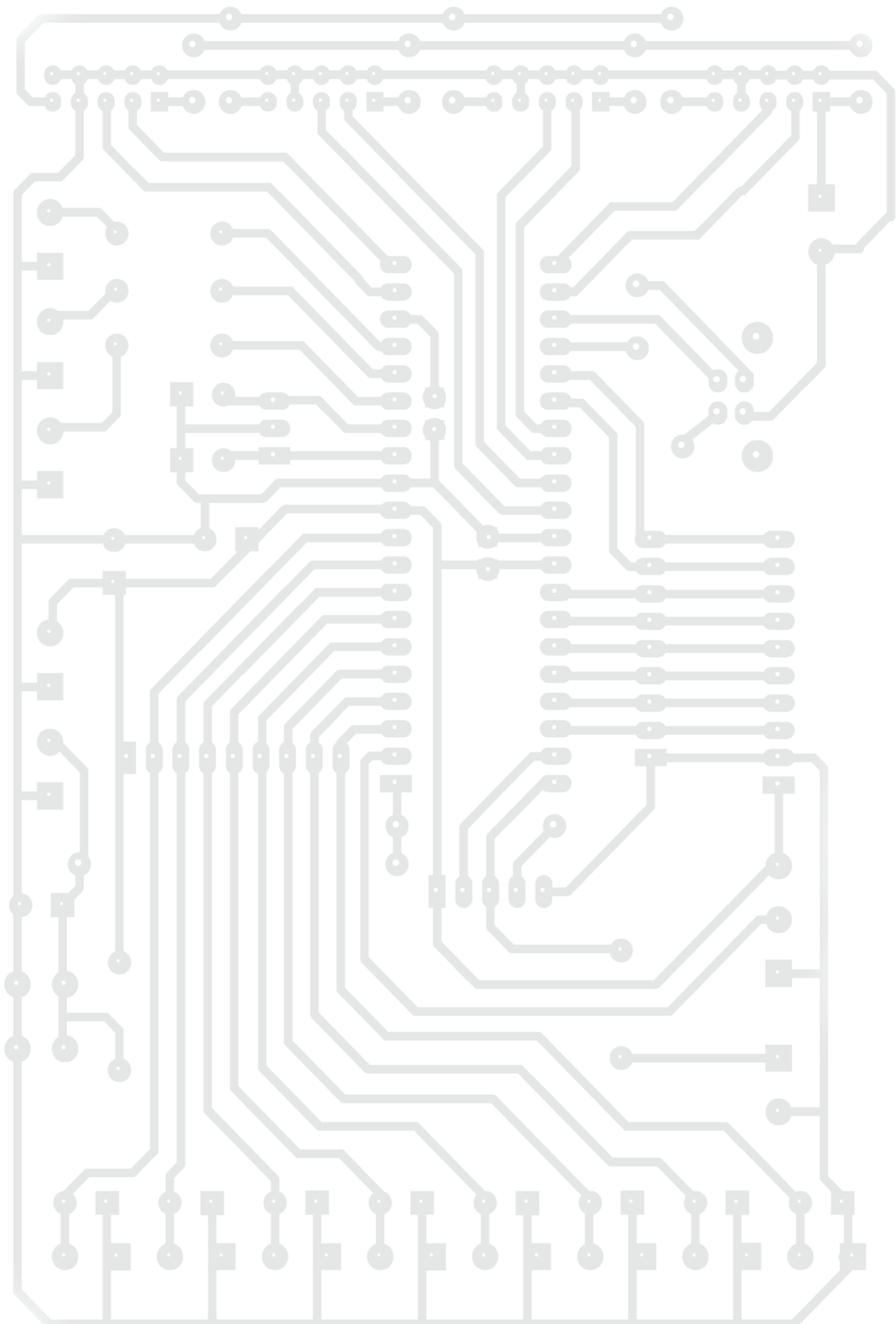


Our Honoured Blood



Camelot
COSMOS



Our Honoured Blood

The Noble Families of Pendragon in the Camelot Cosmos

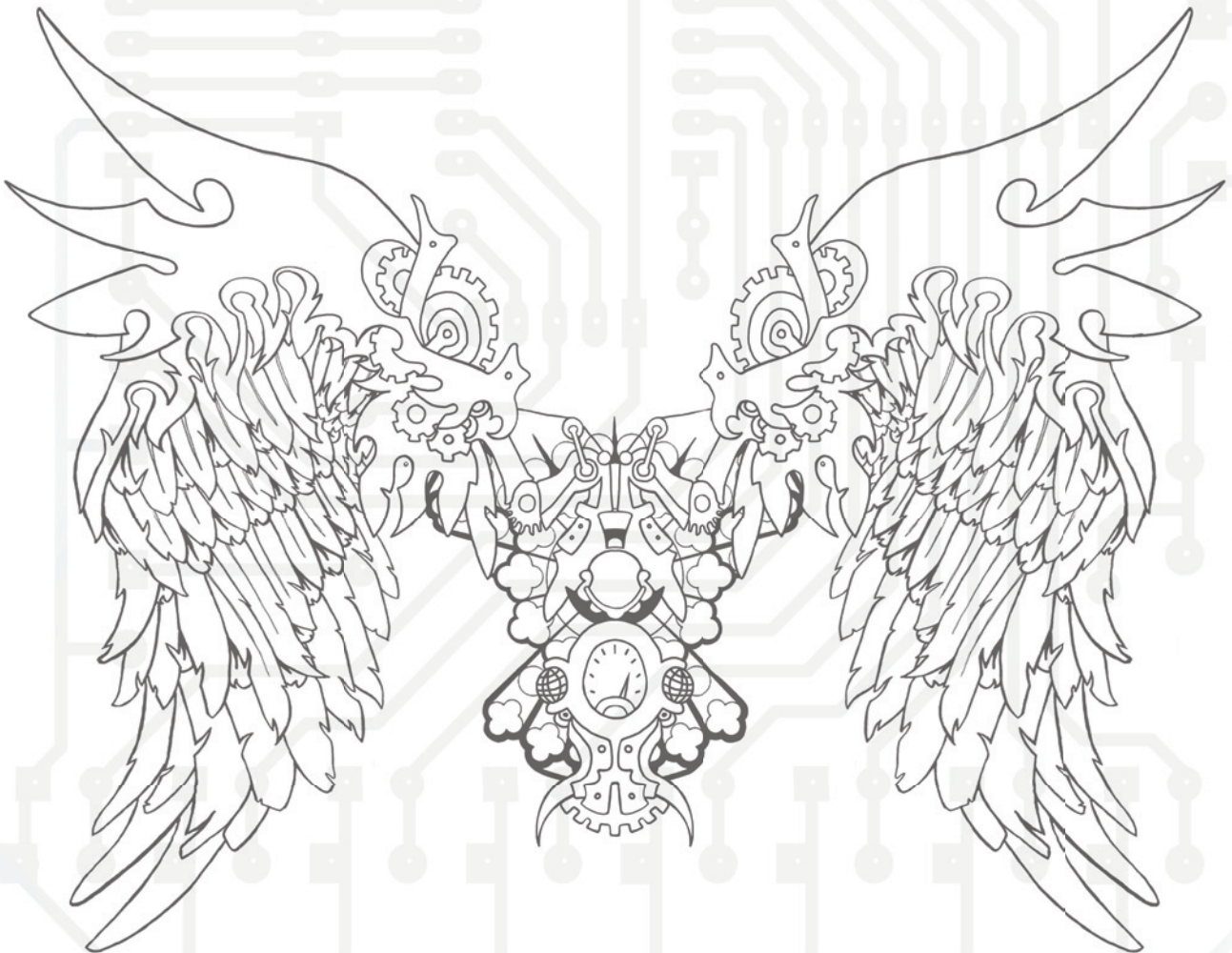
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Writing by Daniel Jupp

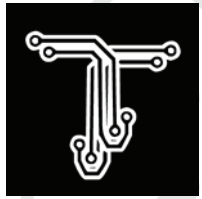
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Our Honoured Blood is an Appendix to Camelot Cosmos.
Mechanical content is designated open-source.



Our Honoured Blood: The Noble Families of Pendragon in the Camelot Cosmos



The history of the realm of Pendragon is, in many ways, the history of its noble houses, the long, bloody, often glorious and sometimes shameful record of the ambitions, victories and defeats of the powerful individuals who have steered their families to greatness and schemed and fought their way to the very apex of Pendragon society. Noble houses have determined which among their number have held the crown, and have always competed against each other to ensure nearness to or control over the throne. They have also influenced the election of Arch-Bishops of Camelot, placed their second sons in senior positions within the church, formed the backbone of the Pendragon Legion, prosecuted the war against Morgan le Fay, betrayed their King and raised rebellions or saved their monarch's life and crushed uprisings against him. No monarch of Kingsland can be successful without the support of the great noble houses, and yet each must also be aware that if he allows them too much power or grants them too many concessions his own royal authority is irrevocably weakened.

The traditional power of the noble houses is two-fold, based firstly on their ownership of vast estates and secondly on the military power they possess as knights in service to the King. Their estates give them control over the peasantry, and with it the ability to dictate a large portion of Pendragon's agricultural economy. From this control of the land they can raise both a continuous and generous income and they can call upon the peasants to serve under their banner, though more commonly they raise units of lesser nobility loyal to their house.

Their second traditional base of power flows from this authority, in that they serve as the armed attendants of the monarch, separate to the Pendragon Legion.

In practical terms they are therefore often in place to effect dramatic changes at court. Their control over the land over many generations also brings with it an automatic level of respect from the peasantry of their region, and a mixture of respect and envy from the mercantile classes who aspire to join their ranks. Most nobles are skilled in exploiting these deferential attitudes (something replicated in game terms through the use of the Noble Aspect).

The continuing power of the noble houses is evident in Pendragon society in several ways. Their ancestral seats are almost always the most impressive buildings within a given region, and employ large numbers of staff and retainers as part of the personal retinue of the major lords. Minor lords are present in every village and town, and in many areas still directly administer justice and dispense rulings which affect the lives of all the peasants in their region. Every lord takes a tithe from his peasantry and may demand that they work his fields before their own, whilst the lord's permission is also necessary in order to run a forge or a granary or a windmill (three of the most important local occupations available to peasants). Retainers dressed in the livery of barons or local lords are a common sight in many towns, as are knights sworn to their service or displaying their banners. The flags of the local lord fly from castle walls, whilst the nobility also control what little First Empire technology still functions (primarily the zeppelins and a few steam trains that control the swiftest transport between the major cities). Many noble families also possess vaults containing the accumulated treasure and relics of their house, and these may well include magical First Empire devices. Finally each and every house, both major and minor, have a Founders Day which celebrates the life and achievements of the founder of their house.

Whilst in the case of minor lords these figures may be obscure or largely forgotten, the celebrations will still dominate the village of their birth. In the case of the Baronial families the Founder's Day will be celebrated throughout the entire Barony and will be a major event in the local calendar.

Every resident of the Barony will know the name and honour the deeds of the Founder, who will remain a famous figure. This fame and the fame and status of the present Baron is also furthered by the fact that Baronial families control printing presses which release newspaper and pamphlets read by the majority of the literate populace.

Descriptions of each of the major Baronial families follow, together with some notes on the names and nature of the minor houses which support them. Members of a Baronial family can pick ONE Associated Aspect at character creation or at any time subsequently which they gain for free. They may never pick a barred Aspect (it is simply not in their nature to behave this way).

Minor Houses are often directly related to the Major House they serve. This may be due to descent from a younger son or daughter or a bastard offspring of some previous Major House lord (many Barons from all Major Houses have proven willing to take advantage of their status by siring large numbers of bastards). As there is a social stigma against illegitimate children it is sometimes easier to allow such a child, if particularly favoured, to form a minor House of their own. This retains their services, rewards their loyalty but simultaneously acknowledges their subservient and lesser role when compared with legitimate heirs. Minor Houses will over time develop their own specialities and interests, in game terms this is reflected by giving each minor House a single associated Aspect of its own. This Aspect replaces one of the Aspects in the Major House list of associated Aspects, ensuring that every Minor House has a character slightly distinct from that of the Major House it serves.

Houses in open revolt against their lord gain the Rebellious Aspect but must sacrifice one Aspect they shared with their major House.



House of Sweetwater

A House of proud, brilliant, rebellious artists and dreamers

Founder: Jeremiah Sweetwater

Current Baron: Arthur Sweetwater

Significant Relatives: Consort Arabella Sweetwater, General Perudur Sweetwater

Heraldry: A Blue Wave on a White Background

Ancestral Seat: Sweetwater Castle

Associated Aspects: Brilliant, Dextrous, Proud, Rebellious

Barred Aspects: Cautious, Dour, Taciturn, Wise

Description: The House of Sweetwater is perhaps the oldest and most famous of the noble houses of Pendragon. Their history, however, is almost as well-known for their spectacular failures as their glorious successes. The Sweetwaters are known for both brilliance and a streak of eccentricity that sometimes borders on genuine insanity. Gawain Sweetwater, a key supporter of Gawain V, was for example a paranoid schizophrenic prone to religious visions, and notorious for the murder of the Little Princes. Algernon Sweetwater, Baron during the reign of Gawain VII, was infamous for a homosexual obsession with the well-known bard Peter of Newsby and for the murder of Peter's wife and three children. Daniel Sweetwater, Baron during the reign of Gawain X, insisted on dressing at all times as a Stonedweller shaman and kept a pet bear which eventually mauled him to death. Many of the Sweetwaters have also been at the forefront in both fomenting and suppressing key rebellions against the Crown, with the fortunes of the House rising and falling depending on the success or failure of these endeavours. Their ancestral seat was razed in 3398 AD at the end of the Barons War, but has since become the most spectacular of all the noble ancestral seats, a gigantic, fairy-tale castle of soaring white towers with blue-tiled roofs.

Their reputation is one that is widely considered both fascinating and dangerous. Few Sweetwaters are ever trusted, but none are ignored. Much of their reputation derives from an excessive pride united to an artistic temperament. As a House that existed prior to the formation of the Pendragon monarchy, and they have therefore always chafed against the idea that any blood could be more noble than their own. They can also trace a royal connection by blood all the way back to Eleanor Sweetwater's marriage to Gawain II. This itself was a response to a rebellion against the Iconographer's Tax. They are rarely schemers or planners of any skill, being too impetuous, proud and reckless for political games, but are capable of startling and creative feats of strategy that often serve them well on the battlefield and turn certain defeat into a costly victory.

Their founder, Jeremiah Sweetwater, was an artist whose sculptures were copied in clay figurines which began the Sweetwater pottery business. Since that time they have always had links to the branches of the Seraphic Church which favour decoration and ritual, particularly the cult of Guinevere the Risen, and a disdain for any movement that seeks an ascetic disregard for material displays of piety. The Sweetwaters are known for their generosity towards artists of all types, in honour of their founder, and hold the Jeremiah Festival every year on his founders day, at which artists from every Barony display their work in the hope of obtaining a noble patron.

Allied Minor Houses: Covesby, Claysby, Lodgeworth, Whiterock, Newsby, Goldway, Proudham, Crowbridge, Blackriver, Cunningham

House of Ebbsford

A House of clever, rational, calm inventors

Founder: William Ebb

Current Baron: Clement Ebbsford

Significant Relatives: Newton Ebbsford, Blake Ebbsford, Cecilia Ebbsford

Heraldry: A Red Anchor on a Blue Background

Ancestral Seat: The Red Keep

Associated Aspects: Reasonable, Educated, Quiet

Barred Aspects: Sadist, Fanatical, Apathetic

Description: The House of Ebbsford was founded by William Ebb, a minor noble obsessed with First Empire magic who became a student of Gawain XV and helped found the Ebbsford Zeppelin Factory. Their reputation is that of mild-mannered dabblers in odd forms of knowledge and they are often considered somewhat unworldly, even buffoonish by other Houses as they show little interest in the traditional noble routes to glory through the Church or through military exploits in service to the Crown. They are however a surprisingly wealthy House due to their low-key but continuous investment in the recovery and reinvention of First Empire techniques. They look to create new devices of practical benefit and to turn 'magical' devices into popular and useful items which the common people do not fear and which self-interested elites do not control. For this reason they can clash with both the Seraphic Church in its misunderstanding of magic and the Arcane Brotherhood in its attempt to control the use of magic and the inherent secrecy which results from that. The House is energetic in disseminating magic to the masses and is always looking for improvements to travel, trade or communications which might support such endeavours.

They often sponsor expeditions by the Dungeoneers and Tomb Robbers to try to recover First Empire items, which can cause friction with the House of Meadow.

They are allies of the House of Appleford however through the Applefords ties to the Thieves Guild, many of whose members have skillsets useful to the investigations needed to find First Empire devices. They also have an understanding with the Progressors, who share many similar interests and values.

Allied Minor Houses: Northbourne, Whitworth, Alesham, Rooksby, Dembury, Bowridge, Tavestock, Penbury, Foambar, Wakeley



House of Riversmeet

A House of stubborn, ancient, secretive warriors

Founder: Connor Reed

Current Baron: Jasper Rivers

Significant Relatives: Caroline Rivers, Angela Rivers, Odo Rivers

Heraldry: A White Heron on a Green Background

Ancestral Seat: Shadeking Keep

Associated Aspects: Strong, Old, Bitter

Barred Aspects: Friendly, Peasant, Charitable

Description: The House of Riversmeet hold one of the oldest and noblest lineages of all the Baronial families, although their position is complicated by the fact that they are descended from one of the earliest rivals of the Gawanite Monarchy, Connor Reed, King of Reedmarsh, defeated by Owain Uther during the Running War. Bitterness towards the Gawanite monarchy runs deep through the House, but they proved their loyalty by being one of the strongest campaigners against the Morganites. They are always involved in attempts to suppress Nephilic cults and Morganite incursions, and often serve terms of service in the Pendragon Legion on Castlekeep. Despite their dour reputation and often miserable dispositions they are therefore respected by the other Houses, particularly those with strong military traditions of their own.

Secretly, the House is riddled with Morganite cultists and worshippers of the Nephilim, particularly Lucifer. They see themselves as the rightful monarchy, displaced and humiliated by the Gawanite Kings.

They are however cunning and extremely patient. They never engage in the open rebellion sometimes engaged in by rash Houses such as the Sweetwaters, but instead take every opportunity to spread rumours and lies which sow discord among the Houses and encourage others to do their destructive work for them.

They pretend to be witchfinders and strong supporters of the Seraphic church in order to infiltrate and undermine these groups, offering spectacular 'victories' with planted evidence against innocents whilst allowing genuine cultists to escape and flourish.

Most see them as a conservative, anti-Stonedweller House but one which is actually good, true and loyal to their word. They do everything necessary to preserve this false reputation. Internally, they are the most loyal of all the Houses, and are beloved by their allied Minor Houses as they accord them more respect than they have for other Major Houses. In order to prove to themselves just how worthy they are of total rule, they are in fact strict but extremely efficient custodians of their lands. Even their peasants know that they will receive complete protection and support against anyone who threatens them.

Allied Minor Houses: Ebbway, Drydale, Townley, Fangbury, Kingsdell, Kingsferry, Granely, Oakley, Ashton, Bargebourne

House of Tavelon

A House of rich, extravagant, scheming merchants

Founder: Geoffrey Silk

Current Baron: Eustace Tavelon

Significant Relatives: Geoffrey Tavelon, Amelia Tavelon, Harold Tavelon

Heraldry: A Black Crown on a Gold Background

Ancestral Seat: The Golden Manse

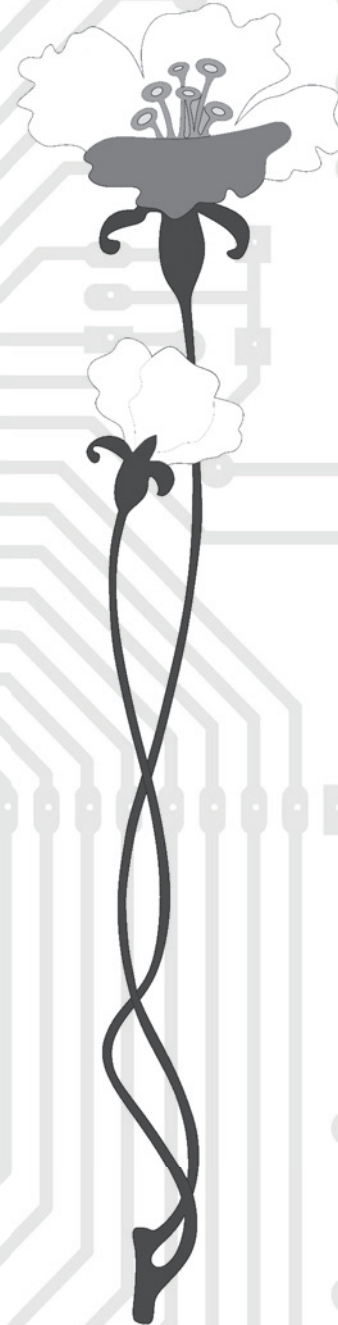
Associated Aspects: Gilded, Elegant, Merchant

Barred Aspects: Ugly, Poor, Honest

Description: The House of Tavelon has long played a significant part in the history of Pendragon. Their founder, Geoffrey Silk, was one of the three founders of the Merchant's Guild, and the family has always been unapologetic about their links to trade (many are prominent members of the Guild to this day, and they always tend to support measures which encourage trade and enterprise). Their greatest influence however came during the reign of Gawain XIX when Waldemar the Grey, Baron Tavelon, captured Camelot, imprisoned the King, and initiated the rule of the Council of Barons. This went against the usual instincts of the House as they are not aggressively minded (war is bad for all business except the arms trade).

The Tavelons are known for producing very attractive scions of the House and they are always willing to secure alliances through marriage contracts. They make good diplomats and courtiers who are unusually at ease both with other nobles and the common folk. A 'Tavelon Solution' has come to mean a surrender which benefits the loser more than the winner, something which illustrates both their lack of interest in military affairs and their persuasiveness and skill at negotiation.

Allied Minor Houses: Edgeby, Goodridge, Brasinghurst, Garland, Southkeep, Longcastle, Montlake, Belford, Sallowbridge, Marsham



House of Deepwell

A House of brave, loyal, conservative warriors

Founder: Duncan the Stout

Current Baron: Godric Deepwell

Significant Relatives: Finbar Darkwater, Osmund Darkwater, Victoria Deepwell

Heraldry: Four Black Towers on a White Background

Ancestral Seat: Deepwell Castle

Associated Aspects: Loyal, Stoic, Indomitable

Barred Aspects: Traitor, Rebellious, Selfish

Description: The House of Deepwell is descended from Duncan the Stout, a famed warrior known for his gigantic size, prodigious appetite, and superhuman strength and endurance. Duncan was a minor noble of a line which had been castellans of Deepwell Castle since the reign of Gawain II. Duncan was raised to the position of Baron after winning the very first Summer Tourney in the reign of Gawain III. Ever since the House has been noted for their military achievements. They are the House most likely to send their sons to serve in the Pendragon Legion. Military reputation is very important to them and it is their first option whenever they look to improve the standing of the House. They are however never rash or impetuous in war, being best suited to defensive tactics and masters of siege warfare. Deepwell Castle, their ancestral seat, has been assaulted and taken several times during the history of the House, most notably by the mob which burned down the palace Gawain IV had built at the side of the castle, by Gawain XIV in reclaiming Pendragon after the Days of Woe and by Gawain XX after the Battle of the Gates.

The House always manage to reclaim custodianship of Deepwell Castle despite its strategic significance and the fact that other Houses envy their connection to the Deepwell Gate through which so much inter-realm trade passes. This testifies to both the loyalty and the perseverance of the House.

The deepest shame for any Deepwell comes not in defeat, but in surrender. No Deepwell ever gives up, unless they want to be cast out of their House forever.

Allied Minor Houses: Farringham, Toringham, Goldfield, Abbotsleigh, Eastby, Owlberry, Smitherton, Farreach, Bishopsburne, Darkwater



House of Meadow

A House of talented, visionary, meticulous builders

Founder: Duncan Carver

Current Baron: Madeline Meadow

Significant Relatives: Walter Palgrave, Richard Meadow, Robert Meadow

Heraldry: A Crossed Black Hammer and Chisel on a Red Background

Ancestral Seat: Newton Abbey

Associated Aspects: Gilded, Wizard, Muscular

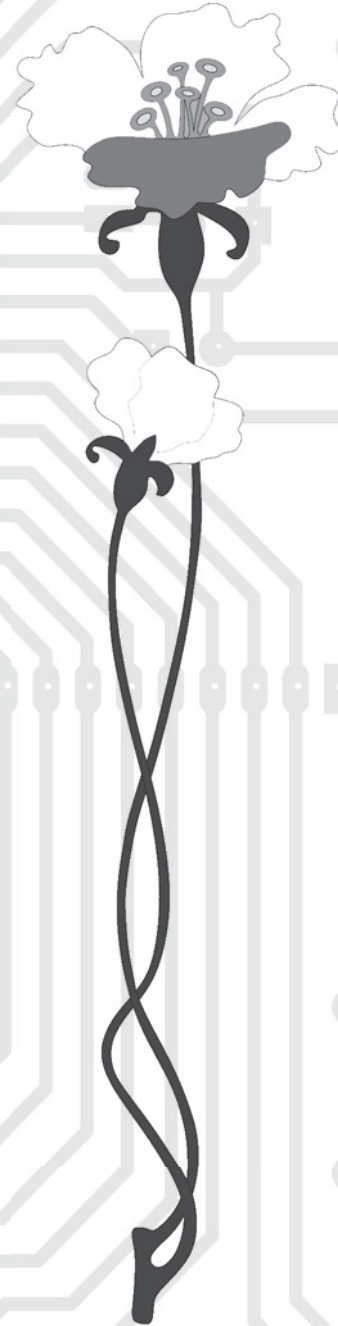
Barred Aspects: Pious, Fanatical, Tomb Robber

Description: The House of Meadow are the descendents of Duncan Carver, a master mason elevated to the position of Baron during the reign of Gawain IV. Baron Arthur of Sweetwater and Baron Eustace of Tavelon both rebelled against the elevation of a commoner to such a lofty position, sparking the so-called Mason's War. A certain level of enmity still exists between the Meadows and the Sweetwaters based on this ancient conflict.

As former masons, the House is noted for the beauty and engineering of their towns, all of which are constructed from stone. This characteristic is reflected amongst their common folk, with even their lowliest peasants taking great pride in their stone cottages and attempting to add decorative carvings and sculptures. The House honours artisans and craftsmen of all types, but particularly those who work in stone and marble. Even the lords of the House engage in such activities, and tend to have a muscular build as a result. Secretly, however, many of them are also wizards and the House maintains discreet but profound ties to the Arcane Brotherhood. They are sometimes at odds with the House of Ebbsford because of this.

The Meadows believe that First Empire knowledge should be studied only by experts who know how to deal with it, rather than copied and spread as the Ebbsford's advocate.

Allied Minor Houses: Palgrave, Stowebury, Brackenridge, Oldford, Westbury, Newton, Batspeake, Neston, Cloudsby, Valebourne



House of Goldenroot

A House of cautious, friendly, peaceful farmers

Founder: Albert Root

Current Baron: Edwin Goldenroot

Significant Relatives: Cecilia Goldenroot, Charles Coalsbee, Gawain Goldenroot

Heraldry: Four Gold Bundles of Corn on a Blue Background

Ancestral Seat: Goldroot Palace

Associated Aspects: Cautious, Friendly, Elderman

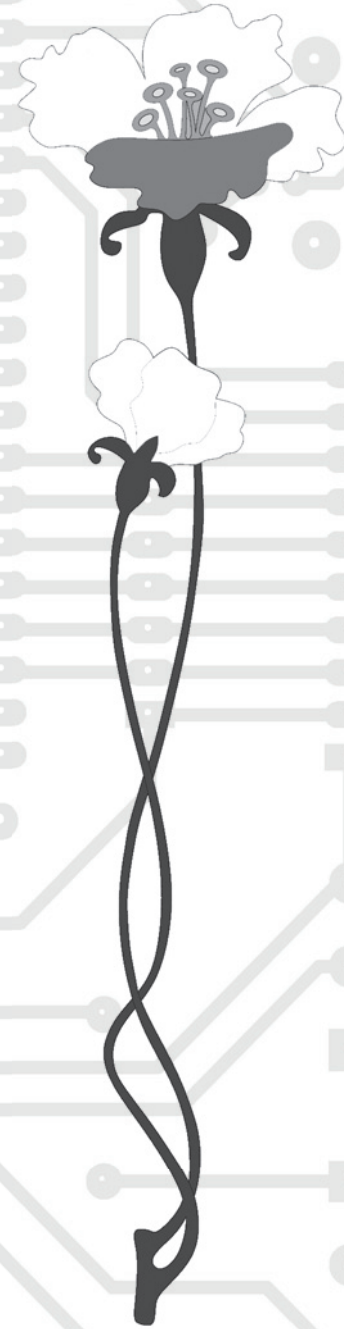
Barred Aspects: Proud, Poor, Half-Breed

Description: The House of Goldenroot claim several links to the Royal Family of the Gawainites, primarily through Mortimer Goldenroot, who was Gawain VI's Master of Ceremonies and who then reigned as Gawain VII. These royal connections are considered to assuage the fact that the House originally ascended from peasant stock, or at least from gentleman farmers who owed allegiance to the House of Screeford (friendly ties still exist between the two Houses). A less illustrious but equally well-known event linked to their family was the destruction of an entire army commanded by the reckless and vainglorious Jeremiah Goldenroot during the Ghost Heart Rebellion in the reign of Gawain XI.

The Goldenroots believe that more land should be cultivated for farming and that wilderness areas need to be tamed and domesticated. This brings them into conflict with peripheral groups such as the Stonedwellers or the House of Tidesford. They are however also known for being a peaceful and friendly House and tend to have good relations with most other power groups. They are famed for their cooking and their hospitality and minor members of the House or their bastard offspring sometimes serve as stewards in other families, allowing them surprising access to the secrets and opinions of others without ever risking open conflict.

They do however retain a strong dislike of Stonedwellers and will disown family members who associate with them.

Allied Minor Houses: Melton, Denton, Haverly, Oakenheath, Coalsbee, Adleby, Tenderton, Balesby, Deepvale, Cornford



House of Appleford

A House of cunning, greedy, hospitable brewers

Founder: Braylyn Appleford

Current Baron: Robert Appleford

Significant Relatives: William Appleford, Brandon Pike, Guinevere Appleford

Heraldry: A Green Appletree on a Grey Background

Ancestral Seat: Orchard Castle

Associated Aspects: Greedy, Innkeeper, Thief

Barred Aspects: Dour, Stubborn, Wise

Description: The House of Appleford is looked down upon by more snobbish families due to the fact that their origins are somewhat unclear. Braylyn Appleford was the wife of a tavern keeper and acquired the reputation of being one of the greatest beauties of the age during the reign of Gawain VII. After news of her beauty spread her husband died in mysterious circumstances whilst his widow negotiated a series of ever more advantageous matches, all of whom died in bizarre circumstances before Braylyn eventually married the 87 year old Ichobod Pike, Baron of the previous ruling family. In a controversial decision Gawain VIII, on the death of Pike three years later conferred the Baronial title to Braylyn, who took the name Appleford after her home town. This was despite the fact that Pike already had three grown sons, two of whom soon died and one, the youngest, who lived after pledging loyalty to the new order. Rumours have circulated ever since that Braylyn was sleeping with or offered a massive bribe to Gawain VIII. The Pikes are now a minor house nominally loyal to the Applefords but still deeply resentful of the situation.

Applefords are known as traders and courtiers adept at persuasion and with a strange ability to recover stolen goods and never be targeted by the Thieves Guild.

They are popular with many common people as charming rogues but distrusted by the majority of other nobles. They unashamedly maintain financial ties to a string of inns, taverns and hostleries, many of which are fronts for the Thieves Guild (effectively, Hollow Houses with a controlling noble interest). They are rarely surprised by anything, and have a reputation for being lucky-this 'luck' is actually of course the consequence of careful planning and spying via the Thieves Guild. They are valued by the Crown as they have a habit of passing on information to the Gawainite monarchs free of charge as a means of ingratiating themselves and staying in power. They were particularly active in this capacity during the War of the Hidden Faces in the reign of Gawain XIII.

Allied Minor Houses: Dedingham, Waterbridge, Halebury, Pike, Brockdon, Portsby, Eagleton, Redwood, Bargesby, Pipseed



House of Hilham

A House of decadent, self-indulgent, seductive bards

Founder: Osmund the Black

Current Baron: Victoria Hilham

Significant Relatives: Christopher Hilham, Galahad Hilham, Dagonet Hilham

Heraldry: Three Green Hills on a Yellow Background

Ancestral Seat: The Palace of Songs

Associated Aspects: Seductive, Depraved, Bard

Barred Aspects: Restrained, Humble, Fanatical

Description: The House of Hilham are the descendants of Osmund the Black, a bastard son of Gawain VI who established a reputation as a famous bard based on sycophantic verses dedicated to his father. Much of their land was appropriated from knights of the Blade Brotherhood during the Orderic Crusade, a fact which means that the Hilhams are still disliked by both the Fighters Guild and the Tavelons (who had strong ties to the Blade Brother through Grandmaster Reynald de Tavelon). They rose to their highest prominence during the reign of Gawain VII when Baron John Hilham joined with the King in financing the creation of the famed Bard's College.

Hilhams are perhaps the most frequently encountered nobles in the realm of Camelot, with many of them considering the whole of Pendragon, even their own lands, as hopelessly dull. They are excellent at manipulating others through seduction and the encouragement of vice, but are too disorganised to gather and sell secrets in the way the Applefords do or conceal their own vices with the success of the Rivers. Hilhams therefore have a racy, dangerous reputation which tends to make them popular with the young, the rebellious, and the foolish.

Hilhams tend to have a sense of entitlement which makes them see nothing wrong with exploiting such individuals, and the most charismatic and amoral of them are often found in the midst of a gaggle of desperate hangers-on and lackeys. Every now and then, though, amidst the dross, the House has the ability to produce a genuine creative genius, whilst their control of the Bard's College allows them an excellent vehicle for preserving their own names or ruining those of their competitors.

Allied Minor Houses: Gallows, Silver, Lean, Nevermore, Alansby, Queensbourne, Candleby, Edgarton, Winsby, Ravenroost



House of Screeford

A House of stoic, determined, pious warriors

Founder: Borinas Ford

Current Baron: Giles Screeford

Significant Relatives: Elaine Screeford, Arthur Screeford, Kay Screeford

Heraldry: A Black Bear Rampant on a Green Background

Ancestral Seat: Borinas Hall

Associated Aspects: Stoic, Pious, Warrior

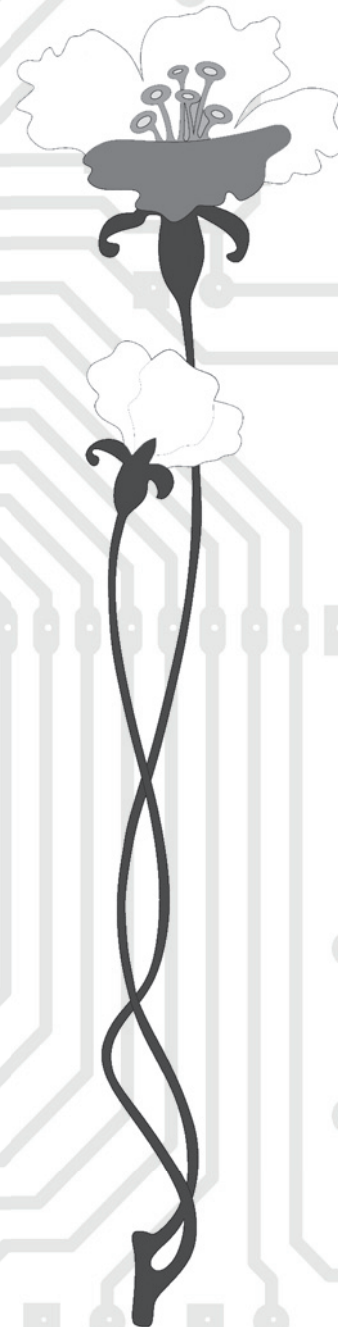
Barred Aspects: Generous, Taciturn, Wise

Description: The Screefords are descended from one of the Kings defeated by Owain Uther, with their founder Borinas the Elder being slain at the Battle of Red Fork. Their true patron, however, is his son Borinas the Younger, who saved the line by submitting to Uther's rule and supporting Gawain the Founder. Crucially, the Screeford's do not view their ancient defeat with the same smouldering bitterness that the Rivers do. Rather they see their defeat as a lesson in the folly of pride. How they interpret this lesson shows many of the contradictions of the House. Borinas the Elder is mocked by them as he could not equal his boasts, and Borinas the Younger is celebrated for his stoic determination to rebuild the House even at the cost of his own pride. And yet the reputation Screefords have is one of being loud, belligerent, boastful warriors obsessed with personal honour and accruing glory at any expense, preferably glory gained through violent displays of combat prowess. Screefords train obsessively and are always on the lookout for adventure and challenge. They are loyal to the crown and often serve as Champions of other nobles who do not wish to engage in combat (the studious Ebbsfords and the artistic Sweetwaters often hire them in this capacity).

The Screefords are often considered boorish for their adventuring and boastfulness, but it has given them strong ties to powerful institutions.

Many of them are prominent in the Fighters Guild, the Dungeoneers Guild, and the Tomb Robbers Guild, whilst they are also popular competitors at the Summer Tourneys and are well-liked in the realm of Tintagel where their heroic attitude has a more courtly reflection in the old-world chivalry of Tintagen knights.

Allied Minor Houses: Saltsby, Elvesby, Coralton, Ramston, Ironbourne, Blessingham, Bowsby, Badgel, Goldson, Shale



House of Dalesham

A House of taciturn, passionate, honourable adventurers

Founder: Gareth Dale

Current Baron: Alain Dalesham

Significant Relatives: Auberon Dalesham, Augustus Pale, Maeve Willow

Heraldry: A Grey Mountain Peak on a Blue Background

Ancestral Seat: The Pale Tower

Associated Aspects: Taciturn, Honourable, Mercenary

Barred Aspects: Coward, Priest, Courtier

Description: The House of Dalesham was founded by Gareth Dale, an adventurer and distant relation of the Sweetwaters who was a close friend and companion of Gawain X and who made a fortune selling artefacts recovered from the Bluemist Expedition. The greatest dishonour blackening their family name occurred in the reign of Gawain XX, when it was discovered that the notorious Dalesham murders were the work of Mortimer Dalesham. The Daleshams have always had close ties to the Pendragon Legion so the discovery that one of their own was a murderer was a deeply shaming experience which still affects their thinking. They tend to assume that other nobles are suspicious of them and they have a great fear of irrationality and the 'curse' of Sweetwater madness, even though Mortimer remains the only example of any Dalesham acting in such a manner. They tend towards a morbid melancholy and an ascetic rejection of vice in all its forms. Their lands are poor for farming and generating revenue so many still adventure in continuation of the tradition set by their founder. They are also known for the excessive number of their family who reject all worldly trappings in favour of the life of mendicant Seraphic monks.

Many of these worthies retreat to an isolated existence as hermits in the Greyfang Mountains, whilst others oversee mines operating in the same region. Whilst some scoff at this self denial, it does seem to please the Ascended, as records indicate that an equally unusual number of Daleshams have had visionary or actual encounter with the Seraphim and even, on occasion, the Druidim Hold Nikar, who seems to take an especial and unexplained interest in the House. The members of the House, regardless of their relationship with the ancient Druidim, are excellent mountaineers and lovers of the wilderness. This gives them much in common with the House of Tidesford.

Allied Minor Houses: Northdown, Stenton, Westdown, Lannerton, Burrel, Pale, Pine, Gale, Dunworth, Willow



House of Dantesham

A House of reckless, brave, scarred knights and scholars

Founder: Theodore Dantesham

Current Baron: Aldin Dantesham

Significant Relatives: Merlin Dantesham, Miles Mistle, Percival Grey

Heraldry: Three Concentric Gold Circles on a Green Background

Ancestral Seat: Scar Castle

Associated Aspects: Educated, Scarred, Witchfinder

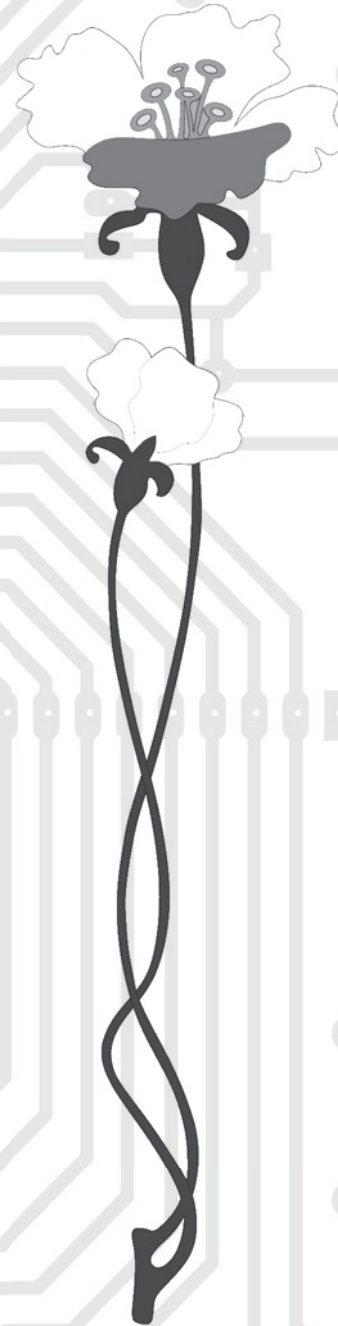
Barred Aspects: Handsome/Beautiful, Wizard, Tomb Robber

Description: The most famous incident concerning the House of Dantesham occurred during the reign of Gawain IX when the city of Dantesham was destroyed by the Burning King. As the release of the Burning King was suspected to be the work of adventuring mages, the House has forever after had an implacable hatred of mages. They continually agitate against the Mages Guild and this distaste for all things magical also led Owen Dantesham to assassinate Gawain XV and take his place as Gawain XVI. Members of this House were also key players in the suppression of the Weeping Witches during the reign of XVI.

A curious feature of the House is that many of its members are born with facial scarring which resembles the results of serious burns. This has been a curse upon the family since the time of the destruction of the Burning King. The House has relentlessly quested for information regarding this curse and how it might be lifted, but in the process have acquired an obsessive love of scholarly pursuits to rival that of any Ebbsford. Unlike their rival House of scholars, the Danteshams do not restrict themselves to useful inventions or have any wish to recreate First Empire wonders. Instead they love all knowledge and frequently collect vast libraries filled with the most obscure volumes.

Many join the Seraphic Church in order to gain access to the ancient scrolls and documents held by the Church, or act as archivists and tomb guardians for other Houses.

Allied Minor Houses: Mistle, Hexingham, Hawthorne, Berwick, Marsdale, Bryn, Grey, Newgate, Falsby, Covenham



House of Tidesford

A House of calm, nature-loving, nimble archers

Founder: Edwin Tide

Current Baron: Percy Tidesford

Significant Relatives: Nemue Tidesford, Duncan Tidesford, Margaret Tidesford

Heraldry: A Black Bowman on a White Background

Ancestral Seat: Bowman Hall

Associated Aspects: Bandit, Druid, Calm

Barred Aspects: Sailor, Courtier, Clumsy

Description: The House of Tidesford are often considered almost a Minor House as they despise politics and rarely engage in the power-plays that consume many other noble Houses. It is easy to forget this quiet and reserved family as little legend attaches to their name and they rarely visit Camelot. What more ostentatious families forget however is that the Tidesford's are the custodians of the King's Ride Wood, which is often visited by members of the Royal Family. Descended from Edwin Tide, an archer who was one of Gawain V's most feared henchmen during the Stonedweller Purge, the House also has hidden depths of ruthlessness which particularly emerge in relation to the Stonedweller tribes, who the House watch closely and perhaps know more about than any other family. Their relationship with Stonedwellers is in fact a curious one, characterised by past atrocities and depths of current understanding. It is rumoured that the family were bandits and brigands who used the King's Ride Wood as a base before being ennobled by Gawain V.

They are known as excellent scouts and guerrilla fighters and often serve in those capacities in the Pendragon Legion. They dress and speak plainly and tend to be popular with the common folk who live at the edges of civilisation.

They do however distrust city dwellers and have difficulty interacting with rich or cosmopolitan families like the Sweetwaters or the Hilhams, whom they tend to dismiss as effete and useless. In turn they can also be considered uncouth and provincial.

The House of Tidesford is also noticeable in that they are followers of the Old Way, worshippers of nature and the Druidim. This is thought to derive from both their custodianship of the King's Ride Wood and the influence of their interactions with Stonedwellers.

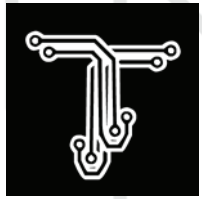
Allied Minor Houses: Mardell, Ellingham, Forge, Elmstree, Frohill, Doseby, Houndsly, Fallow, Edgesmith, Woodbridge



Designing

1d20

Noble Families



The tables given below can be used to quickly flesh out the details of a noble house described above or any new Pendragon noble house described by the GM.

Most Famous Event

This table describes the single event for which the House is most often remembered by others or which they themselves celebrate. It is likely that a bardic song tells this story, though for minor houses the verses may be known only to bards from the immediate vicinity of the houses's ancestral lands.

GMs should consider allowing players to describe this event themselves, and apply bonuses in situations where a recitation of the event may aid a character (persuading individuals loyal to the house, or who benefitted somehow from the original event, or who would be likely to respect that kind of achievement.

Conversely, negative adjustments to roles may also result from the event-for example if the castle their ancestor razed belonged to an ancestor of the person they are talking to!).

1. An ancestor invented a device
2. An ancestor recovered a treasure
3. An ancestor founded a town
4. An ancestor had a disastrous affair
5. An ancestor saved the life of a more powerful lord
6. An ancestor slew a more powerful lord
7. An ancestor served the King directly
8. An ancestor served a Queen directly
9. An ancestor cleared a dungeon
10. An ancestor slew a monster
11. An ancestor interacted with a Dragon
12. An ancestor interacted with an Ascended
13. An ancestor razed a famous castle
14. An ancestor won a famous tourney
15. An ancestor won a famous battle
16. An ancestor lost a famous battle
17. An ancestor committed a terrible crime
18. An ancestor fought the Stonedwellers
19. An ancestor destroyed a cult
20. An ancestor built an Abbey



Ancestral Wealth Comes From:

This table describes the primary origin of the riches of the House. They may well have diversified the nature of their enterprises in subsequent years, or seen their fortunes wax or wane.

1d12

1. Land grant from King or Queen
2. Land grant from more powerful Lord
3. Shipping
4. Exploration
5. Adventuring
6. Dungeon Clearing
7. Invention
8. Battlefield Promotion/Ransom
9. A Powerful Artefact
10. Ties to the Church
11. Trade
12. Crime

Attitude of the House:

This table presents a key characteristic of the House. Most noble Houses can be judged primarily by their relationships with other traditional powers—the Seraphic Church, their own Lord/Major House, the Gawainite Monarchy (the Crown), or even the Common People. Members of the House will be expected by other House members to act in accordance with these loyalties, and will be subject to censure and disapproval if they do not. A faultlessly loyal House will devote their efforts and resources towards aiding the group which claims their loyalty, whilst those who are resentful will seek to undermine, weaken and destroy the object of their hatred. A sensible House will conceal its resentment towards more powerful groups, and act in conspiratorial fashion rather than outright and obvious aggression.

If there is a Secret about the House, for example that many of them are Mages, this will always be concealed and the House will go to great lengths to ensure that outsiders do not become aware of their true nature. Secret Traders will have some possibly illegal commodity or resource which they are associated with, such as a trading partnership with Morganites that allows access to unusual goods. Secret Relations will have a unacknowledged blood connection with another power, perhaps to a Bishop or the Crown, or even an Ascended or a Morganite noble house. Houses will be skilled in both concealing and exploiting such connections.

1d20

1. Faultlessly loyal to Lord
2. Faultlessly loyal to Church
3. Faultlessly loyal to Land
4. Faultlessly loyal to Own Family
5. Faultlessly loyal to Allied Families
6. Faultlessly loyal to the Common People
7. Faultlessly loyal to the Crown
8. Faultlessly loyal to Own Interests
9. Resentful of the Lord
10. Resentful of the Crown
11. Resentful of the Common People
12. Resentful of Stonedwellers
13. Resentful of a Rival Family
14. Resentful of the Church
15. Resentful of Criminals
16. Resentful of Mages
17. Secret Cultists
18. Secret Mages
19. Secret Traders
20. Secret Relations

Strengths:

GMs should take the results of this table into consideration when the house is threatened by others. Does the Church speak up on the House's behalf when they are accused of heresy? Do other nobles warn them of potential dangers? Do the common people readily rally to their banners or show reluctance to revolt in difficult times? Even on an individual basis characters might be able to turn the reputation of their House to their own advantage, or find it a nuisance if the GM so wishes (merchants expecting good deals, thugs wanting to challenge someone from a House of renowned warriors).

1d12

1. Good warriors
2. Good sages
3. Good schemers
4. Exceptionally wealthy
5. Exceptionally charismatic to other nobles
6. Exceptionally charismatic to commoners
7. Respected by the Church
8. Supported by a Secret Power
9. Advisors to the King
10. Very loyal or skilled retainers
11. Exceptionally well-defended castle
12. Popular with merchants

Weaknesses:

The use of these weaknesses should balance out the strengths of the House. In many cases it will be no more than a reputation, but perhaps one linked to specific events in the history of the House which affect how others perceive it. Many members of a House may however be prone to the 'ancestral vice' indicated on this table, in which case it should affect associated rolls with an appropriate modifier. These weaknesses are excellent ways for a GM to get a character into interesting situations or dramatic trouble, but should not be over-used.

1d12

1. Tendency to boastfulness
2. Tendency to risk taking
3. Tendency to gambling
4. Tendency to doing the right thing even if damaging to themselves
5. Hungry for glory
6. Tendency to cowardice
7. Tendency to financial corruption
8. Tendency to spiritual corruption
9. Tendency towards foolish love affairs
10. Tendency towards treachery
11. Secret Enemy
12. Bound by a strict family code



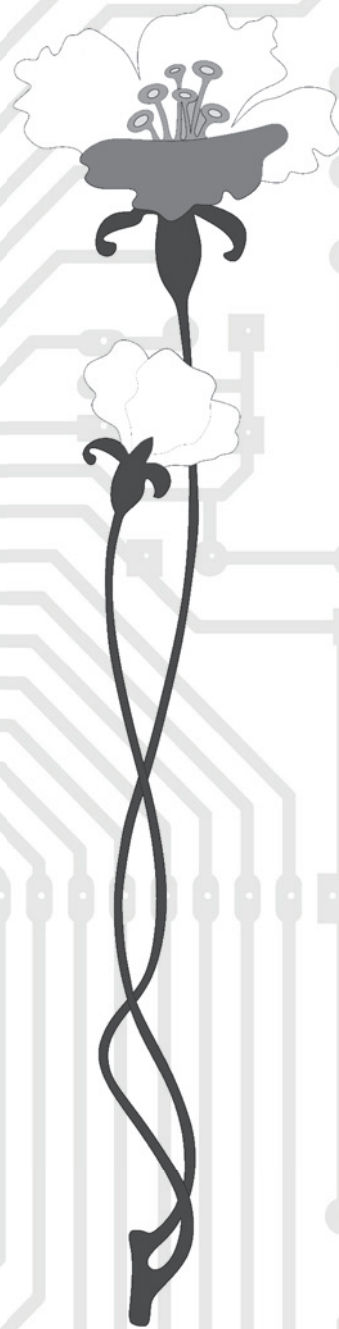
Motto's:

Every member of a House will be aware of and take pride in their motto, and may use it at times of stress to bolster their resolve. Whether this has any game effect is entirely at the discretion of individual GMs.

1d100

1. In Honour We Trust
2. Through All Adversity
3. Truth Before All
4. Pure of Heart
5. Beyond All Reproach
6. Valiant and True
7. Honest Counsel
8. Our Word is Firm
9. Strong as the Oak
10. Endure, Protect, Prosper
11. Let Tyrants Tremble
12. No Shame Endured
13. Giver of Gifts
14. No Blood Forgiven
15. Grave is Our Pledge
16. Family, Justice, Courage
17. For the Crown
18. Noble by Deed
19. Wisdom in Restraint
20. Quick to Defend
21. No Slander Brooked
22. For the Love of Virtue
23. Our Word is Stone
24. No Friend Forgotten, No Enemy Unpunished
25. Beyond All Fears
26. May the Right Decide
27. In Battle Forged
28. Lead by Example
29. First Among All
30. No Shadow Suffered
31. Mercy and Care
32. Suffer No Evil
33. Power for Good
34. Protect Our Right
35. Shield the Weak
36. Stern is Our Law
37. Better by Courage
38. Charity and Pride
39. All Know our Name
40. Glory Undimmed
41. Strength is Our Shield
42. No Sea Shall Drown
43. Gather the Lore
44. Great Are Our Deeds
45. Rise, Vanquish, Grow
46. Faithful to the Last
47. To be Feared
48. Fervent in Devotion
49. Worthy of Trust
50. Rich in Blessings
51. Time Shall Heal
52. Know No Sin
53. Be Bold
54. Forged in Fire
55. Against All Storms
56. To Mock All Fears
57. None May Question
58. The Sword Decides
59. We Abide
60. Respect Our Name
61. Calm in all Adversity
62. Wedded to Peace
63. Onward to Glory
64. Champion the Poor
65. Renounce All Sin

66. Laughter Cures
67. Shelter of Secrets
68. In Quiet Strength
69. Courtesy In Everything
70. Of Honest Deed
71. Breaker of Chains
72. A Pledge is Given
73. Of Certain Worth
74. Sword Before Shield
75. Undying Honour
76. For Our Ancestors
77. We do not Flee
78. Deep as the Mountain
79. Power, Pride and Purity
80. Together We Rise
81. Tear Down the Walls
82. All Foes Shall Suffer
83. Old as Time
84. An Army Alone
85. Death is not to be Feared
86. Bow to No Man
87. We Show the Way
88. Boldly Done
89. Through Patience, Triumph
90. For the Country
91. We Conquer
92. Yield Not
93. Fidelity and Largesse
94. For Love of Danger
95. Prudence in Peace, Valour in War
96. Never Broken
97. Doubt Us Not
98. Patience and Reason
99. Dare All Things
100. Of Constant Heart



Noble Shields:

The following formula can be used to create the shield of the House, which will be displayed on the surcoats, banners and flags of the House. Displaying these in battle is a matter of pride, having them captured a cause of shame which the House will be compelled to rectify if it wants to continue to be taken seriously. Noble houses have been known to pay hostage payments not just for captured relatives, but for their shields too.

A (NUMBER) of (TABLE ONE) (TABLE TWO) on a (TABLE ONE) Background.

To select the number of devices on a shield, simply roll a d4 or a d6. These devices may be quartered or presented in a line in the middle of the shield or in diagonal lines across the shield.

Shield Table One:

1. White
2. Black
3. Red
4. Grey
5. Green
6. Blue
7. Orange
8. Gold
9. Silver
10. Bronze
11. Brown
12. Yellow

Shield Table Two:

1d100

1. Acorn
2. Anchor
3. Apple
4. Arrow
5. Ash Tree
6. Axe
7. Barrel
8. Basilisk
9. Bear
10. Bell
11. Book
12. Bow
13. Bridge
14. Butterfly
15. Candle
16. Castle
17. Cat
18. Chimera
19. Circle
20. Club
21. Cockatrice
22. Conch Shell
23. Conifer Tree
24. Crescent
25. Crocodile
26. Cross
27. Crossbow
28. Crown
29. Cup
30. Dagger
31. Deer
32. Diamond
33. Dog
34. Dolphin

35. Dove

36. Dragon

37. Eagle

38. Elephant

39. Feather

40. Fish

41. Fox

42. Giant

43. Goat

44. Griffin

45. Gun

46. Hammer

47. Hand

48. Harp

49. Hawk

50. Heart

51. Helmet

52. Heron

53. Horse

54. Hourglass

55. Key

56. Lance/ Spear

57. Leaf

58. Lily

59. Line

60. Lion

61. Man

62. Manticore

63. Moon

64. Oak Tree

65. Octopus

66. Other Tree

67. Owl

68. Peacock

69. Pig/Boar

70. Plough

71. Raven

72. Rose

73. Sceptre

74. Scroll

75. Scythe

76. Shark

77. Ship

78. Skull

79. Snake

80. Spider

81. Square

82. Stag

83. Stalk of Corn

84. Star

85. Sun

86. Swan

87. Sword

88. Thistle

89. Throne

90. Trumpet

91. Unicorn

92. Wave

93. Weasel

94. Whale

95. Willow Tree

96. Winged Horse

97. Winged Serpent

98. Wolf

99. Woman

100. Wyvern

Attitude of the Item on the Shield:

1d4

1. Rearing
2. Crouching/Leaping
3. Recumbent
4. Running