur then died, and that his body lies somewhere in the realm of Arthur's Grave.

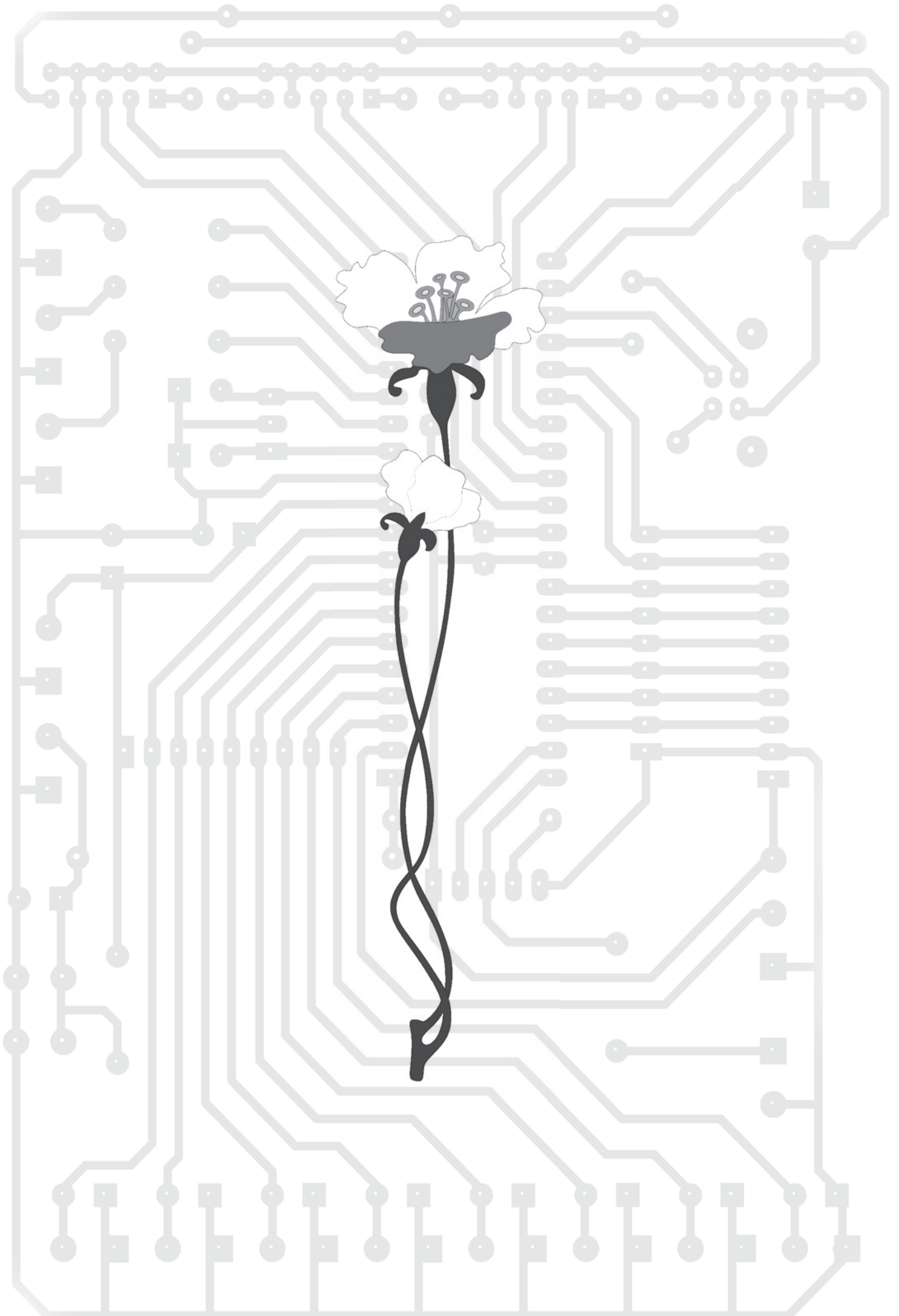


Today

The current Queen Morgan has been steadily building up her forces in preparation for a final assault on Kingsland. Though most of the people of Kingsland never see the war that is raging on Castlekeep, King Gawain is aware that Morgan is not devoting her entire resources to the traditional battle front.

Though the long stalemate currently abides, it is feared that Morgan has some new scheme in mind, one that may be more threatening than anything faced since the second battle of Camlann.







Book Four: The Ascended

“King Arthur, Guinevere the Risen, Guinevere the Fallen, Sir Kay, Sir Palomides, Sir Bedivere, Gawain, Lancelot and Merlin, even Saint Newton and Saint Kipling. These are not just names, they are our lessons, our ancestors, our gods and our guides.”

- Abbot Hugh Anwell, Resting Place Abbey

The powerful spirits worshipped by the Seraphic and Nephilic Churches are collectively known as the Ascended. The Seraphic Church is extremely influential throughout Kingsland whilst the Nephilic Society has a strong presence throughout Queensland. Most of these spirits are from the Arthurian Age and represent characters from Arthurian legends.

They are viewed rather like arch-angels or demi-gods, it being assumed that they are far more powerful than any mortal man but not quite omnipotent or omniscient. The Ascended may once have been mortal but certainly are not so now. Devout people claim to have visions of them, but these are not common.

Other figures in the pantheon are heroes of the earlier First Empire such as Saint Newton or Saint Kipling. These tend to be far less influential than the Arthurian heroes. Characters can select an Arthurian hero to identify with if they so wish, doing so is believed to bring success in endeavours relating to the heroes own exemplary life.

Most people divide the Ascended into three basic types: the Seraphim, the Nephilim and the Druidim. The Seraphim are thought to like mankind and support humanity, the Nephilim wish to destroy or rule us, and the Druidim see themselves as the protectors of Nature rather than of human beings. The Ascended of the Camelot Cosmos and the common information about them known to Novice characters is outlined in the tables below:



The Seraphim

	Ascended	Description
1	King Arthur	The perfect ruler, builder of Camelot and lord of the Seraphim. Associated with: Kingship, wisdom, peace, strength
2	Guinevere the Risen	The perfect lady, beautiful, kind and compassionate, Arthur's wife. Associated with: Wifehood, motherhood, childbirth, charity, beauty
3	Sir Gawain	The most loyal of knights, strong, gallant and proud. Associated with: Generalship, pride, victory, manliness.
4	Sir Bedivere	The most stalwart of knights, humble, determined and honest. Associated with: Spearmen, humility, honesty.
5	Sir Lancelot	The most gallant of knights, peerless, fearless and chivalrous. Associated with: Chivalry, courtly love, swordsmanship.
6	Sir Galahad	The most pure of knights, selfless, virtuous and pious. Associated with: Virtue, the Grail, purity, religious devotion.
7	Sir Palomides	The most discerning of knights, stern, implacable, and perceptive. Associated with: dual weapons, the scimitar, justice, truth.
8	Sir Dagonet	The cleverest of knights, intelligent, mocking, amusing. Associated with: jesters, humour, insight, enjoyment of life.
9	Sir Kay	The bravest of knights, stubborn, intense and angry. Associated with: righteous wrath, submission to authority, refusal to yield.
10	Merlin	The wisest of men, brilliant, profound and mystical. Associated with: learning, scholarship, magic.
11	Nemue, the Lady of the Lake	The Guardian of Excalibar, beautiful, mysterious, intelligent. Associated with: powerful gifts, sorcery, streams, rivers and lakes.
12	The Lady Elaine	The fairest of maids, young, joyous and lovely. Associated with: youth, maidenhood, first love.



The Nephilim

	Ascended	Description
1	Morgan the True Queen	The Dread Queen, proud, vain, seductive, terrifying. Associated with: rebellion, tyranny, seduction, witchcraft.
2	Mordred the Betrayer	The worst of knights, vain, deadly, treacherous. Associated with: betrayal, greed, vanity, ambition.
3	Barbatos the Black Knight	The blackest of knights, violent, cruel and strong. Associated with: infamy, atrocity, coldness towards suffering.
4	Vortigern the False King	The basest of kings, greedy, suspicious, paranoid. Associated with: misrule, false claims, slyness, cunning.
5	Bathin the Brutal	The lowest of knights, rapacious, savage and stupid. Associated with: mindless violence, destruction, strength.
6	Lucifer the Caged Lord	The Hidden Sun, glorious, cruel, powerful. Associated with: pride, pacts and bargains, imprisonment, dungeons, persuasion, lies.
7	Guinevere the Fallen	The Lady of Loss, mad, grief-stricken, dangerous. Associated with: betrayal, guilt, self-loathing, insanity.
8	Lamorak the Mighty	The Boasting Knight, loud, vainglorious, jealous. Associated with: jealousy, boasting, caution.
9	Garlon the Hidden Knight	The Unseen Blade, deadly, hidden, mocking. Associated with: invisibility, hidden enemies, assassins.
10	Bruinis the Pitiless	The Heartless Knight, cold, calculating, mercenary. Associated with: mercenaries, logic, callousness.
11	Tarquin the Quick	The swiftest knight, quick, decisive, efficient. Associated with: ambush, bandits, self-interest, archery, dexterity.
12	Hue the Perilous	The Melancholy Knight, depressed, woeful, suicidal. Associated with: suicide, misery, insane risks.



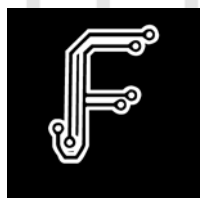
The Druidim

	Ascended	Description
1	Herne the Hunter	The stag-headed hunter, protector of nature. Associated with: hunting, stags, dogs, the wild.
2	Auberon the Forest King	The Oldest Oak, protector of forests and trees. Associated with: wisdom, age, trees, forests, treants.
3	Titania the Forest Queen	Queen of the Seelie, beautiful, magical, elusive. Associated with: the Seelie, the forest, magic.
4	Old Mab, Hagenti, the Crow Queen	The Crow Queen, ageless, changeable, unpredictable. Associated with: Tintagal Rooks, crows, birds of prey.
5	Hold Nikar, The Winter Prince	The Oldest Druidim, distant, unapproachable, remote. Associated with: mountains, winter, ice, snow, ancient places.
6	Sagalla, the Cat	The Queen of Cats, feline, seductive, sensual. Associated with: self-indulgence, vanity, cats.
7	Sugat, the Child	The Mischievous One, joking, laughing, hiding. Associated with: childhood, pranks, tricks, theft, secrets.
8	Epona, the Lady of the Horse	The Fleet Footed, running, wild, untamed. Associated with: horses, freedom, travel, the plains.
9	Sirchade, the Huntress	The Lady of the Bow, eagle-eyed, virginal, proud. Associated with: archery, hunting, nymphs, virginity.
10	Mirsilde, the Storm Prince	Lord of the Thunder, loud, tempestuous, violent. Associated with: Storms, bad weather, sudden change or reversal, thunder, lightning.
11	Saleos, the Messenger	The White Crow, cunning, wise, swift. Associated with: messengers, information, secrets.
12	Forneus, the Ocean Lord	The Lord of the Deep, mighty, vast, ancient. Associated with: the ocean, the waves, water, power, destruction.

Individuals in the Camelot Cosmos will propitiate those Ascended whose associated interests seem closest to the problems that they currently face, although it is common for individuals as well as particular churches and shrines to strongly identify with a particular Ascended and to honour and value this mythical figure above all others. Those who identify most strongly with an individual Ascended (particularly noble houses claiming descent from the mythical being) can choose to take an Inspiration Aspect linked to that Ascended.

People in Kingsland will always prefer to propitiate the Seraphim and people in Queensland will always look first to the Nephilim, but in emergencies both may look to their traditional enemies for succour. All know that the Druidim are more concerned with the natural world than with human beings, but Stonedwellers nevertheless always look first to these beings as their special protectors.

Shrines to the various Ascended are common at roadsides, and every village will have an official church or a nearby monastery. Organised worship of the Nephilim is outlawed in Kingsland and likewise organised worship of the Seraphim in Queensland is outlawed. The respective churches will deal harshly with those who defy this state of affairs, and ordinary people will fear and avoid those suspected of such a taint.



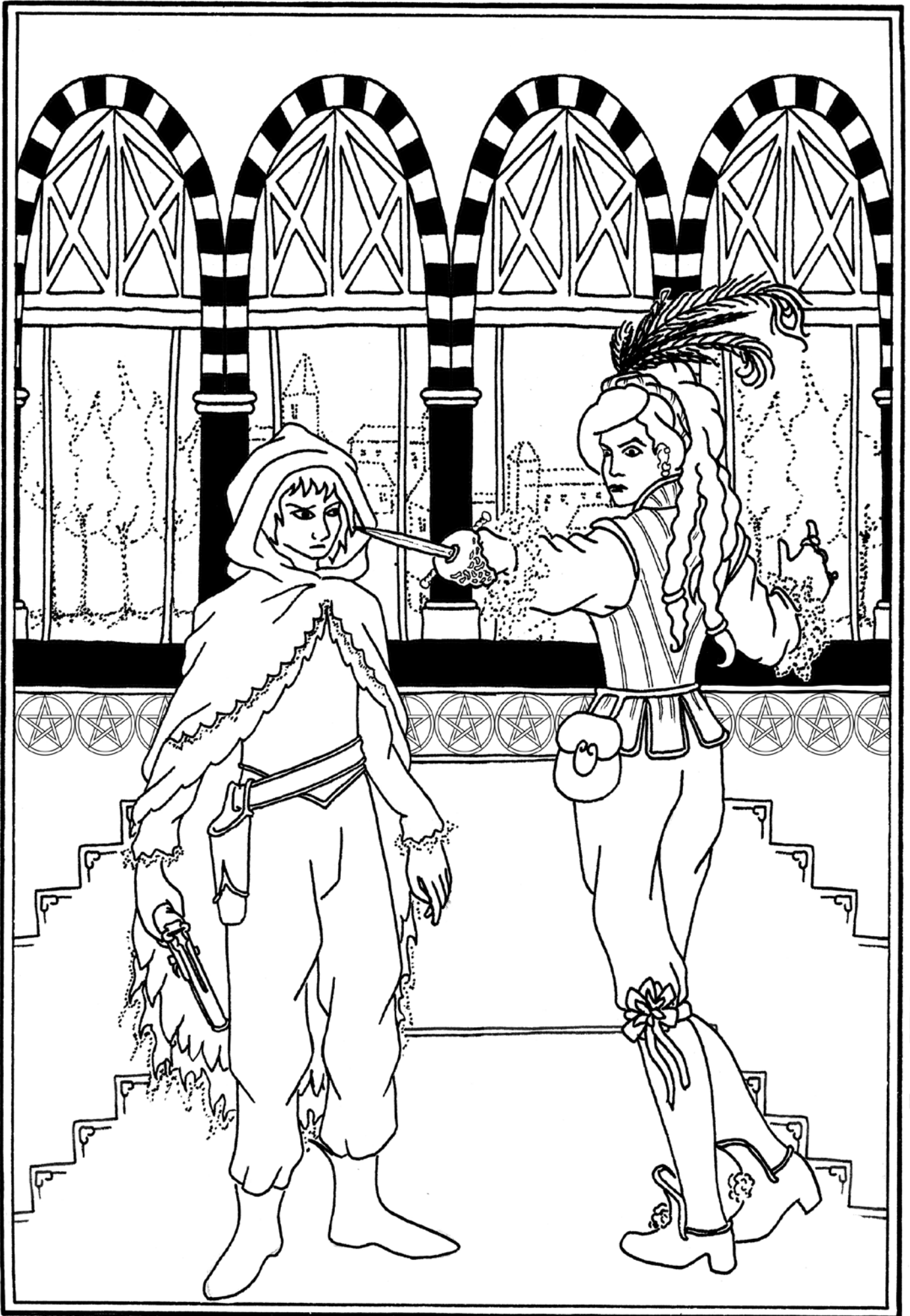
First Empire Saints

The knights and ladies of Arthur's court who have become the divine Seraphim, and the traitors and rebels of the same era who have become the Nephilim, dominate the thinking of the religiously minded throughout the Camelot Cosmos. Behaviour that is extremely good or bad is compared to their examples, and legends about them are used as moral instructions for all ages. But there are other figures that receive a lesser degree of worship and respect, and these are the First Empire Saints.

Saints are figures mentioned in the few surviving fragments of First Empire literature that are usually held in churches and the private libraries of the monarchs of the Four Courts or particularly old and powerful noble families. Historically they are considered powerful figures from the courts of Victoriana, the Empress to whom even Arthur owed nominal fealty, or of Gedda, her disastrous descendent. But Arthur was the most important local monarch, and whereas it is clear to all that the Seraphim, Nephilim and Druidim have ascended to an immortal status, the saints are considered lesser beings, more evolved and significant than ordinary men and women, but still clearly human. They are considered to be dead, rather than still existing, but able to affect the living world from the Land of Summer or whatever other spiritual realm they now inhabit.

Worship and propitiation of the Saints is not in any way formalised or condoned by the religious authority of the main Churches. There are no formal rites or incantations connected to these figures, and only one of them (Saint Newton) is popular enough to provide an Inspirational Aspect in his name. However the further one is removed from centres of civilisation and learning, the more likely it is for the Saints as well as the Druidim to feature more heavily in people's lives, often in the form of popular oaths, curses and 'lucky' acts like throwing salt over a shoulder, sprinkling a drop of blood on an ancient roadmarker, or leaving milk out in small bowls at night to 'feed the Saints'.

Other Saints commonly mentioned include Cromwell, the saint of righteous slaughter, Adolphus Hater, the 'dark saint' of unwelcome atrocity, Nelson, the sailor saint, and Bede, the scholar's saint. Hundreds of saints are still occasionally honoured, but some are known only to a handful of devotees.



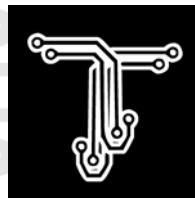
Book Five: Organisations of the Camelot Cosmos

"We are an orderly people. Everywhere that man has something in common with his fellows, he forms a group to represent these shared interests. From the meanest village to the proudest city, this holds true."

- Senator Galenus, Old Rom

King Gawain XXXIII is a powerful but not absolute monarch, and must share his authority to some extent with a large number of organisations. Some of these directly support his rule, like the Pendragon Legion, the effective police force of Kingsland, and others represent key interest groups whose desires a wise ruler accommodates, such as the powerful Merchants Guild. Queen Morgan by contrast is an absolute ruler, and any groups active in Queensland operate purely in accordance with her direction or her whims.

Players should check with their GMs regarding which groups might be appropriate for their characters to be aware of and interact with, as full details on all of the various organisations of the Camelot Cosmos are provided in the GMs book. All characters will be aware of the following groups: The Pendragon Legion, the Noble Houses, the Merchants Guild, the Seraphic Church, the Morganite Fyrd (Queen Morgan's army) and the Nephilic Society. A player's knowledge of each of these should not cover all of the information provided to GMs, who should carefully filter details in accordance with the characters starting location and background. The level of information on these and other groups available to players is outlined below.



The Common Guilds

Professional guilds based on common occupations, such as the Blacksmiths Guild and the Innkeepers Guild.

Membership is usually required to practise the profession without harassment from Guild members. There are hundreds if not thousands of common Guilds scattered throughout the Camelot Cosmos, but the most significant of these are loosely affiliated under the direction of regional Guildhalls. Professional courtesy is often shown between different common Guilds who may offer reduced rates and other benefits to representatives or members of other Common Guilds which are not in direct competition.

The Thieves Guild

Also known as the Hollow Men, a vast network of associated gangs that encompasses every Realm. The Thieves Guild is officially outlawed in both Kingsland and Queensland but in practice is often tolerated due to its ubiquity as well as the manner in which it limits and chastises unaffiliated criminals. Local branches of the Guild are known as Hollow Houses, and vary greatly in terms of the type of criminal acts they sponsor and the personalities of their leaders.

The Thieves Guild probably has the widest reach and the largest membership of any organisation. They are also known as the Hollow Men, and are said to have been originally formed by a group of disgruntled knights. Every village will have a Thieves Guild contact or secret operative in place, although those in obscure locations will have very little influence on the wider Guild and the Guild as a whole is very much a city-based organisation. Rivalries exist between the various gangs which form the Guild but outright conflict is discouraged as are acts of treachery or deep involvement in dynastic struggles as these are all considered counter-productive to the Guild's primary purpose of making its members extremely rich.

The Assassin's Guild

Also known as the Veiled, the Assassins Guild is a relatively small but influential Guild, particularly in Queensland, where Queen Morgan often employs its services. It is outlawed in Kingsland, and both the Pendragon Legion and the Thieves Guild will attempt to capture or slay any of its operatives that they encounter. The leader of the Assassins is known as the Old Man, and is greatly feared.

The Assassins are a much more secretive and fanatical group than the Thieves Guild. They are not just interested in accumulating wealth, but rather see wealth as a means to an end. Rumours persist that they follow one of the Nephilim and are in fact his 'church'. The name most commonly mentioned in this context is that of Barbatos. If so, it would make the Veiled the most organised of all the Nephilic cults.

The Merchant's Guild

An extremely powerful Guild, and the controllers of all trade between Realms and a large section of trade within Realms. The Sons of Florin, as they are also known, control the Guildhalls and rent spaces to the representatives of the Common Guilds, with whom they are on good terms. The merchants form a powerful political lobby that all wise rulers listen to.

Every town has a weekly market that the Merchants Guild controls. Anyone seeking to trade goods in the cities or towns must pay a tithe to the Merchants Guild, but the Guild will in turn offer to represent respectable merchants in their interactions with local officials and nobles. The Guildhalls are impressive buildings, reflecting the respect accorded to the Merchants Guild, despite some grumbling from the more impoverished nobles.

The Fighter's Guild

Also known as the Blade Brothers, the Fighters Guild was once an offshoot of the Seraphic Church, but after a schism with that organisation are now fully independent.

They operate from most Kingsland towns, but oppose the Morganites and are barred from Queensland. Many caravan guards, bodyguards, adventuring warriors and professional mercenaries are members of the Fighters Guild.

The Blade Brothers have a network of independent fortresses, although these tend to be smaller and less powerful than those owned by great nobles. Many of their bases are in fact fortified townhouses, in the basement of which can be found extensive training facilities. Merchants, nobles, craftsmen and villagers requiring protection can post notices in these buildings which the officials of the Guild will offer as contracts to suitable members.

Warriors who flout the laws of the land are not welcome in the Fighters Guild and will be expelled if they are subject to investigations by the local nobility or the Pendragon Legion.

The Wizard's Guild

The members of this organisation conduct magical research and investigate First Empire ruins. The Wizards Guild has a mixed reputation, but their distinctive towers are found in many towns and they operate in both Kingsland and Queensland. Common opinion is divided between those who view them as harmless fools, some who see them as unscrupulous charlatans and a vociferous minority who consider them dangerous potential heretics and possessors of powers man was not meant to own.

It is also rumoured that the most powerful wizards have unnaturally extended their lifespans and that some may even have survived from the Days of Gedd. These rumours are scoffed at by sophisticates, but add to the Guild's reputation among the more gullible.

The wizards refer to themselves as the Arcane Brotherhood.

They offer support both material and non-material to individual magical researchers, but like the Thieves Guild they do not wish to be 'embarrassed' by rogue elements and will act to censure or eliminate unlicensed or overly public mages, particularly those dabbling in areas that the Seraphic Church frowns upon (such as necromancy).

The Seraphic Church

The Seraphic Church, also known as the White Lodge, is one of the two main powers in Kingsland, second only to the direct authority of King Gawain. Their churches and monks are found in every village, town and city. The Seraphic Church is ruled by the Arch-Bishop of Camelot and illegal in Queensland. Most of the populace of Kingsland are regular church attendants and it is common to give a tithe of 10% of one's income or produce to the Church, a tradition which gives the leaders of the organisation considerable financial as well as spiritual clout. They are also the largest land-owners after the Gawainite monarchy.

They worship the Seraphim and will violently oppose representatives of the Nephilic Church. In the past the Church has ordered or encouraged terrible Crusades against various forms of 'heresy', but this is much more difficult for them to achieve today, given the independence and competitiveness that exists between many individual churches and the strong secular authority of the King.

The Nephilic Church

The rival of the Seraphic Church, they operate openly only in Queensland. In Kingsland their secret agents conduct sabotage and set up illegal cults. The worshippers of the Nephilim are more loosely organised than the Seraphic Church, and rivalries between individual Nephilic cults can often be as murderous as their attitudes towards their more obvious Seraphic enemies.

Physically there is little to distinguish a Nephilic monk or priest from a Seraphic one.

Many of their legends are shared, although the conclusions drawn from them are diametrically opposed. The daily routine of a Nephilic church or monastery is also similar to that of the Seraphic church, although sexual license and self-indulgence is much less frowned upon among the Nephilim. These similarities make it relatively easy for Nephilic monks to disguise themselves as their Seraphic counterparts.

The Druidic Church

Also known as the Old Path, a loose organisation of small churches known as 'groves', the Druidic Church worships nature and the Druidim. They are only strong in the wilds and amongst Stonedwellers. Members of the Druidic Church are often concerned about the protection of natural habitats and the impact of humanity on nature, and are particularly opposed to the revival or use of magic dating from prior to the Days of Gedd.

There is far less structure and hierarchy in this church than in its other rivals, and the Druidim interact far less frequently with their human followers. It therefore takes a great deal of dedication to remain committed to the 'old ways' but despite this, various superstitions and rituals of the druidic faith persist among rural communities. Common emblems include oak leaves or mistletoe, and rituals are often concerned with the blessing of crops or hunts and the propitiation of wild seelie.

The Slaver's Guild

Also known as the Iron Band, the Slavers are illegal in Kingsland, but control a people smuggling operation that supplies slaves to criminals and to the Morganite factories. They are a much-hated but powerful force, with thousands of members spread throughout the Camelot Cosmos, but they are particularly public and powerful in the Vorean Republic and Lower Tintagel.

The three main markets for slavery are the plantations of the Vorean Republic, huge farming estates growing crops such as sugar and wheat, the factories of Morgan's Curse, churning out the engines of destruction and weapons that supply her unseelie armies, and the mines of King Mark from which that monarch draws a significant portion of his wealth. In all three cases the life of the slave is not to be envied, and those taken as house slaves or for the purposes of prostitution are actually considered the fortunate ones.

The Tomb Robber's Guild

A small but important Guild for adventurers, they plunder tombs and ruins in realms like Arthur's Grave, but are subject to official disapproval and interference. They are said to keep extensive records of ruins and dungeons, and to have a secret base where fabulous treasures retained from previous expeditions are stored. Anyone who frequently raids tombs will be likely to receive a call from one of their agents.

The Pendragon Legion

The Legion are the police force of Kingsland. They investigate crimes against the Gawainite dynasty and assist nobles in peacekeeping and policing, particularly with regard to more serious crimes. They are known for their distinctive blue cloaks and the high quality of their armour and equipment, as well as for the stern and humourless nature of many of their knights. Members of the Legion regularly patrol the main roads of Pendragon, but are less visible elsewhere in Kingsland.

The Legion has a long and well-established history, during which it has learnt the best way to cooperate with the entrenched nobility of Pendragon. The punishments that the Legion enforces are noticeably more lenient towards nobles who often pay fines rather than suffer in the public stocks or by being imprisoned. The local Legion captain will regularly consult with the local lord, both offering the other assistance in apprehending known criminals.

The only occasion on which this cosy relationship is strained is in regard to accusations of heresy (which are deferred to the Church) and treachery (which can provoke a brutal response from the Legion if confirmed).

The Fyrd

The armies of Queen Morgan, divided into various sections, the largest of which is the Fyrd, her infantry. The witches and Unseelie in the Queen's Guard act as her secret police force and employ the tactics of terror in the war against Kingsland as well as being expert suppressors of dissent within their own borders. The Fyrd as a whole revels in a reputation for ruthlessness and cruelty, and are feared as much by their own populace as they are by their Kingsland rivals.

Unlike their Gawainite opponents the Fyrd make no pretence of chivalry or honour. They exist solely to crush Morgan's enemies. Individual acts of treachery, such as attempts to embarrass or supplant a superior officer, are common, but mass treachery, such as rebelling against the Queen or aiding the Gawainites, are almost unheard of.

The Fyrd commonly suffers heavy casualties when fighting other organised forces. This is not because they are badly trained or their commanders incompetent, but because their commanders have little regard for the lives of their men and would rather gain a quick victory that impresses the Queen than preserve and nurture their forces. The huge populations of the great cities of Morgan's Curse ensure a ready supply of replacements, and standard Fyrd tactics reflect this.

The Prince's Guard

The Prince's Guard are the knights of Tintagel, loyal to Prince Tristram of Lyonesse. They are famed for their adherence to the strictest codes of chivalry and for their courtesy and respect towards women. They are however poor by the standards of knights loyal to King Gawain, and only rule small amounts of land.

In Upper Tintagel they serve an equivalent role to the Pendragon Legion, investigating crimes and pursuing criminals who threaten the Prince's Realm.

Ballads and popular romances disproportionately focus on Tintagel knights, something which they regard as their due but which can cause jealousy or ridicule from other warriors. The Fyrd generals in particular rather enjoy facing groups of these knights, since they know how to use their predictable heroism against them (such as using the visible torture of hostages to draw the Prince's Guard into an ambush).

The Black Guard

The 'Blaggards' are King Marks feared and hated enforcers in Lower Tintagel. They are thugs and murderers, primarily responsible for collecting Mark's exorbitant taxes. Many have acquired considerable fortunes of their own, with which they indulge their basest passions without fear of reprisal from their master.

Many of the Blaggards are current or former members of the Slavers Guild. They are quite expert at torture and at beating up defenceless opponents, but are often less skilled when facing determined and battle-hardened foes. Their commanders are however usually cunning enough to recognise this, and will employ hit and run guerrilla tactics rather than offer pitched battle to large opposing forces.

The Brotherhood of Progression

A secretive order of monks who are influential at Camelot and in the realm of Merlin, they act as advisors and investigators of First Empire magics. They are also said to conduct rituals that aid the True Knights. Little is known about this order by the general populace, but their closeness to the King and to the highest nobles is indisputable. They also have a reputation as skilled healers. They keep their faces hidden at all times beneath cowls or long hooded robes, and they avoid physical confrontations wherever possible.

The Dungeoneer's Guild

An organisation that maps and describes the dungeons left by Lucifer, the Dungeoneers are extremely useful to those wishing to brave these places. There is some cross-over between their activities and those of the Tomb Robbers Guild, although this rarely escalates into direct confrontation. The Dungeoneers maintain storehouses of useful equipment which they will rent or sell to interested parties. They are usually based in towns at the edge of the wilder places within a Realm, and some even set up small headquarters at the edge of a long-established dungeon or ruin.

The Beggar's Guild

A growing Guild, operating openly in Kingsland and secretly in Queensland, they aid and support the impoverished and the downtrodden. More and more petty street crimes are coming within the aegis of this Guild, without as yet any direct response from the Thieves Guild. Beggar princes are said to have 'sewer courts' under many of the major cities of the Camelot Cosmos. It is also claimed that they possess a strange caste system based on the type of deformity or mental illness that the beggar possesses.

The Linnorm Society

A rebel group active in Queensland, they worship the linnorms or false dragons, abducting victims to feed to their masters. Their first members were apparently intended as sacrifices to the great beasts, but somehow survived and formed a symbiotic relationship with the huge, blind worms they now serve. The Linnorm Society is known for its disgusting and cannibalistic practices, and is perhaps the only organisation that can unite Gawainites and Morganites in shared disgust.

The Dust Cabal

A group active primarily in the realm of Avalon, they worship Merlin and search for relics associated with him as well as for the Ascended himself. Cabalists are the best guides to the Dust beyond Avalondom, although they are known for their eccentric and contrary natures and are thought to be emotionally unreliable. They are known for their long leather jackets, face masks and goggles which protect them from the choking effects of the Dust and its frequent storms.

They are unlikely to be encountered anywhere other than on Avalon, and are thus little discussed by the other power groups operating in the Camelot Cosmos, despite the fact that they may have access to the most powerful relics and remaining First Empire magics.

Benefits of Membership

The different organisations all grant varying benefits to their members which can include Skill increases and other advantages. The following standard benefits are however common to all groups:

Use of Organisation premises which may include food and lodging at reduced rates or without charge

A set of standard equipment or a uniform free of charge once per year

Reasonable assistance and advice from other Organisation members, depending on seniority

Access to specialist equipment and research at reduced cost

Identifying codes and signals in order to recognise other Organisation members

A small stipend or allowance as decided by the GM.

Responsibilities of Membership

The following expectations are also standard to most Organisations.

Characters who regularly ignore these responsibilities may well be subject to eviction from the Organisation or more dire punishments for more dangerous organisations:

Grant reasonable advice and assistance when requested by other members

Obeys orders from more senior members

Show consideration towards less senior members

Promote the organisations interests wherever possible

Recruit new members to the organisation

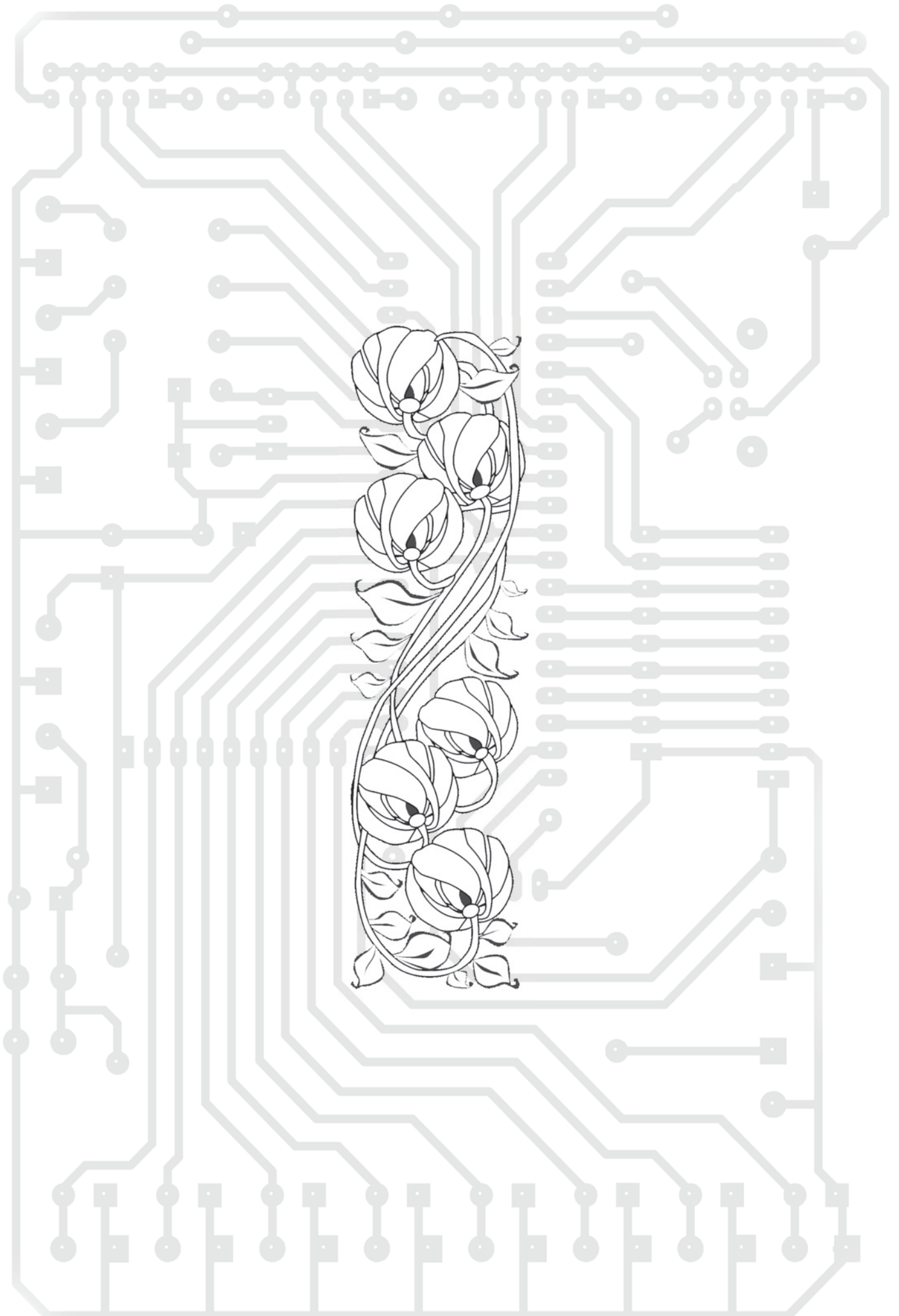
Cede a tithe or tax towards the organisation

Fight on behalf of the organisation if it is an armed group

Do not cheat, steal from or murder other members of the Organisation

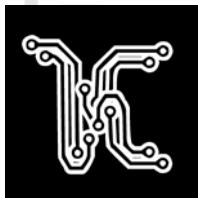
Specific game benefits of the various Organisations are outlined in the GMs Guide or can be alternatively created by individual GMs.







Book Six: Places of the Camelot Cosmos



Kingsland

"The vast fields and great keeps of Pendragon, the quiet islands of Arthur's Grave, the bucolic villages of Avalon and the green

lawns of Merlin are all the King's Domain. Here there is law, and justice before the law, and men are free, be they peasant or noble born."

- King Gawain XXIII, Camelot

Kingsland is a phrase used to denote all of the area ruled by King Gawain XXXIII. Officially this includes the realms of Camelot, Pendragon, Arthur's Grave, Avalon, Merlin and Upper Tintagel, together with the areas controlled by the King's armies on Castlekeep. Practically speaking the King's rule is only pervasive and firm on Pendragon and Camelot.

Arthur's Grave is loyal, but has only a small population and is ruled by monks, so the Seraphic Church has more day to day influence than the King. Avalon also has a small population which pays lip service to King Gawain, but which is insular and not particularly interested in the war against Queen Morgan. Merlin is rarely mentioned at Court, and of little interest to Pendragon based nobles, though it is rumoured that the Brothers of Progression are based there. Upper Tintagel is more of a junior ally than a vassal, although Prince Tristram does acknowledge the King as his feudal overlord.

Camelot

"It is a castle so mighty that none have seen the height of its battlements or the depths of its dungeons. It is a realm unto itself, full of endless corridors and winding ways, great ballrooms and luxurious apartments, chapels and chambers of every kind, packed with streets, promenades, shops and stately halls all filled with the great, the good and the merely fortunate."

- Chamberlain Ricard of Habersford, Camelot

Camelot is the capitol of Kingsland and the home of King Gawain XXIII, his immediate family, and all of the Court. It is a gigantic castle which is thought to be at least as large as the largest city in the realm of Pendragon. All of the major Barons of Pendragon have a second home here, in order to be close to the Court and the King's presence. The highest court of Kingsland is also situated here, along with a force of thousands of knights dedicated to protecting the King and the Royal family.

The Golden Mile

Like all streets in Camelot, the Golden Mile is covered with a roof and buried somewhere deep in the bowels of the castle. Unlike other streets, that roof is made of gold. The Golden Mile earns its name quite literally, and is lined with the palaces of some of the most influential and successful merchants and traders in all Kingsland. Many of these palaces serve simultaneously as the headquarters of a trading concern, an exclusive shop, and as a palatial private residence for the head of the company concerned.

The Diamond Exchange

The most famous single building in the Golden Mile, the Diamond Exchange is the chief Merchant's Guild building for all of Kingsland. Its Trading Floor never sees any actual goods, all of the exchanges and agreements are sealed by the payment of diamonds, as these are the only goods into which the huge sums being dealt with can readily be converted.

The Exchange is a squat, square building, surrounded by a cleared area known as Watcher's Square. Those who do not have direct business with the Diamond Exchange are barred from using the surrounding square, so those approaching the building are readily detected by the Watcher's, the Exchanges' private guards.

The Great Hall

The Great Hall of Camelot is one of the most famous buildings in Kingsland, and is an edifice of which all natives of Camelot are inordinately proud. It is thought to lie at the exact centre of Camelot, and directions are often given by reference to it. The Great Hall is described in the Four Courts section of this book.

The Star Chamber

The Star Chamber is both a place and an institution. The place is a huge chamber, reminiscent of a gigantic indoor amphitheatre, with dark wooden benches rising in tiers above a circular cleared space. The dome of the chamber is of onyx and basalt, inlaid with huge diamonds that mirror the night sky. It is here that the most important public trials are conducted and the King's key judges meet to discuss constitutional and legal matters. When the King's key advisors are in session, the doors are barred to public access, but when important trials take place, there is plenty of seating for the general public.

The Baron's Parade

The Baron's Parade is a series of twelve linked squares along a single great road, each square of which is lined with tall thin houses of marble which serve as the residences of the leading Baron's of Pendragon when they attend the Court. The squares are well-ordered and quiet, but the central road, the Parade itself, is always thronged with nobles travelling between each other's homes, since calling upon one's peers is a major part of both the political and social life of Camelot.

The nobles strive to outdo each other in the richness and luxury of their homes, but the frontages of each building, whilst elegant, are monotonously similar.

Speaker's Alley

If the realm of Camelot can be said to have a poor district, this is it. Speakers Alley is a series of small, enclosed streets lined with the houses of those servants and menials who do not have accommodation within the homes of their masters. The streets of this district are always busy, since many of the servants work unsociable hours, but they are relatively safe and crime free when compared to the poorer districts of other realms.

The greatest nuisance is found in The Speakers, advocates of minor religious sects who think that by recruiting enough servants they will eventually outnumber more mainstream faiths. These individuals set up preaching booths throughout the district. Unsuccessful petitioners to the King or to the leading Barons often end up in this district.

Kingscrypt

Kingscrypt surrounds the Great Cathedral and is a place of reflection and quiet pilgrimage for many of the more patriotic subjects of the Gawainite monarchy. The region contains several tombs of previous monarchs, all of which are known not by the name of their occupant but by the features of the statuary that tops them-Sleeping Lion, Broken Sword, Knight with One Shoe etc. The crypts are often adjoined by small taverns, hastily constructed, which offer refreshments and lodging to visitors.

The Great Cathedral

The Great Cathedral is the largest single structure in the Realm of Camelot. It is famous for its domed roof, the largest known in existence, and for the simple but moving grandeur of its design. Annexes to the central dome give the whole building the shape of an extended cross, which is thought to be an ancient symbol of Arturus Christos.

The Cathedral is sometimes referred to as Canterbury, though the reason for this is unknown. Much of the leadership of the Seraphic Church is based here, particularly the Arch-Bishop of Camelot.



Pendragon

"All the strength of Kingsland is in this good soil of Pendragon, and in the hearts and minds of those that till it. We feed the armies, and the nobles grow rich from our efforts. Never forget that."

- Elderman Alfric of Rook's Nest, Pendragon

If Camelot is the head of Kingsland, then Pendragon is its heart. The vast majority of the King's subjects live in this large realm, which is vast, peaceable, and deeply conservative. The great noble Houses have their estates here, which in some instances include significant cities as well as mighty keeps.

Most of the non-knightly infantry used in the war come from Pendragon, but the role of those left at home is just as vital, for Pendragon produces huge stores of food on which many other parts of Kingsland depend, particularly the capitol. The rolling central plains bisected by mighty rivers form the majority of the land, but there are also mountain range and great forests. Railways and zeppelins connect the largest cities, which are loyal to particular Baronial houses.

Cities of Pendragon

The cities of Pendragon are the major urban centres of Kingsland, although they are small in comparison to the gigantic cities of Morgan's Curse. Most have grown up around a Baronial Keep, and all are ruled by major Baronial families. The principal cities and what little a Novice character would know of them are outlined below:

Appleford	A sleepy, bucolic city, noted for its surrounding apple orchards and cider production. Appleford has an unusually large number of taverns and inns.
Dalesham	The last major city before the wilds of the Greyfang Mountains, Dalesham has the strongest defensive walls of any city on Pendragon. The people are rather taciturn by nature.
Dantesham	A city rebuilt after a major fire, Dantesham is divided by concentric ringed districts, all of which are separated by waterways. Dantesham is noted for its water mills and grain production.
Deepwell	A small city with a proud military tradition and a noteworthy castle. Deepwell Keep is also a Legion headquarters and has the proud record of never falling to an enemy force, partly because of the deep wells for which it is named.
Ebbsford	Ebbsford is a quiet port, but noted for a large zeppelin producing facility. The people of Ebbsford respect the First Empire saints more than is usual, and small shrines to Newton are common.
Goldenroot	Goldenroot is set in the midst of a great plain, and is the greatest food producing city of Pendragon. It is said that even a beggar never goes hungry in Goldenroot.
Hilham	Hilham is set on two hills either side of a river, connected by a famous bridge known as The Lovers Leap. Hilham has a college of troubadours that is very well respected.
Kingscliff	Kingscliff is built into a series of ledges in the side of a cliff. It is unusual in that the Baronial line who ruled the city died out two hundred years ago and it passed directly to the King. A Governor advised by a Council of leading merchants rules the city on the King's behalf. The people are proud of their royal connection.
Port Meadow	Port Meadow claims to be the most beautiful city in Pendragon. The houses are principally of marble, mined locally, and the Barons of this city were once, it is rumoured, mere masons. They are now one of the wealthiest Baronial families, but extremely sensitive about their humble origins.
Riversmeet	Riversmeet is situated on a well-defended crossing of two rivers. It is famed for the quality of its swordsmiths, and duelling is popular with all classes here.
Screeford	A city of lumberjacks and carpenters on the edge of the Bluemist Forest, Screeford has a frontier feel. The people are direct, and even the nobles engage in physical labour.
Sweetcastle	A city of blue-tiled houses noted for its porcelain production, the Barons of Sweetcastle have a long history of both brilliance and insanity, particularly in terms of a tendency to rebel against the monarchy. Sweetcastle has been razed three times as a result.
Tavelon	Tavelon calls itself 'The Golden City' and its people are noted for their yellow cloaks. Tavelon is a city of dyers and weavers and produces much of the clothing worn throughout Kingsland.
Tidesford	Tidesford is in the centre of the Kings Ride Wood, and is a very peaceful and quiet collection of hunting lodges. The smallest of the cities, its access to the many nobles who use the wood for hunting gives it surprising amounts of influence.

The Greyfang Mountains

Apart from a few small villages and mining outposts, the Greyfang Mountains are largely unexplored and represent perhaps the most untamed wilderness remaining in Pendragon. There are rumours that many Luciferan dungeons are hidden beneath the mountains, which is another reason why the Mountain Folk, stonedwellers who live in tiny villages deep in the mountains, remain largely untroubled by the wider world. They do, however, send a pitiful tribute to the Baron of Dalesham. The region is a favoured place of exile for shamed knights, many of whom establish new lives amongst the Stonedwellers. The Mountain Folk are smaller and darker skinned than most Kingslanders, and are noted for their thick black hair.

Canus Marsh

An enormous marsh that is currently being drained and explored, this once wild setting is gradually but inexorably shrinking as several Barons compete to claim the territory for themselves. The native Stonedwellers, known as the Dark Folk or the Dog Folk, live in villages raised on stilts in the heart of the marsh, but their way of life is under threat.



Arthur's Grave

"There is a great serenity in contemplating the still waters of Arthur's Grave, or of strolling about the many small islands

talking to the crofters and fishermen. The war seems a long way away, and Arthur's spirit seems closer than it ever does on a battlefield."

- Captain Finn the Poet, Arthur's Grave

Arthur's Grave is a small sleepy realm of scattered islands set in a placid ocean. Landbridges which are occasionally flooded connect many of the islands, most of which are tiny and uninhabited. The inhabited islands are home to small rural communities, but the largest population consists of the monks of Resting Place Abbey, famed for its remote tranquillity.

Resting Place Abbey

The most famous abbey in Kingsland, Resting Place Abbey dominates Resting Place Isle. Some 400 monks and 4,000 peasants live at the Abbey and the village that surrounds it. The Abbey produces the majority of the Ikons made by the Seraphic Church, and also sponsors expeditions into the rest of the Realm to recover buried First Empire artefacts. Most of the buildings are simple thatched constructions, but the central part of the Abbey is built of strong stone.

The Shingle Caves

The caves on Shingle Beach Island have a bad reputation. Some local villagers have gone missing whilst in the vicinity of these caves, but patrons of the Shingle Inn, a tavern on the isle, dismiss any possibility behind these events that contradicts their own loudly voiced opinion that the caves are haunted.

Gravewatch Cathedral

A once proud building, Gravewatch Cathedral is in a state of disrepair. Though built of good stone, the roof leaks and the vaults are repeatedly flooded. One wing of the Cathedral has been abandoned due to the high running costs, which the Bishop is unable to meet from the small income of his land.



Avalon

"In many ways Avalon reminds me of the quieter parts of Pendragon. Small villages with an inn or tavern, a few outlying

farmsteads, perhaps a single church, but there is something....not quite right. Who are the Makers? Why are we kept away from certain places?"

- Merchants Guild Representative Edwin Coalfield, Avalon

Avalon is a realm that seems to consist of a series of linked villages between which lie small woods and farmlands. Visitors note the absence of weapons and obvious lords, with the pacifistic peasants being ruled by village elders.

A higher caste of Makers is sometimes mentioned, but these are rarely if ever seen. On the outskirts of the villages furthest from the centre of the realm can be spotted First Empire entranceways and what appears to be a transparent wall, but visitors are politely but firmly discouraged from approaching these.

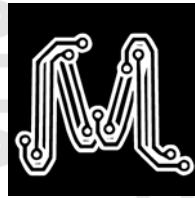
Avalondom

Avalondom is a collection of thirty six villages that constitutes the inhabited portion of the realm of Avalon. The people of Avalon seem to have a distaste for cities and prefer instead to live in allied but separate villages. Each of the villages has a population which averages at no more than a few hundred, although the largest, Great Market, has a population of just over 3,000.

The villages are rather uniform, all being quiet, rural places in which everyone knows everyone and the concerns of the wider society of Kingsland seem very remote. Simple wattle and daub or timber framed houses, often featuring white walls, thatched roofs and painted black timbers predominate. A village green, a blacksmiths forge, a mill and a large inn are present in every village, but lords seem absent. Respected village elders rule in the absence of any obvious nobility.

The Dust

Beyond the last villages of Avalondom the land gradually degrades in quality until it becomes a fine blue-grey powder. The majority of the realm consists of a region known as The Dust, an endless desert of this sand-like substance. Little or no life seems to be able to survive in the Dust, and choking dust-storms are common and sometimes deadly. Rumours suggest that First Empire ruins of great cities destroyed by the Moon Grail disaster exist somewhere in the Dust, which is also said to be home to the mad Ascended Merlin.



Merlin

“Perfectly tended lawns indicated that someone lived there, but the small, white domed buildings seemed empty and deserted.

There was no rubble, though, and little dust. Everything was clean, and empty.”
- Dungeoneer's Guild explorer Lionel of Bard's Folly, Pendragon

Merlin is an obscure realm little visited by outsiders, and indeed a realm of whose very existence many are ignorant. Most consider it a large First Empire ruin, which seems to attract the interest of the Brothers of Progression. There are also said to be some mountain ranges haunted by monsters.

The White Domes

Scattered throughout Merlin are a vast collection of plain white domes, made of a First Empire material that cannot be replicated but which seems to possess qualities of both marble and stone. These domes are not overly large, most being between ten and thirty feet in diameter. It is said that the Brothers of Progression have some ongoing interest in these buildings, despite the fact that most seem to be empty.

The Thunderpeak Mountains

One of the largest and most untamed mountain ranges anywhere in Kingsland, the Thunderpeaks seem to be continually lashed by mighty storms. Thunderous clouds conceal the highest peaks, and there are no known human settlements. Wyverns and other monsters are said to roam free throughout the range, competing violently with some of the large and aggressive species of animals (principally great cats and cave bears) that also call the range home.



Upper Tintagel

"Prince Tristram is a good and valued ally. His knights are honourable, though poor, and his people are honest. I would not

want to live on those floating rocks of theirs, but each to their own."

- Sir Gerald Clearlake, Pendragon

Upper Tintagel is a realm of strange wonders, for each of the castles and villages of Tintagel are situated on small floating rocks. The nearest floating islands are linked to each other by bridges, walkways and ladders, for the islands float at varying heights. Outsiders find the views precarious and watch their step, but the natives seem to have no fear of falling. Upper Tintagel exists in a state of undeclared war, as a servant of Queen Morgan, a man who titles himself King Mark, rules the dark undersides of the islands.

Lyonesse Keep

Prince Tristram regularly stages jousts, tournaments and competitions, including events for bards and troubadours, all of which could attract visitors to his castle. The Keep is full of features, however, that alienate many visitors who are not natives of Tintagel, particularly a tendency to place walkways, bridges and even section of corridor in precarious positions with 'pleasing' views of precipitous drops. Details of the Keep as one of the Four Courts are given above.

The Great Waterway

The Great Waterway is acknowledged as one of the greatest feats of engineering to have survived from the Arthurian Age. Many miles long, it connects several of the islands of Tintagel, ferrying huge quantities of water in a constant cycle controlled by magics hidden deep within the arches of the aqueduct. Some brave souls use the flowing waterway as a convenient means of travelling rapidly between the islands, although there are sections which have collapsed entirely, leading to huge and impressive waterfalls.

The Waterway is made of a skeleton frame of some unknown First Empire metal, fronted by incredibly durable red bricks.

Lake Kernow

Lake Kernow is the only large standing body of water throughout Tintagel and the source of most of the water flowing through the Great Waterway. Access to this water is vital to making life liveable on the often barren rocks of the more isolated islands. An uneasy truce sees both Black Guards and the Prince's Guard patrolling the Lake to ensure that access to its waters is not interrupted. Worryingly, though, the Lake seems to be gradually diminishing, with bands of soggy marshland at its edges gradually growing.

Saint's Leap Chapel

The very highest of the floating islands is known as Last Leap, after a famous incident in which the First Empire Saint Newton is supposed to have thrown himself from the cliff-face at the edge of the island to prove some obscure point regarding his magical theories. At the point at which he jumped, there now stands a small chapel dedicated to one of the most popular of the saints. This simple chapel is made of crudely carved stone, painted white with lime and many years of bird droppings from the colony of seagulls that also call the island home.

Rook's Nest

An entire island covered in a forest's worth of twigs and branches, Rook's Nest is supposed to be the reason why there are no forests on any of the floating islands. Much of the bare rock of the island is hidden beneath the piled up branches, and the air around the island is full of the raucous cries of the creatures that live within the nest. Rook's Nest is home to thousands of the Tintagel Rooks, intelligent birds who are capable of both speech and thought.



Queensland

"They think that we are all frightened slaves yearning for their so-called freedom. But when I look at the tall chimneys of our

factories and the ever-burning furnaces and forges which never sleep within them, when I hear the tramp of the feet of a million workers marching past my window, I do not see fear, I do not hear fear. Power, my friends, that is what we have, and power fears nothing"

- Fyrd General Darius Vale, Morgan's Curse

Queensland is the name given to all the territories ruled by Queen Morgan. These are principally Morgan's Curse and Mordred. She takes resources from Guinevere and the Bathinites respect her and sometimes serve in her armies as shock troops, but she does not permanently station troops in that realm. Her influence over Wildwood is minimal as the Druidim are present there and dispute her claim.

King Mark of Lower Tintagel is an unreliable ally, although her influence is strong and Mark is generally too cowardly to go against her wishes. She has a great deal of influence over the Black Flag pirates of Old Rom and the senators recognise her power although Morgan seems largely uninterested in that Realm. She has a massive military presence on Castlekeep of course and also maintains polite but wary ties with the Vorean Republic on Vortigern. Her agents of course seek to infiltrate every court and many thousands are scattered throughout Kingsland.

Most people's image of Queensland though is influenced by Morgan's Curse. Her lands are considered to be oppressed by a tyranny, her people either crushed beneath her yolk or fanatically, almost mindlessly loyal.



Morgan's Curse

"You do not know what a city is until you have been to Morgan's Curse. A city is grime, and squalor, and violence, and

twisting alleys and dark streets, a city is more buildings than you can count, all locking out the sun, and smoke in your lungs, and strangers pressed against you, none of them caring if you lived or died, always hurrying somewhere else."

- Jeremel the Guide, Unseelie, Morgan's Curse

Morgan's Curse is the capitol realm of Queensland and the seat of Queen Morgan's court. It is a huge realm, larger even than Pendragon, with a population of teeming millions. Many huge cities exist on Morgan's Curse, all of which are filled with toiling serfs, most of whom work endlessly in the huge factories known as Factols. The sky is full of smoke from the fumes of this constant industry, and the rain burns the skin.

There are no green spaces or forests on Morgan's Curse, for the land that is not completely urbanised is instead a bleak wasteland.

The Inland Sea

Although much of the Realm of Morgan's Curse is covered by gigantic cities, it does have its wild and remote places. Of these the largest is undoubtedly the lifeless desert known as the Inland Sea, an unbroken stretch of salt flats, sand dunes and blasted stone-covered wastes.

Little grows or prospers in this region, and its enormous flat plains are used by Morgan's armies for huge staged battles designed to develop the skills of the Fyrd and its generals. Wreckage and bodies from previous battles litter the plains, providing the only nourishment for the few native predators.

The Linnorm Caves

Beneath the Inland Sea stretches an even more remote and forbidding landscape, a series of caverns and tunnels carved out over centuries by the loathsome worms known as the linnorms or 'false dragons'.

These vast, blind, perpetually hungry creatures sit atop huge piles of bones in their slime-coated caves, existing in barely-living states of torpor for years at a time until disturbed by the approach of prey. Whilst only madmen would venture there willingly, Morgan has been known to force armies and individuals that disappointed her into these depths.

Port Sirenis

Port Sirenis is a deceptively beautiful city of marble boulevards and glass palaces which serves as the headquarters of the Unseelie Fleet. During the day the citizens of Port Sirenis are safer than those of other Morganite cities, since the Factols supplying the port and the navy are situated three miles away and those that live at Sirenis itself have more protected forms of employment.

At night, though, the Wandering Taverns which cater to Unseelie sailors on furlough spill through the streets, forcing hallucinogenic and poisonous substances on any 'customers' they encounter.

The Siren's Shore

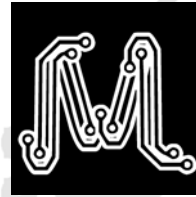
A thin strip of land connecting two continents, the Siren's Shore is a bleak headland of jagged black rocks dotted with small caves. Hags and witches who are out of favour with Queen Morgan live in these caves and are constantly scheming for ways to return to the great cities. They are known for making pacts and pledges with strangers in return for help with their schemes, but have a tendency to betray any promises or deals they make.

The Unseelie Woods

Other than small gardens in the centre of Queen Morgan's palaces, there are no green spaces on the main continent of Morgan's Curse. Centuries ago they were destroyed by the pollution caused by rapid industrialisation. In their place Morgan has built an impossible forest of artificial trees, metal trunked and rusting statues with razor sharp leaves. These woods are haunted by the Unseelie, who seem to delight in the unnatural environment.

The Atropal Shelf

One of the continents of Morgan's Curse, Atropus, is an ice-covered wilderness which rarely attracts Queen Morgan's attention. In the centre of this neglected continent can be found the Atropal Shelf, a plateau rising from the frozen heights of a mountain range. A native Stonedweller tribe, the Atropans, carve faces from the ice of the shelf and claim that the Shelf is home to their strange gods.



Mordred

"It's a cursed realm, of no use even to the Morganites.

Badlands and desert, hotter than hell by day and colder than

Morgan's heart by night, and a few sorry souls huddling in little towns, hoping that the howling ghosts don't steal their flesh."

- Lionel of Bard's Folly, Pendragon

Mordred is notorious as a cursed realm haunted by the ghosts of Mordred's defeated army. Thousands of evil spirits infest the realm, always eager for visitors to possess or slay. Most people assume that there is nothing of worth there at all, or that if some ancient treasures remain, that the risks are far too great to bother visiting such a place. It is said that Queen Morgan maintains a small garrison of Black Knights in this realm, which is all the more reason to avoid it.

Sea of Joy

Sea of Joy is the only large body of water in the cursed Realm of Mordred. As such it is a centre of civilisation within the Realm, with a number of towns being scattered around its fringes. The communities of the Sea of Joy guard their water jealously and survive mainly on a diet of Joyfin, the large, blind and vicious descendants of catfish native to what is in effect an inland-sea. Most houses are shacks on stilts made from salvaged First Empire ruins or simple clay dwellings made from the mud of the shoreline.

Salt's Kiss

Salt's Kiss is the most important trading centre for salt in the largely desolate wastes of Mordred. It links the Sea of Joy communities with the salt flats, and the population varies continually as heavily armed salt caravans arrive and depart. The merchants of Salt's Kiss are notoriously miserly and live in white adobe towers with bell-shaped upper floors.

Salt is valued not only for preserving food but also as a protection against the spirits of Mordred's ghostly army, since pentagrams of salt seem to have some effectiveness as barriers against them.

Asylum City

Asylum City is the largest and most successful community in the Realm of Mordred, mainly because it is home to a unique version of the slave trade. The people of this city are willing slaves whose ruling class have contracted agreements with the ghosts of Mordred's army. Where other communities seek to keep these spirits out, the leaders of Asylum City welcome them in. Citizens trade set hours of possession by these spirits for food and physical protection. Witchcraft and drug use are also rife, with predictable consequences for the crime levels in this strange metropolis.

Fresh Well

Fresh Well is a small town surrounded by a wooden barricade which is constantly manned by deputies loyal to the local marshal. A deep well at the centre of the town square sustains the community. Something from the Days of Gedd is said to live in the Well and to accept sacrifices from the townspeople in return for keeping the waters of the well flowing.

Cactus City

Cactus City is famous as the home of every kind of gambling imaginable to man. Despite or perhaps because of the hardships of their existence, many outsiders risk the journey to Cactus City in order to enjoy its countless bars, bordellos and casinos.

Whilst any form of betting and prostitution is legal, strict laws regulate the carrying of weapons and ensure the relative peace of the community. The people primarily feed themselves from the vast range of cacti that grow in the vicinity of the city.

World's Edge

World's Edge is the most remote community of any size in the realm of Mordred. It is relatively free from the plague of spirits that haunt the rest of the Realm and this fact alone attracts a small trickle of visitors. It overlooks the frozen ruins of a First Empire city, which the locals plunder for trade goods in return for much needed food resources. Those looking for rare First Empire magic or knowledge look to this town as the best chance of obtaining such items within Mordred.

The Mouth of Madness

The Mouth of Madness is a town of concentric walled enclosures in the heart of the territory most affected by the spirits of Mordred's defeated army. It is run as a military enclave by the Black Knights of Queen Morgan and is their only permanent base within the Realm. Guard towers ring the high stone walls, and regular patrols circulate through the narrow winding streets. It is easy to get lost in the Mouth of Madness as the design was deliberately intended to confuse and disorient visitors.



Old Rom

"The men of their cities wear strange white robes which they wrap many times around themselves, and their speech

and manners are exceeding strange. But they seem a civilised people, with much love of learning."

- Sir Gerald Clearlake, Pendragon

Old Rom is a realm which has very little contact with either Kingsland or Queensland, although Queen Morgan does claim rulership over it.

When contact has been made, it has become clear that the people of Old Rom claim a different descent than that of the majority of persons in other realms. Whilst acknowledging the Arthurian heroes, they give them strange Romish names.

They are ruled by a council of the wise known as a Senate, and seem to be concentrating on some internal threat or problem which spares them little time to engage with the representatives of other realms. They are, however, known to be skilled builders and workers of marble and stone.

Avica

Avica is a beautiful coastal town which is the least threatened of all of the cities of Old Rom because it is the base of what remains of the Oceanus Legion, the navy of the Romish people. The Lowtown is full of taverns catering to these naval types, whilst the Hightown, a series of marble villas set in olive groves above the bay, are resorts not only for local dignitaries but also holiday villas for the richest merchants and politicians of other Romish cities.

Britannicus

Britannicus is a city under siege, the nearest remaining Romish settlement to the barbarian lands of Germania. The outskirts of the city are nothing more than gutted ruins, with many villas and outlying villages now serving as bases for bands of barbarian warriors. What remains of the city is run as a well-ordered military camp, with veteran Legion soldiers in evidence everywhere and all citizens helping the stubborn defence of the in one way or another.

Britannicus is famed for its Temple of the Unknown Legion, a pristine marble building on a hill in the centre of the city. Legend states that a mysterious Legion appeared once before to save the Temple from destruction, and will do so again if the city walls fall.

Boethius

Boethius was once famed for its wide plazas and its Academy of Philosophy. The city was one of the intellectual centres of Romish life, preserving many of the great works of literature and philosophy and schooling generations of the Romish in the ancient arts of rhetoric, oratory and logical debate. Some fifty years ago it fell to a barbarian horde, and is now a dangerous sprawling collection of decaying buildings.

The barbarians avoid the place, being superstitious about the spirits of those they have slain, but also dump their own malcontents and exiles here, so some of the old buildings are occupied.

Germania

Most of the inland regions of the Realm of Old Rom are covered by a vast forest which is home to savage barbarians who hate the Romish people. These barbarians are gigantic, hairy creatures who delight in battle and destruction. Though they only live in small villages formed of a few dozen log huts or longhouses, the barbarians consider themselves part of single, if sometimes fractious, nation, and will periodically unite in huge armies led by charismatic druids intent on wiping out the Romish cities they so despise.

Black Flag Island

Black Flag Island is the legendary base of the Black Fleet, a huge armada of ruthless barbarian pirates who harry the Romish coasts and who have been locked in battle with the Oceanus Legion for uncounted generations. The pirates are a mixture of Romish criminals and escape slaves but the Black Fleet was initially part of the Oceanus Legion, a splinter group who supported an Avican politician and general who tried to get himself declared Emperor of the Romish some three hundred years ago.

The pirates island base is covered with ramshackle wooden buildings which resemble upturned boats fitted rather haphazardly together, but the most successful pirate captains base themselves in Nova Capri, a complex of palaces built for the Emperor who never was.



Guinevere

"It is said that the islands are beautiful. Tropical beaches of pure white sand, the songs of mermaids coming from secret caves, palm trees swaying in a faint breeze. Only spoiled by the twelve foot tall cannibals, really."

- Jeremel the Guide, Morgan's Curse

Guinevere is a realm of stark contrasts. It is said to be the most beautiful of all the realms, and yet it is also one of the most mysterious and dangerous to visit. Legend tell that it was the home realm of Guinevere herself, the place where Arthur won her hand in marriage. Now, though, it is believed to be a prison for the Ascended Bathin, who was once a knight of depraved lusts and cruel temper. The ogres who sometimes serve in Queen Morgan's armies come from Guinevere, so it cannot be a safe place to journey to.

White Bone Beach

White Bone Beach stretches for nineteen miles along the shore of the largest of the tropical islands of Guinevere. The sand here is finer and whiter than on any other beach, and the views of the palm trees nodding gently in a breeze against a backdrop of crystal clear ocean are spectacular. Until, that is, you notice that the larger fragments of the sand look a little like bone, and that the caves below the volcano are decorated with human skulls.

Green Towers

Dotted around the tropical islands are strange square towers covered in flourishing vines. T

hey are all much taller than any constructions built since the First Empire, and weird varieties of animal and plant life seem to thrive in their vicinity. People, though, have been known to sicken when within a few miles of the Green Towers, as if some evil magic emanated from them.

The Iron Cliff

The Iron Cliff is a huge rusting metal wall buried several hundred feet under the sea surrounding one of the major complexes of Guinevite caves. Clearly a First Empire ruin of some sort, its exact nature and purpose remain a mystery. Rare aquatic versions of the Bathinites live behind doors in the surface of the iron cliff, feasting on any unwary visitors.

Dreamweaver Grotto

Dreamweaver Grotto is a massive half-submerged cave which has been decorated for centuries by the artistic Dreamweavers of the Guinevites. These artists record ancient memories of the First Empire in a series of reliefs, mosaics and statues. The record of history found in this cave is said to include many significant secrets forgotten by the outside world, but the grotto is considered sacred by the Guinevites and few outsiders are permitted entry.

The Cave of the Great Mother

The holiest shrine of the Guinevite matriarchs, this small but heavily guarded cave is dominated by a flawless statue of the Ascended Guinevere. The walls of the cave are lined with pearls and other precious stones gathered by the Guinevites, but it is the statue itself, and the Guinevite claim that it is sometimes possessed by the spirit of Guinevere, that is of most interest.

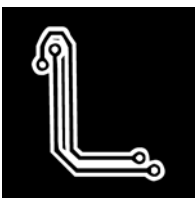
Lover's Pool

Also known as Sunset Cave, the Lover's Pool is a meeting place formed by four separate tunnels, each leading to a different Guinevite cave system, meeting in the same circular cave.

A fifth entrance opens out to the sea and sky, and is illuminated at dawn and dusk by the rising or setting sun. Crystallized rock formations which have been carved into the shape of embracing couples reflect the sunlight in rose-coloured beams of light, a romantic effect that is much appreciated by courting Guinevites.

Skull Camp

Skull Camp is a simple settlement of animal hide tents on a beach facing a jungle on one of the major islands infested with Bathinites. It is a place where the more violent and adventurous male Guinevites go in order to prepare themselves for the ultimate trial of strength and skill, the hunting of the deadly ogres of the jungle interior.



Lower Tintagel

"When she is with him he can forget his other interests and almost be a normal man, but when she is gone he returns to

the dungeons in which he has placed those who have offended him and indulges the worst of his appetites with all manner of tortures and cruelties."

- Brother Renwald, Upper Tintagel, discussing King Mark

A curious feature of the floating islands of Tintagel is that both the Upper and the Lower sides of each island are inhabited, with each perceiving their own side as the 'up' and the other as 'down'. What outsiders see as the 'lower' side is however a dark reflection of Upper Tintagel. It is a dark, dank, shadowy realm of crumbling rock-perched slums, ruled from grim castles by a King thought by many to be mad.

Criminals and lunatics from Upper Tintagel sometimes make their way to King Mark's court, as do exiles and wanted men from other places, but no ordinary person willingly does so. The King however is also known to abduct people, and has strong ties with both the Slaver's Guild and Queen Morgan.

Curiously, he shares a wife with his hated rival Prince Tristram, a woman called Ygraine who spends every summer with Tristram and every winter with Mark.

Downside Palace

The hunting lodge and headquarters of King Mark, situated on the Downside of the same island on which Prince Tristram holds court. A fuller description of this palace can be found in the Four Courts section of this book.

Despondent Rock

Despondent Rock is perhaps the most notorious prison anywhere within the Camelot Cosmos. It is the most isolated of all the islands of Tintagel, floating far below the rest within a greasy black cloud of ash that rises from the furnaces in which the bodies of prisoners who have died are consumed. The island is a tall, flat-topped spire riddled with damp caves.

The top of the Rock is the 'exercise yard', which is littered with rubbish and filth thrown down from the islands above. Two huge furnaces flank with brick chimneys flank the guard barracks, whilst the prisoners live in caves which are often little more than oubliettes. King Mark sends all his prisoners here, and the islands only contact with the outside world is via his private zeppelin (named 'La Belle Dame Sans Merci').

Slaver's Rest

Slaver's Rest covers the Downside of an entire island, and is the site of the largest slave market outside of those held in the Vorean Republic on Vortigern. Featuring a large plaza with a number of raised wooden stages on which the wares are displayed, one side of the plaza consists of row on row of holding pens.

A large hotel in ornate mock-First Empire style dominates the approach to the plaza but many stone-built inns and weapon shops also cater to the needs of the buyers and sellers who frequent this place. King Mark has his own viewing platform, and the Iron Band have a large and luxurious office here.

Pleasureside

Pleasureside is a section of the Great Waterway that once stretched between the Topside of one island and the Downside of its neighbour. Although the aqueduct is now broken at its furthest end, breaking this link, what remains can still be accessed by those willing and able to climb through the resulting waterfall.

The inhabited portion of the aqueduct is its interior, which has become a long tunnel divided up into hundreds of tiny booths, alcoves and wooden shop fronts. Nearly all of these tiny compartments sell either sex or drugs. Much of Pleasureside is controlled by King Marks Blaggards, but some powerful independent operators do also exist, most notably The Cracked Mirror, a whorehouse with psychological as well as physical wares on offer.

The centre of the tunnel has a stream running through it known as Swan River, in which tiny boats shaped like swans convey decadent shoppers from booth to booth.

Rutterkin Inn

There is little to distinguish Rutterkin Inn physically from many other taverns and inns of the seedy and disreputable type. It is a large two-story wattle and daub building with a thatched roof and thick supporting wooden beams which hold up a second story wider than the floor below it. It is famous however as the favourite pub of the Black Guard. Many of their members carouse here, together with greedy and vicious local youths who hope to join the corrupt organisation.

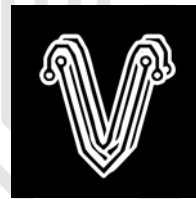
Hagenti's Drop

Hagenti's Drop is a legendary treasure trove which no adventurer has ever been able to find. Supposedly somewhere within one of the Tintagel Isles can be found a large dry cave filled with treasure accumulated over several centuries. This is the personal treasure trove of the Ascended Hagenti, also known as Queen Mab.

According to legend all of the Rooks of Tintagel give a regular tithe to Hagenti, which they 'drop' on top of all the other treasures.

The Borderden

The Borderden is a linked network of escape tunnels crossing the barrier between Topside and Downside. Some of these tunnels are controlled by those who free slaves and release them Topside, but others are controlled by people smugglers and the Iron Band. Entering the Borderden is always a risk, as your guides might turn out to be your abductors.



Vortigern

"It's the place where the False King held court, and they say that the people there worship the river he drowned in. Drinking its waters gives them strange powers and some of their devices have a First Empire magic about them."

- Jeremel the Guide, Morgan's Curse

Vortigern was a human king who served the Ascended Lucifer, and this realm was his in the distant past. Information about Vortigern is confused. Some reports claim that they have working First Empire magic, and they are also thought to have railways. A large and aggressive nation called the Vorean Republic is known to rule most of this realm, but wild rumours hint at strange half-animal monsters opposed to the Voreans, particularly centaur-like creatures known as Equines.

The Vorean Republic

The Vorean Republic is a powerful and expansionist state which is loosely allied with Morgan le Fay but whose efforts are mostly concentrated on seizing territory from various oppressed Stonedweller tribes bordering its own lands. The Voreans believe that it is their destiny to seize control of all the territory that constitutes the Realm of Vortigern and that they are the legitimate inheritors of King Vortigern.

The Voreans are ruled by powerful mercantile interests headed by Barons, who are in turn subordinate to a President based in the capitol of New Gernsville. They are noted for their political scheming, their treachery, and their advanced weaponry.

Ghost Father Lake

Ghost Father Lake is a huge sprawling mist-choked morass at the confluence of several rivers. It marks the border of the Vorean Republic and is considered sacred by both the Voreans and the Stonedweller tribes that oppose them. The waters of the Serpent River, magically imbued with the sacred spirit of Vortigern, mingle here with brackish pools and stagnant marshes. It is an eerie, unsettling place, where magical effects are said to be heightened.

The Black Tooth Hills

The Black Tooth Hills are a sacred burial ground for the Equines. A low range of ancient hills with won features, overlooking dusty plains, the Hills were of little interest to the Voreans until prospectors found gold. Though not officially part of the Vorean Republic small prospecting and mining towns are springing up throughout the region, each largely lawless and unconcerned with the outraged sensibilities of the Equines. A few independent tribes led by charismatic war chiefs have vowed to expel the intruders.

Gunslinger Hall

Gunslinger Hall is a grand white mansion in the plantation style set in several hundred acres of perfectly tended lawns and gardens. It is the surprisingly peaceful headquarters of the Gunslingers, specially trained warriors who wear black frock coats and are skilled with handguns. Training ranges take up most of the space, with elaborate exercises and competitions being set by stern trainers who are usually retired and notorious professional killers. Orphans and apprentices are accepted but the training regime is incredibly harsh. Three quarters of applicants are either maimed or killed before graduation.

Long Walk Plantation

Long Walk Plantation is famed for its driveway, a wide gravel boulevard all of three miles long, the longest of any plantation in the Vorean Republic. Fields of cane and other crops surrounding the plantation are worked by both human and equine slaves. The mansion house is elegant and charming with a large portico and a domed roof. The Sugar House, The Grain House and the Forge serve as processing factories and are ugly red-bricked buildings. The slaves live in cramped conditions in a series of simple wooden huts, whilst their guards and overseers like in The Village, a collection of small cottages.

The Gelid Plateau

The Gelid Plateau is a frozen expanse of ice and snow to the far North of the Vorean Republic. Pine forests cloak the ascending slopes of the plateau, but the height is much bleaker, with only the occasional patch of scrubland interrupting fields of cracking and shifting ice. A surprisingly large number of creatures live in this frozen landscape, including vast colonies of large white birds and many varieties of seal, fish and walrus. The plateau is contested between the Lupines and the Ursines and a few hardy Vorean explorers. Rumour has it that an Ascended is locked in solid ice somewhere at the very top of the world, but most Voreans dismiss this as nonsense.

The Norean Wood

A huge forest of pine and oak disputed by the Lupines and Ursines, though the wolves have by far the larger territory within it. Ursines from this region often have brown rather than white fur, though winters here are almost as punishing and prone to heavy snowfall as those on the plateau.

New Gernsville

New Gernsville is the capitol of the Vorean Republic and the home of the Republics President. It is a well-ordered city of wide roads lined with statues of former Presidents and powerful Barons of the various trade factions that compete to elect their candidate to the Presidency. The pristine marble of the centre of the town is somewhat spoiled however by the riverside sprawl of Cursville, the shanty town of the poor and slave classes.



Wildwood

"Nothing but trees and savages. Wildwood is a barbarian realm, a place ruled by animals rather than men. If there is anything worthwhile there, I have not heard of it."

- Jeremel the Guide, Morgan's Curse

Wildwood is claimed by Queen Morgan, but her influence there is a lot more limited than she would admit. It is an untamed realm, full of great forests and soaring mountains, largely uninhabited by man. Some say that it was once Arthur's hunting retreat, and that this is why it was preserved in a natural state.

There is only one town or city in the realm of Wildwood, as most of the realm consists of barbarian tribes living at one with the wilderness. All many of marvels, though, are said to haunt the endless forest, from giant animals to talking trees. The Druidim are the strongest presence on Wildwood, with some even living there.

The Red Hive

From the outside the Red Hive looks like an enormous mound of red, orange and beige coloured rock rising from the middle of a dusty plain. The Hive dominates the surrounding landscape and is riddled with hexagonal tunnels which are home to a colony of thousands of giant red ants. These creatures scour the land for miles around for food and resources, which are then taken back to the Hive.

Unwary travellers may find themselves attacked, paralysed with venom, and carried back to the Hive, although native human Stonedwellers in the region seem to have discovered a means of being ignored by the deadly creatures.

The Offering Rocks

Offering Rocks are gigantic boulders carved with mystic symbols and stained red with blood. Stonedweller tribes in the wastelands of Pandea use them as both punishment and sacred temple. Those who have offended the tribe are tied to the Offering Rock, which is then visited by giant lizards or insects looking for a conveniently immobile snack. These creatures seem dimly aware that the food is being offered to them and do not attack the tribes doing so, although if hurt or injured their attitude might well change.

Minos City

Minos City is the only city anywhere within the realm of Wildwood. It consists of a several layers of buildings built around the sides of an enormous Pit. Ladders and walkways descend between the various levels, which are cut into the surrounding rock and soil. The lowest level of the Pit is a large amphitheatre, on the floor of which gladiatorial contests are staged. Minos City is ruled by men known as Bosses, who organise both the gladiatorial combats and the mining of the deeper sections of the Pit which provides the city with wealth and trade goods.

Sylvanus Wood

The forest of Sylvanus Wood covers most of an entire continent, broken only by a range of mountains. Much of it has no human population, but scattered communities of Seelie and wandering druids call it home, as well as a bewildering variety of animal and plantlife. Every imaginable type of tree and plant can be found here, and life flourishes with a rapidity that seems both magical and unstoppable. At times the rapid growth of plants and animals in this region can be observed directly, as if it was speeded up beyond natural levels.

Many of the Druidim are said to live in Sylvanus Wood.

The Leaf Nations

The Leaf Nations are loose alliances of Seelie and forest creatures in the Sylvanus Wood. Most are based around the authority of a single Druidim Ascended, although others also represent the extended friendship networks of particularly powerful druids or even ancient treants. Whilst generally being confined to particular regions, and identified with the species of tree most often found in that region, the 'nation' is potentially fluid in that it largely exists to serve the agendas and needs of the leader around whom it has formed. If that leader dies, it is often the case that the 'nation' quickly fragments unless a new leader can quickly be agreed upon.

Nikar's Hold

Nikar's Hold is a snow-topped mountain with the highest peak within the realm of Wildwood. It is visible for many miles and so high that the summit is hidden by a constant ring of clouds. The rock is of a dark grey streaked with glimmering rivers from the run-off of melting ice from the summit. Monolithic steps can be seen carved into the lower slopes and winding their way around and up the mountain. Hold Nikar, the most ancient of the Druidim, is said to hold court at the top of the mountain, but does not admit any but the most worthy visitors to his hidden sky kingdom.



Castlekeep

"Ice cold, with blizzards and snow storms every day. The mountains stretch to all sides, and the valleys are choked with rubble.

The castles hug the mountain sides or cling to the peaks, and the armies surge backwards and forwards. The fighting never ends, but the land itself is worthless."

- General Brandon Lear, Castlekeep

Castlekeep is a frozen realm of high mountains and deep valleys.

The mountains are riddled with caves both natural and manmade. It is on Castlekeep that the two armies of King Gawain and Queen Morgan face each other. Constantly resupplied from their home bases, the armies are locked in an unending stalemate. Trenches and tunnels mar the land, and neither side seems able to strike a decisive blow. Nobody goes to Castlekeep unless they are ordered to do so, and of those not many return.

Twilight Keep

Twilight Keep is an impressively undamaged citadel of tall white towers overlooking a major valley road in the mountains of the realm of Castlekeep. It juts out from the side of the largest mountain in the region and can only be reached by a single narrow and steep trail. The garrison at Twilight Keep is nominally on the side of Gawainite forces but a great deal of trade goes on there that does not seem in any way linked to the war effort.

Infernus Keep

Infernus Keep is little more than the ruined shell of what was once an extremely large and impressive concentric keep with sloping walls and a deep moat. The Keep is situated above hot springs, the minerals of which stain the walls with blood red veins. Infernus has passed back and forth between the two opposing armies countless times, and is surrounded by a network of trenches and tunnels in which battle still rages.

Dauntless Keep

Dauntless Keep is one of the most secure keeps held by the Gawainite forces and has not been troubled by a direct attack in more than thirty years. As such it acts as a place in which wounded and recovering soldiers are often sent and in which many staff functions are also situated. It is one of the few keeps with a strong Church presence.

Perfidy Hold

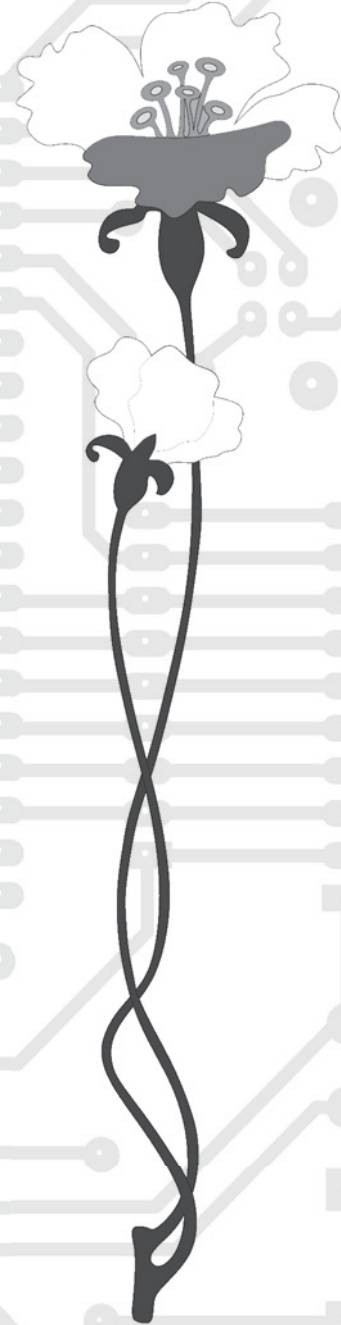
Perfidy Hold was originally captured intact from the Gawainites immediately after its construction, in a deception which was a great triumph for the Fyrd General involved. It has become synonymous with treachery in the minds of the Gawainites, since the great bronze portcullis was raised by a traitor within. The cellars of Perfidy hold a vast store of armaments as it is the main supply depot for the Morganite armies.

Ice Blind Alley

A notoriously narrow and constricted winding path through the mountains, which because it circumvents several keeps has become of vital strategic importance. Neither side has been able to gain full control of this pass, as assaults upon it often provoke both a furious response from the other army and have been known to trigger avalanches from the mountains either side of it. Some whisper that the frequency of snowstorms and avalanches here have some magical source.

The Black Fork

The Black Fork is a meeting point of two large rivers, one of which is controlled by the Gawainites and one by the Morganites. The soil disturbed from caves at the foot of the mountains turns the meeting rivers black, and a small area of woodland grows on either bank. Both sides use the area to practise night-time assaults, stalking their enemies through the thin trees or attempting to seize the others docks and piers at the entrances to each river. An odd truce though exists at The Sluice Gate, which is always manned by two soldiers from each army. For this reason the Sluice is also a popular choice of location for the exchange of prisoners or the signing of temporary treaties.



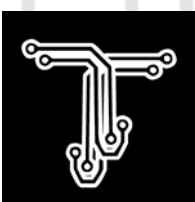


Book Seven: Personages of the Camelot Cosmos

In the following pages players can find descriptions of some of the key personalities of the Camelot Cosmos. Each of the individuals described below are linked to one of the Four Courts. This is because the most powerful movers and shakers in the Realms gravitate towards one or another of the Courts and because those who regularly appear at Court are the most famous personalities of their age.

Popular publications fly-sheets, pamphlets and leaflets regularly update the common folk on the glamorous events at Court, so even though very few Novice level characters are likely to have met these luminaries, they will be familiar with the basics of their background, appearance and personality as transmitted through the popular press.

Game statistics for these personalities and others will be found in the GMs Guide, since this is not information that should be readily available to players.



The Camelot Court

King Gawain XXIII

"The King is noted as a handsome man, sturdy of limb, tall of frame, with a healthy complexion and blue eyes. He has a close-cropped black beard, and is near thirty three summers old, but still as strong as he was when he ascended the throne."

- Brother Malleus 'Descriptions of the Enemy', Morgan's Curse

Gawain XXIII was the third son of Gawain XXII and was never expected to inherit.

His eldest brother Arthur was groomed to succeed, but died of a mysterious illness when Gawain XXIII (then called Edward, as all the monarchs of Kingsland take the name Gawain on ascension) was only thirteen. His second eldest brother, William, was killed in the ninth Battle of the Black Fork in the Realm of Castlekeep only two years before his father died in his sleep at Camelot.

Gawain XXIII was only eighteen when he was crowned and had been known prior to that as a somewhat reckless and dissolute youth. Great responsibility seems to have matured him however and he is much beloved by his people for sponsoring many great tourneys and spectacles. He participates in tourneys himself, despite the advice of his councillors, and is a skilled combatant. He is also fond of hunting, and spends a great deal of time on his Pendragon estates.

Consort Arabella Sweetwater

"The Lady Arabella is diminutive of frame, and the delicacy of her features have reminded some of the Seelie. She is undoubtedly a beauty, but a fey and wild one, pale, with a pert, freckled nose and an impish smile, and her hair is blonde with hints of copper. She can be gracious and warm, but always slightly mischievous, and cold to those who earn her disfavour."

- Brother Malleus, 'Descriptions of the Enemy', Morgan's Curse

Arabella Sweetwater is more than ten years younger than her husband King Gawain, but has been his consort since she was seventeen. In their four years of marriage she has gained considerable influence, charming the King so thoroughly that it is has considerably revived the fortunes of her family. The Sweetwaters are an old noble family, but until Arabella had been in decline for many years. Arabella is fiercely loyal to her extended clan, which includes seven brothers and four sisters, all of whom have obtained influential posts and marriages.

Prince Gawain the Younger

"The Prince is a solemn youth, and not so weak as is often supposed. It is true that he has a scholar's mind and that his interests are often of the bookish sort, but he also has a determination that is proof of his royal blood. Slight for his age of thirteen summers, he is also somewhat gangly, with long limbs and an unruly mop of dark hair."

- Brother Malleus, 'Descriptions of the Enemy', Morgan's Curse

Gawain the Younger is the King's only acknowledged child, but does not have the status of a full heir since he was born out of wedlock. Rumours abound regarding his maternal parentage, but no mother has ever claimed him and the King for the first ten years of his life left him in the foster care of the Tidesford's. In the last three years he has been brought to court to learn the arts of war, although he seems little skilled in that department, and is usually thought to be a disappointment to his father.

General Perudur Sweetwater

"He is a proud man, perhaps with good reason, for his successes in the Realm of Castlekeep are well known. Short, like his sister, he is the fourth of her six brothers, and the one closest to her both in age and personality. He is a swift, deadly fighter, and a lover of the duel."

- Brother Malleus, 'Descriptions of the Enemy', Morgan's Curse

Perudur is a swaggering, dark-eyed bantam rooster of a man, always quick to assert both his rights and his desires, by force of arms if not by persuasion alone. He is devoted to his younger sister Arabella, although he does not care for the whole clan of Sweetwaters as fiercely as she does. He is famed as one of the best generals and individual combatants of the day, conducting both with a reckless energy bordering on the maniacal. He also heads a faction of 'hawks' at Court who urge the King to more direct attacks on Queensland.

Baron Arthur Sweetwater

"A small, neat, impeccably dressed lord, with courteous manners and cold, watchful eyes, the Baron is one of King Gawain's closest advisors and father to the Consort. He is quiet of speech and considers carefully before speaking, but all listen when he does."

- Brother Malleus 'Descriptions of the Enemy', Morgan's Curse

Baron Arthur Sweetwater is the father of Arabella Sweetwater. Where she is fire, her father is ice, a notoriously distant figure, difficult to befriend but unfailingly polite, even to those he intends to destroy. He is a cautious and calculating man, but is as proud as his children, and remembers every slight or offence to his dignity. He is, however, an excellent administrator, and has gathered to himself innumerable petty sinecures which collectively have a surprising degree of power.

Baron Percy Tidesford

"Tidesford is a man in decline, for he once held many of the positions usurped by the Sweetwater clan. He is a loyal subject of the King, and was ward to his son, but is considered old fashioned and somewhat redundant by many younger courtiers. He is a tall, thin man with iron grey hair, close cropped in the Castlekeep style, and can also be recognised by the scar marring the left side of his face."

- Brother Malleus, 'Descriptions of the Enemy', Morgan's Curse

Percy Tidesford was in his youth a great champion of the joust, and was said to have never been unhorsed. That, however, was more than thirty years ago, and most have forgotten that he once saved King Gawain XXII's life or that he still practises martial techniques up to eight hours a day. He is a calm man, weary of conflict and no longer jealous of the successes of others, but he worries about the future of his family and will not tolerate any snub or insult that would affect their prospects.

Sir Hugh Talby

“Sir Hugh Talby is a rogue, a charming rogue, it is true, but still a rogue. He engages in commerce and is one of the wealthiest nobles at Court, but is looked down on for his close links with the Merchant’s Guild. A beaming, loud, gregarious fellow, he always seems to have a tankard in his hand. His appetite is prodigious, and so is his stomach, but his arms are thick as tree trunks and he delights in wrestling and feats of strength.”

- Brother Malleus, ‘Descriptions of the Enemy’, Morgan’s Curse

Sir Hugh was a close friend of the King when he was only a third son with dissolute habits, and the King still has great affection for him despite his occasional social blunders and air of scandal. Sir Hugh is the least formal of the lords at Court, and has a policy of befriending those newly arrived at Camelot.

Chamberlain Ricard of Habersford

“A dark skinned man of late middle years, with hooded eyes and a black goatee beard, everything about the Chamberlain seems polished and elegant. He is the master of court ceremony and protocol and is in charge of the running of the King’s household, a position that gives him a great deal of influence.”

- Brother Malleus, ‘Descriptions of the Enemy’, Morgan’s Curse

Ricard of Habersford rose from provincial obscurity through the ranks of the Seraphic Church, where his keen mind and self-discipline earned him rapid promotion. Whilst still officially a clergyman, he transferred his attentions to politics many years ago and ingratiated himself with the Sweetwaters during their rise to power. He is considered to be one of the most handsome men in the whole of the Camelot Cosmos, but is conscious of his peasant origins and a stickler for protocol and proper procedure.

Arch-Bishop Elyanus Bede

“Elyanus Bede is the very image of a powerful clergyman, tall, broad shouldered as a warrior, with a long snow-white beard and fierce, glaring eyes. He is said to be far less stern and forbidding, however, than his appearance suggests, and is well-liked if not beloved by most of the populace.”

- Brother Malleus, ‘Descriptions of the Enemy’, Morgan’s Curse

Bede is first and foremost a scholar, and actually resents all of the political duties and requirements that go with the post of Arch-Bishop. He can seem curt and abrupt, but is in reality a kind and wise man, once his initial annoyance at being distracted from abstract theological questions has been overcome.

Lady Sabine Appleford

“Some say she is the most dangerous woman in Camelot, others that she is the King’s secret mistress. Whatever the truth, there is no doubting that she is a compelling woman. Dark-haired and deceptively youthful, Sabine has been involved in countless affairs and scandals, but somehow always seems to escape censure.”

- Brother Malleus, ‘Descriptions of the Enemy’, Morgan’s Curse

Lady Sabine is not a beautiful woman, since her face is a little angular and her nose a little too sharp, but she has great charisma and knows how to use it to her best advantage. She delights in wearing shockingly revealing clothes, and in behaving in ways that scandalise the pious and the respectable. She is also known as a great wit, and her droll sarcasm is very much enjoyed by those who are not currently being skewered by it.



The Queen's Court

Queen Morgan Le Fay

"One of the greatest failings of mankind is our instinctive assumption that evil will signal itself by being so obviously foul and unpleasant that all will reject it. But evil can be beautiful. Evil can have dignity, and grace, it can haunt men's dreams with the face of perfection and the words of love. This kind of evil is personified by the False Queen herself, and yet even knowing this is little defence against her. She was born to be a Queen, and she is."

- Arch-Bishop Elyanus Bede, 'The Sweet Face of Evil', Pendragon

The current Queen Morgan has reigned for forty years but still has the appearance of a beautiful dark-haired woman in her early thirties. She has pale skin and aristocratic features with arched eyebrows and deep green eyes and a slightly pointed chin. Her greatest asset, however, is her air of complete and frightening confidence. She seems expert in everything and frightened of nothing and acts as if every other being should naturally defer to her authority. She never raises her voice or displays extreme emotion, maintaining a blank dignity except when ironically amused or coldly furious. Her background is obscure but no doubt includes a catalogue of horrors explaining her rise to absolute power.

Consort General Darius Vale

"They say that Vale is the most knowledgeable man in all of Queensland, but they also say that he likes to have his enemies strangled in front of him whilst he dines. What is certain is that he has been the Queen's closest advisor and confidante for the last thirteen years, and that he has survived at least nine assassination attempts."

- Arch-Bishop Elyanus Bede, 'The Morganite Generals', Pendragon

Darius Vale is a handsome, if slightly plump, man in his late thirties with a round face and an easy, charming smile.

His black hair is slicked back with perfumed oils and he wears rich velvet clothing with lace cuffs. He has been one of the Queen's Companions and chief lovers since he was sixteen. His manners are languid and somewhat camp, and he has a very dry sense of humour. He is known for his indolence and over-indulgence, but considers himself a man of refinement and taste, even an artist. In some ways he might be considered a buffoon, were it not for the fact that his enemies and detractors all seem to suffer humiliation and disgrace. He is a voracious reader, and has the largest private library in Queensland.

Brother Malleus

"The Nephilic Society has thousands of agents who work in secret for the destruction of all that is civilised and good. Some do this out of greed, others from malice, still more from the misguided notion that the forces they serve will spare them from the general fate of mankind. Brother Malleus, though, is one of those who works only for the love of knowledge. He does not consider the human consequences of his experiments, viewing the whole race as a small boy views the insect under his looking glass."

- Arch-Bishop Elyanus Bede, 'The Nephilic Church and its Invidious Ploys', Pendragon

Brother Malleus is a small balding man with a large nose and watery blue eyes that always seem to be looking past someone's shoulder. He wears plain black robes and has ink stained fingers and is constantly chewing the end of a quill or frantically scribbling notes to himself. He is fascinated by the weapons and magic of the First Empire and is obsessed with the idea of recreating the potent devices of the Days of Gedd. Malleus has no conception of many basic aspects of humanity. He has no sense of humour, no pity, no empathy and no understanding of emotional or physical pain. He tends to just blink in surprise when confronted with any of these things, then write some notes on his latest idea for a device to lobotomise unruly children.

Iscariot Flay

“The Unseelie are the monsters that the monsters fear. They are a race apart, convinced of their superiority and their closeness to the Queen. They excel as both secret police and assassins, and Iscariot Flay is typical of their breed. He is swift, he is calm, he is deadly, and he is ruthless. The only thing we don’t know is what he looks like.”

- Arch-Bishop Elyanus Bede, ‘Of the Unseelie’, Pendragon

Iscariot Flay is a name more often whispered than spoken aloud. He is the most successful and skilled of Queen Morgan’s retinue of assassins, with hundreds of murders in both Kingsland and Queensland linked to him. He has become a legendary figure amongst the agents of both monarchs, so much so that is likely that even if caught or killed many would doubt that he had actually been defeated. His one weakness seems to be a certain vanity, as he often leaves a ‘calling card’ at the site of his murders, which is to flay his victims and leave their skins tacked to some nearby surface.

Companion Einion Darras

“He is known to be the best individual combatant that the Morganites can field, but his true value lies in his nature, which is unusual amongst Morgan’s followers. Darras is an honourable opponent who follows a strict code of morality. He seems to fight out of a sense of duty rather than from greed or ambition and has been known to spare both innocents and respected opponents. His example seems to suggest that the Morganites are not entirely without merit, and that is a dangerous example indeed.”

- Arch-Bishop Elyanus Bede, ‘The Morganite Generals’, Pendragon

Einion Darras is the youngest of the Morganite Generals, and the current favourite among the Queens Companions. He scorns the political schemes of his fellows and will likely simply challenge anyone moving against him to a duel rather than trying to outwit them.

His prowess as a duellist has made this policy rather successful, but his contempt for ‘dishonourable’ actions represents a significant weakness that might well be exploited once the Queen loses interest in her newest toy. He is a tall, muscular youth with the swagger and grace of a skilled swordsman. He has a shaved head and a close trimmed black goatee, although the many popular prints and portraits of him often show him with the long hair with a widow’s peak he favoured when he first attended Morgan’s court. He is a popular hero even among the oppressed factory workers.

Parsivale of the Phylactery

“The pursuit of immortality is a potent lure to many of the witches of Queensland. After all, they know that their own Queen was once as mortal as they, but is now something more than that. Parsivale is perhaps the one amongst them most likely to achieve that ambition. They say that she cannot be killed and that her heart is hidden in a jar and buried in the desert, but many find it difficult to imagine that she even has a heart.”

- Arch-Bishop Elyanus Bede, ‘The Witches of Queensland’, Pendragon

Parsivale is from the Realm of Mordred and personifies the weirdness that often characterises the people of that Realm. She constantly mutters and mumbles to herself, and conducts conversations with ‘spirits’ that only she can discern. Despite youth and a good figure, her oddness is reflected in the wild disorder of her hair and the shabby and torn nature of her clothing. She is however an acknowledged expert on many aspects of Morganite magic, and is particularly skilled in those experiments that artificially sustain or create life. She has a habit of speaking of herself in the third person.

Old Mother Annabel

"Perhaps the most loathsome of all the Morganite witches is the one known as Mother Annabel. She is one of the most successful slave traders in all of Queensland, specialising in the procuring of child slaves for the factories of Morgan's Curse. With the appearance of a kindly and sweet faced old woman, she uses deception and false compassion to lull her victims into a false sense of safety."

- Arch-Bishop Elyanus Bede, 'The Witches of Queensland', Pendragon

Old Mother Annabel studies witchcraft as a means of gaining power and influence rather than from any interest in the knowledge itself. She dresses conservatively and is always neat and prim. She is motivated primarily by greed, and has a passion for enormously expensive First Empire china. She is secretive and sly, and utterly without mercy for any other living being.

General Semedi Simonus

"If there is one thing that the Generals of Castlekeep have learned it is the futility of two equally balanced armies facing each other across miles of disputed land with no means of either side ever making a breakthrough. What they have not learned is any alternative to this strategy. Still, among those practising the arts of siegecraft, General Simonus is acknowledged as the master of defensive strategies."

- Arch-Bishop Elyanus Bede, 'The Morganite Generals', Pendragon

General Simonus is from the realm of Old Rom. A short, taciturn, powerfully built man with a square jaw and a shaved scalp, Simonus was once a siege engineer and knows everything that can be known about the construction and use of siege engines. Olive skinned, he is also distinguished by his blood red cloak, the only badge of rank he carries. He is blunt and direct of speech, but beloved by rank and file troops because of his lack of ostentation and his habit of 'pitching in' with basic duties.

General Tristram Parmenion

"If Simonus is the shield of the Morganite armies, then Parmenion is the spear. He is the General who most often proposes the most daring and reckless plans of the Morganites. He seems determined to gain glory at all costs, but is nevertheless extremely professional and competent in his preparations."

- Arch-Bishop Elyanus Bede, 'The Morganite Generals', Pendragon

General Parmenion, known as 'Old Scar Face' to his troops and detractors, is the oldest of Morgan's Generals and, it is rumoured, the only one never to have been her lover. He is a professional soldier and was once the leader of a mercenary company before joining Morgan's employ. It is rumoured that he was once a Kingslander, but if this is true it is likely that this was under another name. He is a brilliant attacking strategist, but has little interest in the long stalemate that has characterised the Castlekeep conflict. The General is a tall, lean man with a grizzled air and a mean temper. His face was badly burnt in an explosion some years ago, and as a consequence he despises the use of such weaponry.

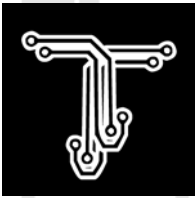
Balthazar Barboli

"The power of the Merchant's Guild is such that its leader is welcome in every Court, but the present incumbent seems to prefer the Queen's Court above all others. Barboli is a smooth, polished, unctuous diplomat, skilled in ingratiating himself with those in power, but it is increasingly evident that he may be a power in his own right, perhaps equal to or even greater than the Monarchs whom he supposedly advises."

- Arch-Bishop Elyanus Bede, 'On the Ethics of Commerce and the Trade of Goods and Services', Pendragon

Barboli is the richest private individual throughout all of the Camelot Cosmos. His wealth is exceeded only by that of King Gawain XXIII and Queen Morgan, and his is not tied up in the great War that drains their resources so heavily. He is the head of the Bank of Barboli, whose branches are found in both Kingsland and Queensland.

He believes that everything as a price, and that he will always be able to meet it. He is a small, rotund man with an oily complexion and an affectation for dressing in sober suits based on First Empire designs. He has dark curly hair and a blandly polite expression. He is softly spoken and considers himself 'cultured', but his first and last love is the gaining of profit.



The Lyonesse Court

Prince Tristram of Lyonesse

"The qualities of a good knight are many and varied, but surely the first of these must be courage. Of this, Prince Tristram has a super-abundance. He seems to not only know no fear, but not even to understand the concept. Some consider him rather foolish, but his youth, his beauty, and his romantic vision of what it means to be a monarch win him many admirers."

- Arch-Bishop Elyanus Bede, 'Our Closest Allies', Pendragon

Prince Tristram is the youngest of the four monarchs of the Camelot Cosmos. He is only twenty years old and his appearance is close to that of the perfect knight-tall, handsome, square-jawed, muscular and youthful. He is a figure of romantic appeal to maidens throughout Kingsland, an image enhanced by his love of tournaments and the staging of spectacular events. Like his people he affects archaic mannerisms and the poetic and flowery language that goes with them.

He is the poorest of the four monarchs as the land of Upper Tintagel is sparse and not of a particularly good quality. Amongst older and more experienced foreigners he receives some criticism and patronising comment because of his naivety and inexperience. Those who are aware of the scandal involving the Lady Ygraine usually sympathise with Tristram.

The Lady Ygraine

"Perhaps no woman in all of the Camelot Cosmos divides opinion more strongly than the Lady Ygraine. To some she is a harlot who sells herself to two princes, to others she is a woman torn by love of two men, and to yet more she is the innocent victim in a rivalry that spares no pity for a beautiful maid. Her name attracts both pity and scorn in equal measure."

- Arch-Bishop Elyanus Bede, 'Our Closest Allies', Pendragon

The Lady Ygraine is a young willowy maiden who looks even more youthful than she actually is. She has long, ash blonde hair which she wears straight and flowing to her waist. She wears fine white dresses and elegant silver jewellery. Her manners are diffident, sad and withdrawn and she is rarely known to smile. She is the source of great scandal in that both Prince Tristram and King Mark consider her their wife. In an agreement that prevents outright war between the two, she spends half the year with each of them.

Brother Renwald

"Brother Renwald is the Seraphic Church's official delegate to the Lyonesse Court and the personal confessor and advisor of Prince Tristram. He is a noted authority on First Empire art and literature and knows more about Saint Kipling than any man alive. His piety is beyond question, but he sometimes seems more interested in the saints than in the Ascended themselves, which does not ingratiate him to many within or without the Church."

- Arch-Bishop Elyanus Bede, 'Our Closest Allies', Pendragon

Brother Renwald is a plain, long-faced man in his forties with buck teeth and an air of harried incompetence. He is always seen carrying too many scrolls and documents, which he is continually dropping and picking up again. He also tends to bump into walls and other people with alarming regularity. Most view him with affectionate condescension, and Prince Tristram likes him but ignores his advice.

This is a pity since behind his awkwardness and lack of grace is hidden one of the finest minds of his generation, and his knowledge of the First Empire is much closer to the truth of history than Tristram's own.

Arlen Fallow

"Arlen Fallow is the most successful and popular of the troubadours and poets that plague the court of Lyonesse. He is a leader of fashion and popular taste and composer of some of the most hyperbolic doggerel ever penned. For some reason this callow youth has great influence far beyond that which his years, experience or worth should necessarily command."

- Arch-Bishop Elyanus Bede, 'Our Closest Allies', Pendragon

Arlen Fallow is a bard of middling ability and enormous ambition. Originally from the realm of Arthur's Grave he hated being a monk and managed to seduce a rich pilgrim as a means of escaping to Camelot. Once there his profligacy and some insulting verses about his lover and patron required him to leave in a hurry so he ended up at Tintagel. He is a handsome youth, with long floppy hair that constantly falls over his eyes and a pouting, almost feminine mouth.

He has had great success at Lyonesse by initiating a style of poetry known as the 'New School' which basically consists of lengthy extremely florid language peppered with outrageous flattery. He considers himself a genius, possibly a reincarnation of Saint Kipling, and dislikes Brother Renwald intensely for his greater knowledge and understanding of the ancient poet.



Cerwen Pellinore

"The Pellinore family are the only Tintagel noble family to have noticeable holdings in the realm of Pendragon as well as in Tintagel itself. This makes them exceptionally wealthy in comparison with most Tintagel nobles, a fact that causes some resentment. Cerwen Pellinore is the eldest daughter of Sir Digby Pellinore and his current heir, set to inherit considerable riches."

- Arch-Bishop Elyanus Bede, 'Our Closest Allies', Pendragon

Cerwen Pellinore is a middle-aged woman with prematurely iron grey hair which she keeps tied back in a severe style. She dresses in travelling leathers that are scuffed and she seems to care little for social niceties or feminine pursuits. Though slight, she has a strangely intimidating air of competence. The fact that she remains unmarried is a cause of some scandal and is of particular regret to her father, who wishes to ensure the continuance of the Pellinore line and continually attempts to arrange a suitable match for her. Cerwen is sometimes referred to as 'Plain Pellinore' by those unimpressed with her unconventional appearance.

Branwen Pellinore

"The younger of Pellinore's daughters is very different from her sister. Branwen is the chief of Lady Ygraine's handmaidens, and is one of the most popular members of the Lyonesse Court. She is known to be aware of all the gossip and secrets that exist in Upper Tintagel, and is as charming and entertaining a companion as any man could hope for."

- Arch-Bishop Elyanus Bede, 'Our Closest Allies', Pendragon

Branwen appears as a demure, quiet handmaid, always dressed in the latest styles, always shyly polite, but somehow also always managing to sneak a quick smile or a flirtatious glance in the right direction. She has fashionably pale skin and blushes easily, and has very large pale blue eyes which always seem a little shocked. Her brunette hair is artfully arranged in seemingly casual ringlets, and her laughter is bright and infectious.

She has many admirers and is sometimes referred to as 'the Prize of Pellinore'.

Lucius the Savant

"There is always a certain tension between the Seraphic Church and those who proclaim themselves as wizards, even wizards with registered Guild membership. Lucius the Savant is an example of why this tension exists. A brash charlatan, with a regrettable following among the young and foolish because of his showy tricks, he is a character to be watched with care and the kind who might well turn to forbidden lore."

- Arch-Bishop Elyanus Bede, 'Our Closest Allies', Pendragon

Lucius the Savant is a flamboyant showman who is a popular entertainer and a 'sage' consulted by those who would have their fortunes read and their purses lightened. He is an energetic man of medium build and dark complexion, with a long oiled black moustache which he has a habit of stroking thoughtfully. He wears an impressive multi-coloured cloak of garish extravagance and even affects a peaked hat which more genuine practitioners of the art find embarrassing.

Mortimer of Penrose, The Strong Arm

"Among the knights who serve Tristram and regularly compete in his tournaments one name stands out, that of Mortimer of Penrose. At first dismissed as a hedge-knight unlikely to succeed due to his small stature and diffident manner, Mortimer has never lost a joust and is possessed of a strength which has become legendary."

- Arch-Bishop Elyanus Bede, 'Our Closest Allies', Pendragon

Mortimer of Penrose is one of the most famous knights of the Camelot Cosmos. At forty three he is becoming a little old for regular competition but still jousts as often as possible. He has never been defeated despite fighting in hundreds of contests and is a consummate horseman and melee combatant, specialising in the use of both lance and mace.

He is a short man who is rather nervous and withdrawn socially, and only really becomes confident when competing.

Sir Nicholas of Peake

"Few men combine the qualities of a knight and a scholar with any great success, but Sir Nicholas of Peake is one who to his credit makes the attempt. Whether that attempt is successful or not is open to debate."

- Arch-Bishop Elyanus Bede, 'Our Closest Allies', Pendragon

Sir Nicholas of Peake is a cadaverous old man of extraordinary height with long silver hair, a sharp beak of a nose and hooded, rather intense eyes. He is over seventy years of age but still surprisingly strong and fit. He carries himself with some dignity but his eyesight is fading and he often makes mistakes which suggest that his memory might also be at risk. He was a close friend of Tristram's grandfather and is welcomed at court on this basis, but often cuts a rather lonely figure among the young courtiers, who are supremely uninterested in his scholarly efforts, which are geared towards accounts of peasant life rather than noble deeds.

Lady Ceridwen, The Tintagel Rose

"The competition of the Lyonesse court does not merely focus on the martial arts practised by the leading knights. The competition amongst the troubadours, the balladeers, the bards, musicians and poets is equally fierce. And the General they obey is not Prince Tristram. It is not even the Lady Ygraine. It is the one they call the Tintagel Rose."

- Arch-Bishop Elyanus Bede, 'Our Closest Allies', Pendragon

Lady Ceridwen is the undisputed leader of the females of the Lyonesse court, and the focus of much of the poetic outpourings of the 'New School'. She is a pretty but not beautiful girl, her appeal lying more in her manners than her appearance. She has a soft, musical voice and an ability to make any speaker feel as if she has focused her entire attention and devotion upon them.

She also has a wicked, sometimes cruel, sense of humour and the wit to disguise her true, utterly selfish, nature when necessary.



The Downsider Court

King Mark

"Is any name more steeped in dishonour and infamy than his?"

Has any knight been so known for lying, theft, murder, banditry, and all manner of deeds foul and repellent to those of good character? Perhaps, but none in my lifetime."

- Arch-Bishop Elyanus Bede, 'The Curse of Tintagel', Pendragon

King Mark is a rapacious tyrant hated by many of his own people. He was once a slaver and still has close ties to the Slaver's Guild. It is known that he kidnaps people from Upper Tintagel to serve in his court or to sell into slavery to the Morganites. He insists however that he is loved by his followers, pointing to the loyalty of his bullying Black Guard as evidence of this. He is a giant of a man, extremely muscular and strong, with a reddish beard and a square face. He can, however, be surprisingly charming in person, and has a rough but effective charisma.

Quiet Dalton

"Among the cut-throats and murderers serving King Mark is one called Quiet Dalton, who seems in any ways more like an unseelie than a man. He is an assassin who specialises in murder without trace or evidence, and he seems determined to prove himself better than any other in his foul trade."

- Arch-Bishop Elyanus Bede, 'The Curse of Tintagel', Pendragon

Quiet Dalton is a young man noted for his skill with a blade, though he specialises in poisoned knives rather than swords. He is also a master of the garrotte and of poisons and is driven by the strange ambition to show himself as the best assassin of all time. He has cropped and jagged blonde hair and a sharp, almost feline smile, but he almost never speaks.

Silas UMBER, The Adopted

"The position of Adopted is a curious one. So long as King Mark has no recognised child, the Adopted is his heir apparent, the most trusted and richly rewarded of the tyrant's henchmen. And yet his position is precarious, subject to the moods of his employer, the ambition of his rivals and the possibility that he may become redundant if King Mark fathers a child."

- Arch-Bishop Elyanus Bede, 'The Curse of Tintagel', Pendragon

Silas UMBER is a mysterious figure, a knight whose origin remains unknown and whose motives and actions are often wildly unpredictable. He sometimes wears full plate armour, and he sometimes dresses in robes or bearskins. He will slaughter or spare lives on an apparent whim, and has been known to indulge strange acts of charity or compassion just as easily as he indulges a taste for violent outbursts and murderous rampages. He makes his friends and allies just as nervous as his enemies. In appearance he is a black bearded strong shouldered knight with heavy eyebrows and tangled black hair. He laughs suddenly and harshly for no apparent reason.

Butrus of the Caverns

"They say that some who seek to escape the tyranny of King Mark's rule have been known to flee through a warren of tunnels in the depths of the floating islands of Tintagel, tunnels that can lead to deadly gas filled chambers, the lairs of monsters, open air or, rarest of all, the freedom of Upper Tintagel. But some lead also to the darkest, foulest places, and there they find Butrus."

- Arch-Bishop Elyanus Bede, 'The Curse of Tintagel', Pendragon

Butrus of the Caverns is a rare visitor to Mark's court, but his arrival is always an event of some note. His appearance is that of the classic mad monk, with stinking, decaying robes over a skeletal body, a face hidden behind mud and grime, and a long dirty beard and hair. He has sharp cheekbones and deep, self-inflicted scars all over his body and face which spell out symbolic messages.

He always carries a large sack containing his 'treasures', but what these may be only King Mark seems to now.

Megan of the Knife

"In the times that Lady Ygraine stays at Lyonesse Keep with Prince Tristram, King Mark's bed is not empty. The 'half-wife' who fills it is known as Megan of the Knife. She is so named for her jealous temper, which has supposedly inspired her to kill more than one rival for Mark's affections."

- Arch-Bishop Elyanus Bede, 'The Curse of Tintagel', Pendragon

Megan of the Knife is King Mark's lover, but never when Lady Ygraine is at his court. She is a flame-haired tempestuous woman in her early twenties with a freckled nose and hazel eyes. She carries a large knife prominently on her hip and is skilled in its use. She is also famous for her foul language and aggressive temper, but is strangely meek and obedient with King Mark.

Charles Pinkerton

"Although information on the realm of Vortigern is often sparse, the curious tradition of a band of hired killers who are licensed by law to commit their murders and not subject to arrest is well known. These men are known as gunslingers, and one of their number, a Charles Pinkerton, attends King Mark's court."

- Arch-Bishop Elyanus Bede, 'The Curse of Tintagel', Pendragon

A dapper, neat little man in a sober Vortigern black suit, Charles Pinkerton has dark blonde hair and a smooth, bland face. He wears small round glasses which he often polishes with a silk cloth. His voice is oddly mechanical and his tone is often bored or indifferent. He keeps a meticulous account of all the crimes he commits and the prices he charges for such services, and he never, ever does anything for free.

The Lost Lady

"There is a legend that King Mark once committed a crime so hideous that even he is ashamed to reveal it to his men and is haunted by the memory of it still. That memory takes living form in the Lost Lady, who stands as mute surviving witness to the deed. Why King Mark tolerates her accusing presence is a mystery in itself."

- Arch-Bishop Elyanus Bede, 'The Curse of Tintagel', Pendragon

The Lost Lady has no other name. She is a clearly a noblewoman of around forty years of age, and wears expensive dresses that have yellowed with age or are spotted with mold. She has frizzy blonde hair and a thin face, with large, impossibly dark eyes. King Mark had her tongue removed, so she can never tell what she knows about him.

Big Annie

"Among all his followers, among the killers, the hired guns, the thugs and dark knights, the lovers, slaves and whores, there is only one who can question him, contradict him or criticise him without fear, and that is Big Annie."

- Arch-Bishop Elyanus Bede, 'The Curse of Tintagel', Pendragon

Big Annie is King Mark's cook and presides over the huge banquets he offers in his kitchen. She taught him how to prepare meals and still casts a critical eye over his efforts. It is rumoured that she was also his nursemaid as an infant. She is a large, buxom woman with surprisingly delicate features and massive arms who enjoys flirting with much younger men. She wears a large white apron and has her grey hair tied up in a huge bun. She treats Mark as if her were her own son, and he seems to respond as if he is.

Barnaby the Bowman

“Perhaps the strangest addition to Mark’s court is that of the bowman called Barnaby, for he is a youth of only fourteen and by appearance alone would seem little suited to the company he keeps. That is until one hears of his crimes, which are just as terrible as those of the men he so clearly admires.”

- Arch-Bishop Elyanus Bede, ‘The Curse of Tintagel’, Pendragon

Barnaby was a factol worker who killed a Hag and was due for a painful and protracted execution when an enterprising Morganite thought to notify King Mark of the promising talent of the youth. Mark purchased the boy and had used him as a killer ever since. Barnaby is a natural with all missile weapons but particularly skilled with crossbows. He seems to be able to get greater range and accuracy than should be possible. He considers King Mark his rescuer and is fanatically loyal to him, assuming that all his victims are ‘evil’.

Jonas the Clerk

“In a twisted sense Lower Tintagel is run as a business akin to that of any merchant house. King Mark insists that every possible crown of profit is squeezed from his people, by whatever means necessary. The man who can devise ways of maximising that profit is just as important to him as the men who bloodily enforce and sustain his rule. Jonas is in charge of all the King’s accounts, and charged with finding more money whenever the King demands it.”

- Arch-Bishop Elyanus Bede, ‘The Curse of Tintagel’, Pendragon

Jonas is a chubby man with a bulbous nose and an apparently continual cold which leaves him snuffling and sneezing at regular intervals. He has a shaved monk’s tonsure and a small brown moustache and wears white robes with a satchel filled with writing implements and papers. He is terrified of the dangerous men who surround him but also feels superior to them, since he knows so much more than they about real power, the power of coin.

He knows who owes who and how much, as well as many other dirty secrets, since he spends a lot of time not only going over the books but also listening intently.



Afterword:

The GM’s Guide to the Camelot Cosmos

Throughout this book several references have been made to the GM’s Guide. This book will be forthcoming from Postmortem Studios and will cover aspects of the Camelot Cosmos that GM’s will need to know in order to more effectively run campaigns in this setting. For clarity and the information of those who might wish to purchase this product the information that will be included in the GM’s Guide is as follows:

The Secret History of the Camelot Cosmos, a description of the true history of the Camelot Cosmos including much more information on the First Empire and its magics.

The GM’s Gazetteer of the Camelot Cosmos, including secrets, more detailed descriptions and new locations.

The GM’s Guide to Organisations of the Camelot Cosmos, including details of the specific benefits gained by membership and quests and adventures linked to progressing within the organisation.

The Secret History of the Personalities of the Camelot Cosmos, including using these personalities as patrons, adventure seeds and secrets only the GM should know about character backgrounds.

Artefacts of the Camelot Cosmos, including relic generation tables, information on Excalibar and adventure seeds.

Adventures in the Camelot Cosmos, including a random adventure generation system and suggested campaign arcs.



Weapons & Armour

Weaponry and equipment is abstracted in Camelot Cosmos and you only really need to keep track of the important

things. Weapons and armour are the most important and are listed here in simple categories and rough approximations. The right gear outside of combat can add +1 or +2 (not usually any more) to their Effort on appropriate skills.

Weapons

Weapons add their bonus to the stress damage you cause after you've determined that you have hit.

Small Melee Weapons	+1
Hand Gun	+2
Medium Melee Weapons	+2
Rifle	+3
Blaster Pistol	+4
Blaster Rifle	+5
Large Melee Weapons	+3

Small Melee weapons are small, one-handed weapons. Medium Melee Weapons are clubs, swords and other one-handed weapons with some heft to them. Large Melee Weapons are two-handed weapons such as claymores or large axes.

Hand-guns are black-powder weapons, revolvers, automatics and even pistol cross-bows. Rifles are their larger cousins.

Blasters are holdovers from a bygone age and much prized, though energy shields provide double protection against them.

Armour

Armour takes away from the physical stress damage done to you. After damage has been determined, take it away from the amount of stress that you take.

Light Armour	-1
Medium Armour	-2
Heavy Armour	-3
Assault Suit	-4
Shield	-1
Energy Shield	-1
Medium Energy Shield	-2
Heavy Energy Shield	-3
Assault Shield	-4

Light armour is leather or similar armoured 'clothing'. Medium armour is chainmail, banded mail and similar levels of protection. Heavy armour is platemail, or a heavy breastplate combined with medium armour. An assault suit is a relic of a bygone age, a powered suit of sealed armour.

A shield is a blocking implement carried over one arm.

An energy shield is a shimmering barrier, a relic of the past and much prized by members of the clergy and magicians. It has double effect against energy weapons. The heavier varieties were used by the military in past eras and are extremely rare.





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