

LOCKWORK & CHIVALRY



Core Rulebook

2nd edition

by Peter Cakebread
&
Ken Walton



CLOCKWORK & CHIVALRY

Second Edition

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Printed in the USA.



Credits

DEDICATION

Ken: To the crew of the river barge *Alun*, remembering a voyage down the Reik, many years ago...

Peter: To Marie.

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System Reference Document: A System Reference Document for the *Renaissance* game engine (the OGL content of this book) is available for download at <http://www.clockworkandchivalry.co.uk>

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Introduction

*In which the gentle reader is first acquainted
with a world turned upside-down*

"People are governed by the pulpit more than the sword in time of peace."

- King Charles I

*"During the time men live without a common power to keep them all in awe,
they are in that condition called war; and such a war, as if of every man,
against every man."*

- Thomas Hobbes

Welcome to the world of *Clockwork & Chivalry*. A world of powerful magick and strange clockwork technology. A world where two factions fight for the future of England, while the ordinary people try to get by. A world in which odd religious sects and radical political movements are springing up amidst the chaos of a land torn apart by war. A world where the rising efficiency of the Machine Age meets the last flowering of the Age of Chivalry.

It is December 1645. For the last five years, an increasingly bitter Civil War has been fought between King Charles I and the English Parliament (which consists mostly of minor Gentry). The Royalists (often known as Cavaliers) fight for the King's right to rule the country; the Parliamentarians (often known as Roundheads) fight for the same thing. Both sides claim that they are the patriots, fighting to save their country from rebellious traitors.

But it is not so simple as that. Religion plays a large part in the war. The Royalists of the Anglican Church (and

their uneasy allies, the Catholics) want a Christian church ruled from the centre, with the King as its head and a hierarchy of bishops, steeped in tradition and ceremony. The Puritans, on the Parliamentary side, see religion as a more personal thing, where churches choose their own priests, and pomp and ceremony are done away with.

There is another strand to the conflict. Many on the Royalist side are fighting to keep the old privileges of the aristocracy in the face of a rising middle class, while many on the Parliamentary side are attempting to create a different society with themselves in charge instead. Broadly, the Royalists fight to restore royal authority and Parliament fight to assert their authority over any monarch - although the more radical Parliamentarians hope for more: a fairer world for all.

It is a convoluted conflict in which motives shift and people change sides, fanatics convert others to their cause or are themselves converted. There is no black and white, no good and evil; only shades of grey - and

everyone claims that God is on their side.

In recent times, both factions have begun to use new scientific discoveries to help in their war effort, with devastating results. The Royalists have increasing numbers of scientific Alchemists in their ranks, who can cast spells and create magical potions to help the war effort; the Parliamentarians have created complex clockwork mechanisms, fighting machines and vehicles. Both sides see the others' new techniques as an abomination in the eyes of God, and so the two have grown even further apart.

There are fanatics in both camps, while in the middle, the ordinary people try to get by, taxed and plundered by Parliament and King alike.

In June 1645, the battle of Naseby shook the country to its core. The Parliamentarian leader Oliver Cromwell gathered his clockwork forces *en masse* to face Prince Rupert, King Charles' cousin, and the Royalist Battle Alchemists. The devastation was appalling, thousands dying in mere minutes. But that was not the most appalling thing; in the midst of the battle the King himself was captured by Parliamentary forces. Immediately afterwards he was tried for treason and summarily executed!

The shock waves from this deed have spread throughout the nation. For centuries people have been taught that there is a hierarchy in society; God is the king of the Universe; the monarch is the king of England; the husband is the king of the family. Now a link in that chain has been broken, and people have begun to question the whole concept of the "Great Chain of Being." If the king need no longer be obeyed, what other hierarchies can be ignored? Peasants need no longer respect their lords; wives and daughters may be equal to their husbands and fathers; maybe God Himself can be called into question. The world has been turned upside down!

In the six months since Naseby, both sides of the conflict have pulled back to their own territorial areas, and a kind of cold war has settled in. The Parliamentarians have done their best to hunt down

and eliminate any Alchemists in their lands, while the Royalists have done the same with the clockwork-making Mechanical Preachers. Both sides are involved in mopping up pockets of resistance in their own territories, embattled towns that still hold out against besieging forces. Large parts of the Midlands are now known as the Debatable Lands, where neither faction holds sway and law and order has completely broken down.

Small religious sects have multiplied, many with strange beliefs that most would consider heretical; political groups are exploring new ways of organising society. Everywhere, strange communities of like-minded people are being set up, experiments in alternative living.

In the Parliamentarian lands (with their capital in London), Oliver Cromwell has been declared Lord Protector; he has banned Christmas and all other such frivolous celebrations. In the Royalist lands, Prince Rupert rules on behalf of the dead king's son, Charles II, who is currently living in exile in France. The winter of 1645 has been one of the coldest in living memory - some say it is a punishment for the sinfulness of England's people, others claim the weather has been disrupted by the spells of the Alchemists.

Starvation threatens many, as the economy is on the verge of collapse; and the spectre of disease lurks in the wings. Despite the grim times, in contrast (and opposition) to Cromwell's austerity, Rupert has insisted on attempting to restore the lavishness of courtly life to his Oxford capital.

It is December 1645. The people shiver in the cold and husband their meagre resources. The Alchemists are out of sight, working late into the night in their laboratories amidst the stink of sulphur. The Mechanical Preachers' workshops are filled with the clang of metal and the ticking of vast mechanisms. Priests and preachers of every sect and creed send up their prayers to God. There is an uneasy peace upon the land; all know that it can't last.

What is a Role-playing Game?

Role-playing games are “Let’s pretend” for grown-ups. Players take on the roles of characters in an imaginary world (in this case a fantasy version of the English Civil War), and play out adventures. To avoid the old children’s arguments of “I shot you!”, “No you didn’t, I’m wearing bullet-proof armour!” there are rules, and dice are rolled to see whether (for instance) the shot hit, and whether the armour provided any protection. In overall charge of the game is the Games Master, who presents a story to the other players, adjudicates the rules, and keeps the game moving. You don’t need to dress up and run around, everything can be done around a table with a bunch of dice, some paper and a few pencils.

A role-playing game can last as little as two or three hours, but many games involve long plots that carry on from week to week like a TV series, the characters gaining experience and new skills, defeating old villains, meeting new ones and generally acting like heroes. If you’ve only ever played computer role-playing, you’ll find this a whole new experience – you can say exactly what you want to say, attempt to do whatever you want to do, and the Games Master can tell you what happens – unrestrained by the limits of a computer game’s programming. You’re limited only by your imagination – and I don’t know about you, but my imagination has the best special effects ever!

WHAT WILL I NEED TO PLAY?

So, what else will you need apart from this book, a bunch of friends and some imagination?

A SET OF POLYHEDRAL DICE

These are obtained from either online suppliers or your local game store. As well as the familiar six-sided dice that come with most board games, you will need dice with four, eight, ten, twelve and twenty sides. Dice are referred to as Dx in the rules, where x is the number of sides of the dice. For example, D10 refers to a ten sided die.

The most commonly used dice are D100, not actually a hundred sided die but two D10s (usually of different colours) that are rolled together. Before the dice are thrown, it is decided which will be tens and which will be units. E.g., if you have a green D10 and a red D10, you might decide that the red one is the tens die. If you roll 7 on the red die, and 4 on the green die, you would read this as 74. If you get 00, this counts as 100, not zero.

Sometimes the rules will tell you to roll 2D6, or 1D8+4, or something similar. 2D6 means roll 2 six-sided dice and add the results of the dice together. 1D8+4 means roll 1 eight-sided die and add 4 to the result.

PAPER

You’ll need paper for taking notes and drawing maps or other explanatory pictures and diagrams. Each player will also need a character sheet – either photocopied from the back of this book, or downloaded from <http://www.clockworkandchivalry.co.uk>.

MINIATURES?

Some people use miniature figures (or buttons, bottle tops, small china penguins and the like) to help keep track of where characters are, particularly in combat. For those striving for authenticity, rather than just wanting some handy markers, there are numerous manufacturers who produce English Civil War miniatures in a variety of different scales. Some Games Masters create elaborate battle maps for their fight scenes. Other players totally ignore such game aids and everything goes on in the imaginations of the players. It’s entirely up to you what suits you best!

English Civil War?

Some readers may be unfamiliar with the English Civil War and at something of a loss as to the “feel” of the period in which the game is set. Although the politics are rather different, *Clockwork & Chivalry* is set firmly in the same swashbuckling period as Alexander Dumas’ *The Three Musketeers*, familiar from stories and movies. In fact, the second Musketeers novel, *Twenty Years After*, sees D’Artagnan and friends in England, attempting to save Charles I from execution at the hands of Parliament.

Although there is a lot of historical material available (both in books and on the internet) that can be used in your games, we’ve tried to make the game as self-contained as possible – there’s enough material here that you can, if you wish, just treat the game as a fantasy world and forget its connection to real history!

Introduction to the 2nd Edition

The first edition of *Clockwork & Chivalry* required the use of Mongoose Publishing’s *RuneQuest II* rules, which are no longer available. This new edition contains all the rules needed to play, using the *Renaissance* system that was especially developed to support *Clockwork & Chivalry*, and is based on the fine *OpenQuest* rules developed by Newt Newport (for more information on *OpenQuest* see <http://d101games.co.uk>), and Mongoose Publishing’s *RuneQuest* System Reference Document. The *Renaissance* rules have been produced under an Open Gaming License (OGL) and are available from <http://www.clockworkandchivalry.co.uk> as a free download. You can use the *Renaissance* rules however you wish and incorporate them in commercially-

produced games of your own, as long as you abide by the terms of the OGL.

Fans of first edition *Clockwork & Chivalry* may be wondering what’s changed. Very little, you’ll be pleased to know. We’ve taken the opportunity to incorporate some material from other supplements into the core rulebook, but no changes have been made to the game world, apart from a change in prices to better reflect the 17th century economy. If you want to convert your game from 1st edition to 2nd edition, the changes are quite minor, and a conversion sheet is available on our website. Players familiar with the old rules should familiarise themselves with the combat and witchcraft rules in particular, which are significantly different in certain details. If you prefer to continue using the old rules, new supplements will require only minimal conversion.

THE KINGDOM & COMMONWEALTH CAMPAIGN

Everything you need to play *Clockwork & Chivalry* is in this book. But if you fancy an epic campaign taking your Adventurers the length and breadth of England, to Paris, and even to the Moon, look out for the six-volume Kingdom & Commonwealth campaign, also available from Cakebread & Walton and Cubicle 7. The first four volumes, converted to the *Renaissance* system, will be out soon. These are *The Alchemist’s Wife*, *Thou Shalt Not Suffer*, *No Man’s Land* and *Quintessence*. The final two volumes, *Hobbes: Leviathan* and *London Calling* will follow in the coming year. And look out for further *Clockwork & Chivalry* supplements, as well as other *Renaissance* system games in the future!

PLAY AIDS

At the back of the book you will find a blank character sheet, six ready-to-play Adventurers, and a compilation of useful tables, printed on a white background for easy copying.

Naseby

"I tell you, we will cut off his head with the crown upon it."

- Cromwell to the Trial Judge, at the trial of Charles I,
July 3rd, 1645

*"I tell you (and I pray God it be not laid to your charge) that I am the martyr
of the people."*

- Charles I at his execution, Whitehall, July 5th, 1645

Early morning, 14th of June, 1645. One mile north of Naseby village, Northamptonshire

As the armies faced each other, it was clear that the day was going to be bloody. King Charles' army was so much smaller than the Parliamentarian force; yet it was known that the New Model Army was not up to strength. It was full of raw recruits and they had not the necessary time to prepare. Yet the events of that June day were savage beyond all expectation, and were to change the history of English warfare for ever; indeed, the world would never be the same again.

The two forces drew up on opposite ridges, a wide open space before them. The day was bright and sunny, although the undulating ground was, in places, glistening and sodden. Scouts had reported back to their leaders, giving dispositions as best they could, uncertain as to what they may have missed; the far side of each slope could hide much, and the enemy sentries made it nigh on impossible to discover what may be concealed.

Fairfax, commander of Parliament's New Model Army, ordered his entire force to move westward along the ridge. He wanted to tempt the King to strike and knew that the land below the western slope was drier and shallower. It was also

nearer the front of his main encampment. Such a move seemed to suggest a lack of confidence; perhaps he believed he might lose his camp and baggage if he were not adjacent to it.

Charles was uncertain. His nephew, Prince Rupert, had urged him to fight, but he lacked a full army. The dissolute and unreliable Lord Goring remained with his forces in the West Country and even Rupert himself had not taken to the field, as of yet. Reportedly, the Royalist commander had been delayed by some all-consuming tasks with which he and his fellow Alchemists had been occupying themselves for days. It seemed absurd; the Cavalier Prince should have been concentrating on the matter at hand.

That morning, before light, Charles had heard an almighty roaring approaching the battlefield behind his enemy's lines. The advancing horde must be overwhelming in numbers. Yet now, as he surveyed the ridge before him, he saw an enemy that was substantial, but not unbelievable. As long as Rupert arrived in time, the day could still be theirs. Maurice and his other commanders took the decision out of the King's hands. Seeing the enemy army disordered by its westward move, and seeing Fairfax hastening to a position in front of what must surely be his own camp and baggage, they sensed that no better opportunity would present itself. They ordered a

general advance.

Ponderously, but in disciplined and orderly fashion, the entire Royalist army descended from its slope and began to form up for an orderly assault. The Parliamentarian army appeared ill-prepared. Whereas the Royalists were formed in blocks and lines, the Roundheads appeared to be struggling to organise themselves. Parliamentarian troops wheeled at the top of the ridge, coming in and out of view as they attempted to turn to face the advancing enemy.

It seemed doubtful that they would turn in time. There was a large gap in the centre of Fairfax's regiments. The New Model Army seemed to be two separate armies, rather than one united force. Encouraged, the Royalists continued their steady advance, astonished that they might reach the ridge without having to fight their way up, yard by hard-pressed yard.

There were no real cannon to make mischief during their approach. The Royalists began to wonder what the Roundheads were up to as they saw small groups of the enemy pulling what were perhaps heavy guns onto the ridge. The Royalist officers commanded their men to be steady. Were the Roundheads mad? They would never bring cannon to bear accurately in time, and even if they did, they would be taken in short order, without a doubt. What ill-proposed strategy was this?

As they marched onward in the growing heat of the morning, the most forward of the King's regiments could see that what the opposing soldiers were wrestling with were not cannon. They were cylindrical metallic bundles, but they lay side-on at the top of the ridge, not facing outward as cannon might. Parliamentarians scrambled to pull levers, and the bundles began rolling down the slope, picking up speed as they travelled. As the bundles got closer to the forward units, the troops could see that flashing blades projected from around the central wheels and column of each of the devices. However, the troops did not panic yet. Perhaps through lack of familiarity, the King's men continued their advance into the face of the spinning blades. Most were fortunate. The bundles lacked an operator to direct them, and they mainly veered off from their planned course. Two entangled themselves together, others followed paths through gaps in the Royalist lines. They gave off a strange mechanical

whirring noise, as though propelled by more than the force of gravity.

The Royalist foot watched, puzzled at the ineffective assault. Were the Roundheads going to throw rocks next?

Then one of the whirling bundles ploughed into a body of pike-men in one of the rear regiments. The blades did not stop as they slewed into the front rank, but continued forward with great force, creating a trough in the heart of the regiment, propelling themselves through the ranks of the hapless soldiers. Blood arched into the air amid the screams of the dead and dying as the pike-block collapsed entirely.

It seemed there were no more bundles to be released imminently, and the horrified Royalist commanders urged their troops to charge before more could be readied. The men of the Royalist army roared battle-cries and surged forward, preparing to widen the gap between the Parliamentarian armies and completely destroy their rear. But their cries of "For God and the King!" were strangely drowned out. Men were temporarily deafened and looked at each other in confusion and bewilderment. Then they saw the Clockwork Regiment take to the field for the first time.

Over the ridge came three impossibly large machines; seen from the front, they seemed like solid blocks of metal; but from the side, they were warships on wheels. The three Leviathans, "Faith", "Hope" and "Charity" had entered the battle. It took a minute for them to reach the Royalist centre from the top of the ridge, and their foes collapsed. Like a flimsy house of cards being swept over in the breeze, within seconds of impact, entire regiments broke before the Leviathans. The drivers aimed for the mass of pike-men, cannon opening up from gun-ports to sweep the sides, as the Leviathans remorselessly crushed any who stood in their path. The roar of the cannon, the sight of men slaughtered where they stood, unable to dodge the wide frontage of the metal monsters, and the utterly inexplicable nature of what was occurring, rooted the Royalists to the spot.

War is always appalling, yet this was not war. It was like a giant beating a child; it was carnage, plain and simple. Time and time again the Royalist regiments reeled under the assault, as the Leviathans turned to select another regiment to victimise. Many broke and ran, and that saved a few. But

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as they broke, Cromwell unleashed the next phase of his brilliant, cruel plan.

The already shattered regiments were now set upon by brutal, fast moving, smaller machines. To the quivering enemy soldiery they appeared to be parodies of warhorses, but larger and with the punch of a battering ram. Balanced on two spiked wheels that churned the field to mud, each fronted with a horse's head of brutal riveted metal, the Ironsides assaulted the flanks of the miserable Royalists. Led by Cromwell himself, the machines' riders accounted well for themselves, the drivers expertly manoeuvring their machines, a second rider on each discharging pistols, ready to take over should their companion fall. Mercilessly they crashed, again and again, into the desperate Royalist soldiery, who were too preoccupied with evading the Leviathans to dodge the Iron Horses as well.

Fully a third of the King's force, most of the frontage of his whole field army, now lay dead or dying. Some regiments had been reduced to pitiable single figures, standing forlornly amongst their broken brethren, shaking uncontrollably, wretchedly waiting for the final impact that would finish them. The time it had taken to so reduce Charles' already outnumbered force had been minutes, not hours, from the first machines being unleashed. To the frightened Royalist foot-soldiers, these moving creatures of metal seemed demonic, some evil parody of living flesh, created by madmen in defiance of God's natural laws.

There was a pause in the slaughter. The Leviathans reversed, now crushing those that had already fallen, groans silenced beneath the huge wheels. They stopped at the front of the Parliamentary line. They lacked the power to charge again; their trained crews followed Cromwell's strict orders and kept enough in reserve for one final, slower push, if it were needed. If there had been a Winding Station a little closer, they could have recharged their clockwork machines and finished the job themselves, they were sure.

The Iron Horses, too, were all but run-down. Their riders reorganised, content that they had helped win the day in the most spectacular fashion. Now the Clockwork Regiment paused, waiting for the regular army to move forward and finish the job. The Parliamentary forces sensed that it was time to complete the rout. Cromwell, scanning the horizon,

urged them to hold for a moment longer, but Fairfax was determined that at least some of the glory should go to him and his regular command.

The King, seeing his centre smashed, gathered his scant reserve and advanced. The Earl of Carnwath desperately moved toward the King, to urge him to desist from his pointless folly. The Leviathan "Faith", its cannon spewing forth death, had front-mounted guns, though her sisters' guns were confined to the sides. It fired now, and the ground heaved, desperately close to the King's Lifeguard. The shrapnel that kicked up from the shot sliced skywards, removing the Earl's scalp from his head. He fell forward, as doomed as the King he had tried to counsel.

It could only be a matter of time now before the end came for the Royalist cause. What seemed likely to be the final blow fell. Cromwell had back held a small reserve of Iron Horses. He had been waiting for the moment and now it had come. He waved them forward impatiently, unable to follow himself, as his own machine had wound down to a stop. He wished he had time to commandeer one of his trooper's mounts, but knew speed was of the essence. The small group of Ironsides charged directly at the King. Charles saw the approaching riders roaring towards him. He clenched his jaw and, shaking off the entreaties of his surviving advisers and guards, turned to face the approaching machines.

His honour and courage did not fail him. He lifted his sword and, first trotting, then galloping, charged at his enemies. His companions were left with little choice but to follow. But they were too few and lagged too far behind their monarch. Bravely, foolishly, or both, the King had committed his last desperate military action of the Civil War.

The King's entire army watched as he was overwhelmed, pulled from his horse, and unceremoniously dragged towards the Parliamentary lines. The victorious Ironsides were evidently under orders to capture Charles, not kill him. The King's companions carried on, but were met by the full force of the New Model foot supported by a few horsemen; meanwhile the main New Model horse cavalry began its descent from the slope. The whole Royalist Army groaned, rippled and appeared to break. This much-abused body of men could take no more. With their leader gone, and lacking the numbers to attempt a retrieval, they had no cause for which to

fight; it appeared the war was over.

Had Charles waited but a few moments more, things would have been so different. There was a sudden movement from the flanks. The main body of Royalist cavalry had arrived at last. But surely too late. They had not the numbers to save the day. The King was lost and the Parliamentarian foot trudged onward to meet the remaining, ragged, Royalist regiments in the centre, to put them to flight or death. Confident of making short work of Prince Rupert and his men, Ireton wheeled the bulk of the Roundhead cavalry to protect one flank, while the remaining squadrons took the other.

The mounted wings of the Roundhead army could not believe what they were seeing. The Royalists were milling around; having at first appeared to be preparing for a charge, many had now dismounted or were otherwise disordered. The Parliamentarians spurred forward, amazed by their good fortune and their enemies' stupidity. Now it was their turn to be surprised. As their cavalry trotted out confidently to see off the enemy, sealing the smashed Royalist army's fate for good, they were met with a plague of assaults.

A group of Cavaliers could be seen on the ridge – some appeared to be drawing patterns on the ground, while others held glowing stones aloft and chanted phrases of Latin. Without warning, dark clouds began to boil up out of the clear blue summer sky, and the heavens opened. Torrential rain fell across the whole battlefield. The light became dim, as though dusk had fallen in a moment. Almost instantly, the Leviathan "Charity" bogged down in the rapidly deepening mud, its wheels spinning uselessly, throwing up great arcs of black slurry into the air. Bolts of lightning slammed into hapless New Model cavalrymen. Frightened mounts wheeled away from the thin Royalist line, and their riders were powerless to control them. The Ironsides struggled to manage their Iron Horses, skidding and slithering as they attempted to get out from under the unnatural rain that threatened to damage the workings of their mechanical mounts.

And now came further horrors. From the circles drawn by the Alchemists on the hill, huge figures of animated water formed. Most were humanoid in form, shimmering with rainbow colours as if surrounded by spray. But one took the form of a gigantic fish, which seemed to swim across the battlefield like some enormous predatory pike, engulfing

enemy soldiers in its watery bulk so that they died of drowning on a summer's day, far from the sea. Four striding figures, like waterfalls in human form, twelve feet tall, strode in the wake of the elemental fish, drowning all they engulfed. The Parliamentarian cavalry turned tail and ran, pursued by some of the Royalist Cavaliers.

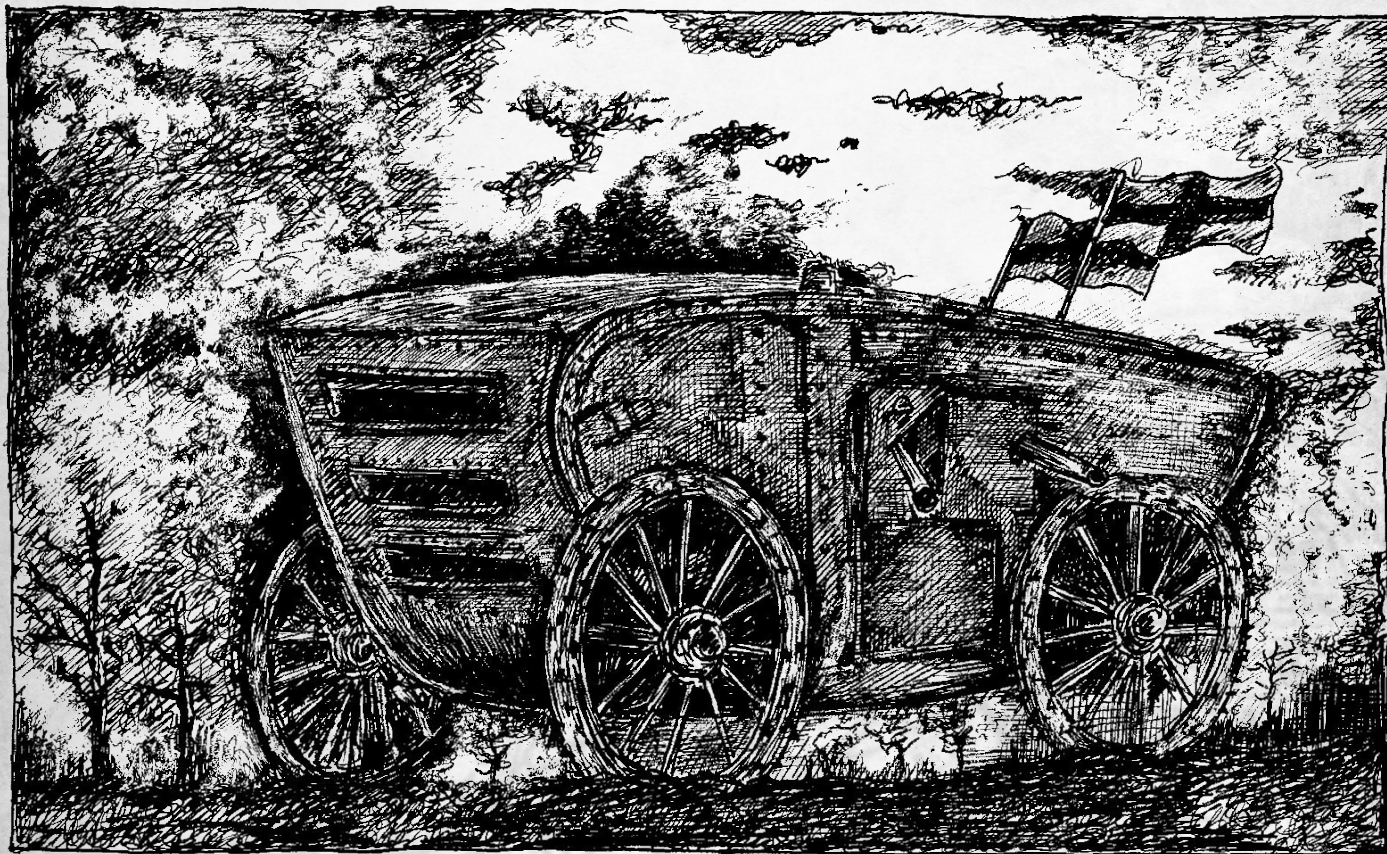
Rupert, for once, did not join the pursuit. He turned his attention to the main Parliamentarian flanks. He held a glowing orb in his hand, his companions likewise, and they advanced. It looked ludicrous, so few assaulting such a large force. But they held a magickal power, the full extent of which had not been seen before. How could such a supernatural force be resisted? As he advanced, his moves paralleled by his opposite number at the other side of the field, he commanded some of his other cavalry to skirt toward the front of the overwhelmingly large Parliamentarian field army.

While Rupert and his Alchemists concentrated on the flanks, his cavalry began to assault the Parliamentarian foot. The pikes bristled and muskets flashed, but the Royalists stopped very close to their opponent's lines. Despite receiving casualties from the Parliamentarian musketry, they stood, launching missiles into the enemy ranks. They were grenadiers, armed with potions supplied by Rupert and the Alchemists. They threw glass vials at the enemy foot-soldiers that burst in clouds of white mist, freezing the rain on the bodies of the Parliamentarians, so that they fumbled their weapons with suddenly frost-bitten fingers. Royalist musketeers rushed in, firing at the frozen troops with guns that seemed to spit five glowing bullets with each shot. Dogs were unleashed by Rupert's handlers, and as they ran through the Parliamentarian flanks, they suddenly exploded in gouts of flame and shattered flesh, causing gaps to appear as men fell around them, burned and bleeding.

As more of the huge Water Elementals began attacking the New Model regiments, and the battlefield glowed with magickal energies, the centre of the Parliamentarian army collapsed with alarming speed. The nervous recruits had thought they were going to mop up an outnumbered and beaten enemy. Now they saw their comrades, and the cream of their horse soldiery, falling to an unearthly foe.

Fairfax brought his own regiment of foot forward to steady the line, but to no avail. The battered remnants of the

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Royalist centre screamed with rage and charged. They sensed the potential to wreak revenge, heartened by the success of Rupert and seeing that the machines they had faced no longer seemed to be moving. They even threw themselves at the hulking Leviathans, aided by grenadiers.

The Leviathans "Faith" and "Hope" retired slowly from the field, slipping and slithering up the slope, their clockwork engines whining as they retreated. Cromwell urged them on, screaming for them to leave, scared he would lose his beloved machines if he lost the day. Yet they were sorely pressed. It was the gun crews that prevented their capture, firing desperately as potion after potion flew into the open hatches. Neither crew had more than half its strength as they hobbled behind the ridge and came to a rest. The Royalists did not pursue, neither wishing to over-extend themselves nor able to gather the numbers to safely do so, such was the packed mass of panicking Roundhead soldiery in front of them, too numerous to retire in order, breaking under the Alchemical assault.

The crew of the Leviathan "Charity" were even less lucky.

"Charity" took a direct hit from Rupert himself. Throwing a potion through an open hatch, he summoned a Fire Elemental within the machine itself. Flames gouted from the gun-ports and the screams of its crew echoed from within. It seemed the whole machine must collapse, but it managed to lurch from the battlefield, its huge wheels flinging up clods of earth as it scrambled desperately up the slope. After it finally came to a halt, and once the Mechanical Preachers from the Parliamentary camp could bring themselves within range of the heat, it was clear that there was no-one alive remaining in the vehicle. Had the drivers survived long enough to drive it to the ridge, or had their ghosts finished the task before departing?

As suddenly as they had come, the clouds dissipated, leaving the men of both sides blinking and dripping in the sudden sunlight. The Water Elementals, their jobs done, collapsed into puddles of harmless water. Despite the loss of life, Cromwell ordered his troops to protect any immobilised machines still on the battlefield. They were dragged and manhandled through the mud where practicable, and many men fell accomplishing the salvage. The Royalists could no

longer press. They too were exhausted and reduced now to a scant two thousand. As the Parliamentarians moved off, wary of roving Alchemists, Rupert ordered his men to safety, before the Parliamentarians could realise that all Magicks had been expended and his numbers were so pitiable. So many lay dead in the field now, even more lay wounded, and the majority of both armies were hopelessly scattered, lying exhausted on the verges, or hobbling to retreat from now imagined enemies to their rear. Both sides' camps were a chaotic mess, dazed soldiery ignored, as the overwhelming numbers of casualties began to arrive.

Perhaps the tragedy can be reduced to the example of the two Commanders, Charles and Fairfax. Both had bravely lined up to do battle, both had been shocked and wrong-footed by the course the battle inevitably took. Both stood bravely, despite the alien nature of the fighting, and both were thus doomed.

Then there is another story. That of two very different men, Cromwell and Rupert. Both wielded such a power to destroy, a power that was beyond anyone's capacity of understanding, perhaps even their own, before that fateful day. Their story continues. Whether it will be a tale with a bloody conclusion, or one of perpetual war, is yet to be seen.

AFTERMATH

Figures squelched through the mud of the battlefield. Some looked for loved ones, others prised valuables from the fallen. All was silence, the living hunched up, faces covered with cloth. Sulphurous fumes still hung in the air and rivulets of blood merged with alchemical tainted sludge, leaching into the mud, polluting springs and poisoning the source of the River Avon. Fairfax was never found; a scorched husk was identified as his horse and the few survivors from his regiment draped a fallen flag over the burnt carcass before retiring, thoroughly beaten.

Rupert drew his own scattered forces to Oxford, having neither the will nor ability to fight on and seek his uncle. His powers were exhausted and his numbers so few that the wretched enemy must overwhelm them, if they pressed too far. Most of his regular troops were in shock; it was hard to tell whether the shock was due to the clockwork horrors, the loss of their compatriots and the king, or the sight of the carnage that the Battle Alchemists themselves had

perpetrated.

London was soon awash with reports of magick and death; innocents were dragged from their beds and hung or burned; the frightened populace assumed every physician, scholar or eccentric was a potential Alchemist and Witch. A summer storm over the Parliamentarian capital caused mass panic as the populace convinced themselves that Rupert was upon them. When the hysteria died down, suspicion and malice still hung in the air, unexpended by the further bloodshed.

Cromwell, scared that Rupert might dispense a force of Alchemists to free the King, or have some other trick with which to conjure the King from captivity, gave Parliament an ultimatum. Support him or prepare for the scaffold themselves. Was it a concerned warning to the irresolute, pointing out the consequences if their fight for freedom should fail? Or was it a threat? Members resigned or were removed, and the tame Parliament that was left assented to a swiftly planned trial of the King. It was hard not to. Damning letters were found to incriminate His Majesty – Charles had thrown in his lot with Papists and seemed willing to promise anything to anyone who might restore his throne. But far worse, his army had already employed devilish magicks. No Godly man could forgive the use of such satanic powers.

Thus it was with the most perfunctory of trials, and a hastily signed warrant, that the King's fate was sealed; such undue haste was prompted by fears that Charles might yet be saved by some diabolical assistance. Charles could not believe it. He was led to the hastily erected block in Whitehall and, amid a sullen crowd, said his last words and was executed. His head was removed with one blow, held aloft briefly by the masked executioner, and the crowd dispersed.

If the Parliamentarians had hoped the regicide might be an end to the matter, they were to be sorely disappointed. Neither side could forgive the atrocities that had been committed at Naseby. Rupert and Cromwell both knew that none could be spared now, so brutal had the war become. It was too late for compromise while one of them lived. Rupert raised his standard for Charles II at Oxford, although he urged the young Prince to stay out of the country, safe, until the time was right. Cromwell consolidated his grip on Parliament, purging more of his rivals, diverting resources to build an even bigger Clockwork Regiment, with which to

Introduction

conquer all England, and becoming charged with the title of Lord Protector. In most areas the conflict simmered to a stop, exhaustion and the need to gather resources setting the pace.

And thus, as we prepare to say farewell to 1645, the die is cast. Old foes view each other warily over siege lines; hawks

in their respective camps hone their blades, wind their machines and create their potions. And the common folk? Mostly they quake with fear, praying for peace and some prosperity. They yearn now for stability – and, for an end to the madness.

GLOSSARY

This is a list of many of the technical terms used in the *Clockwork & Chivalry* rules.

Adventure: A single story in which the Adventurers have a part. Rather like a single episode of a TV series.

Adventurer: A character controlled by a player rather than the Games Master.

APs: Armour Points, the measure of the protection provided by armour. Represented by two numbers (e.g. 2/1), the first number representing protection against most weapons, the second against guns.

Attribute: Secondary attributes of your character, based on the character's Characteristics.

Campaign: A series of connected adventures involving the same Adventurers. Rather like an entire TV series.

CHA: Charisma (Characteristic), a measure of your character's attractiveness and leadership qualities.

Characteristic: A measure of your character's basic abilities: Strength, Constitution, Size, Intelligence, Power, Dexterity and Charisma.

Combat Action: An action taken in a combat round, which usually involves attacking another character.

Combat Round: A short period of about 5 seconds, during which a character in combat can perform a Combat Action, a Reaction and a Move Action.

CON: Constitution (Characteristic), a measure of your character's healthiness and ability to resist wounds, poisons, diseases and the like.

Critical Success: A roll of one tenth of a character's skill, which means that the task has been performed particularly well. A Critical Success during combat is called a Critical Hit and causes more damage than normal.

DEX: Dexterity (Characteristic), a measure of your character's agility, co-ordination and speed of action.

DM: Damage Modifier (Attribute), a die roll added to the damage caused by Close Combat weapons.

ENC: Encumbrance, an abstract measure of how difficult an item is to carry and lift.

Faction: The religious, political or social group that defines a character's beliefs and outlook on the world. Each character belongs to one Faction and may sympathize with additional Factions.

Fumble: A skill roll of 00, which means that the attempted task has been performed spectacularly badly.

Games Master: The player who comes up with ideas for adventures, runs the game, controls NPCs, adjudicates the rules, etc.

Hero Points: Points that are used to perform spectacular actions, save a character from death, and the like.

HPs: Hit Points (Attribute), the measure of how much damage a character can take before death.

INT: Intelligence (Characteristic), a measure of your character's ability to think, solve problems and learn.

Improvement Points: Points earned for taking part in adventures, which are spent to increase the skills and Characteristics of a character.

MAG: Magick (Attribute), a measure of the inherent magickal power of a practitioner of Witchcraft.

Major Wound: A wound that does significant damage on top of Hit Point loss. There are two types: Serious Wounds, which are temporary, and Grave Wounds, which are permanent and can be fatal.

Movement Action: An combat action that involves movement, such as walking, running, etc.

Movement Rate: (Attribute) The distance a character can move in a single combat round. For most characters, this is 15 metres.

MPs: Magick Points, a measure of how much magickal energy is stored in an Alchemist's Philosopher's Stone.

MWL: Major Wound Level (Attribute), a measure of how much damage a character can take before taking a Major Wound.

NPC: Non-Player Character, a character who is controlled by the Games Master rather than one of the players.

POW: Power (Characteristic), a measure of your character's strength of will.

Profession: A character's career before becoming an Adventurer, or current career if an NPC.

Reaction: An action in combat, usually reacting to another character's actions for the purposes of defence.

RPs: Righteousness Points, a measure of a character's strength of belief in his or her chosen Faction.

SIZ: Size (Characteristic), a measure of your character's height and bulk.

Skill: A focussed ability in a mental or physical discipline which can get better with practice. Common Skills are those every character possesses to some degree, Advanced Skills can only be used by those who have trained in them.

Social Class: The level of society into which a character was born and grew up.

STR: Strength (Characteristic), a measure of your character's brawn and brute force.

Chapter 1

In which we seek to discover the sundry influences that work upon a person's life and lead him on the road to adventure

"Oh, these are the men that would turn the world upside down, that make the nation full of tumults and uproars, that work all the disturbance in church and state."

- William Dell, *The Building, Beauty, Teaching and Establishment of the Truly Christian and Spiritual Church*, 1646

Before players can begin a game of *Clockwork & Chivalry*, they must each (apart from the Games Master) create a character for themselves. This should probably be done as a group to make sure that a coherent adventuring party is generated, and that characters don't have irreconcilable differences that would prevent them working together. See "Adventuring Groups" on p.18 for more on this. Creating a character involves a number of stages:

- **Characteristics** (p.16). Roll dice to determine the values of your character's main Characteristics - Strength (STR), Constitution (CON), Size (SIZ), Intelligence (INT), Power (POW), Dexterity (DEX), and Charisma (CHA).
- **Attributes** (p.16). These are secondary attributes based on your Characteristics. They are Damage

Modifier (DM), Hit Points (HP), Major Wound Level (MWL) and Movement Rate (Move).

- **Common Skills** (p.17). This is a list of skills that everyone can "have a go" at. They all start at a level based on your character's Characteristics, and can be raised later in the character generation process.
- **Previous Experience** (p.19). This is where your character really begins to take shape. First you must decide on your character's **Social Class** (p.20). This will have an effect on what **Profession** he or she followed before taking to a life of adventure. Each of these choices will give your character new skills, as well as determining how much money the character has to spend on equipment before play begins. **Faction** (p.24) determines your character's political/religious beliefs and how strongly he or

Chapter 1: Character Creation

she feels about them.

- **Free Skill Points** (p.25). You have 250 points to spend on increasing your character's existing skills and buying new skills.
- **Connections and Events** (p.26). Use the tables provided to create a background that links you to the other characters and important events which have shaped your character's past.
- **Finishing Touches** (p.30). Decide on a name, sort out your starting equipment, and give your character Hero Points.

Characteristics

These are the primary building blocks of your character. All characters and creatures have seven characteristics, which give the basic information about the character's physical, mental and spiritual capabilities. As well as being useful indicators of how to role-play the character, they are the scores that skills are initially based upon.

The Characteristics are:

Strength (STR): Your character's brute force, Strength affects the amount of damage he deals, what weapons he can wield effectively, how much he can lift and so on.

Constitution (CON): A measure of your character's health, Constitution affects how much damage he can sustain in combat, as well as his general resistance to disease and other illnesses.

Dexterity (DEX): Your character's agility, co-ordination and speed of reaction, Dexterity aids him in many physical actions, including combat.

Size (SIZ): This is an indication of your character's mass and, like Strength and Constitution, can affect the amount of damage a character can deal and how well he can absorb damage.

Intelligence (INT): Your character's ability to think around problems, analyse information and memorise instructions.

Power (POW): Perhaps the most abstract Characteristic, Power is a measure of your character's life force and the strength of his willpower.

Charisma (CHA): This quantifies your character's attractiveness and leadership qualities.

GENERATING CHARACTERISTICS

Roll 3D6 five times, and assign the numbers to STR, CON, DEX, POW, CHA as you wish.

Roll 2D6+6 twice, and assign the numbers to INT and SIZ.

Example: James is creating a character. He rolls 3D6 five times and gets 11, 6, 15, 8, 8. He's thinking of playing some sort of swashbuckling character, so he decides on STR 11, CON 8, DEX 15, POW 6, CHA 8. On his other two rolls he ends up with 13 and 14. He decides on INT 14 and SIZ 13. He's a big, clever, dexterous chap, but not particularly strong-willed, charming or healthy. He's probably a bit of a ditherer, and something of a hypochondriac, and his constant worrying rubs people up the wrong way.

Attributes

Attributes are a set of secondary scores that define your character's potential to do and take physical damage. Attributes are determined from the character's Characteristic scores.

Damage Modifier (DM): The Damage Modifier applies whenever your character uses a melee or thrown weapon. It is calculated by adding the character's STR and SIZ together, since bigger, stronger, characters deal out more damage than smaller, weaker characters. The

Damage Modifier is calculated by consulting the following table.

STR + SIZ	Damage Modifier
1-10	-1D6
11-15	-1D4
16-25	+0
26-30	+1D4
31-45	+1D6
46-60	+2D6
61-75	+3D6
76-90	+4D6
Every additional +15	An additional +1D6

Example: James' character has STR 11 + SIZ 13 = 24 - he gets no Damage Modifier (+0).

Hit Points (HP): These represent your character's general health and physical wellbeing. They determine how much damage your character can sustain before he begins taking Grave Wounds and possibly dying. Hit Points equal Size plus Constitution divided by 2, rounded up. $(SIZ + CON)/2$.

Example: James' character's Hit Points are $(13+8)/2 = 11$ Hit Points.

Major Wound Level: When your character takes this amount of damage or more in one blow, he or she suffers a Serious or Grave Wound (depending on whether current Hit Points remain above or fall below zero). Major Wound Level is equal to Total Hit Points divided by two, rounded up. $HP/2$.

Example: James' character's Major Wound Level is 6.

Movement Rate: This is the distance in metres that a character can move in a five second Combat Round. All human characters have a Movement Rate of 15 metres.

Magick (MAG): Those who practice Witchcraft have an extra attribute, MAG, which begins at $(INT+POW)/10$ (rounded up).

Common Skills

Your character has a number of Common Skills that allow him or her to perform a variety of actions with varying degrees of expertise. Each Common Skill is set by totalling two Characteristics. These are listed on your character sheet and below. Work out your character's base values for each skill - you will be given the opportunity to increase these values later in the character creation process. Skills and their use are described in Chapter 4: Skills (pp.144-54).

COMMON SKILLS

Common Skill	Starting level
Athletics	DEX+STR
Close Combat	INT+STR
Culture (Own)	INT x2
Dance	DEX+CHA
Dodge	DEX x2
Drive	DEX+INT
Evaluate	INT+CHA
First Aid	DEX+INT
Gun Combat	INT+DEX
Influence	CHA x2
Insight	INT+POW
Lore (Regional)	INT x2
Perception	INT+POW
Persistence	POW x2
Ranged Combat	INT+DEX
Resilience	CON x2
Ride	DEX+POW
Sing	POW+CHA
Sleight	DEX+CHA
Stealth	DEX+INT
Unarmed Combat	STR+DEX

ADVENTURING GROUPS

England in the Civil War is a land in conflict with itself. Quite apart from the two main sides in the war, there are numerous other political and religious groups who have their own agendas. However, few people see the war as a good thing. Some see it as a necessary evil in order to sort out an unsustainable political situation, but for the majority it is an unmitigated disaster, causing death, famine and the breakdown of communities throughout the country.

As the game begins, at the end of 1645, there is an uneasy truce between Parliament and the Royalists, with both having retreated to their own parts of the country, shocked by the scale of destruction at the battle of Naseby and the King's beheading. Within the new borders the rulers may belong to one side, but many others will be of another Faction, and despite rivalries and political differences, people of different Factions have to get on with each other if society is not to disintegrate entirely. If everyone spends all their time arguing and fighting about their beliefs, nothing will ever get done.

It is possible to play *Clockwork & Chivalry* as a game in which the Adventurers all belong to either the Parliamentarian or the Royalist side. It depends on what type of campaign you want to run. You may wish to limit players in their choice of Faction or even Professions. For instance, the party may be a group of Royalist Cavaliers or a Parliamentarian Leviathan crew. They could be a group of Clubmen or Diggers, defending their community from both sides.

However, characters who belong to a number of differing Factions will be tied together by bonds of family, friendship and common interest despite their differences. They may bicker amongst themselves, but they have seen the horrors of war and do not wish things to descend to slaughter again if they can help it – certainly not with their own friends and relatives!

The advantage of having such an open game is that the variety of Adventurer motivations and the interplay between their personalities and Factional interests can offer a more varied and colourful game. Such mixed parties will probably be unwilling to undertake adventures on behalf of one of the sides in the Civil War.

This is a game about communities, and it is important that players should make use of the Connections rules

on pp.26-29 when creating characters.

In the real English Civil War there were countless examples of people who remained on good terms despite being on opposite sides. Groups of gentry would visit their friends for tea and cakes, even though one group was besieging the town that the other group was defending, and discuss their mutual problems with the uncouth manners of the lower orders; at the same time their soldiers would be chatting from one trench to another across the siege line, discussing the foibles of their stuck-up commanders, because both sides had run out of ammunition. Sir Kenelm Digby, a prominent Catholic Royalist, was a close friend of Charles I, but later on became an equally close friend of Oliver Cromwell, much to the disgust of some of Cromwell's Puritan colleagues.

Adventurers may have a strong belief in their chosen Faction, as measured by their Righteousness Points, but it is assumed that as long as their RPs are below 90 they are capable of keeping their cool with other members of the party. They may become annoyed at the Righteous ranting of one of their members as he leaps onto the market cross and starts berating sinners, but their reaction should be more along the lines of "Oh come down from there, you're just making a fool of yourself," rather than "Die, Puritan scum!"

If an Adventurer's Righteousness Points get above 90, it's possible the character may become insufferable and be drummed out of the party, or political and religious arguments may turn to blows. But this should usually be the exception rather than the rule. An Adventurer who is *too* righteous is probably going to be unbearable to any but equally righteous members of his own Faction.

The Kingdom & Commonwealth campaign books (and the adventure in this volume) are written assuming that the Adventurers belong to a mixed party, and that, as a group, they are probably more interested in preventing the excesses of the *real* extremists, who will stop at nothing to get their way, than getting one over on rivals in their own group.

This is not to say there will not be healthy debate within a party, but it should rarely descend into physical conflict – bonds of affection and ties of family or personal loyalty should prevail over Factional differences, except on the battlefield. When push comes to shove, the group should be able to put aside their differences for the common cause of preventing England from degenerating into further barbarism.



Example: James works out his character's Common skills and ends up with the following: Athletics 26%, Close Combat 25%, Culture (own) 28%, Dance 23%, Dodge 30%, Drive 29%, Evaluate 22%, First Aid 29%, Gun Combat 29%, Influence 16%, Insight 20%, Lore (Regional) 28%, Perception 20%, Persistence 12%, Ranged Combat 29%, Resilience 16%, Ride 21%, Sing 14%, Sleight 23%, Stealth 29%, Unarmed Combat 26%.

Previous

Experience

Previous experience determines the skills and beliefs your Adventurer has gained before the game begins. These consist of the Adventurer's Social Class, his Profession (how he made his living) and his Faction (what belief system he subscribed to). Once play begins,

your Adventurer is no longer restricted by these beginnings; all skills are open for him to learn, and if his political and/or religious beliefs change, he can move to another Faction. There are no restrictions on learning new skills within the mechanics of *Clockwork & Chivalry*. However, social pressures within the game world apply their own restrictions; a Peasant Vagabond is unlikely to gain a place at Oxford University to learn alchemy – or if he does, it's likely to be the focus of a whole series of adventures!

Determining previous experience is a three stage process:

- Firstly, determine what Social Class your Adventurer comes from.
- Secondly, determine your Adventurer's Profession, how he made his living.
- Finally, determine what Faction he belongs to, which will determine his religious and political beliefs in this turbulent time.

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ROUNDING

Numbers in *Clockwork & Chivalry* are usually rounded up to the nearest whole number.

It is worth noting that, while these Social Classes and Professions should cover most suitable Adventurers, if you want to play an Adventurer who doesn't fit the mould, it should be possible, with your Games Master's permission. For instance, if you want to play a Lord who has lost everything and fallen on hard times, you could create a Noble Vagabond, even though the rules do not permit it. They're your rules now, and you're allowed to break them!

SOCIAL CLASS

Social Class determines into what strata of society your Adventurer was born. Seventeenth Century England in the *Clockwork & Chivalry* game is a society in upheaval; the old certainties of the medieval feudal system have broken down, and a rising middle class is starting to overtake an increasingly impoverished upper class in terms of wealth. Towns are growing larger, and as the upper classes "improve" their land by throwing off many of the Peasants who have farmed it for generations, a new underclass of urban poor is growing, as dispossessed Peasants head for the towns looking for work.

Each Social Class gives the Adventurer a number of skill options; choose the skills you want from those available and add the bonuses to your existing skill bases, determined in the previous section. The Social Class also lists which Professions are available to your Adventurer if you choose that class; Professions are described in Chapter 2. Finally, each Social Class lists Starting Wealth; roll to see how many shillings you

A NOTE ON AGE

Adventurers in *Clockwork & Chivalry* can be any age, but all begin as novice characters, unless the Games Master rules otherwise (see Advanced Characters, p.32). Older characters may have more years, but they have no more experience of the Civil War than those younger than them; in fact, younger characters are probably better at coping with the war, as they have grown up with it. Characters aged 40 or over may be subject to aging rolls (see p.191).

have with which to buy equipment at the start of the game. This represents readily available cash - your character *may* have more wealth, but if so it is likely to be tied up in house, lands, a goat, etc.

Example: James decides that his character is Gentry. He adds his Common skill bonuses, and gives himself +10% in Close Combat and Gun Combat skill. James decides that his character is a bit of a dilettante; he gives him Art (Watercolours) and Lore (History of Topiary). He also adds Courtesy, Craft (Topiary) and Oratory. His skill list now looks like this:

Common Skills: Athletics 26%, Close Combat 35%, Culture (own) 58%, Dance 23%, Dodge 30%, Drive 29%, Evaluate 52%, First Aid 29%, Gun Combat 39%, Influence 46%, Insight 30%, Lore (Regional) 58%, Perception 30%, Persistence 22%, Ranged Combat 29%, Resilience 16%, Ride 31%, Sing 14%, Sleight 23%, Stealth 29%, Unarmed Combat 26%.

Advanced Skills: Art (Watercolours) 14%, Courtesy 22%, Craft (Topiary) 29%, Language (English) 72%, Lore (History of Topiary) 28%, Oratory 14%

James rolls for starting cash and ends up with 150 shillings.

PEASANT

Common Skill Bonuses: Athletics +10%, Culture (Own) +30%, Drive +10%, Evaluate +30%, First Aid +10%, Influence +30%, Lore (Regional) +30%, Perception +10%, Ranged Combat +10%, Resilience +10%, Sing +10%, Unarmed Combat +10%

Advanced Skills: Language (Native) +50%, Lore (any), Survival

Plus choose any three from Boating, Craft (any), Lore (any), Play Instrument, Ranged Combat (Bows)

Starting Cash: 1D6 x 10 shillings

Professions Available: Agitator, Camp Follower, Cottager, Craftsman, Cunning Man/Wise Woman, Devil's Horseman, Entertainer, Farmer, Iconoclast, Mechanical Preacher, Mercenary, Outlaw, Physician (Herbalist), Preacher, Rook, Sailor, Smuggler, Soldier, Spy, Vagabond, Witch/Warlock, Witch Finder, Woodsman

You grew up in the country. It is likely that your parents were tenant Farmers or Craftsmen, living in a small village and working for the local Lord of the manor. Perhaps you live in a part of the country barely touched by the Civil War, and things go on in the sleepy way they have done for generations. Perhaps your landlord is one of the greedy ones who enclosed the common land and destroyed your livelihood, or threw you out of your cottage smallholding to turn the land into grazing for vast sheep herds. Perhaps the war has rolled over your village and you have been forced to feed and house part of one of the conquering armies. You may be a downtrodden victim, forced to a life of adventure against your will, or you may see the current upheavals as an opportunity to right old wrongs, to create a new world from the ashes of the old. With the beheading of King Charles, many previously subservient Peasants are beginning to question the whole order of society. Whether you seek the personal wealth you never had, or the chance to build a New Jerusalem in England's green and pleasant land, for you, things will never be the same again.

TOWNSMAN

Common Skill Bonuses: Culture (Own) +30%, Drive +10%, Evaluate +30%, First Aid +10%, Influence +30%, Lore (Regional) +30%, Perception +10%, Resilience +10%

Plus choose one from Close Combat +10%, Gun Combat +10%, Ranged Combat +10%, Unarmed Combat +10%

Advanced Skills: Language (Native) +50%, Lore (any), Streetwise

Plus choose three from Commerce, Close Combat (Polearms), Craft (any), Gambling, Influence, Play Instrument

Starting Cash: 2D6 x 10 shillings

Professions Available: Agitator, Camp Follower, Clerk, Craftsman, Entertainer, Highwayman, Iconoclast, Journalist, Mechanical Preacher, Mercenary, Outlaw, Physician (Paracelsan), Preacher, Rook, Ruffian, Sailor, Smuggler, Soldier, Spy, Thief, Valet/Lady's Maid, Watchman, Witch/Warlock, Witch Finder

You grew up in the narrow, crowded streets of a rapidly growing town, among many others who have given up the rural life in the hope of making a living in an urban situation. Perhaps your parents were thrown off their land by "improving" Gentry, perhaps they left of their own accord to seek their fortunes in the big city. Whatever the reason, you have grown up cheek by jowl with many others. You know the advantages to be gained from city life, and the exploitation by the upper classes that you have to endure. With the outbreak of the Civil War, you may have been caught up in the riots and disturbances surrounding the more radical elements in society; or you may have been keeping your head down and trying to get by without attracting attention from the many Factions that vie for your support. Whatever your political and religious beliefs, you know that living in a town is the only life for you; there is so much happening, so much life and liveliness, that you cannot imagine ever exchanging it for the dull routine and drudgery of a rural existence.

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MIDDLE CLASS

Common Skill Bonuses: Culture (Own) +30%, Evaluate +30%, Influence +30%, Insight +10%, Lore (Regional) +30%, Persistence +10%, Ride +10%

Plus choose one from Close Combat +10%, Gun Combat +10%, Ranged Combat +10%, Unarmed Combat +10%

Advanced Skills: Art (any), Language (Native) +50%, Lore (any)

Plus choose three from Commerce, Courtesy, Craft (any), Gambling, Play Instrument, Streetwise

Starting Cash: 4D6 x 10 shillings

Professions Available: Agitator, Alchemist, Clerk, Craftsman, Entertainer, Highwayman, Iconoclast, Journalist, Mechanical Preacher, Mercenary, Merchant, Physician (Galenic), Preacher, Rook, Scholar, Smuggler, Soldier, Spy, Witch/Warlock, Witch Finder

You are part of the growing class of people whose families have risen above their humble origins by dint of hard work and good fortune. With the breakdown of the old feudal order and the growth of commerce, it has become possible for people to be relatively well-off without being a member of the landed classes. Because the ownership of land is to a great extent still a measure of status, many people in this class aspire to acquire land and membership in the aristocracy, whether through a good marriage or by purchasing a title. Of course, with money comes power; you may be part of the machinery of government, or a professional of some sort or another, looked up to and respected by many. If you own land, you are entitled to stand as a Member of Parliament, and what more powerful and important job is there in these days, when the King has been beheaded and, who knows, Britain could become a Republic? Alternatively, your family may have manoeuvred itself into a position of power at Court, and may be hoping for the return of the Prince of Wales from over the sea to restore the Kingdom. Whichever side you are on, it seems that the days of the Nobility are past, and it is people like you who hold the future in their hands.

GENTRY

Common Skill Bonuses: Culture (Own) +30%, Evaluate +30%, Influence +30%, Insight +10%, Lore (Regional) +30%, Perception +10%, Persistence +10%, Ride +10%

Plus choose one from Close Combat +10%, Gun Combat +10%, Ranged Combat +10%, Unarmed Combat +10%

Advanced Skills: Art (any), Language (Native) +50%, Lore (any)

Plus choose three from Commerce, Courtesy, Craft (any), Oratory, Seduction

Starting Cash: 4D6 x 20 shillings

Professions Available: Alchemist, Cavalier, Clerk, Courtier, Farmer, Highwayman, Iconoclast, Mechanical Preacher, Member of Parliament, Mercenary, Physician (Galenic), Preacher, Rook, Sailor, Scholar, Soldier, Spy, Witch/Warlock, Witch Finder

You are part of the solid landowning Gentry whose people have ruled the country districts since time immemorial. Actually, that may not be true - your family may have gained a title in your grandfather's day by buying a peerage or being given old church lands at the Dissolution of the Monasteries for services rendered to a grateful Henry VIII - but you would be loathe to admit it. You live a good life, and are respected by the local Peasants who work your land and doff their caps to you; in return you pay them a reasonable wage (though they're never sufficiently grateful) and perhaps organise a big feast for them every Christmas (though not if you're a Puritan!). If you're an ambitious sort, you may well be improving your lands by removing the old inefficient farming systems (and the Farmers that go with them) and enclosing the land for sheep-herding, which brings in a much better return for less outlay. It used to be that the nation was governed entirely by the Nobility, but the Parliament has gained a lot of power in recent years, and now rules large parts of England. If you were not a Member of Parliament yourself, you would have known someone who was and could put your case for you. You may be in a part of the country

where Cromwell (himself a member of the Gentry) holds sway, or perhaps you live in a Royalist area and are keen to show your loyalty to the King-in-Exile. You may have principles, but your first loyalty is probably to your family, and to keeping the family lands intact for future generations; if that means that your principles are a little fluid in keeping with the times, so be it.

NOBILITY

Common Skill Bonuses: Culture (Own) +30%, Evaluate +30%, Influence +30%, Insight +10%, Lore (Regional) +30%, Perception +10%, Persistence +10%, Ride +10%

Plus choose two from Close Combat +10%, Gun Combat +10%, Ranged Combat +10%, Unarmed Combat +10%

Advanced Skills: Courtesy, Language (Native) +50%, Lore (any)

Plus choose three from Art (any), Commerce, Craft (any), Dual Weapons (Sword and Pistol), Dual Weapons (Sword and Main Gauche), Oratory, Seduction

Starting Cash: 6D6 x 30 shillings

Professions Available: Alchemist, Cavalier, Courtier, Highwayman, Iconoclast, Lord/Lady, Mechanical Preacher, Member of Parliament, Mercenary, Physician (Galenic), Preacher, Rook, Scholar, Soldier, Spy, Witch/Warlock

You are very rich indeed. So rich, in fact, that thinking about money is something you almost never do - you have minions to think about such things for you. Your family can almost certainly trace its ancestry back to the Norman Conquest in 1066, and you have moved in circles of high influence all your life. You were brought up in a large country manor house with many servants, and your family undoubtedly has a town house in London too, where you stay when visiting court. Well, where you *did* stay when visiting court; since

Parliament gained control of London, you may be less welcome than once you were. It depends; some noble families have Members of Parliament among their numbers, and your family may have been incensed with the way the King took on so much power to himself; but really, beheading the poor chap was going a bit far. It's just encouraging the lower orders to have ideas above their station, which will never do. All this Civil War business may be passionately interesting to you, whichever side you're on. Then again, perhaps you just wish it would all be over and things would get back to normal so you can start having a good time again; it's awfully dreary living under a war economy.

PROFESSION

Your Adventurer's Profession defines how your Adventurer earned or earns his living. It may be that you have worked in this Profession for years, picking up the skills necessary to earn your trade, only to find yourself out of a job due to the upheavals of the war, or conscripted into the army. You may be travelling across the country, seeking to earn a living at your chosen Profession. Alternatively, you may have hated the Profession you were forced into, and relish the prospect of doing something new.

Professions are described in detail in Chapter 2. Each Profession gives your character bonuses to some Common skills (add the numbers in the description to your existing skill levels) and allows you to open some Advanced skills at their base level (See the Skills chapter for details of Advanced skills). If you already have a listed Advanced skill from your Social Class, you may choose to add +10% to it.

As your Adventurer gains experience during play, he may be able to increase the skills of his Profession, or may choose to learn new skills associated with his new adventuring life-style.

Chapter 1: Character Creation

A NOTE ON GENDER

The 17th century was a very patriarchal time, when wives and daughters were expected to obey their husbands and fathers, and many important positions were open only to men. The traditional clergy was male only, and only men could go to university. That is not to say that you cannot play a female Adventurer; in the upheavals of the Civil War, many women have begun openly to question the old order, and new opportunities have opened up for women to take a bigger part in the world at large. A number of noblewomen have organised siege defences when their husbands were killed or away campaigning, and some of the radical groups allow women a more equal place in their societies; a few religious sects even have female Preachers, much to the horror of outsiders. And then, of course, there are the women who dress as men

Example: James' character is taking shape. He's rather eccentric, but good at heart, and has trained with a sword. When the Civil War began, he decided to give his allegiance to the Royalist side, and has become a Cavalier. He adds +10% to Close Combat and Gun Combat and gives himself the advanced skill Dual Weapons (Sword and Pistol). He adds +10% to Courtesy. He chooses Lore (Noble Families) (he's a bit of a snob), and adds another +10% to Oratory. His skills now look like this.

Common Skills: Athletics 26%, Close Combat 45%, Culture (own) 58%, Dance 23%, Dodge 30%, Drive 29%, Evaluate 52%, First Aid 29%, Gun Combat 49%, Influence 46%, Insight 30%, Lore (Regional) 58%, Perception 30%, Persistence 22%, Ranged Combat 29%, Resilience 16%, Ride 31%, Sing 14%, Sleight 23%, Stealth 29%, Unarmed Combat 26%.

Advanced Skills: Art (Watercolours) 14%, Courtesy 32%, Craft (Topiary) 29%, Dual Weapons (Sword and Pistol) 29%, Lore (History of Topiary) 28%, Lore (Noble Families) 28%, Oratory 24%

and march away to war, or become robbers and Vagabonds. In the real world, there were many tales of such women in the ballads of the time. Although some such stories were designed to scaremonger, used by men wishing to reassert control over forthright women, some of them were based on real women and such adventurous women *did* exist; certainly they will exist in the world of *Clockwork & Chivalry*. With men away and social conventions in a state of flux, women are definitely starting to have a greater voice.

Clockwork & Chivalry is a game, the aim of which is to have fun; if you want more adventuring women in your game than existed in historical reality, go for it. The Professions below marked with an asterisk (*) are likely to be open only to women in disguise, but if you decide that in your game world Prince Rupert had a whole regiment of female Cavaliers, don't let us stop you!

FACTION

One of the most important decisions for an Adventurer in the 17th century England of *Clockwork & Chivalry* is your choice of Faction. In fact, Factions are so important that they've got a chapter to themselves. Have a look through the Factions chapter (p.88-143), and choose one that fits your Adventurer and that you feel would be fun to play. Add the skills from your Faction then work out your Righteousness Points.

RIGHTEOUSNESS POINTS

Righteousness Points (RPs) are a measure of the passion of your belief in your chosen Faction. As a beginning Adventurer, they are equal to your CHA + POW + the Zealousness of your chosen Faction. As your Adventurer goes through his adventures, his RPs will rise or fall – if they become very high, he will become insanely righteous and may commit acts that even his own Faction finds hard to swallow; if they fall low enough, he will become open to conversion to another Faction. See the Factions chapter for more details.

Example: James has a think about his character. He decides that he's a bit of a snob because his family was given lands by Henry VIII and he's not actually from a long-established family. He's a staunch supporter of the King, but his main aim is to keep his lands intact (he's put a lot of work into that topiary!). Rather than choosing Royalist as his Faction, James decides that his Faction is Self-Interest (Protection of Lands). He rolls for Zeal and ends up with 26%. This means that his Righteousness Points are $8 + 6 + 26 = 40$. He's not very zealous - perhaps that low POW and CON means he's a bit of a coward at heart - he'll do his best to protect his lands, but probably wouldn't fight to the death for them. He pays lip service to being a Royalist, which gives him Beliefs (Royalist) 38%, and adds +15% to his Persistence, bringing it up to 27%. His skills now look like this:

Common Skills: Athletics 26%, Close Combat 45%, Culture (own) 58%, Dance 23%, Dodge 30%, Drive 29%, Evaluate 52%, First Aid 29%, Gun Combat 49%, Influence 46%, Insight 30%, Lore (Regional) 58%, Perception 30%, Persistence 37%, Ranged Combat 29%, Resilience 16%, Ride 31%, Sing 14%, Sleight 23%, Stealth 29%, Unarmed Combat 26%.

Advanced Skills: Art (Watercolours) 14%, Beliefs (Royalist) 38%, Courtesy 32%, Craft (Topiary) 29%, Dual Weapons (Sword and Pistol) 29%, Language (English) 72%, Lore (History of Topiary) 28%, Lore (Noble Families) 28%, Oratory 24%

Free Skill Points

At this stage, your character receives 250 additional skill points. You can add these free skill points to your character's skills in the following ways:

- Add to a Common skill score.
- Add to an Advanced skill score, as long as the character already possesses the skill.
- Purchase an Advanced skill. This costs 10 free skill points and the Advanced skill starts at its basic Characteristic-derived score.

No single skill can benefit from more than 30 free skill points. An Advanced skill purchased with free skill points cannot be increased by more than 20 points. Magical skills such as Alchemy and Witchcraft cannot be added without a very good backstory and the permission of the Games Master.

Example: James realises that his character is likely to get into a fight, so spends some points on combat skills. He adds 10% to Close Combat, bringing it up to 55% and 10% to Gun Combat, bringing it up to 59%. He then adds 20% to his Dual Weapons (Sword and Pistol) skill, bringing it up to 49%. (Duel Weapons is capped by the lowest of the two weapon skills, so he couldn't put make it higher than 55% without putting his Common weapon skills up). He also adds 20% to his Dodge, bringing it up to 50%. James sees his character as someone who would rather talk his way out of a situation if he can, so he needs to boost his social skills. He adds 20% to Influence, bringing it up to 66%, 30% to Courtesy, bringing it to 62%, and 30% to Lore (Noble Families) up to 58%, so he's less likely to make a faux pas at social occasions. With this in mind, he also adds 30% to Dance, bringing it to 53% - he might get to dance with some eligible Duke's daughter, and doesn't want to put a foot wrong. His riding is pretty poor, and it looks like he's going to be spending a lot of time in the saddle, so he increases his Ride by 30%, up to 61% - he's a consummate horseman. He has only 50 points left to spend now, so he decides to put 30% into Resilience, increasing it to 46%, which makes him less prone to diseases and wounds. He puts the remaining 20% into Unarmed Combat, bringing it up to 46%, to give himself a chance in a fist fight. So his final skill list looks like this:

Common Skills: Athletics 26%, Close Combat 55%, Culture (own) 58%, Dance 53%, Dodge 50%, Drive 29%, Evaluate 52%, First Aid 29%, Gun Combat 59%, Influence 66%, Insight 30%, Lore (Regional) 58%, Perception 30%, Persistence 37%, Ranged Combat 29%, Resilience 46%, Ride 61%, Sing 14%, Sleight 23%, Stealth 29%, Unarmed Combat 46%.

Advanced Skills: Art (Watercolours) 14%, Beliefs (Royalist) 38%, Courtesy 62%, Craft (Topiary) 29%, Dual Weapons (Sword and Pistol) 49%, Language (English) 72%, Lore (History of Topiary) 28%, Lore (Noble Families) 58%, Oratory 24%

ADVANCED SKILLS

Advanced Skill	Starting level
Alchemy	INT+POW
Art (type)	POW+CHA
Artillery	INT+DEX
Beliefs (Factions)	INTx2
Boating	STR+CON
Close Combat (Polearms)	INT+STR
Commerce	INT+CHA
Courtesy	INT+CHA
Craft (type)	DEX+INT
Culture (other)	INTx2
Disguise	INT+CHA
Dual Weapons (<i>weapon & weapon</i>)*	INT+DEX
Elemental Casting (element)	INT+POW
Engineering	INTx2
Gambling	INT+POW
Healing (type)	INT+POW
Language (native or other)	INT+CHA
Lore (type)	INTx2
Mechanisms	DEX+INT
Oratory	POW+CHA
Play Instrument (type)	DEX+CHA
Ranged Weapons (Bow)	INT+DEX
Seduction	INT+CHA
Shiphandling	INT+CON
Streetwise	POW+CHA
Survival	POW+CON
Teaching	INT+CHA
Track	INT+CON
Witchcraft	INTx2

* **Note:** Dual Weapons skill can never be higher than the lowest of the two weapons - see p.151-2.

Connections and Events

As mentioned in *Adventuring Groups*, p.18, Adventurers may come from different backgrounds and hold different political and religious views. There is plenty of guidance in that section, the Games Master's section, and the pre-written adventures in the *Kingdom & Commonwealth* series, on how to handle mixed groups of Adventurers.

Adventurers are considered members of a community, and they may well have ties that go beyond partisan views. They may be connected as family members or friends despite being on different sides in the Civil War. They may remain close and adventure together even though they are nominally enemies as far as the rest of the world is concerned. Connections between Adventurers are an integral part of the character creation process in the *Clockwork & Chivalry* universe, as they provide some of the glue bonding together any adventuring party.

It is recommended that each Adventurer has just one less connection than the total number of other Adventurers in the party - so if there are six members in the party, each character should have connections with four of the other members.

The Past Events table below gives some ideas for events that might have occurred in an Adventurer's past, many of which refer to their relationship with another Adventurer. Each player should roll D100. The player who rolled should then get together with one of the other players to come up with a way in which both of their characters were involved in that event or connection. They should embellish the idea, working with the Adventurer they are connected with to refine the event or association, adding depth to the relationship between their Adventurers.

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There is no requirement to use the table – you might prefer to come up with your own inter-party associations. The party might all be siblings, or all have come from the same village, or all have met through working for the same patron prior to the outbreak of war.

Whether you use the table or not, for each connection two Adventurers make, both characters should receive a 10% bonus in one skill, though this need not be the same skill for both. The skill should be tied in some way to the event in which the two Adventurers were involved.

Example: It may not be readily apparent why James' Cavalier character is good friends with Nora the Peasant Digger. But when it is discovered that Nora nursed the Cavalier back from the brink of death following a bout of plague, things become a little clearer. No-one else was willing

to enter the knight's stinking bed-chamber and lance his pustules. Nora's kindness has ensured that this member of the Gentry will always feel somewhat indebted to the scruffy Peasant.

Nora's player decides her 10% bonus should be in Healing (Herbal), while James decides his increase should be in Lore (History of Topiary), as he spent his entire convalescence studying texts pertaining to the pruning and shaping of trees. He puts it up to 38%

If you generate an event you are not happy with, or that you do not feel fits with the type of Adventurer you wish to play, simply discard the result and roll again (or pick another result). Connections are not designed to be a weight around the player's neck, but rather provide emotional and practical reasons for Adventurers to look after each other.

PAST EVENTS TABLE

D100	Past Event
01-02	A secret benefactor has been aiding both Adventurers – neither knows the identity of the patron.
03-04	Adventurers apprenticed/raised in same household.
05-06	Adventurers are best friends.
07-08	Adventurers are in love.
09-10	Adventurers are related to one another (through bastardy if classes are different).
11-12	Adventurer believes another Adventurer holds key to great secret/treasure/knowledge.
13-14	Adventurer believes he or she can talk with the dead.
15-16	Adventurers' families were good friends.

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17-18	Adventurer's family saved by a loan from another Adventurer (or their family).
19-20	Adventurer has made it his or her life's work to convert another Adventurer to his or her Faction.
21-22	Adventurers have sworn to achieve a common goal.
23-24	Adventurers have sworn to work together to avenge a wrong.
25-26	Adventurer is in the employ of another Adventurer.
27-28	Adventurer is being blackmailed by another Adventurer's Faction.
29-30	Adventurer is infatuated with another party member.
31-32	Adventurers made a "blood oath" as children, promising to always be comrades.
33-34	Adventurers (or an Adventurer's sibling) were childhood sweethearts.
35-36	Adventurer owes another Adventurer debt (of honour, monies or land, etc.).
37-38	Adventurers in business together.
39-40	Adventurer rescued from aftermath of a Civil War battlefield by another Adventurer.
41-42	Adventurer saved another Adventurer's life.
43-44	Adventurer secretly admires another Adventurer, seeing them as a role-model.
45-46	Adventurers were schooled together for a while.
47-48	Adventurers share a powerful common enemy.
49-50	Adventurer suffered great trauma, causing temporary muteness and melancholy.
51-52	Adventurer was adopted by another Adventurer's family following a catastrophe.
53-54	Adventurer was apprenticed, or bonded in some other way, to another Adventurer's family.
55-56	Adventurer was saved from being condemned for a crime by another Adventurer's family.
57-58	Adventurers wish to work together to make an important discovery.

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59-60	Adventurers witnessed a magick event - they may interpret it differently, but share the experience.
61-62	Blackmail - Adventurers are both being blackmailed by a third party.
63-64	Black sheep - Adventurer is treated, fairly or unfairly, as an outcast by his/her family/community.
65-66	Criminal fraternity - Adventurers share in profits from an illicit operation.
67-68	Disinherited.
69-70	Family killed by Witches.
71-72	Family killed by Witch Finders.
73-74	Foundling - abandoned at birth.
75-76	Guilty secret - Adventurers share a guilty secret.
77-78	Involved in a bitter siege until rescued/released by another Adventurer.
79-80	One Adventurer nursed another back to health.
81-82	One Adventurer secretly hates another, but will pretend not to (wishing to time any betrayal to perfection). Pick another connection, but remember, this secret loathing overrides the next selection.
83-84	Parents had incredible good fortune when Adventurer was a child.
85-86	Parent is a religious fanatic. Adventurer was present at a large Civil War battle.
87-88	Runaway - Adventurer ran away for a time, as a child.
89-90	Shared discovery - Adventurers have found a treasure trove or rare item, which they share.
91-92	Survived/rescued from a great fire.
93-94	Survived Plague.
95-96	Turncoat - Adventurer's family are members of an opposing Faction.
97-98	Tyrannical parent.
99-00	Twin - Adventurer has a long lost twin with whom he or she wishes to be reunited.

Finishing Touches

Your character is almost finished. Only a few more things need to be decided.

NAME

Choose a name that you think suits your Adventurer. Most names in 17th century England would not be out of place in the modern western world; first names will tend to have a biblical source, while family names could be almost anything – if you can't think of anything choose one out of the phone book, as long as it doesn't sound too foreign; though some Adventurers will have ancestors from mainland Europe and may have European-sounding names.

Puritans tend to have rather odd first names, as they believe that even names from the Bible are insufficiently holy. Here are a few example Puritan first names; Abstinence, Amity, Ashes, Be-thankful, Charity, Continent, Desire, Diffidence, Dust, Fear-not, Fight-the-good-fight-of-faith, Fly-fornication, If-Christ-had-not-died-for-thee-thou-hadst-been-damned (known as Damned to his friends!), Job-raked-out-of-the-ashes, Kill-sin, More-fruit, Repentance, Search-the-scriptures, Tribulation, Temperance, Weep-not, Wrestling, Zeal-for-the-Lord.

Example: James character is a minor knight, having inherited his father's estate on his death. He decides to call his character Sir Melvyn Spoke-Crossley, a name that he is constantly having to live down, since he's quite mild-mannered usually, but gets tetchy when people make fun of his name.

LOOKS

What does your character look like? What is his or her hair and eye colour? What is he or she like physically? A character with high SIZ and high STR would be big

and muscular, whereas a high SIZ and low STR would tend to suggest obesity. A character with high CHA might be physically attractive, while one with high POW might dominate by force of personality. A character with high DEX will likely be graceful or at least clever with his or her hands.

Example: James decides that Sir Melvyn is quite muscular and wiry, though he's not exactly handsome – he has something of a weak chin. He does his best though, cultivating a mass of curly ringlets and a twirly moustache with almost as much effort as he puts into his topiary.

EQUIPMENT

Your Adventurer begins play with the following equipment.

- A set of clothing suitable for your social class and profession.
- Several small items of personal value – a crucifix, a family Bible, a good luck charm, etc.
- One weapon suited to your character's skills.
- The minimum tools of your Profession's trade, chosen from the Equipment chapter.

On top of this, if your character is a member of the Gentry or the Nobility he or she gains:

- A set of armour with a maximum of 1D6 Armour Points (usually men only).
- An additional weapon that has been handed down in the family (usually men only).
- A horse.
- A spare set of fine clothing suitable for an upper class ball or banquet.

Your character also begins play with money according to their Social Class to spend on extra equipment. Remember that this money may not represent *all* an Adventurer's worldly wealth – a Nobleman may own a

huge house and rolling acres of farmland, a Cottager may have a tumbledown hut and a bony cow; but these will not be readily convertible into cash, and can't be taken with you on an adventure.

Due to the general shortages caused by the war economy, many items may be very hard to get hold of. There is, for instance a general shortage of weapons and gunpowder on both sides of the conflict, so if you don't start the game owning a gun, the chances of finding one at the listed price might be quite slim; and if you're not careful, you may even find your own gun being requisitioned! So equip yourself carefully and be prepared for shortages. Wealth isn't everything; often it's who you know and where you are, rather than how much money you have, that will help you get the equipment you need.

Equipment can be bought from the Equipment chapter (pp.192-217).

Example: James decides his character generally wears a flamboyant costume – after all, he is a Cavalier. For personal effects, Sir Melvyn carries a small painted portrait of his mother in a cameo locket, and an abridged copy of his household accounts. As his free starting weapon, James gives Sir Melvyn a flintlock duelling pistol. As a member of the Gentry, Sir Melvyn is entitled to a free suit of armour; he elects to wear Heavy Armour, comprising of high cavalry boots, backplate, breastplate and short tassets, lobster pot helmet and buff coat. He has a finely decorated side-sword, handed down to him by his grandfather, a war horse and an expertly tailored suit for wearing on special occasions or at court. Sir Melvyn dresses for the occasion, wearing his flamboyant clothes when out drinking with his peers, his fine suit in polite company, and his armour when on campaign. He also decides to purchase a small set of watercolours and a fine folding easel, which he intends to take everywhere, in the event that he finds a scene worth painting on his travels. These are not listed in the Equipment section, and the Games Master rules they cost an additional 12 shillings. In addition, he purchases a gunner's kit (12 shillings) and a bandoleer (4 shillings).

ARMOUR POINTS

Armour comes in five general types, each representing an overall level of protection. Armour only provides half the protection (rounded down – an exception to the usual rule of rounding up) against guns, unless the gun is fired beyond its normal range. To remind you of this, Armour Points are listed as two numbers separated by a slash – the full APs, followed by the protection against guns.

Very Light Armour: 1/0 Armour Point(s)

Light Armour: 2/1 Armour Point(s)

Medium Armour: 3/1 Armour Points(s)

Heavy Armour: 4/2 Armour Points

Very Heavy Armour: 5/2 Armour Points

See p.216 in the Equipment chapter for more information on what these categories mean. A character's *full* Armour Points are subtracted from his or her DEX and INT for the purposes of calculating combat order (see p.157).

HERO POINTS

Your character begins play with 2 hero points.

Hero points are what distinguishes your character from normal stay-at-home type folk.

Spending one hero point allows your character to:

- Re-roll any failed dice roll.
- Downgrade a Grave Wound to the equivalent Serious Wound. Your character still takes the full damage they normally would to their Hit Points, but suffer the inconvenient effects of a Serious Wound, rather than the messy and often fatal effects of a Grave Wound.
- Downgrade a Serious Wound to a normal wound. Your character still takes the full damage they

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ADVANCED CHARACTERS

For some campaigns, at the Games Master's discretion, it might be desirable to create characters who are a cut above the normal.

Seasoned characters begin with 350 free skill points (see p.25) instead of 250. No single skill can benefit from more than 40 free skill points. An Advanced skill purchased with free skill points cannot be increased by more than 30 points. Additionally, 2 points can be added your characters' Characteristics, distributed as you wish. Seasoned characters begin play with 3 hero points.

Veteran characters begin with 450 free skill points (see

p.25) instead of 250. No single skill can benefit from more than 50 free skill points. An Advanced skill purchased with free skill points cannot be increased by more than 40 points. Additionally, 3 points can be added your characters' Characteristics, distributed as you wish. Seasoned characters begin play with 6 hero points.

Master characters begin with 550 free skill points (see p.25) instead of 250. No single skill can benefit from more than 60 free skill points. An Advanced skill purchased with free skill points cannot be increased by more than 50 points. Additionally, 4 points can be added your characters' Characteristics, distributed as you wish. Seasoned characters begin play with 9 hero points.

would normally to their Hit Points, but do not suffer the inconvenient effects of a Serious Wound.

- Avoid character death. A character who would normally die for whatever reason (failing a Resilience roll when beyond his negative Hit Point limit, taking too much damage in one blow, taking a fatal Grave Wound, etc.) will narrowly avoid death due to some lucky circumstance. The character will remain unconscious for 1D4 hours and will awake with 0 Hit Points.

- Once hero points are spent they are gone. The Games Master awards hero points at the end of the game session for moments of outstanding heroic play.

Example: James gives his character 2 hero points. During combat, James' character takes a Serious Wound, which would disable his right arm and cause him to drop his weapon. He chooses instead to spend a hero point. He still loses the same number of Hit Points, but his arm is not disabled.

Chapter 2

In which numerous professions are described

*"Rebellion makes our Nation bleed
With fresh alarms (we see):
But yet it is not well agreed
Who must the REBEL be.*

*The ROUNDHEAD first the Rebel was
(If truth be in the Laws)
Till Treason did for gospel pass
To bolster up the cause.*

*The thriving CAUSE, with high disdain,
In Fortune's full career
Throws Rebel in the face again
Of King and Cavalier.*

*Thus Prosp'rous mischief makes it good
Against all Law and Reason;
Not to spill Royal Loyal blood
But to be Conquered's Treason."*

Mercurius Pragmaticus, 1647

This chapter describes the various Professions open to Adventurers in the world of *Clockwork & Chivalry*, together with some notes about how these Professions fit into the period of the Civil War. For more information on choosing a Profession and buying skills

for your character, see the Character Creation chapter, p.23.

Professions marked with a * are only open to women if they are disguised as men.

Agitator



Social Class: Peasant, Townsman, Middle Class

Common Skill Bonuses: Influence +15%, Lore (Regional) +15%, Persistence +15%, Unarmed Combat +10%

Advanced Skills: Beliefs (Own), Beliefs (Other), Oratory, Lore (Politics)

Many see you as a troublemaker. If in the army, your fellow Soldiers have seen fit to elevate you to the official status of Agitator. At the outset, it was the cavalry that elected representatives and named them Agitators, now other regiments have followed suit.

Primarily, Agitators are part of the Roundhead army structure, popular figures that their comrades trust. The New Model Army has challenged the old feudal order.

Officers and men are selected according to ability, not birth or particular religious faith. Many are radicals and non-conformists. The ranks are filled with Independents and Anabaptists – it is likely you learnt your trade attached to, and speaking up for, one such cosmopolitan New Model Army unit.

You may be an honourable, goodly man, exhorting your comrades to ever greater efforts in the service of Parliament. Your primary motive might be the betterment of conditions for your fellow Soldiers, or the maintaining of piety and discipline in the ranks. Perhaps your motives are selfish; you might use your position to gain advantage or patronage.

Who knows, perhaps dismayed by the length and brutality of the conflict, Royalist regiments may begin to adopt Agitators of their own. You may have been unlucky enough to be pushed forward, perhaps to express the rank-and-file's disquiet concerning the use of magick in the Royalist camp, an unenviable and dangerous position.

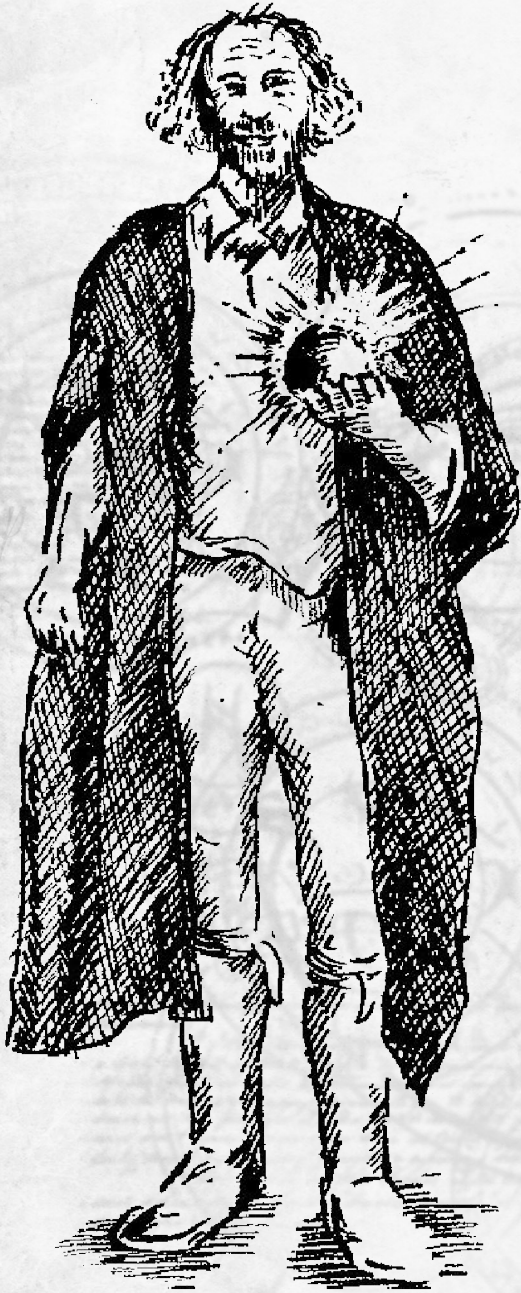
Or, perhaps you are almost a Spy, an agent provocateur, tasked with undermining morale and betraying secrets.

Of course, if you have been too forthright in your views, or if you contradict the wrong superior, the powers that be might seek your removal (or worse). There are still some limits, after all. What will you do if cast out from your unit?

Outside the army, there are plenty of Agitators too. Perhaps you use your oratory skills to promote a political or religious agenda; perhaps you are one of the many ordinary people who feel able to speak out, now that natural order has broken down. Since the crown toppled from the dead King's head, no authority is sacred. In these troubled times people crave answers and direction. Even the women-folk feel confident in standing up and speaking out for what they believe in and, if successful, the Agitator—male or female—can mobilise people for destructive or creative ends.

In the world turned upside down, there are many opportunities for the quick thinking, confident, Agitator. You have the power to motivate others for good or ill—how will you use such a gift?

Alchemist



Social Class: Middle Class, Gentry, Nobility

Common Skill Bonuses: Evaluate +10%, First Aid +5%

Advanced Skills: Alchemy, Elemental Casting (any), Elemental Casting (any other), Lore (Aristotelian Science), Lore (other)

Spells: Alchemists begin play with 6 Magnitude worth

of alchemy spells (see p.222).

“Alchemy may be compared to the man who told his sons he had left gold buried somewhere in his vinyard; where they by digging found no gold, but by turning up the mould, about the roots of their vines, procured a plentiful vintage. So the search and endeavours to make gold have brought many useful inventions and experiments to light.”

– Francis Bacon

Alchemy used to have something of an unsavoury reputation—the search to turn lead into gold was often seen as a way of conning money out of the gullible. In reality, it was always more than that; it was a quest for knowledge of the fundamental workings of the universe and the perfection of the human soul. Since Francis Bacon's use of the scientific method led to a reliable way of creating the Philosopher's Stone shortly before his death in 1626, the field of alchemy has burgeoned as an academic discipline, and the Civil War has hastened research, particularly in the creation of battlefield magick.

You are almost certainly (if male) a student or graduate of Oxford University, and will have studied alchemy there. This will have involved a lot of laboratory work creating both the Philosopher's Stone (which is used in the casting of spells) and the numerous potions and elixirs that are such an important part of the Alchemist's Profession. Work among the often noxious vapours of the Alchemist's lab may have affected your health – many Alchemists suffer from bad lungs and a generally poor constitution. You will also have pored over many books of strange alchemical symbolism late into the night, and your obsessive research into esoteric subjects may mean that you find it hard to relate to those with a more mundane outlook on life.

If you are a particularly skilled Alchemist or have the right upper class connections, you may have been invited to join the Invisible College and studied under the Gentleman Alchemist, Robert Boyle. You may even have met the premier Battle Alchemist of the age, Prince Rupert of the Rhine, though since the war began he has had little time for teaching and experimentation. Indeed, you may have left the confines of the classroom and laboratory to join him in the growing ranks of Battle Alchemists that fight for the Royalist cause.

You will almost certainly be a Royalist by persuasion, as the majority of Alchemists see the Mechanical

Chapter 2: Professions

Philosophy of the Puritans as an exploitation and corruption of the natural laws of the Universe. You will be feared and despised by the Roundheads. You are suspected of great evil and witchery, even by some of your own side. Since Naseby, however, where only the mighty magicks employed that day saved the Royalist cause from total disintegration, few would be brave enough to directly confront you with their fears. Reports from that battlefield describe the fire and flood that rained down upon the Parliamentarian lines from the fingertips of the Cavalier Commander. All now know that war will never be the same again.

Alchemists are known to use animals, sometimes common domestic and wild beasts, at other times more fantastical creatures, as familiars. This only confirms the widely held view that Alchemists are in league with evil forces, the familiars being terrible imps with mighty powers to do harm to righteous folk. You know that familiars are merely one of the privileges of alchemical mastery, a confirmation of your oneness with the

mystical world.

It is possible that you have studied alchemy at one of the European universities such as Paris or Bologna; although they lag behind Oxford in practical spell-casting techniques, an Alchemist from such an institution would be likely to have less loyalty to the British royal family. Most European-taught Alchemists will almost certainly be Catholic, and English folk would see such "Popish" magicians as sinister figures of evil intent, a menace to all decent folk—but you perhaps know better and have a different tale to tell.

A few Alchemists will be self-taught; these will almost certainly be members of the Gentry or Nobility with plenty of money and time on their hands - this is likely to be particularly true of female Alchemists, who are barred from studying at university, but may have set up a laboratory at home and employed a tutor. Women Alchemists are likely to be seen as scandalous, but in a time of war, the Royalists cannot afford to be too fussy.

Camp Follower



Social Class: Peasant, Townsman

Common Skill Bonuses: First Aid +10%, Lore (Regional) +15%, Resilience +15%, Sing +15%

Advanced Skills: Survival

Plus choose one from Play Instrument, Seduction, Streetwise

"I followed my Lord, Essex, to give battle with the traitors at Edgehill. Whilst our brave soldiery deployed, we arranged the baggage and camp, setting all in good order. Divers disasters befell us that day. The cursed sorcerer Rupert charged, routing our horse. Although our foote held the field and remained moste resolute, the enemy horse now fell to muche looting and pressing of our camp. I survived by hiding in the hollow of a mighty tree, creeping out only as darkness fell and the sounds of battle had subsided. Many did not live at that day's end and the slaughter was terrible to behold."

- Roundhead Camp Follower, 1642

To have a chance of conducting a sustained and successful military campaign, each army needs the support of a sizeable group of Camp Followers. Camp Followers often provide all the functions of a regular, albeit mobile, town - mending and laundering uniforms, preparing food, tending the wounded and offering goods for trade. Hence, the Camp Follower Profession offers a mixture of opportunities and skills.

There are reports of debauchery and licentiousness within the ranks, as less righteous members of the soldiery are tempted by the seedier pastimes that camp offers - dancing, cavorting and whoring. Perhaps you are one of the bawdier members of the camp. Or maybe you are the long-suffering wife of a Soldier, following your husband wherever he is assigned.

More scandalous still, it has been suggested that individual female Camp Followers, exposed to military life, have been inspired to don armour and take up weaponry. Maybe you are one of those women, joining battle in the guise of your male comrades.

Whoever you are, much of your time you are required to trudge ever onward, in the wake of an army on the move. Assigned to the baggage train, struggling on through bad weather, mud and worse, your life has been a hard one. The baggage train is a prime target for ambush, attack and harassment. The temptation for enemy cavalry is great when such a prize is within reach. Rumours amongst the common soldiery, of evil forces at work in the enemy camp, potentially expose you to vindictive brutality if captured.

Despite the dangers, there are no shortages of fellow followers. Camp life offers you the opportunity to turn a profit and secure some coin. Camp can provide a haven for the desperate and landless—you might otherwise have no employment in such turbulent times.

You may have fled from a camp, no longer prepared to serve your masters; or perhaps you are a survivor from a camp that has been scattered by an enemy; or maybe you travel with companions with whom you have forged a relationship, perhaps even those to whom you have provided loyal service throughout these grim times.

You have many possibilities to choose from, but the risks, as ever, remain great.

Cavalier*



Social Class: Gentry, Nobility

Common Skill Bonuses: Influence +15%, Lore (Regional) +5%, Dance +5%, Ride +20%

Plus choose any two from Close Combat, Gun Combat, Ranged Combat, Unarmed Combat and add +10% to each

Advanced Skills: Courtesy

Plus choose three from Art (Poetry), Dual Weapons (choose two weapons), Lore (Art), Lore (Noble Families), Oratory, Play Instrument

Honour, style and reputation are everything.

The Cavalier values honour, courtly love, dash and *elan* (fighting spirit) above all else. It is likely you see yourself as a romantic knight, bound to defend the defenceless; uphold your oaths; and protect and enhance your own good name. If there is a damsel in distress, you should seek her favour and offer your protection; if somebody insults your honour, you

ROMANTIC KNIGHTS

Cavalier was originally a term used to describe mounted troops (from the French word "chevalier" and the Spanish "caballeros", both referring to an armed horseman or knight). It became mainly associated with the Royalist cause, as they had a larger proportion of cavalry in their army. In *Clockwork & Chivalry*, Cavalier refers to a particular type of individual who adheres to a romantic fashion and chivalric code. You may fight for either of the two main armies, a foreign power, an influential patron or you may have no declared affiliation whatsoever.

should offer them a duel at once; and all should be done with courage and charm.

You likely prefer to dress with exuberance and flair – your smart feathered hat atop long flowing locks, and fine cape and fancy clothing, sets you apart from less fashionable gentlemen. A rapier, sword or duelling pistol are probably your chosen weapons, although you might be an expert at improvising, if it can be done with dignity and a flourish.

You might be an impoverished noble wishing to restore your household, be on a quest to repay a debt of honour, or be a member of a small elite party of fellow adventurers.

On the battlefield you would prefer to challenge enemy Cavaliers to single combats, rather than get dragged into the general melee. The common soldiery may look up to you, or may think you have too many airs, graces and indulgences.

Of course, you may hide a secret, perhaps deep down you are afraid of where your bravado may take you; or you could be a fugitive from justice; perhaps you are a rogue or a philanderer; perhaps your charisma and dash have made you powerful enemies at court, enemies whose jealousy drives them to drag you down, accusing you of vanity and capriciousness.

A person of action, once you have given your word, you will take every step to fulfil your promises. If it means tackling a foe who outnumbers you, if all seems impossible, all the better. Overcoming such odds, marks you out as what you are. Somebody to remember, to tell exciting tales about and worthy of admiration.

Clerk*



Social Class: Townsman, Middle Class, Gentry

Common Skill Bonuses: Influence +15%, Insight +10%, Lore (Regional +5%), Persistence +15%

Advanced Skills: Art (Writing)

Plus choose one from Lore (Law), Oratory, Teaching

Clerk is the Profession for anybody who works as an administrator or functionary, keeping records, accounts and/or performing other bureaucratic duties. You may be a poorly paid scribe who works long hours for little reward, or you might be an important secretary,

perhaps within government, making decisions with huge implications for your Faction. You are numerate and able to read and write.

You might work for a private individual. Perhaps you work for a Merchant, negotiating and drawing up contracts, keeping records of stock, orders and sales. You might be a valued employee, whose knowledge of your master's business affairs is essential to his prosperity; you might be an avid note-taker and conscientious worker, someone who never misses even the smallest of details; or perhaps you are less reliable, overburdened or simply bored by the routine nature of your work. You might work for a Lord/Lady or other person of influence; perhaps a personal assistant, recording your master's or mistress's dealings with other worthies; or perhaps you manage their estates, recording tithes and dispatching payments.

You could be a tax official, in which case you will be extremely unpopular, as the war has caused taxation to rise to an untenable rate for many. Or perhaps you are a Clerk who is highly placed within a Faction administration responsible for military procurement or charged with sieving through sensitive reports, perhaps suppressing bad news or highlighting critical information to your superiors. It may be that you have almost as much (or occasionally more) power within Court or Parliament, than Courtiers and Members of Parliament themselves, such is the value of the information and office you hold.

Perhaps you are a lawyer or lawyer's Clerk, an expert in the English legal system. You probably thrived before the War, the countless disputes that arose due to the enclosure of the land providing you with a comfortable living. Of course, since the start of the war, legal niceties have all but been dispensed with and times may have become leaner. Furthermore, with Assizes suspended you might be weighing up your options, hoping somebody will find a different use for your skills until the conflict abates.

Cottager



Social Class: Peasant

Common Skill Bonuses: Athletics +10%, Lore (Regional) +10%, Resilience +10%

Advanced Skills: Survival

There is a law that states that no cottage may be erected without four acres of land. In these days of upheaval, you find yourself without any land, but still need somewhere to live. Perhaps you have been dispossessed of your original four acres by a land-improving landlord, or by the fortunes of war. Whatever the reason, you have managed to find a piece of land and have constructed a cottage for yourself and possibly your family.

If you have built your home within a mile of a mineral works or mine, you will be allowed to keep it as long as you are working as a labourer; but if you lose your job, your home is likely to be cleared away too. You could build a makeshift cottage on common land, assuming the local villagers know you well enough, and are sympathetic to your plight. Or perhaps you have built a cottage deep in the forest, where you work as a Craftsman, taking your finished goods to the local town and not revealing your living place to any but those you trust. Perhaps you have found a piece of rough wasteland and have a smallholding, growing food in the poor soil of the wilderness. You could have built a lonely hut in the marshes, and live on fish and wildfowl. Maybe you supplement your meagre living by occasional robbery of passing strangers, joining together with other Outlaws, whether they are settled like you, or wandering Vagabonds. Maybe you are part of a secret community of non-conformists, in hiding due to your heretical beliefs.

Always there is the possibility that the Lords of the land will find a reason to move you on, whether to enclose the common land, to clear the forests for timber or to drain the fens for agriculture. You could move to the local town, or head for the great metropolis of London, to become one of the urban poor, working long hours in unsanitary conditions; but you were brought up in the countryside, surrounded by the richness of the natural world—engaged in healthy toil with others under the open sky, or in the solitude of the wilderness—and the thought of being hemmed in by anonymous crowds and narrow filthy streets fills you with dismay. You value your freedom more than the security of wage-slavery.

Courtier



Social Class: Gentry, Nobility

Common Skill Bonuses: Influence +15%, Lore (Regional) +5%, Perception +5%

Plus choose from Sleight or Dance at 5%

Advanced Skills: *Choose two from Courtesy, Lore (Art), Lore (Noble Families), Lore (Politics), Oratory, Play Instrument*

As a Courtier, you may have (or had) a role as a functionary in royal governance; perhaps you were placed within the House of Commons or Lords, smoothing over hostility to promote the interests of the former King, or possibly as a secretary or advisor; you may have been a senior attendant to a member of the royal family. Perhaps you were a courtesan or maybe a lady-in-waiting; or you could be some other close personal servant of the royal household; or maybe you are a mere messenger, charged with scribing and dispatching missives expressing the wishes of your influential employer.

Possibly, you were (or are) a friend of one of the royals. Often life at Court is a mixture of business and social pleasures. You might be of aristocratic birth. Or perhaps you are one of the senior civil secretaries, Soldiers or clergy, expected to attend to the King or, more latterly since the "regicide", Prince Rupert, who maintains a court in Oxford. Once the dead King's son is able to return safely from exile, he will find all the trappings of a court awaiting him, albeit one displaced from the capital at present. You possibly have had titles lavished upon you, titles that now only have any significance in Oxford and the Royalist-held territories.

You may be dedicated to your job. Perhaps before the war you were responsible for smoothing the process of government, hampered by a king who didn't feel obliged to be diplomatic or make the right friends. Perhaps you worked to create peace, and have been overwhelmed by the march to war. Maybe you revelled

RANKS

In order of rank the British aristocracy are comprised of: Duke and Duchess; Marquess and Marchioness; Earl and Countess; Viscount and Viscountess; and at the bottom, sundry Barons, Baronets, Knights and Ladies.

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in your status, misusing your position to lobby for your own interests (or those of your Faction). You might be the essence of diplomatic tact or a boorish hedonist.

Perhaps you are a social butterfly. You might revel in gossip and intrigue. You may have had powerful ambitions that, although impeded by the Civil War and the King's death, you still harbour. You may hold information and secrets of vital importance, or that could compromise a powerful individual. You might be close to the royal ear, able to count on strong contacts within the Oxford Court; or you may be at the margins, a dogsbody or go-between attempting not to attract attention.

You may be desperately trying to maintain a courtly life in Oxford, but it's hardly the same. With the King dead, talk of shortages and privations, and the enemy so close, it is hard to relax, but maybe you try, indulging in artistic and musical distractions. You may view court as the height of the social scene. Fashion and foppish affectations might be your obsessions. You might be a skilled flatterer and sycophant. You might believe in the maintenance of politeness and grace, even in these savage times.

Of course, you could be more dynamic; perhaps you are a person who is prepared to act when forced, maybe to help a noble to whom you owe loyalty, aiding their escape from Parliamentary clutches; or perhaps you act as a diplomat for the royal court.

You might be a visitor or diplomat from a foreign power. You might have escaped the Thirty Years War, perhaps as an exile, only to find yourself holed up with another armed camp. You might be a close ally of a Faction, or a polite, but dispassionate observer of

IT'S ALL YOUR FAULT!

Courtiers are blamed by many for helping cause the confrontation that led to the Civil War. Charles I was said to have spent too much time and money maintaining an extravagant court, while his subjects struggled to pay taxes and tithes to maintain the lifestyle of his rich cronies. Many Courtiers were suspected of giving Charles bad advice. Courtiers gave him a false impression of his supremacy, the mood of the people and the strength of opposition to the king; bad advice that led to the war and his eventual decapitation.

Early in the War, many Parliamentarians did not see themselves as fighting against their King, rather they fought to liberate him from the clutches of plotting Courtiers, who with their own wicked agendas, undermined royal authority. Worse, some Courtiers (particularly those close to the Queen) are thought to have fostered Catholic sympathies within the royal household.

England's troubles.

You may work for the Parliamentarians; perhaps you were once seen as a frivolous and extravagant figure at court, but now you labour to show your devout Puritanical side. You may have swapped your courtly life to become a cog in the increasingly bureaucratic Parliamentary government.

Whoever you are, you probably fear the talk of Levellers and other radicals, in a state of bemusement you await the return to deference and the natural order of things.

Craftsman



Social Class: Peasant, Townsman, Middle Class

Common Skill Bonuses: Evaluate +20%, Influence +5%, Persistence +5%

Advanced Skills: Craft (any)

Plus choose one from Craft (any other), Engineering, Mechanisms

Pretty much everyone who manufactures things (where there is some level of skill or expertise required) is a Craftsman (or woman). Craftsmen tend to be members of Guilds (particularly in the larger towns and cities, where they operate virtual monopolies), which represent their trade. They are graded as Apprentices (in training; which usually lasts from two to seven years), Journeymen (paid by the day), or Masters (who having made a "Master-piece" are allowed to set up their own shop). Women are not allowed entry to Guilds, but may ply their craft in more rural areas where the Guilds have no presence.

You are possibly skilled, making high quality goods or artistic works for an exclusive market, or you could work supplying the everyday essentials. Your trade might mean you have to manufacture constantly to keep up with local demand and make a living, or you might take on few, but well-paid, commissions for the wealthy. You might sell your own goods once you have made them, or you may supply a Merchant. Often Craft Guilds are at loggerheads with Merchant Guilds over pricing, local governance and a whole range of other issues.

You likely started work at a tender age, perhaps working alongside a family member, or torn from your home to begin working for a stranger. Your parents would have paid your master to take you. You may have learnt your Craft from an expert, who treated you fairly, keen to support you to become an asset to your Profession. Or you may have been used solely to undertake menial tasks for a tyrannical employer, half starved and given a rough space beneath the counter to sleep (although most masters would rather their apprentices were taught enough to be useful, and your family would be angry if they didn't see some return on their investment).

You probably take a pride in your work and strive to improve all the time. Or, you may dislike the trade that you have been born to, looking for the first opportunity to leave and do something else.

As an apprentice you likely struggle, working long hours, for no payment other than a roof over your head, meals and your training. As a journeyman, you probably spend a substantial amount of time working on a single complex item, which must be submitted to your Guild and passed by the other masters, to achieve

ROWDY APPRENTICES

As an Apprentice in a larger town or city you may have indulged in rowdy behaviour, or even riots. Apprentices in numbers often cause civil disturbances, sometimes fighting for factional interests, sometimes attacking similarly high-spirited students, and sometimes indulging in riotous behaviour for the sake of it. Unless a strict Puritan, you may also have played rough sports in your rare moments of leisure.

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master status yourself. (Some guilds require their Journeymen to travel the land for a year and a day, staying with different Masters and learning from them, barred from returning to their home town until the journeyman year is over). If you are particularly skilled, you may be a master craftsman already, your work some of the best, if not the best available in town, from a member of your trade.

The Civil War may have provided you with the opportunity to ply your trade supplying or working for one of the opposing armies. You may design siege-works, where once you built houses, or perhaps you help manufacture uniforms, weaponry or other equipment. Of course, it could be that you have lost your living due to the disruption the conflict has wrought. Inflation and poverty may have deprived you of a market, or worse you may have had your work "requisitioned" or downright stolen by one of the warring Factions.

Your choice of trade is vast. You might work in a precise or cutting-edge industry. Perhaps you are a watch or clockmaker, a locksmith or engraver, a jeweller or gemcutter, a glass-blower or glazier, a mapmaker or artist; a printer, block-cutter or papermaker.

You might work in age-old essential crafts, although you might use the most modern and fashionable designs. You might be a cobbler, leather-worker or saddler, an armourer or gunsmith, woodcarver or potter, an oil-maker or lampwright, a metal-smith (maybe a blacksmith, silversmith, goldsmith or specialist in any one of a number of available metals) or grinder, shipwright or sail-maker, a cooper or wheelwright.

DON'T MESS WITH THE GUILD

Beware falling foul of your Guild. Non-guild members will not be allowed to work in the larger towns and cities. Due to the way the Guilds operate, you will also be forbidden from dabbling in any other craft industry.

You might be skilled in cookery or the manufacture of food and drink. If there is a technical element to the work, a Craftsman is required to do it. You might be a brewer, baker, confectioner or vintner.

Or you might work designing and building homes or fortifications. Perhaps you are an architect or master builder, a brick-maker or bricklayer; a joiner or carpenter; thatcher, tiler or painter.

Perhaps you make items of apparel. You could be a lacemaker or milliner, a tailor or wig-maker, a seamstress or weaver.

This list of occupations is by no means exhaustive. If it can be made (or embellished) and there is a technical skill involved in the manufacture, then a Craftsman has to make it. Of course some trades will operate in most communities, (e.g., blacksmith or brewer); while others are likely to be found only in the larger towns and cities, (e.g., gemcutter or clockmaker).

Most Guilds do not admit women, though it is permitted for a woman to take over a business on the death of her husband and run it until she remarries or a son becomes old enough to take over; so there are actually a fair number of women working in the crafts.

Cunning Man or Wise Woman



Social Class: Peasant

Common Skill Bonuses: Culture (Own) +25%, First Aid +20%, Influence +10%, Insight +20%, Lore (Regional) +25%, Persistence +20%

Advanced Skills: Craft (any two), Lore (Agriculture), Lore (Witchcraft), Lore (any other), Survival

Plus choose one from Healing (Herbal) or Witchcraft

Spells: Characters with the Witchcraft skill get the spell *For to Give a Withering Look*, and may choose INT-6 other Witchcraft spells (see p.246).

Magick: Cunning Men and Wise Women have an extra attribute, Magick (abbreviated as MAG), which is equal to INT+POW divided by 10, rounded up.

You are a Wise Woman or a Cunning Man. You use your knowledge and (possibly) spells for the good of the community. Your people respect you and come to you for advice, medical help and a shoulder to cry on. The local priest is likely to be suspicious of you – thinking that the Church should have a monopoly on the services you provide – but your regular visitors know that you can be trusted and that they can talk about things to you and get answers to problems that would upset or horrify the vicar. You may fulfil the simple and practical role of advisor and counsellor. You may have knowledge of the seasons, of herbal remedies and a keen insight into human nature, which causes you to be trusted and revered by the simple country folk around you. Perhaps you come from a line of wise folk, your folk wisdom handed down from the generations that preceded you.

If you have spells, they are all benign, and only a Witch Hunter could possibly think that your power comes from Satan. If someone does come around who is suspicious of your nature, your community will move in to protect you if it possibly can. In fact many come to you for help *against* Witches – you know enough about witchcraft to be able to give advice on the lifting of curses and the like, as well as how to calm people who falsely feel they have been bewitched.

There are some who claim that *all* magick comes ultimately from Satan, but you know this is not the case. If you have magickal abilities, you may only use them for the good of your community – should you ever use them for purposes that endanger your community or its members, they will be taken from you. (In rules terms, if

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a Wise Woman or Cunning Man uses their spells for such purposes, the Games Master may declare that they have lost the Witchcraft skill. The skill can be bought back at base level with two Improvement Points after a month of game time, and then they will be able to cast their spells again. The character will no longer have the restriction on not causing harm with magick - they have ceased to be a Wise Woman or Cunning Man and have become a Witch or Warlock instead! This may be the beginning of the long slippery slope to joining a Coven.)

Wise Women and Cunning Men are part of an old tradition stretching back to ancient times. But modern town-based pamphleteers (who are cut off from old country ways) increasingly portray all rural magick as witchcraft, so you are less trusted than you once were. Your local community may have faith in you, but with the upheavals of the war, there are many strangers about who may have less reason to believe you are

benign.

There are several reasons why you may have taken to adventuring: maybe your local vicar has read the latest pamphlets and has been speaking against you from the pulpit; or maybe you lived in a strongly Puritan area that has no toleration for any sort of magick; perhaps you fled East Anglia one step ahead of the infamous Witch Finder General, Matthew Hopkins, or came down from Scotland where torture of suspected Witches is still legal; or perhaps your community has been scattered, wiped out by disease, the economy or warfare, and you seek new people to assist.

There is no doubt that times are changing and the old traditions to which you belong are in danger of being stamped out; if you want to preserve the ancient wisdom that has been passed down to you, you must first survive yourself.

Devil's Horseman *



Social Class: Peasant

Common Skill Bonuses: Athletics +10%, Driving +15%, Lore (Regional) +15%, Ride +15%, Unarmed Combat +10%

Advanced Skills: Lore (Horses), Witchcraft

Spells: *For the Domination of a Horse, For to Give a Withering Look*

MAG: Devil's Horsemen have an extra attribute, Magick (abbreviated as MAG), which is equal to INT+POW divided by 10, rounded up

Not long after beginning work as a farm-hand, you were inducted into the Horseman's Word (see below and p.117). Whether you saw no harm in it, and went along because your friends did, or were terrified but dared not back out for fear of reprisals, you have sold your soul to the Devil.

Most of your time was spent working on the farm, guiding the horses that pull the plough, driving a farm cart, helping with the haymaking and harvest. Now you have left your farm and seek a new life. Maybe the troubles caused by the wars have meant that your master could not afford to pay you and had to let you go; maybe you seek a better life away from the constant drudgery of the farm. Or perhaps you have made an enemy of the cult, maybe revealing its secrets to someone you shouldn't, and they seek your death.

Perhaps you hardly think of the initiation, and rarely if ever use the magick you were taught on that strange night. Or perhaps you revel in your power over horses. Your skills would be useful to one side or the other in the war, perhaps helping to control your own side's horses, or maybe commanding the horses of the enemy to disobey their riders.

Perhaps your pact with the Devil has made you into an evil man who balks at nothing. Or perhaps your Satanic oath weighs heavy on your mind and you seek some way of lifting it, perhaps in the arms of one or other religious sect. Then again, you may think the whole initiation ceremony was just fakery and the Devil's hoof just a goat's foot. But whether the pact is real or fake, revelled in or feared, there is no doubt that the magick of the Horseman's Word really works.

Perhaps you will use only the magick of the Horseman's Word, but, now that you have sworn an oath to the Devil, there's nothing to stop you learning

THE HORSEMAN'S WORD

The Horseman's Word is a satanic witch cult prevalent among the farm-hands of north-east Scotland, particularly around Huntley in Aberdeenshire. In some areas almost all male farm-hands are inducted into the cult.

Whenever there are thirteen young farm-hands in the area who their elders consider ready for initiation, a call goes out to all the elders of the cult, in the form of a single horse-hair in an envelope or folded paper. They tell their initiates when the ceremony of initiation is to take place, which is usually on or around Martinmas (11th November). The initiates are each expected to provide a bottle of whisky, a loaf of bread and a jar of berries or jam. They are blindfolded and taken to an isolated barn. The cultist gives the Horseman's Knock - three loud raps, followed by the whinnying of a horse. The initiate must give his name to the "minister", who is waiting in the barn, and say that "the Devil told me to come by the hooks and the crooks of the road." Before being allowed in, he is asked "What's the tender of the oath?" And must reply "Hele, conceal, never reveal; neither write, nor dite, nor recite; nor cut, nor carve, nor write in sand."

As midnight approaches, the initiation begins. The initiates, still blindfolded, kneel down with left feet bare

new Witchcraft spells, if you can find anyone to teach you. In these days of war and turmoil, you need all the advantages you can get.

Note: All members of this Profession must begin play in

and left hands raised. The "minister" tells them the tale of how Cain was the first horseman, and instructs them in how they can invoke the Devil by reciting certain passages from the Bible backwards. He then gives them the "Horseman's Word" itself - a magickal word that, when spoken to a horse, gives the speaker complete control over it. They swear neither to "write, nor dite, nor recite" the Word - after which they are immediately given pen and paper and told to write it down. Anyone who falls for this is horsewhipped across the knuckles. The initiates must then shake hands with the Devil - still blindfolded, they feel Satan's horny hoof pressed into their hand.

Once the ceremony is over, blindfolds are removed and the new cultists and their masters set to drinking whisky and eating bread and jam. The elders tell stories and instruct the youngsters in the magickal ways of controlling horses. They are instructed never to reveal the mysteries of the cult to women or "anyone who wears an apron, except a blacksmith or a farrier." As dawn breaks, they sing the Horseman's Toast:

*"Here's to the horse with the four white feet,
The chestnut tail and mane -
A star on his face and a spot on his breast,
And his master's name was Cain."*

Then all return to their farms in the early light of dawn.

the Horseman's Word Faction, and automatically know the Witchcraft spells *For the Domination of a Horse* (p.254) and *For to Give a Withering Look* (p.255) but without needing any ingredients.

Entertainer



Social Class: Peasant, Townsman, Middle Class

Common Skill Bonuses: Dance +10%, Lore (Regional) +5%, Sing +10%

Advanced Skills: Art (any)

Plus choose two from Art (any other), Disguise, Play Instrument (any), Play Instrument (any other)

Perhaps you are a wandering fool, fiddler or story teller, travelling around, entertaining villagers and troops in the manner of the bards of old.

Or maybe you travel with a circus. You might be a bear-ward, part show-person, part animal trainer, entertaining the crowds with your performing beast. Or perhaps you are an acrobat, your tumbling skills the means by which you fill your belly. You might be a barker, drumming up crowds for others to entertain,

with your booming announcements and promises of all manners of delight and bedazzlement.

Perhaps you are a playwright – or even a player. You may have been the darling of the masses, celebrated by the elite, or perhaps deeply suspected due to the controversial nature of your writing or performances. You might find yourself casting about for any work, now that the playhouses have been attacked or shut down by the Godly. Most entertainment had already been curbed (banned on Sundays and sanitised) before the outbreak of Civil War, due to the pressure from Puritans.

Times are hard for the Entertainer. Particularly in the Puritan strongholds your efforts might attract hostility, or worse, you might be incarcerated, assaulted, threatened or fined.

Aside from such concerns, the Godly see entertainment as wasteful and frivolous. Conversely, in such hard times many people are grateful for distraction from their woes, balancing the need for some form of escapism with their fear of sin and outsiders. Even some Puritans still admire the work of Shakespeare and other notable Entertainers, and as is often the case, public disapproval might be offset by personal admiration for an Entertainer.

If you are lucky you may have a rich Royalist patron. As the war looks likely to be protracted, both sides are considering how to order civil life in their own domains. Perhaps your patron sponsors you as a memorial to the slain Charles I, who prior to his death had been a patron and lover of the theatre.

No Fun!

Parliament passed an Ordinance banning theatrical productions in 1642. Further measures are being mooted – with beatings and banishments for the Entertainer, and a costly fine for any audience members caught enjoying such distractions. Many believe the theatre a pagan influence. Some even suspect that by watching actors act out sins they are condoning real sin. The strictest view all pleasure as sin.

Farmer



Social Class: Peasant, Gentry

Common Skill Bonuses: Athletics +10%, Driving +5%, Lore (Regional) +10%, Resilience +10%

Advanced Skills: Craft (Farming)

You have worked the land, growing crops and rearing livestock. The work of the Farmer and the harvest he reaps is critical to the well-being of everybody. In a poor year, stores will run low and people may starve. You may be from a relatively rich household, one that owns rights to farm extensive fertile land, or perhaps you are

from more humble stock, labouring on your little plot, struggling to grow enough to survive.

Perhaps little more than serfs, your family have lived in a hut provided by your Lord, possibly for many generations, life unchanging in your rural isolation. You may not own land, but you might have use of a little walled garden. You will have laboured long and hard for your Lord. In return for your efforts, your Lord let you have a small portion of his harvest. Perhaps, you were lucky and your Lord treated you well, perhaps you were treated more harshly.

You may have been cast out of your home. It may have been knocked down and you found yourself turfed out to find new employment. You may have been displaced so sheep can graze on the land you once put to the plough. Perhaps he wants you out so he can enclose all his lands, even the common land that you grazed your animals on.

Maybe you are from a comfortable farming background. Your parents may own a small estate (or more likely own the freehold), and wish to support you to make your way in the wider world; your older brothers can continue the management of the land, while you go off to seek your fortune.

Perhaps you have left your comfortable farmhouse through choice, escaping to seek adventure at the first available opportunity.

Or, maybe your parents, or your Lord and his tenants, have been evicted. At odds with the wider politics of the county, they may even have been recusant Catholics, who will be tolerated no more.

Perhaps there is nothing to keep you at home. Your loved ones have succumbed to plague, fire or war and you wish to start afresh. You have heard that there are opportunities in the towns and cities for the skilled and quick witted. You may've never been away from your little corner of the countryside and simply wish to broaden your horizons and add to your experiences.

Highwayman



Social Class: Townsman, Middle Class, Gentry, Nobility

Common Skill Bonuses: Evaluate +10%, Gun Combat +10%, Influence +5%, Lore (Regional) +5%, Perception +10%, Ride +10%, Stealth +5%,

Advanced Skills: Courtesy, Dual Weapons (Sword and Pistol), Streetwise

You are no mere thief; you are, as William Fennor did describe, a Highwayman, facing your victims openly rather than resorting to lowly skulking or cowardly assail from hiding. You ride forth when a likely coach or postal rider nears, holding them up at gunpoint, ready to shoot should anyone be foolish enough to resist parting with their valuables or bold enough to attack you.

You could be a member of the Gentry or Nobility, driven to highway robbery by dwindling fortunes or a dangerous desire for excitement and notoriety. You may be more lowborn, driven to steal due to destitution

or may have been labelled outlaw, but were unwilling to sink to lower levels of criminality. You may even, most scandalous of all, be a woman.

Perhaps you steal only to benefit yourself, or maybe you literally steal from the rich to give to the poor, of which there are many in these war-torn lands. You may rob any likely target, or perhaps you limit your victims according to your ideology, whether religious or political; at least one Highwayman currently extant near Houndslow Heath is known to prey only upon Parliamentarians.

Face hidden behind a mask or kerchief, you threaten first before engaging in violence, should it become necessary. Whether a gentleman or not, you elevate yourself to this position somewhat in the eyes of the public by pursuing this gentlemanly crime. Of course, should you be brutal and lacking in good manners, you are as liable to be vilified and hated as any lesser ne'er-do-well.

You may operate alone, or with one or more compatriots, and you may be the subject of admiration even from those authorities determined to bring you to justice. Pamphlets aggrandising your exploits may be published, making you as much hero as villain, especially if you conduct yourself with wit, dash, and daring, or make of yourself a Robin Hood.

The gallows likely await you should you be caught, of course, but the rewards of a night's work are great: jewellery, purses of coin, silken kerchiefs and garments, perhaps the fluttered eyelids or stolen kiss of a fair maiden. Even death could see you rewarded, your robberies storied in the manner of Gamaliel Ratsey, or perhaps you could earn a pardon as did John Clavell with his publication of *A Recantation of An Ill Led Life: or, A Discoverie of the High-way Law*.

THE WICKED LADY

Yes, there were Highwaywomen as well as Highwaymen historically, though they were far, far more rare. The most famous was nicknamed "The Wicked Lady", and she committed a number of robberies in Hertfordshire during the mid 1600s before being gunned down. Many believe she was actually Lady Katherine Fanshaw.

Iconoclast



Social Class: Any

Common Skill Bonuses: Evaluate +10%, Influence +10%, Insight +10%, Lore (Regional) +15%, Ride +5%

Advanced Skills: Lore (Iconography)

Plus choose one from Engineering, Oratory

"We brake down about a hundred superstitious pictures; and seven fryers hugging a nun; and the picture of God, and Christ; and divers others very superstitious. And 200 had been broke down afore I came. We took away 2 popish inscriptions with Ora pro nobis and we beat down a great stoneing cross on the top of the church."

- William Dowsing, Iconoclast, 1644.

You smash things. Strictly speaking, you smash particular things - religious icons that you believe to be blasphemous or to serve the purpose of separating God from his people. Such items include altar rails, which

you believe divide the Preacher from his flock, stained glass windows, chalices, surplices, books, tapestries, paintings and other "Catholic" trinkets, which probably seem to you little more than pagan or magickal relics. Sometimes you are aided by a willing populace that is resentful of priestly extravagances. At other times you are resisted by a resentful population, that curses you for abusing their place of worship and religious leaders.

Before the war, the affectations of the Laudian church, with its ceremonial trappings, caused many Godly people to suspect that there was a secret plot by the Anglican church establishment (with tacit royal approval) to return England to Catholicism. Laudians and Catholics uniformly despise and fear you.

Strictly speaking, Iconoclasts tend to be members of the Puritan Faction and few people are actually full-time Iconoclasts, as they have to do other jobs to get by. There are however exceptions. In the same manner that superstition, religious zeal and civil disruption have led to individuals becoming Witch Finders, a few people have decided to devote themselves to becoming full-time Iconoclasts. You may have taken this job on yourself, motivated out of religious sensibility, and hopeful that a grateful populace will reward you for your efforts. Or, like William Dowsing, who is quoted above, you may have been appointed (and salaried) by a Parliamentarian Committee, paid to carry out Iconoclasm. Or you may have a private benefactor who sees paying you as akin to sponsoring a missionary.

Of course, you may belong to a Faction other than Puritan. Perhaps you are a Ranter, enjoying the opportunity to attack the Anglican orthodoxy. You could be a Leveller, quick to join a crusade against wealth and privilege. Or maybe you are motivated out of Self Interest (Greed), and some of the items, particularly the valuable silverware, become "relocated" rather than smashed. You may work alone, or possibly you have an escort of willing helpers. You may have a note authorising you to recruit local volunteers or you may attempt to persuade religious leaders to peacefully and willingly allow the civil authorities to remove any iconography. Or, you may just love the sound of breaking glass and the thrill of destruction. Whatever your motive and mode of working, the Civil War offers you plenty of opportunity to ply your singular trade.

Journalist



Social Class: Townsman, Middle Class

Common Skill Bonuses: Insight +10%, Lore (Regional) +15%, Persistence +15%

Advanced Skills: Art (Writing), Lore (Politics)

Plus choose one from Courtesy, Craft (Printing), Lore (Theology), Streetwise

You are a writer whose stories fill the pages of the new news-sheets that are becoming all the rage. Perhaps you write of weighty matters, or maybe you specialise in covering scandal. Perhaps you use your position to agitate for a particular Faction or point of view. You might spread a particular theory, or news of conspiracy and witchery.

Maybe you haunt the assizes and gallows, recording the spectacle of the day, for the morbid reader unable to journey to see sentences carried out themselves, but curious nonetheless.

Maybe you report on the progress of the war; people expect news of victories and reverses, the proximity of

opposing armies and the exploits of their heroes and villains. Maybe you have a powerful patron who employs you to ensure their version of events and opinions are expounded to the world at large.

Maybe your writings are the source of great debate. Reading is more prevalent than it has been before and the public might await your stories with bated breath. Perhaps they crave hearing your views and, if not literate themselves, purchase a copy and dash to find somebody prepared to read your pamphlet aloud.

Perhaps you are struggling to sell your wares, your style or views unpopular. Or maybe you are on to something big, a sensational story that will involve danger, excitement and possibly great rewards.

Perhaps you are lauded wherever you go, or maybe the opposite, you are despised for writing propaganda unpopular with a particular community or person of influence. Your work may even be considered heretical. Or maybe you are just starting out and can only dream that one day you will have your own printing press and a staff of Journalists ready to do your bidding and gather your stories for you.

With the new advances in alchemy and clockwork, there have been some experiments to refine the workings of the press. Rumours abound of a clockwork printing press being developed by the Scholars and engineers of Cambridge; there is also suspicion that Alchemists at Oxford have developed scrying devices that can be used to gather information and spy on opponents most effectively. Both developments may well alter the journalistic trade. Maybe you should pen something about these changes?

CENSORSHIP

Censorship finally collapsed in 1641 and a series of cheap news-sheets and pamphlets have flooded the country. People expect to be informed, amused or titillated for just a penny. In more cosmopolitan parts of the country, such as London, they also want a choice in what they can purchase to read. The widespread use of the Gutenberg Press means news can be produced much more quickly and in greater quantity than when woodcuts were the only option.

Lord/Lady



Social Class: Nobility

Common Skill Bonuses: Influence +10%, Persistence +5%, Riding +5%

Plus choose two from Close Combat +10%, Dance +10%, Gun Combat +10%, Riding +10%

Advanced Skills: *Choose two from* Courtesy, Culture (other), Language (Own), Dual Weapons (Sword and Main Gauche), Lore (any), Play Instrument

You are a Lord or a Lady, a member of the aristocracy.

By birth you have inherited both a title and probably various other accompanying entitlements. You probably own a large estate (or several) and manage it (or them) as you see fit. Life in your corner of England may be little more than feudal, your lifestyle maintained by the tithes from your tenants; or you might have aggressively enclosed the common land on which your Peasants have relied for generations; casting them out and profiting from wool and other trades instead.

Hierarchy, ancestry and rank may mean everything to you. You may have an obsession with heraldry and tradition; or you could be a maverick, rebelling against your class and family, harbouring radical ideas, and maybe sponsoring others with a similar intent.

Possibly your family have ruled for countless generations as the ruling dynasty in the region you hail from. Maybe your family earned their title more recently – perhaps rewarded for loyalty by Henry VIII for services in the Reformation and Dissolution of the monasteries.

If you are married, it will likely have been an arranged affair; your partner chosen to form a political alliance; for their wealth, or to increase your family's landholdings.

As well as the supervision of your estates, you may have other duties. You likely have a Judicial role, possibly you are merely the local magistrate, but your rank may mean you have a much more senior role as a judge; you possibly hold a high office within the church; or maybe you have been given a command within one of the armies. Perhaps you are a Lady who has had to rally the local soldiery to defend her home and castle; maybe having led besieged forces yourself, you now have a taste for danger.

Maybe you have been further honoured with additional titles at Court. It is only fitting that you should have such grand rewards; but perhaps you enjoy the title while avoiding much of the work, delegating your responsibilities to one of your trusted (or untrustworthy) followers.

You likely have a large retinue of servants and staff. The local Peasantry may be in awe of you, happily doing your bidding and craving any opportunity to attract your favour. Or they may be a sullen, ungrateful lot, who are only fit for work or punishment.

You might even have a hint of blue blood running through your veins. Perhaps you are a distant relation of one or more of the royal houses of Europe. Or perhaps you are from an impoverished line, attempting to restore some glory to your waning fortunes; or maybe you are wealthy enough, but disinterested in anything other than ale-houses and the various seedy pleasures therein.

If you have fought for the Parliamentary side (perhaps due to your distrust of some of the royal advisers; perhaps because you are a devout Puritan; or possibly out of political expediency), you are no doubt alarmed at the direction that has now been taken. You are likely appalled by the Regicide, alarmed at the levelling talk of the radicals and shocked by the appointment of Cromwell – a mere commoner (albeit from the Gentry) who has, for all intent and purpose, usurped the throne.

You possibly despise the jumped up Gentry and mercantile classes. They are mere profiteers, who have dispensed with tradition and security out of jealousy and greed. Or perhaps you are more than happy to dabble in industry, innovation and any opportunity to increase your wealth (and thereby your standing).

Perhaps you are just the person to undertake a diplomatic mission; your status might smooth negotiations. Or perhaps you have a less savoury reputation that seems to precede you wherever you go.

With your vast wealth and leisure time, you may dabble in any number of eccentric pursuits; you may have set up a laboratory and become a self-taught Alchemist, or a workshop to create clockwork mechanisms. Perhaps you have set up part of your house as a Cabinet of

WHICH SIDE ARE YOU ON?

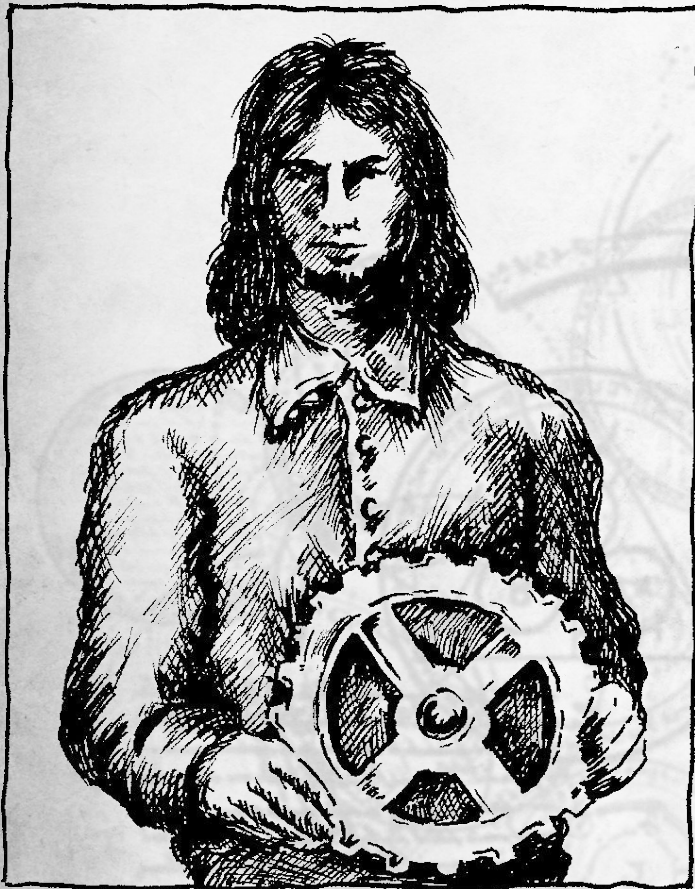
The majority of peers sided with the King at the outset of the war, although some, and a few with great influence, declared for Parliament. Your family may have prevaricated, and maybe still is doing. Guided by self preservation, or perhaps torn between loyalty to members of both sides in the conflict, your family may have mobilised locally but refused to become drawn into the actual fighting (perhaps offering a variety of excuses for their inaction). Of course your family may have declared for one side and then changed their minds. They may even have switched sides a number of times during the conflict. Worse, your family may be riven in two, some supporting the Royalist cause, others the Parliamentary one (which in the long run, may be a wise move, as the victors may be able to soften the blow of defeat and disgrace for their losing relatives).

You (or your family) may well have picked a side in the Civil War, purely based on local alliances and feuds. It is not uncommon for two local noble families to pick opposite sides; glad of the excuse to take up arms and settle old grudges.

Curiosities, in which you collect stuffed two-headed snakes, rare butterflies, fossils, water-clocks and manuscripts in unknown languages.

Whoever you are, and whatever your motivations, the turbulence of the times makes your dynasty more vulnerable than ever before. You will likely have a careful path to tread if you are to continue to secure the continued success of your noble line.

Mechanical Preacher



Social Class: Any

Common Skill Bonuses: Evaluate +5%, Lore (Regional) +5%

Advanced Skills: Art (Clockwork Design), Craft (Clockwork), Lore (Mechanical Philosophy), Oratory, Teaching

You are a skilled engineer. You spend most of the day manufacturing and assembling clockwork machine parts; maintaining clockwork machines, or building/operating, one of the winding stations that are spreading in a growing network across the countryside in the south-east of England. In the evening you probably bend the ear of any who will listen, attempting

to preach an understanding of scientific processes and the wonderful workings of the universe to all and sundry.

You have probably been recruited from the ragged ranks of Apprentices, or maybe you were already an artisan, retraining to work in this specialist area. Now you work at the cutting edge of a technological revolution.

Most Mechanical Preachers dedicate their hard work to God's glory and the victory of the Godly. They work within the New Model Army, in specialist teams charged with creating and maintaining the clockwork weapons of war, with which you hope to sweep away the Royalist foe.

You are however, primarily an engineer, not a Soldier. You might even have some private misgivings. You may have been at Naseby, and seen the slaughter of the Royalist soldiery at the beginning of the day. You may have watched the remorseless machines you helped forge, crushing whole regiments without mercy, only prevented from carrying the day by the devilish magick of the Warlock Rupert and his pet Alchemists. Some part of you may have been shocked by the use to which your creations have been put; or perhaps you spend your time feverishly thinking of ways to make your creations even more deadly.

Many of the clockwork machines require a Mechanical Preacher to operate them (or at least someone with the Craft (Clockwork) skill). The others can be used by the unskilled, but must still be prepared for battle, maintained and retrieved by a Mechanical Preacher.

Some wags (in the news-sheets and around the camp-fire), mock your Profession, making references, with particular merriment, to the intimate attachment some engineers are rumoured to form to their machines, naming them, and even talking to them, as if they were human.

Most people fear you. Despite your attempts to share your knowledge, and your hopes that clockwork innovation might elevate humanity, releasing the lower orders from drudgery, many recoil and will not hear you out. Even amongst your fellow Parliamentarians there is much suspicion. Most people fear that clockwork marvels are in fact portents of doom, signs that the world has gone mad and is coming to an end. Despite your attempts to alleviate such superstitious

CLOCKWORK SCHOLARS

Mechanical Preachers are not the only clockwork engineers. An elite group of Scholars at Cambridge University are working on developing increasingly ambitious clockwork designs. The relationship between the Mechanical Preachers and these Scholars is complex. Outwardly, both groups are suspicious of each other. The Mechanical Preachers are hostile to the College hierarchy; they are against the overwhelming preponderance of wealth and privilege in academic circles, and disdainful of the unwillingness of many Scholars to spread their teachings more widely. The Scholars, meanwhile, are often fearful of the "levelling" nature of the Mechanical Preachers' message; concerned that their privileges are being questioned; and disdainful of the lower-class origins of the practical engineers. Of course, there are exceptions. The most talented of both groups often collaborate; some Scholars are not afraid to get their hands dirty and relish being

nonsense, people tend to avoid you and your machines. Others, including most Royalists, go further. They think your trade an evil abomination; that you are making a

involved in the engineering process; and some Mechanical Preachers have designed machinery that is quite the equal (and occasionally the envy) of their academic counterparts.

CLOCKWORK MAVERICKS

There are also rumours of other clockwork engineers who are neither Scholars nor Mechanical Preachers. These are isolated inventors who have glimpsed designs; listened and learned from the teachings of Mechanical Preachers; or perhaps salvaged clockwork items from the battlefield. Most Mechanical Preachers delight in this spreading of the technology; the higher echelons of the New Model and Parliamentary forces are not so sure. They fear their monopoly on clockwork devices may be threatened. Rumour has it that Cromwell himself has sanctioned the use of force, deploying some of his elite and trusted soldiery to quash such mavericks.

mockery of the Creation; and that your artifices are death machines, which will ultimately wipe out all of God's creatures.

Member of Parliament*



Social Class: Gentry, Nobility

Common Skill Bonuses: Influence +15%, Lore (Regional) +5%, Perception +5%

Advanced Skills: Lore (Politics), Oratory

You possibly sat in the House of Commons before the outbreak of war, a Member of Parliament representing a constituency. Of course, it is likely you have been chosen by a select few, possibly nominated by a handful of fellow Gentry or a clutch of fellow influential townsmen. In rare instances, you will have been elected. The election may have been irregular, corrupt and limited; nevertheless you have found yourself mandated as a Member of Parliament.

You are likely to be practised in the art of discourse and debate, ready to stand up for what you believe in and argue your corner. Or you may be more pragmatic, supporting the majority, shifting your support with the mood of the chamber. You are possibly well versed in law and the art of public speaking.

Perhaps you were a Member of Parliament with Royalist sympathies. You may have fled to join the King and Rupert, or you may be hanging on, hoping that the world will return to its senses, fearing to leave your interests in London.

The Parliamentary Commons is now comprised of political and religious cabals that vie for power. If a Parliamentary MP, you will have to carefully navigate these rivalries. The Royalists are less impeded by the political process.

Maybe you took up arms early in the conflict. You were probably given a commission and have led a regiment. You might have been a stunning success or possibly a stumbling failure.

If you chose the Royalist side, you might sit in the Royalist Parliament in Oxford. Charles I never seemed impressed with your efforts, seeing the Royalist Parliament nearly as inconvenient as the previous one. But since his death, perhaps things will change and your views will be treated more sympathetically, by Rupert (although he has made his contempt for politics apparent on more than one occasion. He is a man of action rather than words) or by the dead King's son, upon his return.

The Royalist parliament follows the more conventional systems of government, deferring to Royalty and offering advice, not Ordinances.

Even if a solid Parliamentary supporter, you may have been shocked and outraged at the death of the King and the threatened disintegration of the whole social order. Perhaps you fear the absurd notion of democracy that is being touted in the Leveller regiments. You are after all a Gentleman.

Or perhaps you are a radical. You will be nobody's vassal. Sensing change in the air, you might work as hard as you can to maintain the radical momentum and support your allies, those, who like you, wish to ensure the world stays turned upside down.

CROMWELL AND PARLIAMENT

The Houses of Parliament comprise two chambers, the Lords and the Commons. You will probably sit in the Commons. There is still a House of Lords, although under Cromwell, rumour has it, its days are numbered. In fact, since Naseby and the King's death, Cromwell has usurped so much power that many fear the Commons might be dispensed with as well (one autocratic head of state removed by Parliament to be replaced with another). If you sat (or continue to sit) in the House of Lords, you will usually be a Lord or Courtier, rather than a Member of Parliament.

KING AND PARLIAMENT

Parliaments were occasional affairs under the former King, largely called to gather revenue for the royal coffers and dismissed at a whim. Under Cromwell's control (and in the first years of the war before his ascent) the Parliament has been very active, forming committees and passing Ordinances to regulate many aspects of military and civilian life.

As war became inevitable, Parliament split. Over a third of the Members of Parliament left to support the King. Some of them reformed into a Royalist Parliament two years later (an even larger proportion of peers left the House of Lords).

Mercenary*



Social Class: Any

Common Skill Bonuses: Close Combat +10%, Gun Combat +10%

Plus choose four from Athletics +10%, Dodge +10%, Driving +10%, Evaluate +10%, Ranged Combat +10%, Resilience +10%, Riding +10%, Unarmed Combat +10%

Advanced Skills: Lore (Tactics)

Plus choose one from Artillery, Engineering, Lore (Siegeworks)

And one from Close Combat (Polearms), Dual Weapons (choose two weapons), Ranged Combat (Bows)

"I care not for your Cause, I fight for your halfe-crowne(s), and your handsome women."

- Captain Carlo Fantom, Croatian Mercenary who fought first for Cromwell and more lately the Royalists, reputedly a hard-man (impervious to shot).

You are a hired blade, primarily valued for your fighting skills. Usually, a Mercenary is employed by a foreign power, to fight for that country (or one of its Lords) in its wars. As a sell-sword, your main motive to fight is probably money.

Perhaps you have fought as a professional Soldier in the

Thirty Years War, which has raged through mainland Europe. You may have drilled with a unit employed by any of the major powers. Of course your Faction may have influenced your choice of employer, but perhaps not; you may simply have fought for the one offering the fattest purse.

Your unit may have been a specialist force, light skirmishers or heavy infantry. You may have specialised in the use of one or two weapons. Perhaps you were attached to a regiment of pike or muskets. Or maybe you have been employed to train others.

Then again, you could be little more than hired muscle, maybe a bodyguard for a wealthy patron, or worse, a thug, employed due to your intimidating manner and reputation for brutality. Perhaps a Witch Finder employs you to do his dirty work. You may work guarding Merchant caravans and trade routes. You may just be paid to guard a business, perhaps from Thieves, or maybe from a rival.

You may be keen to avoid being recruited to the soldiery of either the Royalist or Parliamentarian side. After all, they pay little (sometimes not at all!) and you can't eat principles.

Of course, the opposite might be true. You could be one of the hundreds of foreign mercenaries who have flocked to England during the Civil War hoping to find fame and fortune.

Certainly your skills are in demand. After all, in these unsafe times who can afford not to employ a little extra protection?

THE THIRTY YEARS WAR

The Thirty Years War has involved most European powers at one point or another. A combination of religious hostilities and political motivations led to a sustained and bloody war. Much of the actual fighting occurs in Germany, where Mercenary forces ravage the land. It is likely that you will have witnessed great misery and possibly atrocities, if you fought in this bitter conflict. Indeed, the savagery of the mercenaries contributed to a decline in their use in Europe and the beginnings of regular, professional, national armies as a replacement. (NB: The Thirty Years War isn't over yet, so is not yet known by that name!)

Merchant



Social Class: Middle Class

Common Skill Bonuses: Evaluate +20%, Influence +5%, Lore (Regional) +5%

Advanced Skills: Commerce, Language (other), Lore (Logistics), Shiphandling

You are a trader, buying and selling goods in order to turn a, hopefully handsome, profit. You might have been quick to spot a new opportunity; or you may run, or be a partner in, an established (probably family owned) business. You might trade on a grand scale; or be a wealthy banker; or you might just supply a relatively small community with a selection of mundane goods not readily available from local Craftsmen and Farmers.

Generally, you must trade on a wholesale basis (riff-raff, such as peddlers and the like, are members of the Vagabond Profession, certainly not Merchants) or have a substantial sales pitch or shop to be considered a Merchant.

If you are buying and selling substantially more than what you craft yourself, you are a Merchant, not a Craftsman (thank heavens, as they are rough fellows). Conversely, if you are only selling what you (and perhaps, your Apprentice) can manufacture, you are a Craftsman.

You should be a licensed member of an appropriate Merchant's Guild. Merchants from outside the local Guild have to apply (and pay) for special licenses to trade at the bigger regional markets.

Leading members of the Merchant Guild also serve as mayors, aldermen or burghers. Thus the Guild wields much local influence. If a senior member of the Merchants Guild, your status will far exceed that of your counterpart in the Craft Guild.

You might be despised by the less fortunate as a profiteer. In the chaotic war economy, you may find yourself struggling to find a market, but it is unlikely.

MERCHANTS' GUILDS

Beware, because as with the Craft Guilds, if you are cast out of a Merchants' Guild it will be very difficult for you to find work anywhere. The Guild not only provides a lot of benefits for its members (who fund it through subscription), but it also fixes prices, regulates quantities, quality and weights, and generally governs what are acceptable business practices. Ties between members are usually close, cemented through regular business meetings and social events.

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Goods are still selling, just at much higher prices, causing much suffering to the poor. Of course all might not be plain sailing. You may be in a minority Faction locally, suffer at the hands of local Guild politics, or find yourself faced with some (possibly alleged) infraction of Guild law.

You might specialise in providing groceries; perhaps you trade in beer, wine or water; grains or spices; or fish, fruit, pies or confectionery. Or perhaps you are an inn-keeper, taverner or alewife.

Maybe you are a banker, wealthy investor or perhaps a ship owner. You may own an apothecary or sell unguents. Perhaps you trade in oil, wood, parchment, paper or glass.

Or maybe you sell a variety of fabrics; perhaps you are a haberdasher or draper, a mercer (selling more expensive clothing), or wool Merchant.

The list is by no means exhaustive, if it can be traded in

TRADE

Towns and cities all have permanent markets, so although you may travel and trade abroad, people are no longer as dependent on Merchants from outside the area. Many previously rare goods are now traded by importers and exporters (themselves members of the Merchant Profession). In turn, the goods might sell to middlemen for transportation, before being sold again to local Merchants. Of course, if successful enough, you might employ somebody to source all your goods and arrange delivery (perhaps, you even own plantations), but the bigger your operation and the more links in the chain you directly own, the bigger your debts if it all goes wrong (e.g., if all your ships are seized or sunk).

substantial quantities or for a substantial profit, a Merchant will be involved.

Outlaw



Social Class: Peasant, Townsman

Common Skill Bonuses: Athletics +15%, Lore (Regional) +10%, Perception +10%, Stealth +10%

Plus choose two from Close Combat +10%, Gun Combat +10%, Ranged Combat +10%, Unarmed Combat +10%

Advanced Skills: *Choose two from* Ranged Combat (Bows), Survival, Track

"Two cut-throats started out, and striking with long staves at the horse, and taking hold of the reins, threw me down, took

my sword, and hauled me into a deep thicket, where they might securely rob me, as they soon did."

- John Evelyn, 1652

The roads are a dangerous place for any traveller. Roving bands of deserters and common Outlaws prey on those courageous enough to brave the rutted tracks and roads of England.

You are likely a fugitive, perhaps hiding from those wishing to bring you to book for past crimes, real or imagined. Maybe you dwell in a cave or have made the forest your home, perhaps you live with a gang, all as desperate as you.

To be declared Outlaw is perhaps the most heinous sentence that could have been passed. You have no recourse to law and can be hunted in the same way as an animal. Not only are you barred from civil society; anyone giving you food, shelter or aid puts themselves at risk for aiding and abetting you.

Perhaps, rather than a rogue, you are an Outlaw due to your beliefs. Your whole sect may have renounced the world and squatted land, to be used by them for the common good. Or perhaps society has outlawed your Faction, considered dangerous, heretical or heathen, and you have been exiled to exist on the margins.

Whatever your story the life of an Outlaw is a hard one. The war makes life at times a little easier, in some areas there are not the men to defend communities, which may fall prey to roving Outlaw bands.

Of course in other ways, life can be even more difficult for a renegade such as yourself. Large armed groups of Soldiers may have descended on your usual hiding places. Pickings may be particularly thin, as genteel folk avoid travelling in such turbulent times. The general economic crisis caused by the Civil War means that you may not be able to steal enough to last another winter. Perhaps it is time to try and assume a new identity and rejoin society. If you are clever and lucky, and have escaped the branding iron, maybe, just maybe, you can start over again.

Physician

You are a professional healer, dedicating your life to the treatment of wounds and the curing of disease. However, in this age of rapidly changing knowledge and social stratification, not all Physicians are alike. There are three main types, each of which uses a different form of treatment, and likely caters to a different social group. The three types are as follows:

GALENIC PHYSICIAN*

Social Class: Middle Class, Gentry, Nobility

Common Skill Bonuses: Evaluate +5%, First Aid +20%, Lore (Regional) +5%, Perception +10%

Advanced Skills: Alchemy, Courtesy, Elemental Casting (Earth), Healing (Galenic)

Spells: Galenic Physicians begin play with 3 Magnitude worth of Alchemy spells (see p.219)

You are a university trained Physician, and member of the Royal College of Physicians (which is based near St. Paul's Cathedral in London). You follow the teachings of the second century Greek Physician, Galen. Recent advances in the science of alchemy have provided further proof of Galen's teachings, which revolve around the four elements and the four humours associated with them (see text box on previous page).

Part of your training is in alchemy, particularly as it relates to the creation of magical healing potions. With your university training, you are able to command the respect and (more importantly, the fees) of the upper classes of society. Probably the younger son of an upper class family and therefore ineligible to inherit an estate, you have turned to one of the few respectable Professions open to a gentleman. You may be an independently-practising Physician, or (if you are lucky) may be attached to a Noble household as the family healer. In this time of war, you could have become a battlefield Physician, almost certainly on the Royalist side, as the Puritans tend to distrust Galenic Physicians and put their faith in the quack medicines of



THE FOUR HUMOURS

The four humours are related to the four elements out of which (it has been proved by the scientific Alchemists) all things are made. These four humours are supposed to be in balance in the body, and illness is caused by one of the humours being too strong or weak. It is the Galenic Physician's job to observe and inspect the patient to ascertain these imbalances and by a mixture of alchemical potions, diet and blood-letting, get them back to their right balance. The four humours are as follows:

Humour	Element	Qualities	Associated Organ	Mood	Characteristics
Blood	Air	Warm, moist	Liver	Sanguine	Courageous, amorous, hopeful
Yellow bile	Fire	Warm, dry	Gall bladder	Choleric	Easily angered, bad tempered
Black bile	Earth	Cold, dry	Spleen	Melancholic	Despondent, sleepless, irritable
Phlegm	Water	Cold, moist	Brain/lungs	Phlegmatic	Calm, unemotional

The humours are also associated with the signs of the zodiac, and the stars are thought to influence them, in ways too complex to go into here. Suffice it to say that a Physician might draw up a patient's star chart in order to better ascertain what treatment is necessary.

Along with a cornucopia of potions, one of the treatments often used by Galenic Physicians is bleeding; this is done either by cupping (applying small, hot metal cups to the skin that raise up a blister out of which blood is drawn), or more likely by the application of leeches to the patient's skin to remove excess blood from the body and return the humours to the correct balance.

the Paracelsans. If so, you will travel with the army, and may have seen many more gruesome sights than you thought to see when you entered your Profession.

HERBALIST

Social Class: Peasant

Common Skill Bonuses: Evaluate +5%, First Aid +20%, Lore (Regional) +5%, Perception +10%

Advanced Skills: Healing (Herbal), Lore (Plants)

You are a Peasant healer, who relies on your knowledge of local herbs and their medicinal properties to treat those who cannot afford (or do not trust) the more expensive care of the Galenic or Paracelsan Physicians. Your potions and folk remedies are in great demand in country districts. Where the vast majority of Galenic

and Paracelsan Physicians are male, a great number of Herbalists are female, and therefore attract a greater female clientèle, particularly for such "sinful" treatments as contraception and abortion.

Unfortunately, in this time of religious ferment and distrust, there are those who are likely to accuse you of witchcraft. Some accusers may be genuinely motivated by fear of the Devil, but others may be jealous practitioners of other medical persuasions, out to remove a rival to their trade. You are therefore somewhat secretive in your trade, often living apart from others in the village and relying on word of mouth for your customers. You can only hope that if a Witch Finder is in the area, your patients value your treatments enough to protect your reputation and whereabouts. Otherwise you may be forced to leave the area in a hurry and take up a wandering life. A group of

Chapter 2: Professions

THE TRIA PRIMA

Paracelsus' taught that the universe is made up of three spiritual principles; Mercury, Sulphur and Salt. These are not just the chemical substances we know, but rather deeper philosophical properties that lie behind even the four elements of the Alchemists. The *tria prima* are as follows:

Element	Universal Principle	Human Principle
Mercury	Fusability, volatility	Spirit (imagination, moral judgment and higher mental faculties)
Sulphur	Flammability	Soul (emotions and desires)
Salt	Fixity, non-combustibility	Body

Unlike the Galenic Physicians, Paracelsans believe that disease and sickness are caused by outside agents that upset the fundamental balance of the body, and that the ingestion of the correct mixture of chemicals can drive out the malignant influences, even if those chemicals, to a healthy person, would be poisonous.

Outlaws living in the woods may welcome a Herbalist into their ranks, as would the lower sort of Camp Followers, who face the dangers of the battlefield without access to the official Physicians who tend the troops.

PARACELSAN PHYSICIAN

Social Class: Townsman

Common Skill Bonuses: Evaluate +5%, First Aid +20%, Lore (Regional) +5%, Perception +10%

Advanced Skills: Healing (Paracelsan), Streetwise

A follower of the teachings of the 16th century Physician Paracelsus (real name Aureolus Phillipus Theophrastus Bombastus von Hohenheim!), you are quite likely a member of the Worshipful Society of Apothecaries of London. Disdaining the upper class teachings of the Royal College of Physicians, you rely on chemical remedies (largely based on compounds made from salt, sulphur and mercury) to cure your patients. Paracelsans are not afraid to mingle with the lower orders, and are often anti-establishment in their leanings, which have

endeared you and your fellow Paracelsans to the Parliamentary cause – partly because you are more approachable than the haughty Galenic Physicians, and partly because you are cheaper.

You are renowned for your sociability and curiosity, and often wander the country, treating people wherever you go, though you are more welcome in towns than in country districts, where your theories seem needlessly modern. Unlike the Galenists, you are not above learning folk remedies from the lower classes, though you tend to try to fit them into Paracelsus' theory of the *Tria Prima* (see text box on p.66). Since the war started, you may have become attached to a Roundhead army, where you will treat the Soldiers with the same mixture of friendly banter and unpleasant concoctions as you have treated all your other patients.

Paracelsus' motto was "Let no man that can belong to himself belong to another," and Paracelsan Physicians tend to be fiercely independent and mistrustful of authority.

Preacher



Social Class: Any

Common Skill Bonuses: Influence +15%, Lore (Regional) +5%, Persistence +10%

Advanced Skills: Beliefs (Own), Lore (Theology), Oratory

You are a person of faith, required to provide spiritual guidance and admonish sinners.

Perhaps you are a village rector. Maybe you lead a united community who respect and share your values. Or maybe your flock resent you and the tithes you extract from them. Is it not enough that they must endure high prices and a war economy, must they maintain a meddlesome Preacher as well?

Perhaps they feel you are too conservative, or too radical. Maybe your sermons are lengthy, boring or offensive. Or your parish may be divided. It may be an impossible task to please one local Faction without attracting the hostility of another. Alternatively, you may be admired for your learned ways and gentleness of manner.

You may be suspected of recusant Catholicism or Laudian tendencies, hounded by iconoclasts who wish to destroy your livelihood and smash your chapel's wealth and beauty. In the process you may have been accused of heresy or even witchery. Some of your ungrateful parishioners may have even attempted to drag you through the courts.

RELIGIOUS INTOLERANCE

Religious divides of this period are complex and run deep. The Anglican Church has recently lost much ground to non-conformists and Puritans are in the ascendancy, particularly in the Roundhead-controlled areas (although many Puritans have already left to live in the New World and others are planning to join them). A multitude of sects abound, many of them convinced that the world is coming to an end (see Factions).

The past hundred years have seen dissenters fined, or worse, burnt for heresy or convicted of treason (particularly under the Catholic Queen "Bloody" Mary and the Protestant James I, who persecuted both recusant Catholics and non-conforming Puritans). Some fear that the Civil War might end in a fresh bout of religious genocide and the shadows of past purges haunt the country.

You may be despised locally, only hanging on to your position thanks to the support of the local Bishop. Perhaps you have behaved scandalously; you may have a reputation for drunkenness or meanness. You may be at odds with members of your flock who do not attend your services. You might use your position to enforce the fines that should be levied on such sinners.

Maybe you are a high-born church official or a church diplomat. Perhaps you have been attached to one of the armies of the Civil War, delivering rousing sermons prior to battles, filling the Soldiers' hearts with holy ire and righteousness.

Maybe you are a wandering priest, perhaps a member of a radical sect or a recusant Catholic travelling from priest-hole to priest-hole, attempting to offer succour and confession to the faithful.

You may travel from place to place ranting at anyone prepared to listen. You may bring a message of hope in a time of tribulation or of despair and the end of days. You may have many rivals for the ear of the crowd; as the world has turned upside down and authority has been shaken to its core, many ordinary people feel entitled and inspired to preach.

Some of the more offbeat sects allow women to preach; this is widely frowned upon by everyone else.

Rook



Social Class: Any

Common Skill Bonuses: Influence +15%, Insight +15%, Sleight +15%

Advanced Skills: Courtesy, Disguise, Gambling, Streetwise

You make your living at games of chance, whether this be cards or dice. It may be that you are very skillful at such games, but more likely you cheat at the games

themselves, or con people into playing with you when they should know better.

You may be a gentleman down on your luck, or a Peasant or Townsman pretending to be a gentleman. The chances are you can pull your con games only a couple of times in a particular town before your game gets known, so you are always on the move, looking for new victims. You move from one Ordinary (see p.199) to the next, rubbing shoulders with Gentry and Nobleman alike and relieving them of their fortunes. Your cons involve a mixture of pretence, impersonation, sleight of hand and pure cheating.

Most Rooks work alone, though some will bribe the “box-man” who deals cards or distributes dice on behalf of the Ordinary and work with him to share the profits of the game.

The first job of the Rook is to find himself a “Lamb” – a potential victim who is obviously inexperienced in the ways of gambling and the world. You may join a game, and give your victim good advice on when to stop, and not to go too far, befriending him, plying him with drink. Once you have the trust of the Lamb, you may get him alone and suggest a little game between just the two of you. At this point, you may begin using weighted dice, a trick dice-cup, marked cards, or just your own skills of sleight of hand. Or you may let the Lamb win, and bring in the next part of the plan; a good story. Once the Lamb is winning, you beg to borrow some money from him, to give you the chance to win back what you have lost, playing the maudlin fool and explaining how you were trying to win money to pay off a debt, and if you cannot pay, your honour will be lost. Once you are on the winning side, you come out with more details of your terrible debt, and ask if you can pay back what you owe him next week, once things are sorted out with the debtor. If he agrees, you will of course be miles away when the debt is due to be paid. If he begins to doubt you, move to the next stage – accuse him of impugning your honour, whip out your sword and challenge him to a duel. Do it aggressively enough, and most Lambs will retreat in disarray, leaving you to grab the money and run. If he looks like he’s going to take you up on the fight, the best method of extricating yourself from the situation is to knock over the lanterns, grab the money, overturn the furniture and make for the exit in the confusion.

Many Rooks end their life on the gallows.

Ruffian



Social Class: Townsman

Common Skill Bonuses: Athletics +10%, Close Combat +15%, Evaluate +5%, Perception +10%, Stealth +5%, Unarmed Combat +15%

Advanced Skills: Streetwise

Your approach to crime is that of the most base and brutal sort; you assault others, or threaten them with bloody violence. You likely work with several other Ruffians, numbers making it easier to threaten and intimidate victims or to render them senseless or dead with greater rapidity. It is, after all, much easier to beat someone who is being held by friends, or to lay them low with a torrent of blows from all directions. Of course, it is always useful to have a few extra pairs of eyes handy should you wish to avoid the local watch and due punishment or execution.

You are probably part of a gang, and have run with them since childhood, but you may have come to be a Ruffian later in life, perhaps seeking to vent your anger and rage at some loss or slight, perhaps seeking the protection and fear that a gang provides. Poverty is the other likely impetus for becoming a Ruffian, sheer desperation coupled with a willingness to survive at dear cost to others. Were you born to the streets or a gang, you are keenly aware that only the strength of the gang keeps you a step above the gutter, and you accept the cutthroat nature of your life and viciousness with which you must be prepared to secure it.

Leaving the weak and foolish bereft in alleyways is not your only potential employ, however; you could put your talents to use in persuading debtors to make good on their agreements with local moneylenders. You might gain coin in exchange for delivering a beating to someone at the request of another, whether for revenge or as a warning or example. Extortion is also a possibility, though it certainly increases the risk of being caught unless the local watch is particularly corrupt or ineffectual.

Sailor *



Social Class: Peasant, Townsman, Gentry

Common Skill Bonuses: Athletics +15%, Lore (Regional) +5%, Resilience +5%

Advanced Skills: *Select two from* Boating, Culture (other), Language (other), Shiphandling

Perhaps it wasn't such a bad life. Despite the scurvy, the risk of sinking and drowning, the harsh discipline and the threat of piracy, having returned to the mainland you might find yourself hankering to be away at sea once more. Perhaps you long for a shifting deck beneath your feet and your own hammock, to be away from the mainland where Civil War rages.

You may have seen faraway lands and sights others can only dream of. Perhaps you have transported Puritans to the New World or slaves to work on island plantations.

You are likely superstitious, wary of a jinxing "Jonah", women aboard ship or Witches' curses.

You might be an ordinary Sailor, a mariner since a boy, you had to "learn the ropes" the fast way. You are likely quick and strong, for otherwise it is unlikely you will have survived this long.

You might have worked aboard a peaceful Merchant

ship or been a ruthless privateer or pirate, working for plunder and notoriety. You might have served on a huge three-decker, or a much smaller caravel.

You may be employed as a navigator, using the latest charts and technologies to pick your way across the oceans, perhaps dreaming of making fresh discoveries and finding uncharted waters. Of course you could have been a simple provisioner, responsible for the stocking and rationing of supplies.

You could be a ship Captain, possibly you own your own boat, but more likely you command the vessel for another.

You might have worked aboard a naval ship, possibly skirmishing (probably with limited success) with the Barbary Corsairs, fearsome slavers who demand large payments from European nations to guarantee at least some measure of immunity. Perhaps you were due to serve on one of the formidable ships Charles I commissioned before his death (financed through unpopular taxation, a contributory factor to the outbreak of the Civil War).

Perhaps you lost your ship, your crew or your fortune. Perhaps you have made your fortune and now wish to try something new. You might find land-lubbers infuriating, or be glad to settle to civilised company.

Of course you may never stray far from coastal waters, fishing just offshore to provide for your family.

Or, you might be a waterman, working upon the rivers, perhaps a boatman, ferryman or hobbler (somebody who tows a boat along the riverbank).

NAVAL MATTERS

Over the past hundred years there have been a series of improvements made to some of the bigger and more vital rivers (such as the Thames) to aid navigation and facilitate trade.

The small English navy, financed by Charles I, did not return his investment with loyalty. Most of the navy has been under the control of Parliament from the outbreak of the war. Following the Regicide and the harrowing events at Naseby, some have defected to Rupert and his cousin Charles.

Scholar



Social Class: Middle Class, Gentry, Nobility

Common Skill Bonuses: Culture (Own) +10%, Evaluate +5%, Lore (Regional) +5%, Persistence +10%

Advanced Skills: Lore (any)

Plus choose one from Alchemy, Lore (other), Lore (Mechanical Philosophy), Lore (Aristotelian Science)

Scholar is the Profession for those who are educators, students or otherwise involved in the pursuit of knowledge and learning. You likely attended, or have taught at one of the great universities - Oxford or Cambridge. Before that, you will have been tutored in grammar, rhetoric and logic; arithmetic, geometry, music and astronomy; the basics for a 17th century Scholar.

Perhaps, you are at the pinnacle of a great career. You may have written an influential tract, made an

important discovery or be considered an intellectual genius. Or perhaps you muddle by. You may be a Professor who frantically researches his chosen subject or you might be content to deliver the same old lectures to anyone who will pay to attend your classes.

Perhaps you are a student. If so you may be an attentive learner, or more pre-occupied with the fleshly distractions of the local town - fighting with the local Apprentice lads, whoring and drinking, your family's generously provided stipend being frittered away, unbeknownst to them. You might be a wealthy rake or you may struggle to afford your University place, reduced to working wherever you can to make ends meet (perhaps as a scribe or Clerk), delaying the completion of your studentship.

Perhaps you study alchemy or astrology. Maybe you are one of the elite royalist theoreticians at Oxford, working hand in hand with the Battle Alchemists, in order to push the recently revolutionised science to greater limits. You might undertake risky experiments, or you may calculate complex compounds for others to try.

Or, perhaps you have been left out in the cold. Maybe you only have knowledge of the less useful and unproven esoteric arts. Worse still, you may attend Cambridge where you face censure and disgrace for dabbling in evil practices (your Puritanical peers having come down firmly against the use of magick).

Of course, it might be that you study approved subjects at Cambridge, having an interest in the mechanical sciences, in particular the practical application of the revolution in clockwork mechanics. Perhaps you have an idea for a new, more efficient, winding station. Maybe you have a theory that will further compress the energy that powers the new automata. You may never get your hands dirty, or you may work closely with the engineers of the machines.

You may fear the practical applications that your creations could be put to (whether alchemical or mechanical) or enthusiastic about the military possibilities your knowledge creates.

Perhaps you studied abroad, maybe at one of the Scottish Universities or on mainland Europe (although your studies may have been disrupted by other conflicts); maybe you have only recently returned (e.g., to support a Faction in the Civil War).

Chapter 2: Professions

OXFORD AND CAMBRIDGE

University routine has been turned upside down, in much the same way as many other areas of English life. The recent discoveries of alchemical magick and the unleashing of the new clockwork mechanisms have resulted in leaps of learning. Now, many old theories have been either proven or surpassed. Those working in the exciting spheres of alchemy or mechanics have become galvanised, racing to push their chosen science forward. The particularly talented will receive material support from the relevant Faction – both Royalists and Parliamentarians are determined to make the next big discovery.

Oxford University is firmly Royalist and Laudian. Indeed, many of the ordinary inhabitants of the town are

known to have had Parliamentary sympathies, but the proximity of the University, along with the establishing of Rupert's Royalist Court in Oxford, means that anyone uttering such sentiments will likely suffer a miserable fate. Locals speak in hushed whispers of the increasing incidence of strange flashing lights, noxious smells and loud bangs that emanate from the University halls.

Cambridge University is generally Parliamentary and firmly Puritanical. Excelling in physical sciences and mathematics, the faculty has embraced the new clockwork mechanisms and the scientific principles that have made them possible. Locals tell of unearthly grinding, clanking and ticking noises. These resonate around the university and some servants speak in whispers of rampaging metal beasts roaming the campus.

Perhaps you are a travelling tutor, moving from place to place to lecture to the interested on your chosen topic. Or perhaps you are a tutor for the children of a wealthy family. Maybe you bluff your learning and credentials in order to make such a living, or perhaps you resent the imposition, your need of funds preventing you from concentrating on your own studies.

Perhaps you work within a university faculty as one of its administrators or as an employee. You might be a Dean (running a department); a bursar (managing finances); or a humble librarian (another task that perhaps you have been forced into by economic necessity).

Perhaps you are a mathematician, or a philosopher. You

might try to resolve logical conundrums for fun. Or maybe you are a theologian, concentrating on religious and doctrinal understanding, so as better to understand God.

Perhaps you are self-taught, a wealthy collector of tracts and teachings, spending your waking hours poring over rare documents and conducting your own private experiments and researches. All female Scholars will be self-taught; there is a genuine belief among a lot of men that women are incapable of rational thinking, being fitted by nature for child-rearing and other such nurturing activities. You may well prove those ignorant men wrong! Who knows what great secrets you may uncover in this age of great discovery?

Smuggler



Social Class: Peasant, Townsman, Middle Class

Common Skill Bonuses: Evaluate +10%, Insight +5%, Lore (Regional) +15%, Perception +10%, Sleight +10%

Advanced Skills: Commerce, Streetwise

Plus choose two from Courtesy, Disguise, Gambling, Shiphandling

You are a Smuggler. You provide goods (tea, rum, brandy, gin, tobacco, silk, lace etc.) for people who can afford them. You can offer cheaper deals than legitimate Merchants, who have paid import duties for their wares. You may deal purely in items that are taxable, avoiding the duty, and/or those that have been obtained by less than honest means.

You might be fairly brazen—after all, everybody despises paying the Customs House—and most will turn a blind eye out of principle or fear. Or you might work at the dead of night, flashing signals to awaiting

boats and running with your fellow Smugglers in a force sizeable enough to make anyone think twice before challenging you.

You are certainly not alone. In many areas of commerce there are more smuggled items (those that have avoided excise duties) than there are legitimate ones. Luxuries such as tobacco and tea are more likely to have come from a Smuggler than anywhere else. Most people will buy smuggled goods, be it often unknowingly.

You might be a Sailor, working aboard a smuggling vessel. The Navy (or Navies as it stands) have other things with which to occupy themselves, rather than hunting tax evaders, but shortages mean you cannot act with complete impunity. Your goods are more desirable than ever. Royalist or Parliamentary ships and armies would like nothing better than to sequester your illegal cargo to boost their own supplies.

You may work for a large cartel, with a highly organised distribution chain. You might work shifting goods from beaches to safe houses. You might manage a safe house and storage area. Or you might be charged with selling a portion of contraband; maybe you are a local supplier who can get most things, for the right price of course. You may spend most of your time dealing with “honest Merchants”, greasing the right palms, an arranger who never actually physically deals with the merchandise itself.

There is an element of risk. If caught there are a variety of painful and gruelling punishments that can be meted out, including the ultimate one that might leave you dangling at the end of a rope. That said, you would have to be spectacularly unlucky to be caught, with smuggling so rife.

You might sympathise with one Faction or another, or you may work with anyone, from any nation, if they have or want contraband.

Your dealings may not be confined to the criminal underworld. Respectable people deal with you, some even reasoning that you are an asset to the economy. Who wants to pay taxes or deal with a monopoly? If it wasn't for the Smuggler then unscrupulous Merchant Guilds would hike and fix their prices to even more ridiculous levels than they are at present. Of course, prices and taxes have risen so drastically since the war began, that there are huge profits to be made by anybody with the right contacts and a decent cargo.

THE SMUGGLING TRADE

In general the Merchants' Guilds officially despise Smugglers. They act to clamp down on your trade, as it undermines their own. They make sure they have the right paperwork, and don't wish their competitors to suspect them of illicit dealings. Such an allegation could cause scandal, bankruptcy or worse. In private, some Merchants will consider stocking smuggled items, no questions asked, if they think they can get away with it and they can smell enough extra profit.

You may supply some very powerful individuals. It is not uncommon for a local Lord to have made his fortune from smuggled goods. Maybe, you have been such a successful Smuggler, that you have been able to buy property and settle back to enjoy your ill-gotten gains.

Of course, many Customs authorities are themselves corrupt. This is by far the easiest way to smuggle. By keeping two sets of books aboard ship you can sail in legitimately, pass a nod and a wink to the official and nobody (including possibly the boat owner) is any the wiser. The advantage of this method is obvious, although you may resent sharing a slice of the profits and will have to pay duty on some of the cargo.

Custom duties have been levied on imported cargoes for hundreds of years. Parliament passed an ordinance in 1643 to create a specific committee to which they are payable - the Board of Customs. Royalists have a much less organised system for capturing revenue in their administrative area. The Civil War has seen the imposition of new Excise taxes by Parliament - a hefty tax on many domestic transactions, in addition and separate from Custom duties.

Soldier *

Social Class: Any

Common Skill Bonuses: Athletics +20%, Dodge +5%, Resilience +5%

Plus pick two from Close Combat +10%, Gun Combat +10%, Ranged Combat +10%, Unarmed Combat +10%

Advanced Skills: Lore (Tactics)

Plus choose one from Artillery, Engineering, Lore (Siegeworks), Mechanisms

And one from Close Combat (Polearms), Drive, Dual Weapons (pick two weapons), Ranged Combat (Bows)

You may have already been a Soldier before the war started. But there was little in the way of a standing army. More likely you were in one of the trained bands - if a Roundhead, perhaps you were in the fearsome London Trained Bande; if a Royalist perhaps you heeded the King's standard or Hopton's call.

Likely you were motivated by principle. Loyalty to your country may have been the inspiration (for either side) or perhaps to fight, to defend your faith, the powers of Parliament or even liberty and equality. Or perhaps you were coerced by force or necessity to join up. Maybe you are a Peasant who fights for your Lord, or perhaps a Townsman who has traded a peacetime occupation for the tools of war. You may see yourself as fighting for justice and God or you may just be happy to have survived this long, and you've take the first opportunity that presented itself to leave.

When you joined up you may have been reduced to drilling with a stave in your own clothing. Now you ply your trade with a musket and rapier or pike and sword. You may still be dressed in the uniform of your regiment, perhaps wearing your soft hat or pot helmet. If you are lucky you will have a breastplate and backplate for protection. Otherwise your buff smock will have to suffice. Perhaps you participated in one of the many battles, sieges or skirmishes that have been fought in this bloody war.

If you have the means, you might fight as a mounted



Chapter 2: Professions

LOCAL MILITIAS

Early in the war, both sides rushed to recruit the trained bands, local county militias. In some areas where the loyalty of the band was in question, the group was “disbanded” and there would be a rush by both sides to recruit volunteers and seize the armoury instead

Soldier (and it is no cheap matter). Perhaps you are a dragoon, riding up to the enemy line, dismounting and firing, before retreating to plan your next attack. Dragoons are mounted infantry who add flexibility and mobility to an army. Or maybe you are a cavalryman, perhaps riding in one of the more heavily armed squadrons of troopers.

Any romantic ideals you once held concerning war may have been shaken by what you have experienced. Perhaps you are an artilleryman who has fought in a vicious artillery duel, preceding the main battle. Perhaps you have stood in the body of your regiment in a bloody “push of pikes”, trapped in a press of metal and bodies, fighting for your life, praying your opponents collapse before your comrades. Or perhaps you stood on one of the wings, in a rank, firing your musket at a line of opponents, all of whom were similarly attempting to do you harm. Blinded by smoke, you readied your home-made shot, poured powder into the pan, lowered your musket and fired again, bodies of the dead and dying piled around you.

Perhaps you were at Naseby and experienced the horrors of the new warfare, the unholy fire of the Battle Alchemists and the relentless churning cruelty of the New Model Army Clockwork Regiment.

UNIFORMS

At the outset, Royalist and Parliamentarians wore similar uniforms. In fact, there was a lot of confusion and despite wearing coloured sashes or sprigs of greenery to distinguish yourselves from your opponents, often you moved to engage an enemy unit only to find they were friendly troops. Uniform colours were varied, often provided and chosen by the commander of each regiment.

The recently formed New Model Army has a standardised red and buff uniform, one of the many reforms being made to build a regular, professional army. Breaking with tradition, the New Model Army also offers some promotions based on martial skill, rather than accident of birth, so ordinary townsfolk rise to command, and opportunities hitherto unheard of present themselves to the talented.

When you are not fighting, you are carousing in camp or scouring the land for food and a garret. Maybe you haven't been paid for months and have decided to desert; maybe you have been granted leave to visit loved ones; or perhaps your unit has been stood down, cut off from the larger army, and you find yourself adrift and at liberty; or maybe your Lord has changed sides or withdrawn from the fray, watching and waiting to see what the likely outcome will be in the new struggle between clockwork and magick, before rallying to fight once more.

Whatever has brought you to this point, your martial skills are likely to be invaluable in these troubled and dangerous times.

Spy



Social Class: Any

Common Skill Bonuses: Dodge +5%, Insight +5%, Lore (Regional) +5%, Perception +5%, Persistence +5%

Plus choose one from Sleight +5%, Stealth +5%

Advanced Skills: *Choose two from Disguise, Beliefs (other), Culture (other), Language (other), Track*

You are adept at deception, working to gather secret information. You might be directly employed by a Faction. You might loyally subscribe to your Faction's aims, or you might undertake your work out of necessity, for the pay; perhaps you just thrill at the excitement and danger your occupation offers. You possibly work to uncover political or military secrets, or perhaps you gather gossip and scandal with which you can extort and manipulate others. You might be employed by a Noble family to promote their cause; or a Merchant wishing to gain an advantage over competitors.

You might be an expert at disguising yourself. Perhaps you are currently assuming a false identity (or multiple identities). Or perhaps you merely disguise your loyalties. You might undertake highly dangerous missions such as breaking and entering, or maybe you subtly slip away at gatherings, to examine or steal private documents. You might be (or work for) a Noble with an outward reputation for cowardice, someone

who has apparently refused to declare for Parliament or the Royalists. In fact, you might secretly run a Spy network, your "neutrality" the perfect cover for your mission.

You might run behind enemy lines, perhaps with false papers, infiltrating a siege or besieging force.

Women often make exceptional Spies. Apart from other Spies, many will not suspect you of engaging in such an activity. Many Soldiers would be very surprised to know that it is a woman spying on their army's movements, strength and the depth of their fortifications. It is relatively easy for a female Spy to sneak out of a besieged city. Or perhaps you are installed in an enemy camp, secreted amongst genuine Camp Followers.

Spies are employed by most of the Factions (and certainly all of the major ones). You might work for the Parliamentarian or Royalist army, one of a great network of Spies. Perhaps you are privy to great secrets and have connections with a Faction's Spy-master, or perhaps you have a more trivial role, outwardly engaged in a mundane occupation (such as an innkeeper or Clerk), occasionally reporting to your masters. Or perhaps you are a Noble, concealing your true religious or political convictions, working to undermine your Faction's enemies at the highest level or overhear the whispered secrets of the powerful.

You may work for a foreign power or the Papacy. Many people are ready enough to blame all ill-fortune on witchery and Papist spies, if you are found out you will no doubt be made an example of.

You may not concentrate purely on acquiring secrets. You might be more involved in propaganda, actively spreading rumour and disinformation to disguise your Faction's intentions and true strengths and weaknesses, or perhaps to undermine your enemies' morale.

Spies are generally reviled and treated with short shrift if they are revealed. It is likely you will be tortured and killed if exposed, although you may be spared if you are willing to become a turncoat. Most Factions might blame failures of strategy on treacherous enemy Spies, whether or not this is actually the case. Perhaps you are a double agent, brokering information and disinformation to more than one camp. Perhaps your machinations are so complex, that even you have lost track of who you really work for!

Thief



Social Class: Townsman

Common Skill Bonuses: Athletics +10%, Evaluate +10%, Perception +10%, Sleight +10%, Stealth +10%

Advanced Skills: Choose one from Disguise, Mechanisms, Streetwise

Despite the poverty and the disruption of the Civil War, there are many opportunities for Thieves. In fact, because of the economic misery many previously honest people might now find thieving a temptation or necessity.

As a Thief you might earn more in a month than an honest person could hope for in a year. You likely live in a city or large town, or perhaps you head for the larger local markets, where the rich shoppers with their bulging purses and the naive Farmers can be duped out of their hard earned money.

Clothes, jewels, fabrics and an abundance of other imported and saleable items provide tempting targets. Often wares are displayed on stalls for the perusal of customers or "redistribution" by the Thief.

Perhaps, you became a Thief from necessity, as a starving child, a member of an Apprentice Gang or forced to commit burglaries by a stern master. Or perhaps you are a gentleman (or lady) Thief, not suspected due to your status, you may thrill at the danger your Profession provides.

You may be a pickpocket or "cut-purse", with skilled fast hands and a knack for misdirection; a fence, with the contacts to sell another Thief's spoils; or perhaps a house-breaker, stealing in the middle of the night, escaping across rooftops or with the help of a servant accomplice; or maybe you specialise in trickery, conning the gullible to get your loot.

You might work alone, or be a member of a Gang. Your Gang might be a loose collection of fellow criminals, or operate almost as an unofficial Guild, guarding its territory from rivals.

It is not an easy life however. If you are caught, the punishment may be severe. Your victims will often try to catch you themselves and the public has a duty to start a "hue and cry" if a crime is committed. You might have had many a close shave, dashing with the contents of a gentleman's purse, the shouts of "Stop, Thief!" ringing in your ears.

PUNISHMENT

If caught, you may be whipped, consigned to the pillory or stocks, or hung if your robbery was with extreme violence, upon the highway, or of a particularly heinous nature. If educated you may claim "benefit of clergy" for a first offence. Although the church no longer has jurisdiction, if you can read a biblical passage you may be released after a (relatively short) prison term (although disease is so rife in gaol, that you may never leave alive). Whatever the outcome, if found guilty you will likely be branded upon the ball of your left thumb with an "M" for malefactor, so if caught again you will be known as a repeat offender. If you refuse to co-operate once caught and remain silent when questioned, you may be pressed with heavy weights to extract a confession. Many Thieves remain silent and perish, figuring their ill-gotten gains might at least feed their families for a while.

Vagabond



Social Class: Peasant

Common Skill Bonuses: Lore (Regional) +10%, Perception +10%, Persistence +10%, Resilience +10%, Stealth +10%

Advanced Skills: Streetwise, Survival

Due to the greed of the upper classes or the ill-fortunes of war, you are forced to wander the countryside, looking for work. Maybe your local Lord enclosed the common on which you grazed your animals, or destroyed your cottage and threw you off your land to make way for more profitable sheep-farms.

Maybe your village was destroyed by Soldiers, seeking to prevent its use as a strategic asset by the opposing side. Perhaps you were a house servant on a country estate, let go by your Lord. Maybe your beliefs have become increasingly at odds with the rest of your community and you have been cast out.

Perhaps you are a casualty of war, unable or unwilling to continue fighting for Royalists or Parliament, shattered by the horrors you have witnessed. Maybe a life spent foraging and scrounging does not seem so bad, as long as you can avoid military service, war or the plague-pits that pass for gaols.

Now you are a masterless man or woman, forced to beg, borrow or steal to make ends meet, reviled as a rogue and a Vagabond by more respectable people. In particular, the Godly may reward your begging with derision and hostility, mistaking your misfortune for idleness. You may peddle meagre wares, scraping by as best you can, or perhaps you are completely destitute.

Perhaps you will try your luck in one of the bigger Cities. If you can find somewhere that will open its gates to you, maybe you can reverse your fortunes, but likely as not you will end up part of the shiftless rabble, feared and despised in turn by your betters.

You likely bear a grudge against those who caused your misfortune or those determined to punish you further for the crime of being poor. Perhaps, one day, you will have an opportunity to take your revenge.

Valet/Lady's Maid



Social Class: Townsman

Common Skill Bonuses: Insight +10%, Lore (Regional) +5%, Resilience +10%

Plus choose two from Athletics +10%, Drive +10%, First Aid +10%, Ride +10%, Unarmed Combat +10%

Advanced Skills: *Choose two from Art (any), Courtesy, Craft (any), Lore (any), Play Instrument, Track*

"No man is a hero to his valet"

- Mme. Cornuel (born 1603)

A Valet (or Varlet) is a personal manservant. The male head (master) of any aristocratic or wealthy household, and sometimes, the master's sons as well, will have their own Valet. A Lady's Maid performs this role for a Lady of high status.

But, you are no mere footman or maid. You attend to your employer's personal needs; laying out clothes, attending to their grooming and taking responsibility for intimate possessions. Valets are also responsible for paying bills, managing their master's finances (and the finances of his household) and making any travel arrangements.

You may have been trained in the manner of a squire of old, expected in a pinch to lend a hand, to defend your employer. You may well have begun your career as a Soldier servant, if your master is a military man. Or perhaps you have tended your employer since she was a child, serving as her confidant and trusted ally.

Of course, your precise role will be defined by your master or mistress (if male you may serve a mistress, performing the stewarding duties within the household).

If your master or mistress is not particularly wealthy, or less ostentatious (preferring to travel without a large retinue), you may be the sole servant. In such a case, you will probably be expected to perform all manner of additional duties. You may resent this or you may loyally attempt to maintain every service, as a matter of pride.

You may dislike the servile and menial nature of your work. Or perhaps, you are a radical at heart or jealous of your employer's wealth and position. You might find the personality of your employer grating, demeaning or downright offensive. Alternatively you may be one of a line of servants who have served a particular family

with dedication for generations; perhaps you were even raised beside your master as his lifelong friend.

You might be regularly tasked with the impossible. Or you may be undervalued and your capabilities regularly criticised.

If you are Valet to a particularly wealthy or influential individual, or attend your master or mistress at court, you might become embroiled in the intrigues of servants from other households. You may be an expert in gathering information from the lower classes on your employer's behalf.

If you pursue an agenda separate from your master's or mistress' and are found out, you are liable to be thrashed and cast out (or worse). Unless you are thought of particularly fondly, or you have a particularly indulgent employer (or perhaps, you have some other reason for being indispensable, such as the harbouring of secrets), you would be wise to avoid crossing your employer at all. Of course as the most

OTHER SERVANTS

Of course, a wealthy or aristocratic household will have many servants; maids, cooks, footmen, etc. When at home with his master the Valet will be the first among these, certainly as far as the male servants are concerned. Likewise the Lady's Maid is the senior female servant.

intimate of servants, your employer may prefer you to speak freely and might put a high value on your advice.

Perhaps you adventure with your master or mistress, or perhaps you have run away from service, hoping to secure another position.

You might have an enlightened and generous employer or a petty and mean one. Either way, you are likely to be expected to work hard, be an amenable travelling companion and be dutiful.

Watchman *



Social Class: Townsman

Common Skill Bonuses: Athletics +15%, Close Combat +20%, Lore (Regional) +10%, Resilience +15%, Unarmed Combat +10%

Advanced Skills: Lore (Law), Streetwise

You have been appointed by a borough, town or city, to patrol the streets and keep them safe and secure for the community. In a country with no formal police force, the Watch is the nearest thing there is.

THE WATCH

In the 13th Century, a system of Watches and Wards was developed to maintain some security in English boroughs, towns and cities. These Watches are under the direction of the local Sheriff. Primarily your duties are guarding the entrances to the town (or city) and raising the alarm (or "hue and cry") as necessary. The actual job of tackling felons will be taken up by concerned citizens, rather than Watchmen exclusively.

In this time of war, you may also be watching for the approach of enemy forces intent on storming the town and may find yourself unexpectedly on the front line while waiting for backup.

You are likely a stalwart Watchman (or Sergeant); firmly keeping order, politely assisting gentlefolk and providing oafs and urchins with the odd clip around the ear or word of reproach, as you see fit.

Maybe you are overly officious, or perhaps you are fascinated by detecting any evidence of misdemeanor. Perhaps you are ambitious. Maybe you simply wish to assist the local Justices to keep the peace.

Perhaps, you work at night; lantern in hand, ready to raise an alarm, crack a head or protect the needy as the evening requires. If you are on gate duty and you apprehend any suspicious person, or persons, trying to leave (or enter) at night, you will likely lock them up till morning, when their intentions can be better verified.

Depending on where you live, there may be some areas of the town or city that you would not dream of patrolling on your own (or even with your colleagues). The danger from cut-throats and lowlife may be too great. Anyway, your employers would rather you kept other, more salubrious areas safe - after all, taxpayers are seldom found in such absolutely lawless districts (unless accompanied by their own guards or up to no good).

Of course, you might not be so reliable. You may make a few shillings by turning a blind eye on gate duty, or in return for giving the nod to local Thieves when you spy a gullible stranger arriving in town with plenty of coin. After all, a Watchman's pay is meagre. In fact, since the start of the Civil War, your pay may have failed to materialise at all, or be significantly in arrears.

Or, perhaps all you crave is the quiet life. You might be skilled in looking the other way when potential or actual wrong-doers look too dangerous or threatening. You may have been happy enough to roll the odd drunk into a cell for the night; but now that your town is full of dangerous groups of armed men, you have had enough.

In fact, maybe you are just not needed any more. The Army may provide all the security functions in your town or city. Local Watchmen may no longer be trusted to secure the gates, man the walls and patrol the town. The local town officials may have found themselves

suspended (if they are really unlucky, perhaps literally!) and local systems of government might be in chaos in your locality.

Making yourself scarce might be a good idea anyway, before somebody expects you to trade in your shabby old watch uniform for a brand new army one. There must be some opportunity for a reliable or sharp-eyed Watchman. Who knows? Perhaps this could be your opportunity to find some excitement, away from the same boring old streets that you have paced all your life.

Witch/Warlock



Social Class: Any

Common Skill Bonuses: First Aid +20%, Insight +10%, Lore (Regional) +10%, Perception +10%

Advanced Skills: Lore (Plants), Lore (other), Witchcraft
Plus choose one from Art (any), Craft (any), Healing (Herbal), Lore (any other), Survival

Spells: Witches begin play with the spell *For to Give a Withering Look*, plus a number of Witchcraft spells equal to INT-3

Magick: Witches and Warlocks have an extra attribute, Magick (abbreviated as MAG), which is equal to INT+POW divided by 10, rounded up.

You started life as a user of small magicks, probably passed down through your family for generations. If you are a Peasant, your local village may well suspect your powers; Townsmen, Middle Class, Gentry and Nobility are more likely to keep such family magick secret, revealing it only to close friends and relatives. If the latter is the case, you may well pass yourself off as belonging to another Profession and choose skills to match.

You have a selection of benign and malevolent spells; maybe you sell charms and spells to others for good or ill, or keep your magickal powers secret and use them for your own ends when you think no-one will be able to detect them. You may be suspected of Witchcraft, or you may practice it openly, relying on fear of your "evil eye" to prevent others driving you out of your community.

Perhaps you are a fully-fledged evil Witch, the sort who flies to Sabbats on a broomstick and worships the Devil; if such is the case, you will have learned to increase your MAG (see p.245) and will be able to cast much more powerful spells. If so, you are a member of the Satanist Faction (see p.137). It was probably your quest for power and knowledge that led you down this path to ultimate evil; now the only things you fear are other Witches, Witch Finders and death itself - you will do anything in your power to prolong your life, knowing that when you die you will go straight to Hell.

Witch Finder



Social Class: Peasant (Searcher or Watcher), Townsman (Searcher or Watcher), Middle Class, Gentry

Common Skill Bonuses: Influence +15%, Insight +10%, Lore (Regional) +10%, Perception +15%, Ride +15%, Sleight +15%

Advanced Skills: Lore (Witchcraft), Oratory, Track

"Thou shalt not suffer a witch to live."

- Exodus 22:18

Malice and corruption lurk everywhere. In these times of war and pestilence, people are more afraid than ever. What could be more frightening than evil Witches? Men and women with magickal and unholy powers live within the bosom of struggling communities, undermining them with their diabolical designs, flying astride broomsticks and making pacts with demons.

Luckily, there is somebody like you to confront the arcane powers of darkness. You are a Witch Finder,

charged with searching out and exposing Witches and their malevolent crimes. Searchers and Watchers are assistants to the Witch Finder, gathering evidence in order to bring suspects to trial.

Women are unlikely to be Witch Finders *per se*, but can choose the Profession if they are Searchers and/or Watchers. Witches are searched for physical signs of their corruption such as disfigurements, bleeding spots and the like, and if there is evidence, tried. As most accused are women, it would be unseemly for a man to do the searching. Witches are also watched. They are observed over several days, possibly being half starved and denied sleep through the process. The Watchers are responsible for witnessing confessions and devilish manifestations. Although Searchers and Watchers are often recruited from the Witch's local community, you are probably a professional Searcher or Watcher, employed by a Witch Finder to travel with him and assist him in his duties (perhaps colluding with him to gain convictions).

You may have the support of the local authorities, or you may be disliked by local people of influence who think you are overly zealous. Some fools are unsympathetic to the notion that Witches even exist. But you know better. How could there not be real Witches? Aside from the sheer number of Witches identified by men such as John Stearne and Matthew Hopkins (they can't all be innocent, can they?) other isolated cases have been detected up and down the country. Who has not heard of the Lancashire Witches? And is not the reputed Queen of the Witches at work? She haunts the County of Cornwall, gathering in her powers.

You may be a staunch believer, or you may be more interested in the revenue that your chosen occupation generates. You are usually well rewarded by the communities that you serve. Of course, some try to avoid paying up once you have finished the job. It is expensive work, supporting a Witch Finder's lifestyle (you need a mount and lodgings), his or her assistants (Searchers and Watchers who might be local or may travel with you) and inevitably the bill for jailing the culprit, while they await trial and possible execution (if they survive the pitiful conditions within gaol).

Of course, you might not be above employing legally dubious methods (such as "ducking" and "floating") or even tricks (a Witch is reputed not to bleed when cut, so your retractable blade might be useful). Or you may be

Chapter 2: Professions

completely sincere, genuinely going about your business, grimly resolute in the face of wickedness.

Your main weapons in finding Witches are informants, people who have witnessed the Witch's powers or suffered his or her curses. If you can gather enough evidence from these sources, your job will be much easier. Of course, in the process of such an investigation, witnesses themselves might be implicated or revealed as Witches.

Sometimes, people are desperate to talk with you and offer evidence. If they have suffered misfortune, and suspect a Witch's curse, they will likely not have felt brave enough to speak out, fearing further retribution from the (now surely enraged) Witch. With your help, people often find the courage to voice allegations and you acquire another suspect. Everyone (that is apart from the Witch and the sceptic) is happy. Until they get your bill.

You could be in any one of a variety of Factions and you may operate in pretty much any part of England, as long as you have enough local support and/or the ear of the powerful.

You may be diplomatic or overpowering; an

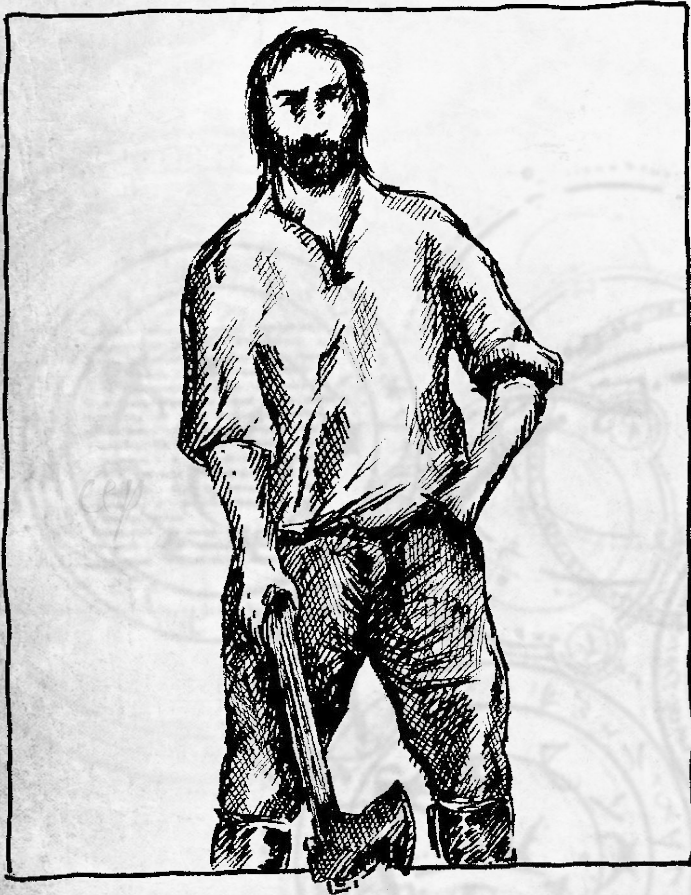
WITCHES

Over the past one hundred years or so (since witchcraft came under secular rather than religious jurisdiction), English communities have hung (and occasionally, burnt) the odd Witch or two from time to time. Under James I (who wrote a book concerning Witches, and whose version of the Bible the quote above comes from), trials abated. In the light of dropping convictions it didn't seem worth the expense involved in imprisoning and punishing Witches. During the Civil War however there has been a local frenzy of Witch-hunting in East Anglia; over two hundred Witches have been hung or await trial. People have started once more to pursue old resentments and demand that Witches are punished for their evil ways.

If found guilty, Witches are usually hung or, in the case of the Witch having caused the death of her husband, burnt, as by killing her husband she has committed petty treason, punishable by burning

investigator or a hoaxer; a legal expert or an enthusiastic amateur. Whoever you are, your zealotry should be.

Woodsmen



Social Class: Peasant

Common Skill Bonuses: Athletics +10%, Close Combat +10%, Lore (Regional) +5%, Resilience +5%

Plus choose one from Close Combat +10%, Ranged Combat +10%

Advanced Skills: Lore (Forest), Ranged Combat (Bows), Survival

You likely live on the fringes of society. Most of your life you have spent coppicing, felling and chopping trees for your Lord. A sizable chunk of your time might have been spent burning wood to make charcoal.

You may be a forester, charged with catching poachers and controlling vermin. Or perhaps you have been asked to spend your time as a hayward, responsible for planting and maintaining hedgerows, enclosing the land for your Lord.

You might be a sturdy individual, the salt of the earth and an honest man to boot. You may be on good terms with the nearest villagers.

But some might view you with suspicion. Essentially you may be an outsider to everyone. You may lack experience of community life, only coming to village or town rarely, perhaps for special celebrations or market days. Alternatively you might have lived on a large estate, alongside others who share your occupation.

You may have been driven from your shack by Outlaws, or you may have reached a cordial accommodation, which allows you and the roaming felons to go about your respective businesses unmolested by each other.

You may be looking for any opportunity to escape your miserable existence, for you are poor and isolated, scraping by in the wilds as best you can. If only someone had work for a hardy tracker with the strength of an ox, you could start afresh.

Chapter 3

In which are described the treasonous and heretical beliefs of the sundry factions and schisms of this sadly divided land

*"And hark! like the roar of the billows on the shore,
The cry of battle rises along their charging line:
For God! for the Cause! for the Church! for the laws!
For Charles, king of England, and Rupert of the Rhine!"*

- Thomas Babington Macauley, *Naseby*

England in the 17th Century is a land wracked with religious and political divisions, where many people hold passionate beliefs in various theologies and ideologies, many of them contradictory. Your Adventurers are no different to anyone else in this regard.

Each Adventurer belongs to a single Faction, and subscribes (or at least pays lip-service) to that Faction's beliefs and way of life. This may be due to a deeply-held feeling for that Faction, or may simply be due to a wish to blend in with the society around him or her. If you want to play an Adventurer with strong religious or political beliefs (go on, it's fun!), whether they are relatively mainstream or wildly idealistic, choose one of the Factions below. Alternatively, you can choose the Self-Interest Faction and pick one of the sub-categories within it; it could be that you live in a Royalist area and go to the Anglican Church diligently every Sunday, but when push comes to shove your main driving force is the protection of your family rather than the ideals of the

Royalist cause. Your chosen religion may not be your chosen Faction - everyone is expected to be a Christian and go to church, but your real passion may lie elsewhere.

Righteousness

Righteousness Points (RPs) are a measure of an Adventurer's passion for his chosen Faction. Each Faction, whether it be a religious sect or a political group has a Zeal statistic, which measures the extent of the group's fervour. An Adventurer's starting Righteousness Points are equal to POW+CHA+Faction Zeal.

Example: Pete's character, Tribulation Jones, has POW 13 and CHA 14. His chosen Faction, the Puritans, has a Zeal of 20. Tribulation's beginning Righteousness is therefore 13+14+20=47.

USES OF RIGHTEOUSNESS POINTS

Righteousness Points can be used for a number of things:

DEBATE

In a debate between two characters from rival Factions, the two players make an Opposed Skill Test against their Righteousness Points; the Games Master may add a bonus or penalty to an Adventurer's roll for good or poor argument and/or role-playing. The winner of the opposed roll wins the argument; if this is in front of an undecided audience, they may swing in the winner's favour. Characters gain or lose Righteousness Points according to how well or badly they do in the debate, signifying increased or decreased confidence in their own opinions. Righteousness Points can never fall below 0, but if they fall that low, the character suffers a crisis of confidence; since his beliefs are so shaky, he is wide open to conversion to another cause.

CONVERSION

A character with a Righteousness of 0 is wide open to conversion. Such a character can only use his basic POW in any Opposed Righteousness Tests, and if he loses, is converted to the opposing character's Faction. His Righteousness in the new Faction is equal to his POW+CHA+ the same amount as the opposing character gained in Righteousness for winning the test. Since RPs

INTER-PARTY DEBATE

Righteous Will Tests should normally be used only for interactions between Adventurers and NPCs. When Adventurers debate, success should be determined by role-playing. The Games Master may wish to award or deduct RPs as he sees fit, based on the outcome of the argument. Awards and deductions may become less frequent as, over the course of play, Adventurers become immune to each others' rants. If it makes for a good story, Adventurers can be converted to another Faction by another Adventurer's arguments, even if their RPs aren't actually low enough to trigger a conversion under normal circumstances (although their Righteousness must be lower than that of the character making the conversion). Such a conversion will take several sessions of play.

can never fall below 0, the character being converted does not lose any RPs points, even if the table says he should; nor does he gain any Righteousness Points for winning—he has resisted being converted, but still lacks any confidence in his old beliefs.

Example: Tribulation Jones, a staunch Puritan, is having an argument with Sir Kenelm Haversham, a Catholic Cavalier, about which is the most important source of information about God – the word of the Bible or the teachings of the Pope. Tribulation has 47 RPs, Sir Kenelm, not a very committed Catholic, has 16 RPs. In the ensuing debate, the Games Master rules that Pete, Tribulation's player, rants particularly well and gives him a +25% bonus to his Righteousness. Both roll

RIGHTEOUSNESS CONTEST TABLE

Adventurer/Opponent	Critical	Success	Failure	Fumble
Critical	Highest roll wins. Winner gains 1D10 RPs.	Adventurer wins. Adventurer gains 1D10 +10 RPs.	Adventurer wins. Adventurer gains 1D10 RPs, Opponent loses 1D10 RPs.	Adventurer wins. Adventurer gains 1D10+10 RPs. Opponent loses 1D10+10 RPs.
Success	Opponent wins. Opponent gains 1D10+10 RPs.	Highest roll wins. Winner gains 1D10 RPs.	Adventurer wins. Adventurer gains 1D10 RPs, Opponent loses 1D10 RPs.	Adventurer wins. Adventurer gains 1D10 RPs. Opponent loses 1D10+10 RPs.
Failure	Opponent wins. Opponent gains 1D10 RPs. Adventurer loses 1D10 RPs.	Opponent wins. Opponent gains 1D10 RPs. Adventurer loses 1D10 RPs.	Debate cannot continue due to outside interruptions.	Debate cannot continue as Opponent runs out of ideas and loses 1D10 RPs.
Fumble	Opponent wins. Opponent gains 1D10+10 RPs. Adventurer loses 1D10+10 RPs.	Opponent wins. Opponent gains 1D10 RPs. Adventurer loses 1D10+10 RPs.	Debate cannot continue as Adventurer runs out of ideas and loses 1D10 RPs.	Debate cannot continue as both struck speechless and both lose 1D10 RPs.

Chapter 3: Factions

their dice; Tribulation gets 43 (a success), but Sir Kenelm gets 00 – a fumble! Both sides roll to see how much their Righteousness Points change. Tribulation gains 5 RPs, taking his total up to 52; his faith is reaffirmed by his triumph over the weak, dithering Catholic. Poor Sir Kenelm, on the other hand, loses 17 RPs, taking them to 0; having had his arguments demolished by Tribulation's forthright debate, he suffers a crisis of faith. If Tribulation were to engage him in debate again, he could well be converted to the Puritan cause. But Sir Kenelm sensibly flees. He spends three days in contemplation and prayer, before going to see a Catholic priest. The priest wins an Opposed Righteousness Test against Sir Kenelm's POW of 12 (Success against Failure) and he regains his faith in Catholicism with a total Righteousness of POW 12 + CHA 16 + 3 (what the priest gained to his RPs for winning the test) = 31. He has come through his religious crisis with his faith renewed and vows to spend less time wenching and more time going to confession in future.

RIGHTEOUS ACTION

If a character is using a skill to further his Faction's cause, he gets a bonus to his skill roll equal to the tens digit of his current Righteousness Points total.

Example: Tribulation Jones is involved in a duel with a Royalist Cavalier. His Melee skill is 52, but since he is fighting one of the enemies of the Puritan cause, he gains a bonus of 4 from his 47 RPs, bringing his Melee skill up to 56. Unfortunately, the Royalist is a staunch defender of the King, with 58 RPs, and is better with a sword too. His Melee skill is 66, plus 5 from his RPs, bringing his Melee skill up to 71. Things don't look good for our Puritan hero!

RIGHTEOUS WILL TESTS

Of course, there has to be a down side to all this Righteousness. Passionate people can get carried away with their beliefs and find themselves holding forth on them at inappropriate (or even dangerous) moments. If a character is in a situation in which he may feel the need to defend his beliefs, or verbally attack someone who is expressing different beliefs or acting in a way the character considers inappropriate, a Righteous Will Test must be made.

To succeed at a Righteous Will Test, the player must roll *above* his current Righteousness Points total. If he succeeds, he manages to hold back and not burst forth into righteous ranting; if he fails, he cannot help himself, but will begin to spout his beliefs. This simulates the fact that a person with more Righteousness Points is more passionate about his beliefs and therefore less likely to be

able to avoid talking about them.

Example: The Puritan Tribulation Jones, with 47 Righteousness Points, has been persuaded (against his better judgment) to watch a piece of street theatre while visiting the Royalist capital, Oxford. He manages to keep his disapproval of this art form to himself, until the leading lady kisses the hero. The Games Master rules that Pete must make a Righteous Will Test for his Adventurer. He rolls 08, which is well below his current RPs. Tribulation pushes through the crowd, shouting about sin and fornication and the fires of Hell; only belatedly does he realise that he's surrounded by Royalists who are staring at him angrily – he is forced to beat a hasty retreat with a mob on his tail!

BELONGING TO MORE THAN ONE FACTION

Your Faction of choice represents the cause about which your character feels most passionate.

As such, your Righteousness is always measured in terms of your fervour for your main Faction. You may nominally be a member of more than one Faction, but your Faction benefits are always bestowed by the Faction that is of most importance to you.

Example One: Lamentation Robertson is a Puritan, supports Parliament and works as a Soldier in the New Model Army. Lamentation takes his religion very seriously but understands little of politics and is not a very committed soldier. Thus Lamentation's main Faction is Puritan.

Example Two: Lady Jane Armitage is a Catholic Courtier who resides at the Royalist court. Lady Jane's Personal Honour is such that she is far more obsessed with doing the right thing than making friends at court, sometimes even to the detriment of her own advancement (and the interests of her political and religious allies). Lady Jane's main Faction is Self-interest (Personal Honour).

Example Three: Henry Taverner is a wealthy Merchant, of good standing in his Guild. He is fairly greedy and has unorthodox religious views. Unbeknownst to most, Henry made his wealth working for the boss of a powerful band of Smugglers. Henry's main Faction is Gang.

The amount of Righteousness Points you have reflects the extent of your loyalty to your Faction. High Righteousness reflects zeal and enthusiasm, low Righteousness, apathy and a wavering attitude.

CHANGING FACTION WITHOUT BEING CONVERTED

Of course, your Faction can change without radical conversion.

So in *Example One* above, Lamentation Robertson may join a community of Diggers on leaving the army. Over time he becomes increasingly committed to his comrades working the fields and his main Faction becomes Digger. In *Example Two*, Lady Jane might have her Personal Honour diminished by false rumours circulating Oxford. Her reputation in tatters, Lady Jane is convinced by her closest friends that this lack of respect stems from the erosion of authority following the Regicide. She vows to do everything in her power, whatever the cost, to aid Rupert. Her main Faction becomes Royalist. In *Example Three*, Henry Taverner might over time become less committed to his life of crime. He has a new family and fears his nefarious connections coming to light. He is still in a Gang, but he hankers to put his unsavoury past behind him. Taverner's main Faction is now Self Interest (Family).

These sorts of conversions need not be played out solely in game mechanics, but can be agreed upon between player and Games Master, if the player decides that this is the way he wants his character to go. Once a player has decided to change Factions, his character's Righteousness Points in his original Faction will fall by 2D6 points each week of game time, until they fall below the level of the character's CHA + POW, at which point the character changes Faction, and he joins the new Faction with RPs equal to CHA + POW + Zeal of the new Faction, in the same way as a beginning character. The player may role-play this as a slow change of allegiance or a sudden moment of revelation, as appropriate.

FLUCTUATIONS IN RIGHTEOUSNESS POINTS

Righteousness can fluctuate due to factors other than Opposed Righteousness rolls. Personal events might cause a gain or loss in RPs, and events in the world at large might do the same. For instance:

- Character loses fight with character from enemy Faction: -1D10 RPs
- Character wins fight with character from enemy

Faction: +1D10 RPs

- Character involved in major defeat at hands of enemy Faction: -1D10+10 RPs
- Character involved in major triumph over a group of enemy Faction: +1D10+10 RPs
- Character hears of major defeat for his own Faction in the war: -1D10 RPs
- Character hears of major success for his own Faction in the war: +1D10 RPs
- Character hears of overwhelming triumph for his own Faction in the war: +1D10+10 (e.g. news of the King's beheading for the Parliament Faction)
- Character hears of overwhelming defeat for his own Faction in the war: -1D10+10 (e.g. news of the King's beheading for the Royalist Faction)

FURTHERING THE CAUSE

Adventurers may also gain RPs through simple actions that further or reinforce their beliefs. These actions will vary depending on which Faction they belong to. For example, a Puritan may gain RPs by reading his Bible or handing out pamphlets, a Digger by working on the land (or working on her plans for establishing a new commune), a Catholic by attending Mass, a Gang member by plotting a big heist, etc.

For each day that the Adventurer engages in such an activity, he may gain 1 Righteousness Point if his player requests it. He can gain no more than 7 RPs in any one month by this means, even if other factors cause the Adventurer's RPs to fall. Some of these activities do not require more than an hour or two of the Adventurer's time.

For example: Tribulation Jones and the party arrive at an inn for the evening. The other Adventurers decide to spend their evening drinking, gambling and listening out for tidbits of gossip. Tribulation has no interest in engaging in such debauched behaviour and retires to his room to work on a tract entitled "On the Avoidance of Fleshly Desire." The next morning, the Games Master awards Tribulation 1 Righteousness Point. Over the course of the month, Tribulation often finds himself alone in his room working on his Godly text. However, the Games Master will only award a maximum of 6 more RPs in the month.

Chapter 3: Factions

VERY HIGH RIGHTEOUSNESS

A character who reaches a Righteousness of 90 RPs or higher is considered a complete fanatic for his Faction's cause - he will not let anything or anyone stand in his way, and will gladly sacrifice family, friends and allies if he thinks this will further his agenda. A player whose Adventurer has reached this point may wish to retire the character, handing him over to the Games Master to play as a Non-Player Character, and start playing a new Adventurer.

LOW RIGHTEOUSNESS

If a character's Righteousness Points fall below the Zeal of his Faction, this means that he is insufficiently committed to the cause that his Faction espouses. Depending on what Faction he is a member of, he may be politely asked to leave the Faction, or forcibly expelled from the organisation in question.

Factions

The rest of this chapter is devoted to a number of Factions to which your character can belong. All follow the same format:

- Each begins with a brief list of the Faction's most important beliefs.
- This is followed by a list of which other Factions can be considered Allies and Enemies of the Faction.
- After that is the Faction's Zeal; this is a measure of the general level of passion expected of a character who is a member of that Faction. Newly created characters add this number to their CHA + POW to get their beginning Righteousness Points.
- Following Zeal is the character's starting Skill Bonuses for the Faction he has chosen.
- Following Skill Bonuses is the main description of the Faction, which you probably only need to read if you are a member of that Faction.
- Finally there are a couple of Non-Player Characters (NPCs), sample members of the Faction who could be friends, allies or rivals of your Adventurer.

WHICH SIDE ARE YOU ON?

The following is a rough guide to which side each Faction takes in the Civil War. Things are invariably more complex, as described in the longer entry for each Faction, but this gives a quick shorthand overview of the general state of play. Those Factions in the *Varies* list might be Parliamentary, Royalist or Neutral.

Parliamentarian	Royalist	Neutral	Satanist	Varies
Anabaptist	Catholic	Adamite	Horseman's Word	Clan
Leveller	Invisible College	Clubman	Satanist	Deist
New Model Army	Laudian	Covenanter		Gang
Parliamentarian	Royalist	Digger		Guild
Puritan		Fifth Monarchist		Self-Interest
Tinker		Friends of Truth		
		Presbyterian		
		Ranter		

Adamite

- **It is possible to live in a state of innocence** - And that should be everyone's aim.
- **Nudity is a holy and innocent state** - Through stripping off one's outer garb one can emulate the divine state of Eden. Worship is best done with no clothes on, before God as he intended.
- **Marriage is an unnatural concept** - Were Adam and Eve man and wife? Marriage is an impediment to perfect union.
- **Recreating Eden requires the dissolving of law** - Law is unnecessary when life is lived in a state of innocence.
- **There is no right and wrong** - We are God's perfect beings, incapable of sin.

Allies: Clubmen, Diggers, Ranters

Enemies: Laudians, Presbyterians, Puritans

Zeal: 30

Bonus Skills: Beliefs (Adamite) +25%

Adamites loosely base their beliefs on the teachings of an early Christian sect. The breakdown of deference following the outbreak of the Civil War has kindled an interest in liberating philosophies, and Adamites like you take the notion of "liberating philosophy" to an extreme. By living as if in Eden before the "fall" you have attained a state of grace. You consort with fellow believers, unburdened by worldly trappings, in particular your clothes.

You might take advantage of your "natural state" to partake in carnal activities in the knowledge that you should not be confined by false worldly morality; although if that is the sole substance of your belief you are not an Adamite, but rather belong to the Self Interest (Lust) Faction. Certainly you will not feel bound by the sinful laws of earthly authority, secure in the knowledge

that your innocence raises you above such tawdry restrictions.

Many who argue against religious tolerance, particularly Laudian, or Presbyterian Faction Scholars and Preachers, use the Adamites as the most notorious example of the dire consequences of religious schism. Indeed, when condemning non-conformists they often accuse them of being Adamite, whether that is the actual case or not. Such is the fear that many other Faction members have of guilt by association, that many otherwise sympathetic to religious independence, nevertheless, draw the line at Adamite congregations.

Many Puritans suspect (or perhaps, perversely, hope) that most Adamites are women, using the Sect as an excuse to free themselves from the male authority that marriage provides and to engage in Ungodly behaviours. Your Faction is accused of lewdness and worse, but you know it is wider society that is guilty of false modesty and hypocrisy, whereas you live in a state of perfection.

Even the most notorious Ranters (see p.133) stress that their nudity is symbolic and illustrative, a method of challenging the orthodox establishment, although in practice the boundaries between the behaviour of individual Ranters and Adamites might be rather hazy. All but members of neutral Factions are likely to find Adamites unacceptable and even fellow neutral Faction members are likely to find your beliefs unsettling (although those belonging to the Self Interest (Lust) Faction may find Adamites somewhat intriguing).

It is unclear just how many Adamites there actually are. If one believes the writers of the many penny pamphlets declaiming them, they are everywhere. Others believe that Adamites are an invention created to justify an attack on all non-conformity. But you know different. The truth lies somewhere between these two notions; certainly Adamites exist, but how many practise the Adamite faith is unclear. Where the Ranters practise their faith publicly, purposely challenging church authorities, Adamites often meet secretly to avoid censure. It is suspected that Adamites are particularly numerous in London, meeting in fashionable private houses to conduct their bizarre meetings.

ADAMITE NPCs



SARAH FROGGLESON

Sarah was once a Lady and demure courtier to the Queen, Henrietta Maria. She never advanced, not sharing her Queen's religion. In fact, her Majesty took every opportunity to berate Sarah (Sarah's father was a Puritan, and therefore despised by Queen Henrietta). When war broke out, Sarah's father, Lord Froggleson, took up arms

for Parliament, and was killed in one of the first exchanges. Sarah, cast adrift from court and her lands confiscated, has never been happier. With two fellow ladies-in-waiting, she moved into a small hostelry where Higson Splash, Journalist and secret Adamite, resided with his congregation. After enjoying a devout/debauched secret life for the past three years, Sarah finds herself having to uproot once more. Higson has had to flee London, his Adamite activities exposed by a rival. He has taken his circle of "friends" with him and they are looking for a fresh place in which they can settle to worship as they see fit.

HIGSON SPLASH

With a personality as unconventional as his monicker, Higson grew up in poverty, abandoned by his parents to the charity of the City of London. After some hesitation he was finally apprenticed by a Journalist and printer. Higson caused his master no end of worry, but as always managed to engender forgiveness. Higson is likable. His charisma is infectious; he is not particularly handsome, yet he can get away with a level of irreverence that would see many in the dock. He became a partner in his master's business and his prose got him into trouble, but his personality always disarmed the angry crowds who would gather to demand an end to his indecencies. Finally though, he has been exposed. Since the beginning of the decade, Higson has been leading a secret Adamite sect, with the full knowledge, blessing and participation of the landlady of the hostelry where he resides. A jealous rival Journalist managed to sneak in, late one evening, and witnessed the naked assembly praying together in the attic of the inn. Higson has fled London, his followers in tow.

Anabaptist

- **Infant baptism is futile and wrong** - In fact all baptism should only be offered to "True Believers" who volunteer their commitment as thinking adults.
- **You are one of the Elect** - You have been chosen by God to be one of his disciples.
- **Oaths should not be taken** - Your commitment is to God, not to men.
- **Pacifism** - A true Christian does not bear arms.
- **Worldly affairs should be of little concern** - Titles and government positions are of no consequence. They are for people who are preoccupied with the world; you are preoccupied with the Kingdom of Heaven. "Worldly" covers pretty much everyone outside your congregation.

Allies: Levellers, New Model Army, Ranters

Enemies: Laudians, Presbyterians, Royalists

Zeal: 35

Skill Bonus: Beliefs (Anabaptist) +25%

You are a member of a radical religious sect. You believe you are helping recreate a Christian congregation that predates Catholicism. Anabaptists believe that baptism should be voluntary, and therefore congregations should be voluntary as well. As such, your ideas threaten the establishment of any national religion. In recent history such views have been considered heretical in England by Catholic and Protestant governments alike. Things are not quite so bad now, especially if you live in the Parliamentary-controlled part of the country.

Anabaptist ideas have influenced English Puritanism, as well as fuelling the increasing number of other radical

sects that are springing up. You probably feel that many of these new sects are moving too far away from simple Anabaptist ideals. Likewise some of the younger members of your faith have left, tempted by the more extreme radical ideas on offer elsewhere. Rather than dissenting from established religion, these newer sects are encouraging increasingly secular programmes of reform and are possibly even a breeding ground for Atheism.

You believe that the Holy Spirit is at work when you gather to worship with like-minded believers. It is not unknown for your fellows to "speak in tongues" or shout out their praises. That said, although your congregation believes in equal participation at religious gatherings, such gatherings tend to avoid concentrating on the more outlandish outbursts and acts of worship that some of the other sects promote. A central tenet of your faith is your belief that you are one of the Elect, and you and your fellow volunteers are undertaking holy work. You probably long to move to the New World, where you could join a community of like-minded dissenters and put the grubby conflicts of England, and the Worldly, behind you.

That is not to say that you do not have any ideas about wider society. You will probably be supportive of social reforms, believing that things should be shared more equally. You will certainly object to paying any religious tithes, and possibly secular taxes as well. You will object to giving any oaths. This means that your participation in any legal matters will be treated contemptuously. You will be more likely to express your dissent passively, although some Anabaptists are not pacifists. Indeed, there are Anabaptists in the New Model Army. Many Agitators are Anabaptists, a natural platform from which to spread their faith. Occasionally, Anabaptist Preachers perform sermons that espouse a form of socialism; but your radicalism probably has a spiritual, rather than moral or political, emphasis.

ANABAPTIST NPCs



HELEN BROWNING

Helen is a committed Anabaptist, obsessed with the notion that she has been chosen to share a holy message. Since the outbreak of Civil War, Helen has spent all her time protesting against the war. She is a committed pacifist and has marched with other women urging for a peaceful resolution to the struggle and petitioning any who will listen. Her husband, a local yeoman, shares his wife's religious convictions, but is becoming worried that she might be arrested for her behaviour and is certainly not prepared to risk taking such extreme action himself. He has been embarrassed in his congregation, as the Brownings' local Preacher is firmly in favour of taking up arms for the Parliamentary cause. Helen cares not a jot and is busy thinking up ways to make a more dramatic statement.

MATTHEW BILLINGTON

Matthew was brought up in a secret Anabaptist family in eastern England. Now that he can move more openly, he has conceived the Godly ambition to tear down the worldly wealth of Westminster Abbey and is looking for righteous companions to travel with him on this sacred quest.

Catholic

- **Confession** - You believe that if you confess your sins to a priest and perform the penance he gives you, your sins will be forgiven by God.
- **Salvation through good works** - You believe that doing good works (helping the unfortunate, giving money to charity, etc.) helps you get to Heaven.
- **Purgatory** - You believe that there is a "half-way house" between Heaven and Hell, where moderately sinful Catholics go when they die for a period of suffering before going on to Heaven. The period spent in Purgatory can be reduced by the prayers of others, or by buying an Indulgence from the Church.
- **Wisdom of the Church Fathers** - You believe that the accumulated wisdom of generations of Church Fathers, who have developed a deep knowledge of how the world works based on learned interpretation of the Bible, is more valid than the thoughts of individuals.
- **Intervention of saints** - You believe that if you pray to a saint he or she can speak to God on your behalf.
- **Priesthood** - You believe that there is an unbroken chain of blessing stretching back from your local Priest to Christ himself, and that only those officially appointed by the Catholic Church can perform religious ceremonies. The Pope is the supreme head of all true Christians.
- **Transubstantiation** - You believe that during the celebration of Mass, the bread and wine actually turns into the body and blood of Christ, and that what you are eating and drinking are truly molecules of God. This puts you at odds with Protestants, who believe the rite is symbolic.

Allies: Laudians, Royalists

Enemies: Parliamentarians, Presbyterians, Puritans

Zeal: 30

Skill Bonus: Beliefs (Catholic) +25%

It is not easy being a Catholic in England. As a Catholic you look to Rome, the Pope and the Priesthood for your spiritual guidance. You live in a country where religious conflict has exploded (England having previously, albeit uneasily, avoided the genocidal religious wars that have ravaged the European mainland) and you might make as good a scapegoat as any.

RECUSANTS

"Recusant Catholics" are those who refuse to conform to the established state religion. Primarily, it includes all those who refuse to attend non-Catholic churches and also refers to long standing Catholic noble dynasties. Catholics are forbidden to bear arms or attend Catholic services, can be fined if they refuse to attend Protestant services and they face a variety of prohibitions that exclude them from various positions in society. As with most things, great influence, position and wealth can circumvent these restrictions, and in the Royalist camp at least, many of these rules have been waived in order to attract Catholic soldiers and finances from abroad.

Many Catholics, although owing their religious allegiance to Rome, would see themselves as English first. In the wars of the previous century, many English Catholics took up arms for Protestant England, against her Catholic foes. Nevertheless, the reputation of Catholics has suffered irrefutable harm over the past century. Firstly, because of the association with conversion through fire and the sword (the Inquisition and "Bloody" Mary's reign being prime examples); secondly due to the association with treachery (Elizabeth condemned Catholics as traitors, not heretics, and there have been numerous Catholic plots over the past century, the most notorious of which was the "Gunpowder Plot" to blow up the Houses of Parliament while the King was inside); and finally, because in the eyes of many Protestant groupings, the Pope is the Antichrist and his followers work in the service of the Devil.

Perhaps you have joined the Royalist army in support of your Faction (nearly all Catholics side with the Royalist cause - the Parliamentarians generally despise the quasi-toleration of Catholics that had existed before the War). Perhaps you come from an area with relatively few fellow Catholics. If so, you possibly keep your religion secret or have become used to being fined, abused and bullied by the majority. Perhaps you secretly attend Mass, go to Confession and despair at the erosion of your Faction's influence.

Or perhaps you come from a community where Catholicism is still the order of the day, although perhaps discreetly. Perhaps you live in an area where the local Lord is Catholic, or perhaps Catholics are a significant minority in your region and are well represented locally (in rural pockets in Cumberland and Lancashire, they

Chapter 3: Factions

may even be a majority). If so, you may have avoided persecution up to now. But who knows how long you will be safe in these troubled times?

You may even be a Priest, hiding in Parliament-held territory. Perhaps you have had to hide in a priest-hole from the Cromwellian forces who would love to make an example of you; who knows, you might even have faced starvation as you waited, perhaps hidden in a tiny wall-space, for an occupying garrison to leave. Cromwell has let it be known that he favours religious toleration of non-conformity for all, with the exception of Catholics.

You might just want a quiet life, simply wishing to be allowed to worship as your conscience dictates. Or perhaps you are one of the most zealous within your Faction. England has for too long been away from the fold; respect and order must be restored. Maybe you are engaged on a mission to restore Catholicism in England as the one true faith; maybe you wish to wreak a bloody revenge upon the heretics; perhaps you are engaged to this end as an agent, sponsored by one of the other European powers, or even the Pope himself.

CATHOLIC NPCs



THE EARL OF DERBY

A prominent Lancashire Noble- man, Lord Derby has led Royalist armies against the Parliamentarians throughout the county. While Manchester was lost, he has managed to hang on to most of the county and is seen as a hero by the large Catholic minority in the region. However, his recent plan to bring an Irish Catholic army into the

A HISTORY OF CATHOLICS

Over a hundred years ago, Henry VIII caused England to break away from Papal authority. This changed a tradition that had lasted a thousand years. Henry VIII saw himself as the head of a Catholic church, but an English one, of which he was in charge, rather than the Pope. His successor, the boy-king Edward, formally adopted Protestantism (guided by his advisers). When Henry's daughter, Mary, succeeded Edward, she restored England to traditional Catholicism under the Pope and had Protestants burned for heresy. When Elizabeth followed her and became queen, she quickly reversed Mary's decision and acted to break from Rome again. Through necessity she sided with the Protestant (and therefore anti-Catholic) Faction (in order to secure her legitimacy). Since then, England has been a Protestant country with a Protestant majority.

Catholics have many restrictions on their rights. Although being of the Catholic faith is not in itself prohibited, being a practising Catholic is. Being a Catholic Priest is potentially fatal, punishable by death. Exemptions were made before the Civil War, not least to accommodate Charles I's French wife, Henrietta Maria, who was a Catholic and demanded her own chapel and clergy as a condition of marriage to the English king.

The late King's wife (along with many of her accompanying Catholic clergy) fled to the continent at the outset of the war to raise troops and finances to aid her husband. She continues this mission for Prince Rupert. Rupert and her son's refusal to convert to Catholicism is preventing the Pope from declaring his outright support for the Royalist party.

country via Liverpool to fight for the Royalists has led many to suspect that he's secretly working for the Pope.

ANNE GIERNEY

Anne is a wealthy, aging spinster who is believed, quite rightly, to be a practising Catholic. It is thought that she has given shelter and hospitality to Catholic priests and allowed small services to be held in her old family chapel. A devout and kindly woman, Anne is a prisoner in her own house. Her neighbours previously sent a Witch Finder to investigate Anne and his behaviour traumatised the old lady. She stays in, worried that a glance in the wrong direction or at the wrong person would cause some misfortune to be attributed to her.

Clan

- **Act in your Clan's interests** - Support your Clan Chief and work for the good of your clan.
- **Seek bloody revenge on those who have wronged your Clan** - Your traditional enemies deserve no mercy.
- **Assist your Clan allies** - Auld alliances deserve respect.

Allies: Allied Clans

Enemies: Enemy Clans

Zeal: 45

Bonus Skills: Lore (Clan History) +25%

You are a member of a Scottish Clan. Your Clan is your extended family. You work for the good of your Clan – a strong Clan confers protection, wealth and reputation. You might come from one of the most influential families, at the heart of a great Clan; or you might come from one of the septs (sub-branches) of a Clan, offered protection in return for service by your more influential kin. You might even be a Clan Chief, a respected great man, expected to lead by example and be first into battle.

You might come from a mighty and wide ranging Clan, one whose Chief owns many castles, with many tenants and great landholdings. Or, you might come from a smaller Clan, perhaps little more than a small band of kin, scratching out an existence. You might come from a Highland clan, an Island Clan or a Lowland Clan. Your Clan might raid other Clans, or over the border into

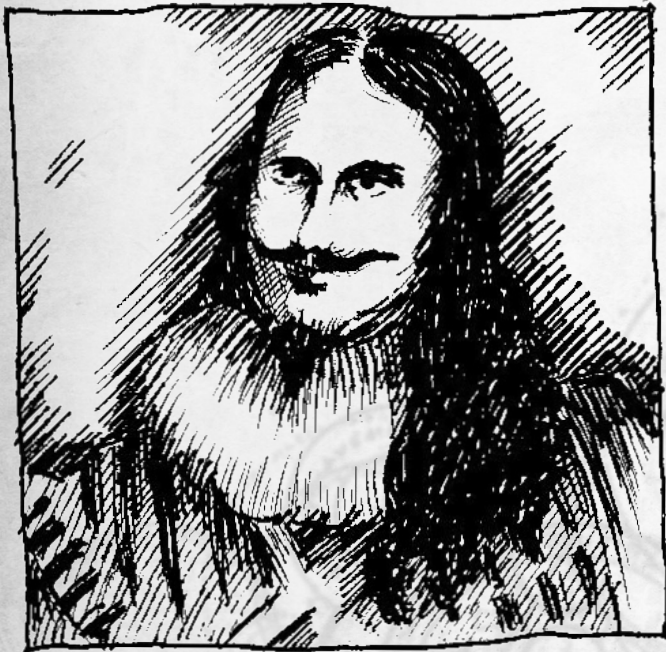
England; you might live off protection money, extorted from Farmers and smaller Clans; or your Clan may be a part of the legal machine, upholders of the peace, maybe even engaging in hunting and punishing miscreants from other Clans.

Your Clan might have a reputation for violence and be afeared by their enemies, or your Clan might be the victims of constant predations from stronger neighbours. Your Clan might have strong allies, goodwill with your neighbours being the order of the day, with many alliances cemented by marriage and favours. Or, your Clan might be involved in a multitude of long-standing bitter feuds – which threaten to rage until your Clan or their rivals are completely wiped out.

You might have participated in a raid (the creach) as part of your coming of age initiation, although likely a small affair compared to the large reiving expeditions your forebears carried out. You uphold Clan traditions and revel in the folklore relating to your Clan. You are proud of your forebears, and can likely trace your family back a long way, perhaps even to ancient kings. Your Clan Chief might be an influential noble, a mover and shaker in the Scottish Parliament and courtly circles; or you might be living in a remote and isolated area, seldom leaving your homestead and knowing little of the goings on in the wider world.

Your Clan might even be outlawed – your very name cause enough to get you killed if you are seized upon by your enemies. Your Clan might be actively fighting for the Royalists, or for the Covenanters. Your Clan might have a history of cunning, betrayal and deceits, or of honour and nobility (and very possibly both, depending on whose point of view you believe); you may be loyal to the House of Stuart or fiercely independent from all authority.

CLAN NPCs



GEORGE MACKENZIE, 2ND EARL OF SEAFORTH

George MacKenzie is the Chief of the MacKenzie Clan. The Clan originally hailed from Ross-shire, growing in influence as the Kingdom of the Isles disintegrated. George owns extensive lands, towns, titles and fishing

rights and wants to ensure his Clan keeps hold of them. George can call on a large force of fighting men, up to five thousand if required. George has been balancing the demands of both the Covenanters and Royalists, at times seeming to declare for one side, and then another. He has even been captured (and released) by both sides. On the battlefield, when pressed to fight for the Covenanters, he managed to steer a path away from becoming too embroiled in the actual fighting, leading some to suspect collusion with Montrose. George wants to keep his options open, and currently Montrose believes his promises of secret alliance, while the Covenanters, who are suspicious of him, still receive some friendly overtures from the Earl. Currently the Earl is more interested in attacking the MacClouds, besieging their castle, stealing their livestock and burning out their tenants in a remorseless campaign to wrest Assynt from the rival clan.

ROB MACGREGOR

Rob MacGregor has been an outlaw since birth. His Clan were outmanoeuvred and disinherited by the Campbells. Living by raiding and demanding protection monies, eventually the whole MacGregor Clan was outlawed, following a battle with Clan Colquhoun. Rob lives for revenge. Revenge on the Campbells, revenge against the Colquhouns, the MacLarens, the Drummonds, Clan MacThomas, and a whole host of other Clans that the MacGregors have at some point tangled with. Rob and his brothers are conducting their own private war, refusing to change their names to save their skin, they are intent on killing as many of their enemies as they can, before they are hunted down.

Clubman

- **Civil War is Unnatural** - No land should be at war with itself. Not only is it folly, such breakdowns in the natural order are signs of an evil in the land.
- **Stand up for the Common folk** - Military bullies must be made to think twice before taking liberties with ordinary people and their meagre possessions.
- **Peaceful Solutions can be the best** - Although at times you must organise to defend yourselves, often it is better to simply make an enemy think twice before occupying your region, rather than actually fighting them.
- **Religion should promote harmony** - Local religious leaders should speak up for peace and justice in local communities; not act to foment war.
- **Things should return to their natural state** - The war should end. Whoever is declared the victor, people should be able to return to peaceful occupations and pastimes.

Allies: Diggers, Ranters, Self-interest

Enemies: New Model Army, Parliamentarians, Royalists

Zeal: 20

Skill Bonus: Beliefs (Clubmen) +25%

"If you offer to plunder or take our cattle, be assured we will bid you battle."

- Slogan written on Clubman battle standards

As the Civil War has progressed there have been countless depredations committed and unreasonable demands made, by both Royalist and Parliamentarian forces, on communities up and down the country. You may have just heard stories, or you might have witnessed the shocking behaviour of the warring armies. You may have seen women ravished, men subject to enforced conscription, livestock and crops stolen, and your buildings destroyed.

You have had enough. You are no longer prepared to be a victim of other people's causes. You have decided to take a stand and join with the men and women in your locality, to defend your home, family and livelihood - ordinary folk like you, who have joined together, often armed with little more than clubs, scythes, flails and shovels, to defend their homesteads.

WHITE COCKADE

In battle Clubmen wear a white cockade to distinguish themselves as a "third force", separate from the two main armies. In some counties, the biggest battles of the war have not been between Royalists and Parliamentarians, but have involved Clubmen, taking on one of those two forces.

In some areas, Clubmen are informally organised. People from local shires, standing together; Peasants, hurriedly moving from place to place, put defences in the path of marauding forces. Sometimes you are able to negotiate with the armies. Often, both Royalists and Roundheads have to consider the scale of opposition from Clubmen when planning their movements and billets.

Sometimes you are more organised. Occasionally a Lord or Vicar might join cause with you (or become your spokesperson). Sometimes, the level of organisation is such that you can field your own army, with your own appointed commanders and your Faction is a real force to be reckoned with. Perhaps you or your fellows may have a slightly different agenda - perhaps to wreak revenge or to do some expropriation for yourselves to redress your grievances. Maybe you are led by somebody who, holding the view that Civil War is unnatural and evil, hopes that others may see things the same way, if only they will parley with your forces.

Whether in a formal or informal association, you are despised by both sides in the Civil War (although on occasion they are happy enough to attempt to recruit you to their cause).

Not all Clubmen are a purely defensive force or a rogue "third force". In some regions Clubmen are rather more partial to one side or another. For instance, in Lancashire you might pitch up to a battle, armed with your club, accompanied by your fellows, offering your services (if you are from the countryside, probably to Rupert; if you are from one of the larger towns, perhaps to Parliament). As such, you are still likely to be more attracted by the pay and potential plunder, than anything else. You are always more affiliated to your local community and your fellow Clubmen, than to the wider political scene. When Clubmen do join forces with one of the two main parties, they remain a part of an independent, unreliable and unofficial militia, rather than becoming subsumed into another army.

CLUBMAN NPCs



"BLACK" JACK DAVY

A prominent Peasant leader of a group of Clubmen in Herefordshire, he is known for his ruthlessness in fighting Royalist and Parliamentarian alike in defence of the cluster of villages where his word holds sway. To some he is a hero, to others nothing more than a thug and gang leader. Recently, the wife of a local Nobleman ran away with him - ballads about this are already being sung.

STUCK IN THE MIDDLE

Harsh occupation by the military is bad enough. Worse, the territory that the troops (Royalist and Parliamentarian) held before Naseby often changed hands. So one set of anti-social occupiers was replaced by another "victorious" force - ready to rape, plunder and pillage all over again. You may come from an area blighted by many such reversals. Since the uneasy stand-off that developed post-Naseby, there have still been continuous military forays. These have been carried out by supporters of both Rupert and Cromwell. Besieged and besieging forces still forcibly gather supplies and much territory is still contested. Even though the war has become more static, it has also become more bitter - both sides' hatred kindled by the perceived atrocities the other side enacted at Naseby. Some of the contested regions are now held by Clubmen, keen to stop the savagery of war reigniting in their territory. Clubmen are particularly prevalent in Staffordshire, Shropshire, Worcestershire, Somerset, Wiltshire and Dorset - a strip running down the west of England, into the south-west.

MATHILDA "MATTY" BLAKESON

Follower of "Black" Jack Davy, Matty left her village after it was sacked by Royalist forces. Her elderly parents died in the flames as their little cottage was set afire. With no home and no family, Matty joined Davy's forces. Matty dresses as a man, although nobody is fooled. She carries a pair of fine pistols she looted from a dead Parliamentarian, who ran afoul of the Clubman force. She is itching to use them in the defence of vulnerable villagers, who she feels have been pushed too far by the rigours of the Civil War.

Covenanter

- **These are the End Times - King Jesus is coming!** – He will no doubt be impressed with Scotland’s Kirks, but there is no room for complacency.
- **You have made an unbreakable pact with God** – To break your oath would put your soul in peril.
- **There is no better religious system than the Scottish Kirk system** – It should be adopted by all nations.
- **Everyone is an unworthy sinner** – though by God’s grace the Elect will be saved. In the meantime search your soul for failings and report your neighbour’s indiscretions.

Allies: Presbyterians

Enemies: Catholics, Laudians, Puritans (Independents)

Zeal: 40

Bonus Skills: Beliefs (Covenanter) +25%

You hold all the basic religious values as described in the Presbyterian Faction (p.129). In addition you, or your husband, have sworn a written oath to God. You (or he, as often the male head of a household would sign for the whole family) signed the National Covenant as it circulated around Scotland. The Covenant was devised to be a contract between God, the King and the people – reaffirming the values of the Reformed Scottish Kirk and directly promising God that you will fight to protect Scottish Presbyterianism forever.

You probably support monarchy in principle, although

you expect any fit ruler to also sign up to, and abide by, the Covenant. You will fight to preserve the Scottish Kirk system and to prevent Popish influences infesting your religion – to do otherwise would be to cast yourself into Hell.

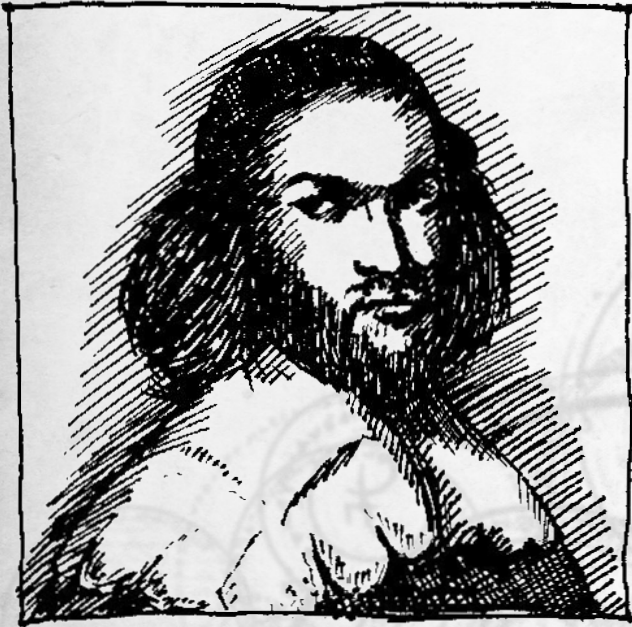
You probably think education is important, as a form of self-improvement and to better understand your place in the world and your journey to salvation. You might be a Soldier in a Covenanter army, or a civilian supporter; either way, your duty is to uphold Presbyterian standards and to remember your place as a repentant sinner.

You probably applaud the “Rule of the Saints” that has been instituted in many Scottish communities, including nearly all the larger towns. You might snoop on your neighbours, reporting them if their behaviour seems at all scandalous. Discipline is a kindness, for what are fleeting inconveniences to the flesh compared with being cast into Hell for eternity? Or, perhaps you are less interested in the affairs of others, spending most of your time wrestling with your own conscience, examining your own soul for imperfection and struggling for personal salvation.

You think the rest of the world should follow Scotland and model all religious institutions on the Kirk. You are probably unhappy that Cromwell has betrayed the Solemn League and Covenant and the English Presbyterians. You are no doubt horrified that the King has been beheaded – an act that God almost certainly frowns upon.

You likely believe that King Jesus is going to return very soon. These are the “end times” and everything you do should be for the glory of your returning saviour.

COVENANTER NPCs



SIR ARCHIBALD JOHNSTON OF WARISTON

Wariston lost his first wife in 1633, when he was only twenty two. Shaken by the experience, Wariston underwent a spiritual transformation. Dedicating himself

to his personal salvation, Wariston takes every opportunity to promote, and live by, his uncompromising spiritual beliefs. When Charles I attempted to reform his beloved Scottish Kirk, Wariston, a lawyer by profession, threw himself into helping formulate the Covenant. Also instrumental in drawing up the Solemn League and Covenant, Wariston is less hostile to Cromwell than many of his fellows. Despite not being a military man, Wariston accompanies the Covenanting army on campaign. He is keen to ensure the host is purged of any wavering, monarchist or lukewarm elements, offers his military advice despite it being useless, and becomes involved in any legal or diplomatic affairs.

JENNY GEDDES

Jenny already has her place in history. When the minister of St Giles prepared to deliver his service, using the new Prayer Book, Jenny threw a chair at him, shouting, "Daur ye say Mass in my lug?" at the hapless Dean as she launched the stool. This act helped spark a riot, which in turn was one of the causes of the War of the Three Kingdoms. Of course, the war might have happened anyway but Jenny is proud to tell all and sundry of her role in standing up against the Popish Bishops. A market trader by profession, and now middle-aged, Jenny still lives and works in Edinburgh. Jenny is happy that the "Rule of Saints" is in place, preserving the Godliness and decorum of the population, and pleased that her actions have had some small part in leading to the current state of affairs.

Deist

- **God is logical and evident** - Rational thought, intuitive knowledge, and ample evidence in the natural world provide proof of the existence of a divine creator, the Supreme Architect.
- **God is not manifest** - The Supreme Architect does not intervene in the affairs of mortals or the natural world. Religious miracles, prophecies, and mysteries should be regarded with scepticism.
- **Organised religion is unnecessary** - Scriptural revelation and religions based upon holy texts, are non-authoritative and potentially detrimental; God can only be known through rationality and the natural world.

Allies: Friends of the Truth, Ranters

Enemies: Catholics, Laudians, Presbyterians

Zeal: 25

Skill Bonus: Beliefs (Deism) +25%

You follow the philosophy of Deism, one considered dangerous and often subject to accusations of atheism by strident Christian opponents, despite the fact that you recognise as self-evident truth the existence of a divine creator.

Since the publication of *De Veritate (On Truth, as It Is Distinguished from Revelation, the Probable, the Possible, and the False)* by Lord Herbert of Cherbury in 1624, Deism has slowly but steadily gained adherents among intellectuals, yourself included. You are delighted to count such luminaries as Thomas Hobbes and René Descartes among your peers; not for you the lowly associations of the Ranters.

As befits such philosophical and intellectual origins, many aspects of Deism are debated. You may believe that the immortal soul is rewarded or punished for its morality or lack thereof by the Supreme Being in this life or an afterlife, if one exists. You may believe in reincarnation or resurrection rather than an afterlife. If you are of an even more radical bent, you may even reject the notion of an immortal soul outright, something considered truly heretical. That many Deists debate the divinity of Christ, postulating that he may only have been a wise and entirely mortal teacher, simply provides opponents with more fuel for condemnation.

NOTITIAE COMMUNES

When Lord Herbert published *De Veritate*, he supposed the existence of *Notitiae Communes* (Common Notions), truths that were universally accepted. In terms of religion, he suggested that every religion that has existed or will exist has recognised a supreme God, or ruling God in a pantheon, and that therefore the existence of God was universally accepted. He also set forth that five Common Notions were evident in all religions:

- There is one Supreme God.
- He ought to be worshipped.
- Virtue and piety are the chief parts of divine worship.
- We ought to be sorry for our sins and repent them.
- Divine goodness doth dispense rewards and punishments both in this life and after it.

While most Deists agree with the basic aspects of these Common Notions, the actualities are fiercely debated. What form worship should take, what constitutes true moral behaviour and virtue, how piety is expressed, and even the existence of an afterlife, are all subject to discussion.

Despite the accusations of critics, you may even consider yourself a Christian, albeit one whose beliefs are untainted by superstition and supposedly authoritative holy texts, all of which you reject. You applaud greater scientific understanding and appreciation for natural laws, and embrace the scepticism of the supernatural they engender. You may even consider prophecies and miracles outright fabrications, and you certainly regard holy texts as being human interpretations rather than divine creations.

Your rejection of the necessity of clergy and organised religion, your denial of the authority of religious texts, your scepticism regarding miracles and prophecies, and your potentially heretical concepts regarding Jesus, the afterlife, and the soul, mark you as an enemy in the minds of many followers of established religion. While other intellectuals may debate varied philosophical issues with you, you must still tread carefully, as others may not be so understanding or open even if your political affiliations are as varied as anyone else's.

DEIST NPCs



**EDWARD HERBERT,
1ST BARON HERBERT OF CHERBURY**

Sir Edward is an old man now. A former Soldier, as a younger man he was absorbed with romantic and martial

pursuits. He then turned diplomat, and finally turned to more scholarly activity. He is used to the company of some of the most esteemed minds in Europe. When war broke out he withdrew, opting for neutrality. He is concentrating on defending his Deist ideas, expounded in *On Truth (as it is distinguished from revelation, the probable, the possible and the false)*, a tract that essentially outlines the Deist philosophy. The book is an appeal against sectarianism and an attempt to reconcile common notions that might bring people together. The book has been received with hostility in many quarters. Although his attempt to suggest common notions and instincts as a possible source of unifying people are well intended enough, the generally negative attitude toward some Christian traditions, espoused in *On Truth*, has made him fresh enemies.

RICHARD TWININGS

Richard had a comfortable childhood; his father is a notable gentleman with a fine estate. Richard was raised to follow his mother's religion, despite his father's reservations. A former Catholic, Richard's faith has been shaken by a war that has claimed the lives of three of his four brothers. Finding himself on the opposite side of the struggle from his remaining brother, Thomas, Richard read *On Truth* while in the most melancholic state. War weary, he was susceptible to the message within, and has decided to renounce his former religion, also resigning his post in the Royalist army. Richard has decided to commit himself to bringing people together and making peace, and as such some of his former Cavalier friends suspect him of treachery.

Digger

(True Leveller)

- **The earth is a common treasury** - The land should be held in common and worked for the good of all.
- **An end to private property** - Buying and selling should be abolished and everything shared.
- **Communal living** - People should work and eat together.
- **An end to authority** - The regicide was not enough. All authority must be challenged.

Allies: Anabaptists, Levellers, Ranters

Enemies: Laudians, Parliamentarians, Royalists

Zeal: 35

Skill Bonus: Beliefs (Diggers) +25%

Diggers believe the land should be held and worked for the good of all. Over half the land in England is not properly cultivated and a third of all the land is wasteland. You believe that one key to ending poverty and misery is the communal ownership and management of this land. To this end you and your fellows believe the common land should be occupied, fertilised and developed.

Typically about thirty to fifty people comprise a community and a few dozen such communities (or "colonies"), are now scattered throughout the south-east of England.

For most, such a lifestyle has been adopted out of necessity. Poverty has become widespread - the terrible events at Naseby; the uncertainty over when the war may end, or indeed if it ever might; the poor harvests and high incidence of disease; high inflation and enclosure of lands - have all lead to economic misery. Many of the individuals who have moved to the new Digger colonies have done so in order to survive.

For others such communal living is the inevitable extension of their political idealism. Such individuals

TIMBER!

Formerly only the Gentry had the right to fell trees on common land. Diggers have challenged this right, felling trees themselves and barring the landowners' access.

may have grand plans (and possibly even resources to contribute). Even though it is early days for this fledgling movement, some leading Digger thinkers are in communication with each other. Mainly they concentrate on planning the living arrangements for their own individual communities, proposing what buildings will be needed, how to distribute living quarters, how to improve the farming yield in future years, etc. But they have broader, far-reaching objectives. At the least you will be committed to spreading a message about the joys of communal living and take any opportunities you can to radicalise the peasantry. Or possibly you spread Winstanley's message - the rich and powerful should be made to share everything and all private property should be done away with (see p.296).

Religion probably has a place only so far as it supports your radical ideas. You are probably more inclined to reason, but may be happy to quote the Bible where it can be interpreted as supportive to your view. It is the greed of the property holder that is anti-Christian; Adam's fall from grace and Cain's murder of Abel are allegories that illustrate the dangers of greed and acquisition. In fact you probably think all the churches should be demolished and replaced by the "inner light" of reason.

It is assumed you will not be actually residing in a commune all the time, unless your Games Master intends to run a whole campaign set around a Diggers' community. Perhaps your Faction has asked you to leave the community to secure funding, allies or to gauge the attitude of the various authorities. Maybe they wish you to deliver and collect communications with sympathisers. Perhaps you have resided at such a community, and although you remain loyal, you have decided to take another path for a while, or perhaps your community has been dispersed by force. Ultimately if you are a highly zealous Digger you will be probably hoping to return to your community eventually.

DIGGER NPCs



JANE PONTEFRACT

The younger daughter of a prominent Parliamentary Gentry family, 21-year old Jane has run away from an impending arranged marriage to join a Digger community. She has found the sense of community and equality liberating and plans to stay, but her father has other ideas and is looking for someone to infiltrate the community and snatch her back.

EVANS GRANDLEY

After losing both his parents to a plague, Evans was kindly offered an apprenticeship in the printing trade by one of his father's friends. He gave up his apprenticeship, convinced that the Star Chamber was going to shut down his master's press and punish him for publishing

ATTITUDES TO DIGGERS

Diggers only exist as a declared Faction in the Parliamentary-controlled areas and in the Debatable Lands. In Royalist areas, Cottagers squat common land, but they don't so readily espouse the Diggers' political message, as they could be declared traitors and the Royalist Army would have no qualms about clearing them with violence.

Members of Parliament in Cromwell's government view the Diggers with alarm. But they have to be careful when taking action. Some of their own supporters, in particular the radicals within the Army, share some of the principles of the Diggers, or at least, do not want to be associated with condemning them. It may be that the army inevitably has to be deployed to clear the rabble and restore authority. However, the levelling tendency in the army must be co-opted or contained before such a step can be taken. Better to leave the individual landowner to deal with Diggers as they see fit, for now.

Gentry and Nobles are alarmed at the example the Diggers are setting. Whereas Levellers cause them fear due to their radical political ideas and suggestions for reform, the Diggers are causing panic amongst the ruling class as they are actually turning such notions of equality into an economic reality. Sometimes it is personal, an estate owner responding to an encroachment on his lands, or thwarted from his own plan to expand by enclosing the common lands. In such a case he may well hire private thugs to harass the Diggers or attempt to take legal action.

sedition material. A few weeks later the Star Chamber and censorship collapsed. Evans' master refused to take back his disloyal apprentice. Nearing starvation, Evans joined a ragged band of Diggers, squatting common land just outside the capital. Overwhelmed by their generosity and feeling he has a family once more, Evans will do anything to aid his new community.

Fifth Monarchist

- **King Jesus will govern us** - He will directly intervene in English politics and institute divine governance.
- **The End is Nigh!** - The final days are already upon us.
- **Prophecies will come to pass** - Ushering in a new era. Long Live King Jesus!
- **Class War** - There is no place for privilege in Christ's Kingdom. The wealthy can be dispensed with.

Allies: Ranters

Enemies: Royalists

Zeal: 35

Bonus Skills: Beliefs (Fifth Monarchist) +25%

You probably supported the Parliamentary cause, though you don't think it goes far enough and are seen as radical by your former Parliamentary peers. You might be a person of great influence, a Judge or Commissioner, but you may be a humble artisan, attracted by the radical notions of your Faction. Cromwell even appeared sympathetic to your cause at one point - although his mood seems to have cooled considerably since becoming Lord Protector. He is less than impressed with your hostility to private property and the Gentry. Indeed, you probably despise Cromwell now he has taken the title of Lord Protector.

You believe in the institution of saintly rule - people such as yourself should be in charge of the preparations for the coming of Jesus. You are probably not too concerned by the tumultuous state of the country - traditional

society will soon be done away with anyway. You are probably unbothered by the regicide too - Charles' death was necessary to clear the path for a new king, King Jesus!

Indeed you are likely plotting to escalate the war, start a new war on the rich, and bring war to the whole world - a necessary fight for your saviour. The Bible predicted four Kingdoms (the Assyrians, Persians, Grecians and Romans), all of which have fallen, then a thousand year of rule by man (the Pope), all of which has come to pass, so the end days are nigh and King Jesus' return is imminent. You must prepare for his rule. As such you might actively plan with fellow Fifth Monarchists to achieve your aims and might receive advice from your fellows, on which course of action is best taken to fulfil your Faction's mission.

You probably see no reason for there being division between men and women. Both sexes are equally capable and responsible for speaking out for what is right. You and your Faction share a class consciousness - there is no place for privilege in the coming world. There is also no need for private property. The rich should be swept out the way, tithes should be resisted, priests dispensed with. And as for the lawyers, they are largely parasites seeking to twist justice for the rich. The old law books should be burnt once and for all, and simpler rules instituted that provide justice for all. You might just preach such a message - or you might physically organise to defeat your enemies.

You might think of yourself as one of the Saints, destined to rule the new Kingdom. You have no doubt that Jesus will return to rule. Maybe you think he will return in 1666, maybe sooner. Or perhaps a further tyrant will come among you to cause misery. Maybe that tyrant is already here, none other than Cromwell. Again, this is no bad thing, as the Bible predicts King Jesus shall return to depose him.

FIFTH MONARCHIST NPCs



CHRISTOPHER FEAKE

Christopher is an Independent minister and Fifth Monarchist. Christopher preaches radical sermons, for which the authorities tried to arraign him - but his followers invaded the court, forcing the Judge to abandon the case. Christopher ignores any rules governing his sermons, refusing to baptise anyone, avoiding psalm singing and the recital of the Lord's Prayer. Instead he concentrates on explaining to his congregation how all the governments of the world are doomed to fail, as they are all enemies of Jesus. He is on a collision course with Cromwell and the leading Parliamentarians, believing they have all allowed their personal ambition to blind them to the will of God.

THOMAS HENNERSTON

Thomas was a hard-working cloth worker, who became a Captain in the New Model Army. Thomas is a dedicated Fifth Monarchist - putting all his energies into fighting the righteous fight. Having first fought against the Royalists, now Thomas is concentrating on the other enemies of Jesus - those who expect tithes, those who administer corrupt old laws and the idle rich. Thomas can often be found plotting attacks on his enemies in the upstairs room of his favourite pub. Many suspect that he does more than talk a good fight; various members of the local Gentry have found themselves set upon and roughed up. It seems only a matter of time before one of these bruising assaults ends in murder.

Friends of Truth

- **Christ, not the Bible, is God's word** - The word of God is one of continuing revelation through the guidance of Christ. Neither the Bible nor priests are authoritative.
- **Every day is the Lord's day** - Rites, rituals, holy days, festivals, and symbols are pointless. God is everywhere, every day.
- **God is within the individual** - God's spirit is within everybody. Churches (which you call "steeple houses") and clerics are unnecessary.
- **Live simply and free of sin** - People should strive to live with simplicity, with peace, love, integrity, and humility, also avoiding impairments such as alcohol.
- **Oaths should not be taken** - Your commitment is to God, not to men.
- **Pacifism** - A true Christian does not bear arms and willingly turns the other cheek.

Allies: Anabaptists, Diggers, Levellers

Enemies: Catholics, Laudians, Presbyterians, Ranters

Zeal: 35

Skill Bonus: Beliefs (Friends of Truth) +25%

"Christ had come to teach His people Himself."

— George Fox

You have met George Fox, and found strength in his preachings and efforts to begin bringing together a religious society of friends. With Fox and other like-minded souls, you will restore the true Christian church after centuries of it being corrupted by others. For this reason, you and your fellows call yourselves Friends of Truth. Sadly, the truths you offer are considered lies by the followers and clergy of established Christian sects and churches. What's worse, some of your opponents

mistake you for common Ranters, a rabble you have no desire to be associated with.

The churches and their clergies view the fact that you eschew rites, rituals, holy days, and religious iconography in favour of a simpler recognition of every day being sacred, and of rituals not being necessary for communing with God, as disturbing. That you go further and state that anyone can experience Christ and God as a Pure Principle within themselves, making churches and clergy unnecessary, makes you a threat to them, especially as you believe any faithful individual may be chosen to minister to others by the Holy Spirit, even women. That you believe the Bible is too unchanging to reflect the continuing revelation of God and therefore reject it and the word of clerics as sources of absolute authority, makes you a heretic in their eyes.

You and your fellows face persecution, but you do so with peace, humility, and a desire to treat others in a humane way; you firmly believe that only through the principles of humbleness and love can evil truly be conquered. You might believe that violence is unacceptable, whatever the provocation. Or, perhaps you are more militant. The ideal of complete pacifism is currently being debated within your community, and some of your fellows still believe that taking up arms might be justified, if only to defend your beliefs.

Your compassionate, open outlook and belief in social justice makes your sect attractive to many radicals such as the Diggers and Levellers.

You gather with your fellow Children of the Light and wait, listening for the voice of God within yourselves before speaking, relying not on traditional prayers or chants, but on being moved by the Holy Spirit to speak and share any thoughts and revelations.

Suffice to say, you find more acceptance in Parliamentary-controlled parts of the country, but even there you face intolerance and hostility. In Royalist areas, where Catholicism, Laudian ideals, and the concept of the divine right of kings is upheld, you can expect more strident opposition.

FRIENDS OF TRUTH NPCs



GEORGE FOX

The founder of the Friends of Truth, George Fox is a weaver's son from Drayton-in-the-Clay, Leicester. He was raised by a strongly Puritan father, and apprenticed as a shoemaker and Farmer and was always known for

being contemplative, serious, intelligent, and obsessed with the pursuit of simplicity in life.

He left Leicester following a prayer in which the voice of God told him, *"Thou seest how young people go together into vanity, and old people into the earth; thou must forsake all, young and old, keep out of all, and be as a stranger unto all."* Wandering, he sought the wisdom of clerics and English Dissenters alike, but ultimately found them unable to help him, and formulated his own beliefs and came to his own revelations.

Seeking to simply proclaim his revelations, he began to preach, and soon found himself attracting a following, though establishing a sect was never his intent.

JANE BAKERSHALL

Jane lives off a comfortable inheritance and pension, her young husband a victim of the war. Living in London, Jane has a simple life, although her late husband was a personal friend of Cromwell's, while alive. Jane is now on a mission. Converted by Fox, Jane has embraced the simple truths espoused by the preacher. She and a few friends have set up a small group, calling themselves the "Children of the Light". Aside from publicly preaching, an activity that seemed improbable for a woman only a short time ago, Jane and her friends disrupt other services, an activity that causes much conflict. Unlike the disreputable Ranters, Jane always believes her actions are about avoiding sin, and helping others to do the same. It seems her disruptive actions are destined to bring her into conflict with the authorities. So far, she has been lucky and where she has been brought before a judge she has been treated with leniency, but even her powerful connections might not save her forever.

Gang

- **The Gang comes first** - Your first loyalty is to your Gang and its members.
- **The Law is your enemy** - Gangs are engaged in illegal activity.
- **Sometimes hard decisions must be made** - It's a tough world. Leaders are only worth having as long as they bring success. Unreliable Gang members put everyone at risk and cannot be tolerated.
- **Fight or die** - Sometimes your Gang may ally with other Gangs; sometimes a Gang might be subservient to another, more powerful Gang. At the end of the day though, you have a turf (or sphere of operations) and you have to defend it from all rivals.

Allies: Varies

Enemies: Guilds, Parliamentarians, Rival Gangs

Zeal: 15

Bonus Skills: Beliefs (Your Gang) +25%

You belong to a proscribed Gang of people living beyond the law. Perhaps you are a Vagabond, an Outlaw or a Thief. Perhaps your Gang is a large organisation, with tendrils throughout society. You may be at the heart of a Smuggling operation that covers a massive area and is secretly supported by wealthy people of influence. Or you may be an enforcer for a much smaller outfit, perhaps as hired muscle or through family loyalty; or perhaps you ran with a gang of youngsters who have had to survive by their wits (and nimble fingers) in an unforgiving world. In most cases, your Gang becomes your family (and sometimes *vice versa*, your family if you have one, becomes Gang property, by their association with you).

Or perhaps you belong to a Gang of Apprentices; your Gangs involvement in riots, lewd behaviour and violence towards rivals has taken you beyond the law - now locked out of your workshops, you must make a fresh living, through mischief and intimidation.

You may even be a member of a Gang that exists purely for the thrill of law-breaking or to bully others - sometimes the well-to-do form gangs of their own, to terrorise, humiliate and even mutilate and kill, just because they can. Such groups are rare but notorious as they do their dirty work for sadistic pleasure, rather than financial gain.

Your Gang may be ruled by fear. Perhaps fear of one individual, a Gang leader or lieutenant, perhaps fear of association, detection and capture. Or your Gang may be governed by the desire to make a profit, taking risks for financial benefits. Or your Gang may be ruled by the desire actually to protect the vulnerable, your criminal enterprises funding the survival of your community.

You may well belong to a Gang that has its own particular culture. Perhaps you use common code words or slang; perhaps you use signs to recognise associates; perhaps you have a system of safe houses and allies who might assist you, although some recompense will no doubt be required.

Despite the harshness of the law, many people are sympathetic to those who have turned to illegal activity to survive - after all, many are a few meals away from starvation themselves. Some would rather turn a blind eye to a Thief stealing to survive, rather than see her hang. On the other hand, times are tougher than ever and in such desperate times few can afford charity.

Your Gang may work for other Factions at times. Perhaps your Gang might be employed by one Guild to undermine another; perhaps you run arms and supplies to beleaguered Royalist or Parliamentarian forces; or perhaps you act to levy unofficial taxes (gathering protection money and demanding road tolls - often the *modus operandi* of a Lord and his Gang of thugs).

Of course, in all Gangs, loyalty and silence are crucial to the success and survival of its operations.

Even if you are not in active contact with your Gang, you still owe them some loyalty, and they in turn may be willing to assist you, if it is not against their own interests. If you are in the Gang Faction you will actively work for the success of your Gang. If not and you are discovered, you will be thrown out or worse.

GANG NPCs



SAM LINCHIN

Sam has had a hard life. Living with wanderers, begging and stealing where able, Sam ran away from his vagrant parents at the first opportunity. His parents had decided to visit the nearest town, in order to beg alms, having exhausted the hospitality of the local countryside. Sam managed to ingratiate himself with a Gang of other abandoned and runaway children in the town and when his parents left empty handed, he hid away and watched them go. They didn't seem to make much effort to find him. Sam's Gang style themselves "The Rakes" and the local Constable is always on the look out for them, blaming every misdemeanour on the urchins.

LUCILLE HIDE

Lucille runs a bustling inn, located at a busy crossroads. She is assisted by her cellar man, a huge brute called Minton. There is seldom trouble, the wise realising that Lucille is at least as dangerous as Minton, courtesy of her connections with a county-wide smuggling and fencing ring. Lucille facilitates deals involving valuable items of extremely dubious providence ("hot" stolen goods). Minton is worried that his mistress will be caught out. Lucille thinks her contacts with high-up members of the Smuggling fraternity will protect her - but lately some of her under-the-counter wares threaten to attract the attentions of the Tinkers and Invisible College. Minton is right - Lucille is on thin ice.

Guild

- **Look after your Guild and your Guild will look after you** - Pay your dues, contribute to Guild activities and you will be rewarded and supported.
- **Respect the Guild hierarchy** - Respect and defer to your seniors within the Guild.
- **Dedicate yourself to your work** - Work to high standards and maintain a good reputation.
- **Prosper** - If a Craftsman, get the highest price you can; if a Merchant, buy low and sell high. You should not undermine your fellow Guild members, but work to maximise the profitability of your industry.
- **Beware rival trades and traders** - It is your town; make sure your Guild's markets are protected and woe-betide any that encroach upon them.

Allies: Other Guilds

Enemies: Gangs, Other Guilds

Zeal: 15

Skill Bonus: Beliefs (particular Guild) +25%

If you are a member of the Guild Faction, there is nothing more important to you than the interests of your Guild. You take a pride in your trade association, the foundation of your security. You will either be a Craftsman or a Merchant, and you belong to the Guild that corresponds to your precise trade (according to the nature of the goods you manufacture or deal in).

Your main motivation may be to your profession *per se* (i.e., forged out of enthusiasm for your craft or business), or to your local Guild association. Your Guild may likely have been your surrogate family; as a youngster, your fellow apprentices would have been like brothers, your master like a father. Most probably, your loyalty will be as a result of a combination of both love of craft and love of the people within your Guild.

Your Guild provides you with peers, friends and business associates. A proud worker, you enjoy the company of those engaged in the same trade. You pay dues that afford certain benefits (such as compensation to provide for you and your dependents if you are injured and unable to work).

Probably, before whatever circumstances occurred that led you to taking up a more adventurous life, you toiled hard, your only social outlet being the various Guild meetings (which may have been most convivial affairs).

You are happy at the elevated status being a member of a Guild confers upon you, particularly if you are a senior member (apprentices defer to journeymen and journeymen to masters; but there are a host of other official functionary titles at the top of the larger local Guild hierarchies). You will probably be warmly welcomed outside your own town by Guild members who share your Profession (as long as you don't intend to stay and set up a rival workshop!).

Guilds act as cartels. They award licenses to trade, operate a membership system, exclude non-Guild members from plying their trade locally, and provide strict regulation of business practices. As such they wield considerable power in town life. The Merchants' Guilds generate wealth and appoint many of the town officials and are more powerful than Craft Guilds; the Craft Guilds provide goods for Merchants to trade, as well as many vital wares to be sold locally. Merchant and Craft Guilds are often engaged in bitter conflicts with each other.

Despite their power, Guilds must be careful not to overplay their hands. Even if times were not so uncertain, people making fortunes and losing livelihoods as a result of Civil War, Guilds hover between other competing interests - not least of which is the delicate equilibrium between the various trades themselves. Inflation is high and money is scarce - demand too much and you might end up with nothing (perhaps losing out to Smugglers and Thieves, perhaps to more legitimate competitors).

Of course the nature of the actual Guild to which you owe your loyalty may vary wildly. Guildmembers are not above intrigue and ambition. In some towns the Guilds may be honest, well run and regulated with dedication. In others, more shady and covert dealings might take place within the Guild Hall. For example, some Merchants may conspire within the Guild to participate in illegal trade or deal with unscrupulous rogues. Your attitude might be that this is letting the side down - or perhaps you are more than happy to collude with your peers, if it means a fat bonus.

There's speculation that Guild hierarchies, in some areas are engaged in more sinister practices than a bit of dabbling in tax free goods or dodgy dealing with unlicensed traders. It is rumoured that some Guild members indulge in esoteric and heathen practices within the Guild halls - unholy ceremonies take place in secretive cabals, strange symbols drawn upon the floor, perhaps to invoke Satan. This may just be gossip, fuelled by the panic of the times or perhaps a misunderstanding of simple initiation and bonding ceremonies, or maybe

Chapter 3: Factions

bitter talk from Levellers and the like, who resent the greed and wealth of the Guild Masters. Or perhaps there are dark secrets at the centre of Guild life that will one day reveal themselves.

GUILD NPCs



ROWDY HOBBS

An Apprentice Cobbler in London, "Rowdy" Hobb Wilkins is better known for picking fights with Apprentices of the Bakers' Guild than for the quality of his shoes. Only the fact that his father is a prominent master cobbler has prevented his expulsion from the Cobbler's Guild. Running battles between Cobblers' and Bakers' Guild Apprentices have become something of a problem in the London slums in recent months and questions have been asked in Parliament.

HENRY FROTLESHAW

Henry was a handsome young man and remains dashing, despite his advancing years. Henry made his money, and plenty of it, in the cloth trade. Anyone who spends any time with Henry realises that he is a pompous bore. He is obsessed with the various local responsibilities he has been given. When appointed Mayor he became a laughing stock, as he chased around Bailiffs and Marketmen, officiously checking they were up to their duties - tasks that he could have left to lesser men. He has regained a lot of respect over the past year however, standing up to both Parliament and Royalist requests for money and goods.

Horseman's Word

- **The Devil has given you power over horses** - By calling upon him, you can control them by magick.
- **Cain was the first horseman** - His secrets have been passed down to you.
- **You must never reveal your membership in the Horseman's Word, nor any of its secrets** - The Devil will punish those who break their oath.
- **Controlling horses is a man's job** - Women should not be left in charge of them.

Allies: None

Enemies: All, if anyone finds out your affiliation.

Zeal: 50

Bonus Skills: Beliefs (Horseman's Word), Beliefs (other Faction)

You are a member of the Horseman's Word, and know the secret magickal ways of controlling horses. You have sworn a pact with the Devil, and if anyone found out about this you would undoubtedly be burned at the stake.

If you still live in or around Huntley, you are likely active within the cult, helping to initiate new members and teach them the secrets of Cain. If you have travelled further away, it is unlikely anyone knows of the Horseman's Word. Whether you keep the secrets to yourself or attempt to induct likely youngsters into your Faction is up to you. Perhaps you never use your magickal talents, or perhaps you use them while passing them off as mundane skills, telling people you're "good with horses".

Whether active in the cult or not, you will likely pretend to belong to some other Faction in order to prevent people suspecting your true allegiance. If people begin to suspect your "almost" supernatural power over horses, you will be able to point out your "true beliefs" to them.

HORSEMAN'S WORD NPCs



"BLACK" SIR JOHN COLQUHOUN

A small-time Laird in the western highlands of Scotland, Sir John is a one of the "elders" of the Horseman's Word. He uses the members of the Horseman's Word as hired muscle, sending young bully-boys off to threaten those who do not support him, and if that fails, using his extensive knowledge of Witchcraft to put curses on his enemies and their farms and livestock. He has had several prominent cult members who opposed him killed and the lower ranks are all terrified of him. There are those within the local organisation who would like to expose him to the authorities, but know that once the Witch Hunters had him in their clutches, their own oaths to the Devil would be revealed and they would all be burned at the stake.

WILLIE LINDSAY

A young plough-boy of 15 years old, Willie has just been inducted into the Horseman's Word and fears greatly for his immortal soul. His parents (weavers in the nearby town) have noticed that he is looking very nervous and jumps at shadows since he took the job as plough-boy to "Black" Sir John Colquhoun and wonder if his new employer is mistreating him, but Willie won't say a word against him. The lad is thinking of running away, which would break his parents' hearts, but he feels he must get away from the Black Laird. He has heard that a Catholic priest can absolve a man's sins and thinks if he can find one he can perhaps confess his oath to the Devil and be forgiven, though he fears that the fires of hell await him.

The Invisible College

- **Alchemy is the true route to knowledge** - The methods of Francis Bacon are the only true way to learn the secrets of the Universe.
- **Alchemists must join the struggle to restore the monarchy** - Charles I is dead, but his son must be returned to the throne. Only then will balance be restored to the world.
- **Membership is secret** - You must never tell non-members anything about the Invisible College, on pain of death.
- **The Mechanical Philosophy is an abomination** - Clockwork technology is against nature.

Allies: Catholics, Laudians, Royalists

Enemies: New Model Army, Parliamentarians, Puritans, Tinkers

Zeal: 30

Bonus Skills: Beliefs (Invisible College) +25%

The Invisible College began as a loose association of gentlemen who were interested in the alchemical theories of Francis Bacon; in particular his discovery of the method for creating the Philosopher's Stone. Something of a dilettante, Prince Rupert joined the group on a whim, but soon discovered a talent for the magickal arts and saw its potential as a weapon of war. When the war began, the Invisible College quickly became politicised and took up a position that equated the use of alchemy with the return of the king to his rightful throne. People such as the mechanical philosopher John Wilkins (whose work led to the current clockwork technology of the Puritans) were purged from the organisation and it went from a loose association to a well-organised secret society recruiting from those Alchemists loyal to the Royalist cause.

You may be one of the original gentleman members of the society, or you may have been recruited while a student at Oxford University. You know that the only way to learn the greatest magickal secrets is to be a member of the Invisible College, and that the only way to be a member is to swear the oaths that the Invisible College insists upon when you join - oaths that commit you to keeping the secrets of the society and fighting to restore the monarchy. You may be genuinely loyal to the King, or you may be paying lip-service to that part of your oath in order to gain access to the spells and knowledge that only the Invisible College can teach you.

It is even possible that you may not be an Oxford Scholar at all, but a self-taught student of alchemical science. In the bitter days of conflict leading up to the battle of Naseby, the Invisible College admitted its first female member, Lady Arabella Blackwood, and further women will no doubt follow if she has anything to do with it.

Within Oxford itself, the Invisible College is a major power behind the scenes and these days it is very difficult, if not impossible, to gain entrance to Oxford University to study alchemy unless the Invisible College has checked out and approved your loyalties.

Most members of the college are Battle Alchemists, who specialise in the sorts of spells and potions that have direct application to combat, but the Secret Masters of the Invisible College (rumoured to include such worthies as Robert Boyle, Sir Cheney Culpepper and John Evelyn) sometimes send members out on other missions - to seek out and eliminate Alchemists who do not espouse the Royalist cause, to assassinate leading Mechanical Preachers, and to perform other acts of magickal skullduggery behind enemy lines.

Members of the Invisible College reserve their greatest hatred for the Parliament-supporting Mechanical Preachers - they believe that the clockwork mechanisms of the Puritans are an abomination against the natural laws of the Universe created by God and that they must be stamped out before they cause the destruction of the world.

INVISIBLE COLLEGE NPCs



LADY ARABELLA BLACKWOOD

An attractive and feisty Catholic noblewoman in her late forties (with something of a scandalous reputation at court), Lady Arabella taught herself alchemy. She has spent a lot of her time abroad at the court of the Prince-in-exile, and even visited the Pope in the hopes of getting him to support the Royalist cause (without success). She strongly believes that women are as capable as men in intellectual pursuits and will likely take any promising female Alchemists under her wing.

SIR ROBERT BOYLE

One of the most talented Alchemists in the country, Boyle nevertheless keeps his interests secret, putting on a facade of being a dabbler in science. His vast estates in England and Ireland and his fear of losing them if Parliament wins the war may have something to do with him not wanting to appear too partial to the Royalist cause. Many promising young Alchemists get invited to his country house in Devon, where they are sounded out as to their loyalties, before being either inducted into the Invisible College or given false leads into harmless areas of research.

Laudian

- **Anyone can earn salvation** - Predestination is a heretical notion.
- **Church authorities must be obeyed** - The church hierarchy should be revered - The king and Archbishop of Canterbury at the top, then Archbishops, then Bishops, then priests, with lay worshippers at the bottom. That way, appropriate spiritual guidance can be given and sought.
- **The Anglican church should be the compulsory established national religion** - The Anglican/Church of England service (as described in the *Book of Common Prayer*) should be the only permitted form of worship for the English.
- **Support the Royalist cause** - They support you, and your religion's survival hinges on their victory.
- **Ritual and beauty give a sense of reverence to worship** - Rituals and traditions are vital to the identity of the church and therefore the unity of the people. All should conform to these practices or be punished.

Allies: Royalists

Enemies: Anabaptists, Presbyterians, Puritans

Zeal: 25

Bonus Skills: Beliefs (Laudian) +25%

You take comfort from the spiritual guidance of your religious leaders; the routine format of Church services; and the fact that with prayer and through good works, you might attain salvation. You are frightened by the religious heresies that have recently multiplied. You are also terrified by the fanaticism of the Parliamentary rabble, who seem hell-bent on the destruction of the English Church, along, it seems, with all other traditional forms of authority. When people execute their Archbishop and King, they are as if without heads themselves. Without proper leadership, sons no longer heed fathers, wives no longer obey husbands, and the world is truly upside down.

Laudians are named after Archbishop Laud, appointed by Charles I in 1633 (he was, until his fall, also the Chancellor of Oxford University). Laud has been executed, along with his King, by order of Parliament. He attempted to impose a religious doctrine, similar to Arminianism, throughout England.

ARMINIANISM

Arminianism is a Protestant form of worship that rejects Calvinistic notions, such as predestination, believing that people have free will and all might hope for salvation. These principles are in direct opposition to the Church of England's traditional Calvinistic teachings, a result of compromises that have held sway since Elizabethan times. The enforcement of Arminianism has led to rising anger from the Puritan and Presbyterian Factions. That, combined with Laud's attempts to impose a Prayer Book on the Scottish (which resulted in the Bishops' Wars - a resounding defeat for Charles I) helped fuel the Civil War.

You believe in an Anglican High Church - where ceremony and hierarchy are emphasised in worship. You may even believe in an Anglo-Catholic Church, one that follows a Catholic tradition, but is supervised by an English Archbishop and Monarch. You possibly think you have more in common with Catholics than with the fanatical Puritans, who are heretical.

In conflict with Calvinistic and Puritan traditions, and at Laud's behest, altar tables began to reappear in churches in the run-up to the Civil War. They emphasised the ritual element of worship and reinforced the religious hierarchy - the preacher separated from his flock. Laud made sure people attended Anglican services and worshipped according to the *Book of Common Prayer* - those who refused he had punished by mutilation, flogging and the pillory. Many fled to the Americas. Now he is dead, the Prayer Book has been replaced in Parliamentary areas, and much of the ritual has been stripped away in favour of a loose order of service.

The Scottish outright rejection of Laudinism, the Parliamentary opposition to your Faction, and the sensational tales of church corruption in the news-sheets have culminated in difficult times for Anglicans. Your churches have been attacked. Altar rails (symbols of Popery to your opponents) have been demolished, stained glass windows smashed, surplices destroyed, and prayer books ripped up. Sometimes these attacks have been made by the Parliamentary military; sometimes by Godly civilians. What horrifies you isn't just the terrible acts committed against your beautiful religion, it is the ferocity of the attacks. People wanting an end to tithes, who fear that your Faction is Papist and who believe that there should be no central church, are determined to bring your Faction down. And now they have their chance.

LAUDIAN NPCs



WILLIAM JUXON

William is the Bishop of London and was a friend of Archbishop Laud and Charles I, until their deaths; he also used to be the High Lord Treasurer and First Lord of the Admiralty. William resides at Fulham Palace, where strangely the Parliamentarians have left him to his own devices. He knows it is only a matter of time before he loses his Bishopric, he just hopes he doesn't lose his head as well. William is a private man who prefers persuasion to compulsion. He also has a reputation for kindness and is extremely likeable; perhaps that is why he continues to survive undisturbed.

THE CHURCH OF ENGLAND

Anglican, Church of England and Anglo-Catholic are all terms interchangeable with Laudian. All refer to a High Church form of worship, with the emphasis on hierarchy, tradition and conformity. Anglicanism seeks to tread a line between Catholicism and Protestantism – the early Anglican church had less theological differences with Catholicism than political ones, maintaining that national churches should come under the authority of the nation's monarch, rather than the Pope. Over time, Calvinistic principles were incorporated, largely to maintain unity. Now these have been dispensed with, many Protestants see the Anglican church as Popish.

THE STAR CHAMBER

Before his fall from power, imprisonment and death, Laud had used the hated Star Chamber to punish those who opposed his religious reforms. This, combined with his censorship of the presses, enabled him to keep a tight control on his church. It also made martyrs of some of his enemies.

HERVEY DOWNING

Hervey is the rector of a small village. Proud of the historic little church in which he preaches, Hervey is at odds with most of the villagers. Their refusal to pay tithes, and Hervey's refusal to turn a blind eye, has intensified the ill-feeling. Up to now, the locals have contented themselves with muttering and casting evil looks at the rector, who feels most anxious, as he sees himself as only following custom and doing his best to carry out the Lord's work. Hervey is petrified that hotheads will decide to smash up his beloved little chapel.

Leveller

- **All men are equal in the sight of God** - Prince or Pauper, we are all the same in God's eyes.
- **True government is answerable only to the people** - Not to Parliament or a monarch.
- **Religious tolerance** - With a particular focus on compassion for the poor. Church and State should be separated.
- **Suffrage for most** - More people should be given the vote.

Allies: Anabaptists, New Model Army

Enemies: Laudians, Parliamentarians, Royalists

Zeal: 35

Bonus Skills: Beliefs (Leveller) +25%

You belong to a radical group, a group believing in a form of social democracy and advocating a more equal society. You reject the monarchy and will be a supporter of the fight against the Royalists. You are hostile to Presbyterian attempts to impose a national church; you are likely a non-conformist or possibly even a humanist.

The Levellers are somewhat divided. Although you will wish for the conditions of the poor to improve, you may believe that the very lowest in society, servants and vagrants and the like, should not be given the vote. On the other hand, you may have a vision that is more radical, perhaps sympathising with the Diggers.

Or you might take a middle view, supporting a cap on the income and property of the rich. Support for your Faction is greatest amongst urban artisans, shopkeepers and the lower middle classes, of which you are likely a member. Many Levellers hark back to the time before the Norman conquest, thinking that is when it all went wrong as the rights of the English were eroded by their new Norman masters, rather than seeking a complete end to all economic inequity and property holding.

Levellers operate in a democratic way, a new and novel approach. You pay a nominal fee and can participate in your local "chapter". These local groups often meet in public houses. This trend started in London, but has

REFORM OR REVOLUTION?

The divisions between individual Levellers are many. Drafted Leveller proposals are much more appeals for radical reform rather than revolutionary demands (although if adopted the consequences would be far reaching). Demands are for - a wider electorate; regular elections; publicly appointed officials; guarantees of rights for citizens; separation of church from state; and land, tax and legal reform. This is all heady radical talk, but some of your leaders are more open to compromising these principles than others.

rapidly expanded throughout Parliamentary territory. You wish to see bigger debates take place, to express the will of the people.

There is much support for the Levellers in the Army (particularly the New Model) and some regiments are dominated by the Leveller Faction. Few dare challenge the Army. Even some senior Army officers are sympathetic to the pleas of Leveller Agitators, who put forward the requests of the rank and file, invariably asking for better conditions. If you are a soldier, it galls you that the wealthy still have privileges, while you have probably not been paid for ages. That said, Levelling talk will only be tolerated to a point. You could still be arrested and locked up if you make too much trouble.

Parliamentarian men of property are frightened of the Levellers. In the Royalist camp you are considered treacherous, an example of the madness that will be unleashed if the country abandons the monarchy.

You may be uneasy about the appointment of Cromwell as Lord Protector. Although you probably admire the man, you may fear the King has merely been replaced by another tyrant. You are also frustrated that Parliament is still dominated by the Gentry.

Still, you probably support Cromwell and his Independents over his Presbyterian rivals; indeed it is partly the support from the Leveller Faction in the New Model Army that gives Cromwell his authority. You may even have been one of the Soldiers who helped clear Parliament of Presbyterians. You might be concerned that the Puritans that have replaced them will be no better.

LEVELLER NPCs



RICHARD OVERTON

Richard studied at Cambridge before working as an actor and playwright. Richard is a keen pamphleteer, spreading his message promoting equality, while raging against the Laudian, Presbyterian and Royalist Factions.

FREEBORN JOHN

You might have been inspired by John Lilburne. "Freeborn John", as he is known, was whipped, pilloried, fined and imprisoned for his radical pamphleteering. He had fresh writings smuggled out of prison, denouncing the Laudian Anglican church and its "Popish" ways. Following the outbreak of war he became a Colonel. He signed the hurriedly prepared execution warrant that authorised the regicide, expressing concern about the legality of his actions as he did so (see p.296).

Richard supported the Regicide and the purging of Parliament - but can't help mistrusting Cromwell too. He has plenty more to say - much of it offensive to the powerful. Still, Richard doesn't mind alienating people. He has friends in the Leveller and New Model Army Factions, as well as supporters in the Independent Party in Parliament. Surely even Cromwell would think twice before arresting him.

THOMAS GREEN

As a wandering trader in high-quality candles, Thomas visited country houses and noticed how much better the upper classes live than his own family and friends. He feels there must be a more equitable way of organising society, and has begun going to Leveller meetings in his local alehouse. He uses his travelling business to distribute Leveller pamphlets to any he thinks might be interested, though he is careful to make sure his high-class customers don't find out.

New Model Army

- **Beat the Royalists, by any means necessary** - The war must be fought until the Royalist cause is completely crushed.
- **Fight with conviction** - You believe in the "Good Old Cause", Independence and a Republic. You fight zealously for your beliefs.
- **The New Model Army are the best fighting force in the land** - And new clockwork innovations mean soon you will be unstoppable.
- **Hatred of Magick** - Alchemists must be destroyed; their Ungodly taint must be removed from the world.

Allies: Levellers, Parliamentarians, Puritans, Tinkers

Enemies: Invisible College, Laudians, Royalists

Zeal: 25

Bonus Skills: Beliefs (New Model Army) +25%

The New Model Army is largely Puritan. In addition, many radicals have volunteered for the New Model Army, and whole regiments are known to favour Leveller politics. However, if you are in the New Model Army Faction, you are mostly motivated by your loyalty to Cromwell and his Independent Party. You believe that what the country needs is strong but radical leadership. The New Model Army is renowned for its sense of religious zeal and discipline.

Since Fairfax has been removed, Cromwell is the Commander General of the New Model. However, his

political office means that the actual running of the New Model falls mainly to Henry Ireton (in the case of the mounted troops) and Colonels Montagu and Pickering (who lead the foot).

You are prepared to stand against anyone, Royalist or Parliamentarian, to establish a Commonwealth that adopts your values. The main body of the New Model Army are professional soldiers and conscripts. The unity and fanaticism of the New Model Army is such that troops have high morale, and are so dedicated to their cause that they act with furious savagery when confronted with hated enemies (such as Catholics and Laudians).

The leadership of the New Model Army is fairly unique. Although there are still some notable exceptions, the Army leaders have largely been selected due to their military ability, rather than their social status. That said, the Army leaders are usually influential men and often do not share the radical views of their troops - although they are frightened of admitting it. Unlike other Civil War armies, the New Model fights anywhere in the country, because the troops are full-time soldiers, not part-time local militias.

Regiments have their own Agitators who negotiate with the Army Commanders, mainly to gain better conditions of service. You might hold democratic sentiments; although you are likely happier to see the New Model Army as the final arbitrator, when it comes to supporting, or fighting against, authority.

The pride of the New Model Army is the Clockwork Regiment. The Clockwork Regiment are a devastating force in the field. They represent the greatest concentration of the new clockwork technology in use in the country. The Clockwork Regiment not only looks and sounds fearsome; it is capable of inflicting horrific casualties.

NEW MODEL ARMY NPCs



JULIET HOOPER

Juliet followed her husband Nathaniel to war when he joined the New Model Army. When the battle began at Naseby, Juliet didn't stay with the other Camp Followers. Instead she donned some of the soldiers' laundry, grabbed a discarded weapon and marched to the sound of the guns. Her husband turned to see her fighting alongside him, matching him shot for shot. Since then she has been accepted by Nathaniel's unit, despite his Captain's disapproval. The staunch Puritans she fights alongside would not admit it, but they credit their good luck in surviving Naseby to the presence of Juliet. Moved by the support of the common soldiery, Juliet fights for Cromwell and Parliament with ferocious loyalty.

MAJOR LUKE RIGSBY

A conscripted Peasant Farmer, Luke used his undoubted way with words to become an Agitator, pressing the upper ranks on matters such a pay and looting rights and gaining the unwavering support of the less articulate men around him. In this way he has risen through the ranks and gained the attention of Cromwell, who has given him command of a unit of Iron Horse Dragoons. But his taste of power has given him a desire for more,

THE CLOCKWORK REGIMENT

There are three clockwork Leviathans - Faith, Hope and Charity. These massive mobile fortresses were the terror of Naseby. Then there is a unit of two-wheeled clockwork Iron Horses, nicknamed the Ironsides; they are personal favourites of Cromwell, who rides out with them to battle. There are also clockwork Striders, who clank into action wearing clockwork power armour. Before a charge, Whirling Blades of Righteousness are released - unmanned clockwork scythe-machines, their sharp blades roll forward at amazing speeds, slicing through enemy formations. Usually by the time the rest of the Regiment begin advancing, there are only casualties and fleeing enemies left in their path. If only they had not been facing a diabolic enemy employing Satanic magicks, they would have ended the war at Naseby.

Due to casualties inflicted by the Royalist Battle Alchemists at Naseby (particularly as the fighting wore on and the Clockwork Regiment ran out of power) the New Model Army has had to work hard to fill its ranks to replace the fallen. Cromwell has ordered that the most skilled clockwork engineers and designers must not be deployed in the front-line. He lost too many Mechanical Preachers at Naseby and is determined not to make the same mistake again. To that end, other troops are trained to ride or man the devices, without having a grasp of the complex technology involved. The Mechanical Preachers and Scholars observe their machines from a distance, scurrying out to make repairs only when absolutely necessary.

There are rumours that a specialist unit has been set up to test the military applications of new clockwork innovations. Unsurprisingly the details are sketchy, as Cromwell swears all to strict secrecy, although it is thought that some of the designs are quite outlandish. It is well known however, that it is extremely hazardous work. Many of the "volunteers" do not return to their regiments. Their old comrades, although usually outspoken, are hesitant about asking why, fearing they might be the next in line to "volunteer".

and he has hopes of gaining a political appointment in the Lord Protector's government.

Parliamentarian

- **A Monarch should listen to Parliament** - When they fail to do so, rebellion is the consequence.
- **Parliament should have privileges** - So Members may act freely.
- **Parliament gives the electorate a say** - Although the electorate is rather small, it is comprised of the wisest and most experienced in the land.
- **The Royalists must be defeated** - To avoid a return to misrule.

Allies: New Model Army, Puritans, Tinkers

Enemies: Invisible College, Royalists

Zeal: 20

Bonus Skills: Beliefs (Parliamentarian) +25%

You believe monarchs should only rule with the consent of the people, or at the least, with the support of Parliament. Better no monarch than one who is prepared only to lend an ear to bad advice and rule accordingly.

You are dedicated to the Parliamentarian cause. You probably had many reservations about the King before the Civil War. Unfair taxes, religious policies that seemed to encourage Papist ways (while preventing other types of non-conformity), and the excesses of Charles' court, (excesses that continued even though the Treasury was depleted) are all factors playing their part in your decision to follow the Parliamentarian cause. When the King raised his standard, you were pleased to rally to Parliament instead, perhaps happy that the issues could now be decided on the battlefield. Or perhaps you were most reluctant to take up arms against your King, your attitudes only hardening as the war has become increasingly desperate and bitter.

You are not necessarily a radical - you possibly prefer that Parliament itself remains elected only by the most wealthy. After all, full-blown democracy can only end in chaos. However, Parliamentary rights, which have grown so slowly over time, must be preserved.

If you a Peasant, you are possibly motivated by class

hatred; or perhaps you just follow your Lord loyally and he happens to be a keen supporter of the Parliamentarian cause. If a you are Townsman, then you may enjoy the excuse the war has afforded to stand up to your betters; apprentices willing to take up arms for Parliament have even been freed from their terms of indenture. Perhaps you helped secure London for Parliament, being one of the men and women demonstrating their grievances against the King and marching to defend the borders of London, once the King had left for Oxford.

If you are Middle Class, or a member of the Gentry, you are no doubt pleased at the opportunity to challenge the aristocratic and courtly class. It is in your interests to strive for a world where wealth, rather than birth and patronage, determines status. You want stability; under a Parliament that will consider your interests more carefully, and hopefully - once the war is over - not swallow up so much of your money in taxes.

If you are a Noble you probably felt ignored before the war. You became frustrated by the King's inability to listen, his foolish entertainments, his support for Laud and the false promises he made. You were concerned by the Regicide, perhaps worried about your own neck as the more radical supporters of Parliament continue to call for even greater social changes. But you realise the fool had it coming. All the more reason that people like you should continue to influence the struggle and have a say in the times to come. Parliament should curb the radical tendency - property and land should continue to be protected by the full weight of the law.

You are horrified by the alchemical magicks employed by the Royalists. Your revulsion at the hedonistic and vulgar court of Rupert turns to horror when you consider the unholy powers at work. It has renewed your conviction that the Royalist cause must be completely crushed.

Perhaps you have taken up arms in the struggle yourself. Maybe you fought in one of the Trained Bands, perhaps the solid London Bande. You may have donned the Orange sash of Parliament early in the War, keen to fight for liberty and against tyranny. You may now be concerned that Cromwell is usurping Parliamentary powers; or you may think it a necessary phase in the War. After all, he won't abolish both chambers completely...will he?

PARLIAMENTARIAN NPCs



RICHARD AND ELIZABETH SHOTFORTH

As members of the Gentry, Richard and his wife have always given the impression of being dithering socialites, unable to decide which side to support in the war. In fact, they have secretly been running a county-wide Parliamentary spy network for the last few years, sending reports back to London of the movements of Royalist forces in the area, and using their social visits to other Gentry to pick up intelligence on the whereabouts of Royalist leaders.

ELIZABETH GAVELL

Elizabeth was married to John Gavell, a Member of Parliament. Seized by an apoplexy earlier in the year, John died, leaving a grieving and extremely wealthy Elizabeth alone. Elizabeth had always been expected to be the demure wife at home. Since her husband's death, she has formed a Women's Committee to fund-raise for the Parliamentary war effort. Her husband's friends are divided - some feeling it is unseemly for a recently widowed woman to gad about in such a manner, others disarmed by her enthusiasm for their cause.

Presbyterian

- **Read the Bible** - And spread the Word of God.
- **A national church based on a hierarchy of Elders is necessary** - to avoid schism, apathy and heresy.
- **The Regicide was wrong** - Compromises could have been made with the King.
- **Predestination** - God has already decided who's going to Heaven and who's going to Hell. You (mostly) believe that you're one of those going to Heaven.
- **Consubstantiation** - You believe that during the celebration of Mass, the bread and wine is merely symbolic of the body and blood of Christ. This puts you at odds with Catholics, who believe the bread and wine actually become molecules of God.

Allies: Parliamentarians (Presbyterians)

Enemies: Parliamentarians (Independents), Puritans

Zeal: 25

Bonus Skills: Beliefs (Presbyterian) +25%

You would probably describe your values in a very similar way to most members of the Puritan Faction (having a strict moral code, including the observance of the Sabbath, the abolishing of religious festivals such as Christmas and Easter, the banning of sports, prevention of bawdy behaviour, etc.). Like all Puritans, you believe in Calvinistic principles such as predestination, the abolition of Popery, and Bible study. What causes you to be a Presbyterian, instead of a member of the Puritan Faction, is your belief that religion should be organised and established nationally, and should conform to

uniform principles.

Before the Civil War you despaired at the direction that the Anglican/Laudian Church had taken. You were disgusted at the attempt to create a Popish church hierarchy with increasingly powerful bishops; you found the reintroduction of altars and finery, and the long-standing imposition of a Prayer Book, to be utterly unacceptable.

The majority of Members of Parliament were Presbyterian until the recent purge. Now Cromwell, the Lord Protector, resides over a Parliament that is predominantly Independent. You are worried that the religious freedoms the Independents favour will lead to theological chaos and a breakdown in church attendance and decent standards of worship.

You are probably afraid of the New Model Army. By supporting Cromwell and opposing the Presbyterian Members of Parliament, they have caused your Faction to lose its voice in government. Parliament had previously promised their Scottish allies that a Presbyterian church system would be adopted throughout England. With the Civil War looking set to become more protracted and Cromwell's consolidation of power, it looks like your hopes for a Presbyterian national church will be dashed forever.

Perhaps you feel so divided from the Parliamentary cause, you might even seek to fight for the Royalist Faction. Before the Regicide, you would have preferred a negotiated settlement with the King. Since the Regicide, you are probably searching for answers as to why God should have caused such a tragedy to occur. Perhaps by taking up the Royalist cause you will be able to negotiate with Rupert and vanquish the Levellers, sects and other loose cannon that threaten the stability of English life and Protestant worship. Or perhaps you will continue to fight for Parliament, hoping your Faction will one day return to a position of influence.

PRESBYTERIAN NPCs



ARKWRIGHT MERRET

Arkwright is an austere gentleman who, although not rich, made a considerable sum investing before the war. Arkwright now spends his time endowing small sums to almshouses for the "deserving" poor. Uninterested in politics, Arkwright enjoys visiting corrective institutions and almshouses and making suggestions for the spiritual improvement of his charges. He also oversees the removal and banishment of those he thinks are too lazy. He is hated by the poor of the town, who think he is a cruel hypocrite.

JAMES TORRINGTON

A Member of Parliament for a small constituency in south-east England, Torrington was all in favour of removing the King's sweeping powers, but was shocked by the King's beheading. Removed from Parliament in Cromwell's recent purge, he has returned to his manor house where he has spent a lot of time in prayer. He is seriously considering switching to the Royalist cause, but knows his two sons in the New Model Army will be horrified if he does so.

Puritan

- **Independence** - The individual church should be the highest authority. You should choose which church you want to attend, rather than being assigned a place of worship according to where you live.
- **Religion is a matter of individual conscience** - Religious tolerance should be exercised, except where Papists are concerned.
- **Live your life for God** - And avoid "Ungodly" pursuits. Work hard and be thrifty.
- **A strict moral code should be followed** - Act with Godly zeal, rather than for false worldly pleasures.
- **Predestination** - God has already decided who's going to Heaven and who's going to Hell. You (mostly) believe that you're one of those going to Heaven.
- **Consubstantiation** - You believe that during the celebration of Mass, the bread and wine is merely symbolic of the body and blood of Christ. This puts you at odds with Catholics, who believe the bread wine actually become molecules of God.

Allies: New Model Army, Parliamentarians

Enemies: Catholics, Laudians, Ranters

Zeal: 40

Bonus Skills: Beliefs (Puritan) +25%

Your Faction developed out of the mainstream Anglican church - however, as the Laudian tendency introduced increasingly "Popish" ways, you probably began attending one of the many back street Puritan churches, where you sponsored your own Preacher or Lecturer (likely a former Anglican minister himself, preferably a learned Cambridge graduate). Politically, you will probably be a supporter of the Independents.

Presbyterians share many of your moral values, however they are in favour of an established Presbyterian church. To you, that sounds like another recipe for a centralised church, where no doubt Popish ritual will flourish once more. You believe you should have a choice of where

you worship and who you worship with, and that each person's faith is a matter for their own conscience.

You are probably bitterly opposed to the Royalists, in particular their support for the Laudian Faction horrifies you. You hate idolatry, bishops and Popish adornment.

You probably don't describe yourself as a Puritan - preferring to be counted as one of the Godly, Professors or the Elect. You believe that Preachers should be plainly adorned and churches should have no finery. The state should have a say in preventing blasphemy and idolatry, but discipline and the precise form of worship should be decided by the Godly themselves, not a church hierarchy. Therefore, your congregation doesn't follow a set order of service with a standardised prayer book.

With Cromwell in the ascendancy you are pleased that many of your moral values are already being supported by the government. You do not believe that people should have frivolous fun. Ungodly celebrations such as Christmas, Easter and the May dances have already been banned; you are hoping that there will be a complete ban on Entertainers and sports, and the introduction of stricter censorship and blasphemy laws. You dislike drinking, gambling, wantonness, (you possibly think adulterers should be executed), games and fashionable attire.

You probably believe in the stern discipline of children; you disagree with over-fond attachments and pleasure; you probably think the human body a potentially sinful vessel (thus you despise the Ranters and their ilk); indeed you probably believe that life is a God-given curse, to be toiled through faithfully, everything to be undertaken with a Godly zeal. You will probably be literate, as Bible reading is considered of the utmost importance.

Other people often characterise your Faction as fuelled by hypocrisy. Partly, because they feel you are so distracted by the moral conduct of others that you fail to take action to help the needy or reflect on your own behaviour; partly, because Faction members sometimes waive their disdain of art and recreation, if they believe they have found a Godly enough version of such activities; partly, because of the suspicion that you protest a bit too much. Maybe, your opponents say, the reason you moralise about sex, pleasure and propriety so much, is because you have a guilty conscience.

PURITAN NPCs



AMY GOODINGS

Amy lives with her husband in a small town in the Parliamentarian-controlled area. Amy lives in an affluent neighbourhood, alongside many other Puritan families. While her husband works at the forge, Amy has taken a special interest in the morality of others. To this end, she watches, gathers information and alerts others if she has any qualms about anyone's decency – in other words, she is a nosy and malicious gossip with time on her hands.

FEAR-THE-LORD WATKINS

A zealous Puritan commander in the New Model Army, Fear-the-Lord is almost as frightening to his fellow-soldiers as he is to his enemies. He has been known to kill entire families in cold blood on the mere suspicion that they may be Catholics and anyone who tries to protect them is likely to be accused of being a Papist and shot out of hand. Some of his men have begun to think he is insane or possessed, and are planning to murder him in his sleep.

Ranter

- **Sins and Laws are inventions** - Created by rulers to subject the people. Traditional morality is oppressive and nonsensical.
- **Religious perfection should be sought** - As long as things are done with Spirit they will be done perfectly.
- **God is within the individual** - God's spirit is within all nature and therefore within everybody. Outward religion, Bible teaching and all churches are futile and wrong.
- **Actually, maybe there is no God.**

Allies: Anabaptists, Clubmen, Diggers

Enemies: Catholics, Laudians, Puritans, Royalists

Zeal: 30

Bonus Skills: Beliefs (Ranter) +25%

You believe in a radical philosophy. You probably meet with fellow Ranters in public houses to discuss your revolutionary ideas. You are not in a sect, as such, rather you are a member of a loosely organised cell of individuals. Several of these groups exist in the Parliamentarian-controlled territory and in the Debatable Lands. Individual or small groups of Ranters may wander the Royalist territories, but they must take extreme care if espousing their views. The main shared belief of Ranters is that Puritan morality is nonsense and should be rebelled against. There may be wealthy rebels in your ranks, but yours is largely the philosophy of the rowdy urban "unwashed masses".

Ranters are adherents of Antinomianism. You believe you are under no obligation to conform to moral laws, as your salvation is predetermined. You believe God (if existing at all) exists in nature itself, a nature of which you are a part (so you are a Pantheist).

Ranters have their roots in medieval heretical groups who believe in the Free Spirit. You do not believe the Bible is the word of God. Rather you think that God is in nature, and nature should be everyone's to share. The

lines between belief and non-belief are blurred and Ranters are often considered atheistic, occasionally justifiably. On the other hand, if you are fanatically zealous, your conviction that God is within you might just cause you to declare to one and all that you are a Messiah, or the Virgin Mary. The advantage of being a Ranter is that if you go too far, you can quickly recant. After all, you only have to answer to your own conscience.

Some women have found liberation from arranged and loveless marriages within the Ranter Faction. Ranter marriage, when bothered with at all, is a simple ceremony of few words, and can be undone as quickly.

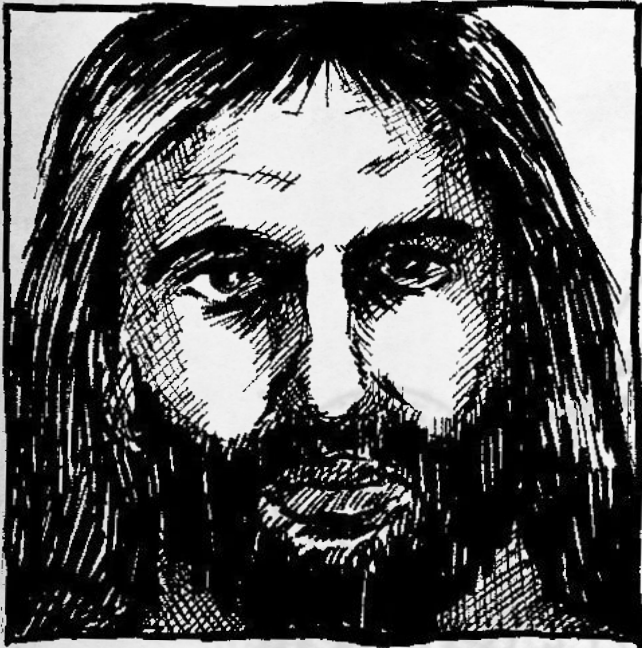
You have possibly participated in public nudity. This may have been to do with wanting to shock the establishment; or you may have wished to emulate the shedding of all worldly goods. Of course, there may have been another motive. It could be that you are sympathetic with the Adamite view that nudity is a "holy" state and that it is right to emulate the state of grace that existed in the Garden of Eden.

Many accuse your Faction of violent behaviour and extreme language. Certainly you are prepared to challenge social convention; you probably read (or write) radical tracts, calling for all the churches to be pulled down and declaring that "the pure of intention will only act purely"; and you mock Puritan hypocrisy, their obsession with sex and morality, as a distraction from the suffering of the destitute. You have been known to celebrate Mass by going to an inn and eating and drinking to excess, on the grounds that Christ's Last Supper was a party with his friends.

Enemies of the Ranters (of which there are many) stereotype your Faction. They accuse you of immorality, holding orgies, and other wanton behaviour. This is generally not the case; even the allegations of nudity at meetings are often a confusing of Adamite meetings with Ranter gatherings - you are more likely to use nudity as a public shock tactic.

That said, with the rejection of Sin and your libertine philosophy, your meetings might be, to put it mildly, interesting! You possibly believe that adultery and polygamy are not sinful, dreaming of the day when marriage is abolished and sexual freedom is the order of the day.

RANTER NPCs



ANTHONY DEVINE

Anthony hears voices in his head. He is convinced they are the voices of angels, but his Puritan parents are sure he is being tempted by devils and have tried to have them exorcised by the local priest. The angels tell Anthony to ignore his parents' moral admonishments - he drinks and sings and sleeps with any woman who will have him. He is the centre of a small personality cult who are keen to hear what the angels have to say and hang on Anthony's every word.

RASTILLION AND KLARTRENDA BLANKET

Rastillion travels the country with his wife, Klartrenda. No-one knows their original names or where they originate from. They both rebaptised themselves and declared themselves married and took to the road. They live off the kindness of others, preaching as they go. Rastillion delivers thundering speeches, the central message of which is to cast off Puritan morals and live for the moment. His sermons predictably end with him casting his garb into the crowd and beating his breast to a pulp. Occasionally he gets a ragged round of applause, other times he has to beat a hasty retreat, followed by his wife, who has the dubious honour of going round the spectators and politely asking for Rastillion's clothes back.

Royalist

- **England needs a monarch** - A king must be returned to the throne; now that Charles I is dead, his son must be crowned as soon as possible.
- **Kings rule by divine right** - A king is ordained by God and is a vital link in the Great Chain of Being.
- **A Republic is an unnatural state** - England has always had monarchy; that is the proper way for the country to be run.

Allies: Catholics, Invisible College, Laudians

Enemies: Diggers, Levellers, New Model Army, Parliamentarians, Ranters, Tinkers

Zeal: 30

Bonus Skills: Beliefs (Royalist) +25%

England has always had a king or queen upon the throne. The Great Chain of Being - which puts everything in a hierarchy, from God at the top to the smallest pebble at the bottom - decrees that England should have a hereditary monarch to rule over it.

Maybe you are a lowly Peasant or Townsman who have never questioned this idea, and aren't about to start questioning it now. It is the natural state of affairs and to change it goes against everything you've ever believed. Charles I was, of course, a great man, and you feel sad and angry at his death at the hands of the Parliamentarians.

Maybe you are Middle Class and, while you did not always agree with Charles' schemes for taxation, you know that England needs a monarch for stability. After all, look at the mess since his authority was challenged; it's led to war, famine, disease, and loss of trade!

Maybe you are from the Gentry or the Nobility who have helped rule this land since time immemorial - where will your hereditary rights be now that the King has been murdered? It's time these uppity Parliamentarians were put back in their place - below you!

Whatever your position in life, you can see that the Parliamentarian challenge to the King has caused nothing but trouble; the sooner Cromwell's so-called Commonwealth is done away with and the rightful heir to the throne, Charles II, is crowned at Westminster Abbey, the sooner life can get back to normal and the war can be forgotten.

ROYALIST NPCs



SIR ISAAC HASTON

As the first-born of Sir Alfred Haston, Sir Isaac is determined to live up to his father's reputation. Sir Alfred fell from his horse at Naseby, going down amid a futile charge against an enemy Leviathan. Sir Isaac, a brave Cavalier, is unfortunately not the Soldier his father was. A poor horseman and weak leader of men, Isaac's troop have all but deserted him. He has arrived at Rupert's court seeking a fresh command, but so far his requests for an audience have been rebuffed. Sir Isaac would do anything for the Royalist cause and is considering launching a private adventure if orders do not come his way soon.

LADY MARY ABBINGTON

Having lived a sheltered existence on her family's country estate, Lady Mary's world was turned upside down at the age of 16, when her family was killed by the Parliamentary troops who looted her ancestral home. She managed to flee, and for the last few months has wandered the roads in her tattered finery, begging at lowly cottages and hiding from any Soldiers she sees. Her one treasure is a locket in which is a tiny portrait of Charles II, who she once danced with at a banquet; she is half-convinced that he will return to England to find her and make her his queen.

Satanist

- **Satan is the true lord of the Earth** - When the end times come, those who follow him will reign at his side.
- **Worship of Satan is the route to Earthly power** - Only he can bestow powerful magick.
- **What you want is more important than what anyone else wants** - Everyone is selfish and corrupt, some just pretend otherwise.
- **There is no such thing as sin** - It is a myth put about by Christian clergy to keep the population under control.

Allies: None

Enemies: Everyone

Zeal: 50

Bonus Skills: Beliefs (Satanist) +25%

Magick: +1 to MAG. Characters who do not already have the MAG Attribute gain it at INT+POW+1

You are a member of a Coven, which meets regularly to worship Satan and participate in lewd rituals aimed at increasing the power of the Dark One on Earth. Your beliefs are widely condemned throughout the civilised

world, and if anyone knew of them, you would undoubtedly be hung as a Witch (or burned, in Scotland and mainland Europe).

Perhaps you were not an enthusiastic supporter in the beginning; faced with a problem that the Church could not solve (an unwanted pregnancy, an uncaring lover, a hateful rival) you turned to a Witch for help, and were persuaded to renounce Jesus and swear loyalty to Satan in return for that help. Now you realise that you have forfeited any prospect of getting to Heaven; your only chance of eternal life outside of Hell is to rise through the ranks of the Coven, by whatever means it takes, until you have enough power to prolong your Earthly life by magickal means.

You may be living a lie, pretending to be the same person you were before you renounced God, ashamed of what you have become, forced to attend Sabbats for fear of exposure and an inevitable hanging. Or perhaps you have learned to relish your new-found freedom from the strictures of holy writ and secretly revel in self-indulgence and wickedness. Maybe you seek to corrupt others to your selfish ways, to bring new members into the Satanic fold.

Or maybe you have learned sufficient Witchcraft to no longer hide your allegiance - you are feared by all around you and use your magick to manipulate others to your will and punish those who will not bow to your rule. You fear only the Witch Finders, and if you are powerful enough, even they will fall before your curses and bewitchments.

SATANIST NPCs



LADY ABIGAIL FENTON

Lady Abigail is the widow of a prominent Royalist captain who long ago sold her soul to the Devil. It began

when Abigail's husband was away from home and she took a fancy to a dashing young man staying at a nearby manor house. Unable to attract him with her feminine wiles, she turned to a local "wise-woman" who turned out to be a Witch. In return for what seemed at the time to be a silly ritual, she was given power over the young man. When she tired of him and he threatened to tell of their affair, she used more Witchcraft to cause a fatal riding accident. The more she used her magickal power, the more she enjoyed her independence. Making sure her husband was killed in the war was only the next stage – she has started her own coven at Fenton Court, under the guise of a Bible-study group for wealthy ladies of the area. The local peasants are beginning to mutter, but the prominent men of the district are all in the power of the their Satanic wives.

ALLISON GENTLE

Brought up by her abusive blacksmith father after her mother died in childbirth, Allison was always a scary child. Other children wouldn't play with her, as her games largely involved torturing small animals (and sometimes other children). A local Witch recognised her undoubted penchant for evil and began teaching her the rudiments of Witchcraft. By the time she was fourteen, she had outstripped her teacher and killed the Maiden in charge of the local coven to take her place. In her village, all live in fear of her evil eye, and some talk of calling in a Witch Finder, possibly Matthew Hopkins himself.

Self-Interest (Type)

- **Grand causes are seldom worth dying for** - Self-interest comes before political and religious agendas. Such agendas are only important in so far as they get you what you want.
- **Strive for what you want** - Life is short, you may as well enjoy it.
- **Your private concerns are paramount** - Do the best for yourself and don't be too concerned with worrying about the consequences. After all, that's what everyone does, when it comes right down to it. Isn't it?

Allies: Varies by Type

Enemies: Varies by Type

Zeal: 15+4D6

Bonus Skill: Choose a Faction to which you claim to be allied - you get Beliefs (Faction) +10%; Persistence +15%

Where others fight for abstract beliefs, you are motivated by pure self-interest. You do not care for any grander cause, even if occasionally you have to pretend to do so to preserve your own interests. Religion and politics may have their places for others, or even for yourself as a stepping stone to your own success, but deep down you have nothing but contempt for the gullible who espouse such convictions with sincerity. You may not be completely anti-social, however. You might still have affection for those close to you and act out of love or loyalty to personal acquaintances. Or you may be a completely flawed character, prepared to step over anybody to have your desires satiated. Below are some examples of what may be your overriding motive (type).

AMORAL

The most purely self-interested of all, the amoral character cares not for right and wrong, only for themselves. You are not necessarily a psychopath (although you might be), nor need you be debauched. If you play an amoral character with high Righteousness, you are a true Machiavellian, using those you meet to your advantage, quickly dispensing with anyone who is of no use to you. The amoral character with lower Righteousness is merely apathetic, neutrally paying lip

service when required but lacking any real principles.

ENVY

Why is it others always seem to acquire wealth, preferment and popularity with ease, while you are passed over? It is madness. After all, you are more deserving. If only others would recognise it. You may covet other people's successes, or you may just despise the injustice of it all. You may be jealously fixated on one individual (perhaps a love rival or business competitor) or generally bitter at being held back by everyone who has ever had authority over you. However your envy manifests, it burns within you. The higher your Righteousness, the more you will work to realise what you desire.

GLUTTONY

After every meal, what you most desire is another meal. You are a glutton, obsessed with consuming food and drink. You have a voracious appetite, never feeling your thirst is slaked or your guts are full. You may be blessed with a metabolism that disguises the physical effects of your quaffing; or your bulk may reflect your diet. You may have spent so long half-starved that you are just habitually ravenous; or you may always have had a life of plenty. Whatever your story, you have little self-control and overindulge at every opportunity. Surely it must be time for another snack?

GREED

You never have enough and so are never satisfied. Whether it's wealth or power, you want it all and you want it now. You may be miserly, or you might spend freely enough, as long as you get ever-increasing amounts to spend and can enjoy the shiny things you get for your money. You probably find it hard to disguise your obsession with getting more than your fair share, but it is of no concern. As long as you get what you desire, who cares what others think? You will have what you want and they won't.

LUST

You are wracked by intense sexual cravings. You spend most of your time planning new conquests, your amorous pursuits by far the most interesting thing in the world (at least, as far as you are concerned). Your lusts may be straightforward, or they may be more unusual. You may be a dangerous lecherous swine or a dashing and charming paramour; you may only press your suit

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with the stunningly handsome/beautiful, or you may be somewhat less choosy. You might think that the world would be a better place if everyone would surrender to wantonness, with lust replacing conflict; or you may be a complete hypocrite, preaching to all and sundry your belief in sexual morality, while privately being debauched.

PERSONAL HONOUR

You aspire to be a paragon of integrity and fairness. You will act to ensure that you undertake everything in terms of your personal code of honourable conduct. This may annoy allies, as you will propose a duel, or appeal for a champion, if you have been slighted; you might help the defenceless, even if they are your enemies; or, you might speak out against the less honourable, even if it is not politically wise to do so. Despite the potential consequences, at least you will preserve your sense of honour and be able to live with yourself, secure in the knowledge you "did the right thing".

PRIDE

You are vain and self-important. Puffed up with pride, you know you are special. You might be haughty, aloof and superior in your attitude; or you may overbearing and brashly confident. You want others to recognise and appreciate your greatness as well. Sometimes your boasting might put you in awkward situations. Other times you may be forced into confrontation in order to avoid shame. Whereas those with Personal Honour are content to fulfil their own ethical codes, seeking a feeling of inner righteousness, to you, outward appearance is everything. Privately of course you may do anything to further your ambitions; after all, if you succeed, people will have to take you seriously (or suffer the consequences).

PROTECTION OF FAMILY

Your overriding motivation is the well-being of your family, whom you love very much. Your family are more important than any silly cause; and you are probably bewildered by those families that have been torn apart by the conflict. Your family name, reputation and status might be your priority, or perhaps you just want to ensure they are fed and have a roof over their heads. You will always act in your family's best interests and against those who threaten them. You might dote on one family member particularly, possibly even at the expense of other relatives; or you might mobilise to aid any of your relations.

PROTECTION OF LANDS

You are driven by your desire to protect your land. You might be a Lord or a member of the Gentry with a fine estate; or perhaps you have a more humble freehold. You may just want to hang on to your entitlement to common land, where your ancestors have grazed their livestock for centuries. Whatever your situation, you will resist encroachment from rivals, and look to secure your land for your own benefit and that of future generations.

REVENGE

You have been wronged and you will not rest until you have had your revenge on the transgressor(s). Perhaps you are right to be angry and bitter, perhaps someone hurt you, or those close to you. Maybe your parents were murdered, your lands snatched, your possessions stolen and your home burnt down. Sick of insult or injury you will have your vengeance. On the other hand, maybe you just feel cheated. Whether real or perceived, you burn with hatred and look for every opportunity to retaliate against your enemies.

SLOTH

You might be a member of another Faction, if only you could be bothered. You take idleness to an extreme. If it needs doing, you don't want to do it. You may not need much sleep at all, you might just want to sit or lie around, or you might wish never to rise from your cot. You might have to be kicked awake, and then kicked again to encourage you to get dressed, and so your day progresses. Of course, if you are privileged enough to be able to afford a life of leisure, there is little you need to worry about; sweet apathy! However, if you are embroiled in danger or actually have to work to make a living, you will probably be miserable and on the look out for any excuse to loaf about or take a little nap.

WRATH

You are filled with an anger that never abates. Your ire may be targeted, or maybe you are just generally hot-blooded, unable to control your temper. You possibly shout a lot, venting your rage; you roar your disapproval at all and sundry. Or perhaps you seethe silently, acting with savage delight whenever you have the opportunity to verbally or physically attack others. Your Wrath may well be of a religious nature, in which case you burn with Wrathful Righteousness; however if Wrath is your Faction, your fury takes precedence over all else, pure aggression being your motive to espouse a belief, rather

than the other way around.

SELF-INTERESTED NPCs



LADY JANE SKELTON

When her Royalist husband and two sons were killed at Naseby, Lady Jane was forced to take over the defences of her family's manor house, which has been besieged for the last three months by Parliamentary forces. Food is running low, most of her remaining fighters are wounded, and with her house now deep in Commonwealth lands, she despairs of the siege ever being lifted by Prince Rupert's armies. But the house and land is all she has - if she gives it up, where will she go?

VANQUISH-DOUBT DRUMMINS

Vanquish is an amateur Witch Finder and full-time idler. The second son of gentlefolk, Vanquish was brought up to be a devout Puritan and Scholar. Vanquish found both expectations too burdensome, dropping out of his studies and taking to the road with some spurious instructions to find Witches and bring them to justice. Vanquish brandishes papers (which he had drawn up by a Magistrate who had lost heavily to Vanquish at the card table) at any town or village officials he encounters, demanding free lodgings. Once ensconced in an Inn he retires to his billet, eating vast quantities of food which he charges to the taxpayer. Vanquish then moves on before anyone questions his food bill or authority too closely, or finds him a Witch to examine, something he would find wearisome in the extreme.

Tinker

(The Church of God the Engineer)

"The King is Dead! Long live the Mainspring!"

- New Model Army Slogan

- **Mechanical Universe** - You believe that the Universe is a vast mechanism created by God the Engineer.
- **The Great Malfunction** - You believe that the workings of the Universe have been thrown out of kilter by sinful humanity and the machinations of the Antichrist (in the form of the Pope), and that it is your job to get it working properly again.
- **Righteous Clockwork** - You believe that Jesus performed many of his miracles with the help of clockwork, taught to him by his father Joseph, who was himself an engineer (carpenter is a poor translation!). The Catholic Church has purged all references to clockwork from the Bible.
- **The Mainspring** - You believe that Oliver Cromwell is the Mainspring, the motive force of the New Age of Clockwork, who will lead the Chosen to the Mechanical Eden.

Allies: New Model Army, Parliamentarians (Independents)

Enemies: Catholics, Invisible College, Royalists

Zeal: 40

Bonus Skills: Beliefs (Tinkers) +25%

There is an aura of mystery surrounding the Tinker organisation. The benign sounding name belies the composition of this small Faction, which has a very exclusive membership. The members are highly skilled clockwork engineers and designers, or extremely wealthy or influential sponsors.

Despite the fact that you belong to a very recently formed Faction, there are complex beliefs at the foundation of your organisation. You are extremely secretive about the nature of those beliefs. You know that other Factions would term your ideas sinister or heretical. The foremost (and most dangerous) of these ideas is your belief that you are fulfilling the work of the *Church of God the Engineer*.

The Universe is a gigantic machine. But the machine has been spun out of kilter; perhaps due to human weakness; perhaps because of the evil workings of the servants of the Antichrist. You and your fellow Tinkers, have the potential to repair the machine, using your technological prowess. Then things will function as "*God the Engineer*" intended.

Smooth clockwork motion will provide the rhythm of this new age. The labour of machines will replace the labour of people and Eden will be restored. Clockwork machines can clear muck from the streets, plough the fields and replace the soldiery. The work of the machines will allow the mass of humanity to engage in idyllic pleasures or intellectually enhancing pursuits.

Eventually, clockwork devices will be developed that can repair and create other clockwork machines. The impact of this will be an all encompassing technology, built to the glory of God the Engineer. Then truly will the Golden Age of the Machine begin.

TINKER NPCs



TOM BOLTON

Brought up as the latest in a long line of country blacksmiths, it seemed at first that Tom's world had ended when the Mechanic Preachers commandeered his smithy. But they were willing to let him work alongside them, and their Mechanical Philosophy chimed with ideas he had held all his life but was unable to put into words. He has seen the light, and knows it his destiny to help return the "World Machine" to its proper functioning.

ABRAHAM BUNKING

Abraham is still a young man. Abraham was sent to study at Cambridge by his devoutly Presbyterian guardians. He befriended another Scholar, Thomas Frisken, who was working on ways of improving a

WHAT MAKES THEM TICK?

Many Mechanical Preachers teach a watered down hybrid of Tinker and Leveller philosophy. Those not actually initiated into the Tinker organisation, nevertheless tend to share (at least to some extent) a belief in the liberating potential of the new clockwork science. Some Mechanical Preachers would be shocked however by the Tinkers' belief in "*God the Engineer*".

Aside from the religious and philosophical problems that many of the other Factions have with the Tinkers, there are individuals with more pragmatic concerns. In particular, Cromwell is thought to be highly suspicious of this Faction. It's believed that Cromwell has failed so far to place his spies within the Tinkers; and he has no wish to robustly assault an organisation whose members probably include some of the finest clockwork engineers in the service of Parliament (indeed it is rumoured that the Faction's head, the "*Primary Mechanic*" is a genius without rival). But the knowledge that there is an organisation with its own agenda, separate from Cromwell's control and containing such skilled artificers, chafes at the Protector. Of course, others assert that Cromwell's discomfort is undiluted bluff, and that the real identity of the "*Primary Mechanic*" is the former student of Sidney Sussex College Cambridge, the First Lord Protector and Supreme Commander of the Army, "*The Mainspring*", God's General, none other than Oliver Cromwell himself.

recurrent fault at one of the clockwork Winding Stations. Intrigued by what his friend described, Abraham asked for a look at the plans. In minutes he had solved the problem, and made a couple of extra suggestions of his own. He has an incredible aptitude for theoretical mechanics, although no interest in real machines, seeing mechanisms as logical models that he improves as an entertaining intellectual exercise. He was awarded a scholarship and inducted into the Tinkers. He is barely convinced by Tinker theology, but revels in the extra puzzles that have come his way since joining the Faction.

Chapter 4

In which numerous forms of expertise are described, and their application explicated

"For by ordinary experience it happens, that the strongest limmes, the cleanest breath, the greatest skill, the fittest meanes, are instruments of Victorie, howsoever the true state of the cause in question be right or wrong..."

- A Publication of His Majesties' Edict, and Severe Censure against Private Combats and Combatants, London, 1614

While Characteristics and Attributes describe a character physically and mentally, Skills describe what the character can actually *do*; things he or she has learned, whether intellectual knowledge or practical skills.

As has been said before, there are two sorts of Skills in *Clockwork & Chivalry*. Common Skills are those that anyone can "have a go" at, while Advanced skills are those that need some training or study.

Skill Tests

If an Adventurer wants to attempt something, the player should describe what that task is, and then roll dice to see whether the Adventurer succeeds. Roll D100 and compare this to the relevant skill's score. If the dice roll is equal to or less than the skill's score, the attempt is successful. If the total is greater than the skill's score, then it has failed.

The Games Master makes skill tests for NPCs, as required.

It should be noted that skill tests should not be asked for all the time. A skilled weapon maker, who constructs flintlock pistols for a living all day every day should not be required to make a skill roll every time he makes a new weapon. But if he is commissioned to make a new type of gun, or an especially ornate pistol for the local duke, a roll would be required.

DIFFICULTY & HASTE

Sometimes, the Games Master may give bonuses or penalties to a skill roll, depending on circumstances.

DIFFICULTY

Not all tasks are equally difficult. Climbing a cliff with a rope on a calm day is not as difficult as climbing a cliff without a rope in a howling storm. If a task is particularly easy, the Games Master should probably not even bother asking for a roll. Conversely, if a task is particularly difficult, the Games Master may legitimately rule that it's impossible and bound to fail. Otherwise a bonus or penalty can be applied to the character's skill, using the table below as a guide.

WHEN TO CALL FOR A SKILL TEST

When the outcome of the character's action is in doubt or, as in the example of the weapon maker, when the character wants to push himself beyond his expected capacity. If it's not clear cut that a character can perform a task the Games Master is well within his rights to call for a skill test.

When it is dramatically appropriate and raises tension in the game. Think carefully before asking for a skill test. Skill tests should be like those moments in a thriller where you are on the edge of your seat and the story could go either way. If the overall result of asking for a skill test is that it will provide the player a success of minor import, such as a small scrap of information on a Lore roll, just give the player the success without asking for a roll. If the situation is more life or death, describe it as such, highlighting the tension, and ask for a skill test. Where there are definite consequences to a failed skill test, such as falling off a narrow window ledge if an Athletics skill test is failed, the player should be warned before the Adventurer risks taking the action.

WHEN NOT TO CALL FOR A SKILL TEST

Instead of good story telling and role-playing. If the game is flowing nicely as a result of the players and Games Master engaging in conversation and weaving a strong, exciting story that is keeping everyone happy and entertained through role-playing, then think twice about breaking that mood by asking for a skill test.

Simply to provide drama and tension in game. The Games Master should never substitute a good description of the scene that the players find themselves in for a series of dice rolls.

If a similar skill test has just been made. It is tempting to ask for a series of skill tests to simulate a difficult or arduous task, such as climbing an especially difficult cliff, or tracking an opponent through a dense jungle. Don't. All this does is break player immersion in the game, creating frustration and boredom as several meaningless rolls are made. Instead, ask for a single skill test and modify it to reflect the difficulty of the task. Do not ask for another until the circumstances significantly change.

HASTE

Sometimes, time is off the essence. If a character needs to get something done within a limited time (such as setting an explosive charge below the Houses of Parliament before the guards make their next circuit of the cellars), the Games Master may apply a penalty to a skill roll.

Equally, if a character has plenty of time and wishes to take extra care to get things right (such as the aforementioned weapons maker wanting to get the duke's new pistol absolutely perfect), more time may be taken, giving a bonus to the skill roll.

DIFFICULTY AND HASTE MODIFIERS

Any modifiers are temporarily applied to the skill for the duration of the test only. A penalty will make the test harder while a bonus makes it easier. Where several modifiers can be applied to the same test, they will all have an effect, 'stacking' to make one final bonus or penalty.

Example: Our weapons maker has been asked to make an intricate and original pistol. The Games Master rules this is a Very Hard task, which gives a penalty of -60%. However, the character decides to spend more time on the item, as it is such a lucrative commission. He decides to spend 5 times the usual

amount of time it would take him to craft a pistol on manufacturing the piece, which gives a +40% modifier. Overall, the weapons maker makes his skill test at -20%.

It must be noted that some tasks do not lend themselves to being performed faster or slower. In particular, Alchemists cannot take extra time to increase their chances of creating a Philosopher's Stone (see p.220). Alchemy is a chemical process, and trying to increase your skill bonus by taking ten times the normal time to do it would like trying to make a better roast chicken by roasting it for ten times as long - you just end up with a burnt chicken!

Difficulty	Time Taken	Test Modifier
Very Easy	Ten times normal time	+60%
Easy	Five times normal time	+40%
Simple	Double normal time	+20%
Normal	Normal time	+0%
Difficult	—	-20%
Hard	Half normal time	-40%
Very Hard	—	-60%
Nearly Impossible	Almost instantly	-80%

CRITICAL SUCCESSES

Sometimes a character performs a task especially well. If the dice roll in a test is equal to or less than 10% of the modified skill, then a critical success has been achieved (e.g. A character with 70% in a skill would get a critical success on a roll of 7 or less – remember, always round to the nearest whole number).

The actual result of a critical success during a test is largely up to the Games Master. It normally achieves one of the following results:

- The task is completed sooner.
- The task is completed to a higher degree of expertise than normal.
- The task is completed with élan and style, generally impressing witnesses.
- The character gains additional information or insight into the task thanks to their brilliance.

Special rules apply to Critical Successes during combat, spell-casting and the making of clockwork mechanisms – see the relevant chapter for details.

FUMBLES

Nobody succeeds all the time, and very occasionally, things go horribly wrong. Whenever a skill test results in a roll of 00, the character is assumed to have fumbled the task.

The actual result of a fumble is largely up to the Games Master to decide. It normally results in one of the following mishaps:

- The task takes twice as long to finish and is still a failure.
- The task produces a useless result, which actually makes further actions more difficult.
- The task is failed spectacularly, opening the character up to derision and scorn from witnesses.
- The character becomes impeded or even harmed by his failure.

Fumbles during combat, magick and the making of clockwork mechanisms can be especially dangerous – see the relevant chapter for details.

AUTOMATIC SUCCESS & FAILURE

No matter how unpracticed you are at a skill, and no matter how great the odds stacked against you are, there's always the chance that you'll get lucky. However low your skill, and whatever the penalties to your roll, any test result of 01 to 05 is an automatic success.

Equally, even a master of his art can have a bad day, or make an error of judgment. No matter how high your skill, and no matter how big a bonus you have to the task, any test result of 96 to 00 is an automatic failure (and, in the case of 00, a fumble).

OPPOSED TESTS

Sometimes two characters are in direct competition with each other – whether this be two characters arm wrestling (Athletics vs Athletics) or a guard trying to spot an Adventurer who's hiding (Perception vs Stealth).

Opposed tests are made by both characters attempting the relevant skill test. Both characters make the tests as normal, rolling 1D100 and attempting to roll equal to or under their skill.

ONE CHARACTER SUCCEEDS

If one character succeeds their test and the other fails, the successful character has won the opposed test.

BOTH CHARACTERS SUCCEED

Whoever rolled the highest in their skill test wins the opposed test. However, if one character rolls a critical while the other rolls an ordinary success, then the character who rolled the critical, which is regarded as a higher level of success, wins.

BOTH CHARACTERS FAIL

If both characters fail, the test is a complete failure, with no success for either side.

VERY HIGH SKILLS

Characters with skills over 100% are considered masters of their chosen skill; they very rarely fail and quite often perform tasks that many would think impossible. However, even a master has an off day. If a character's

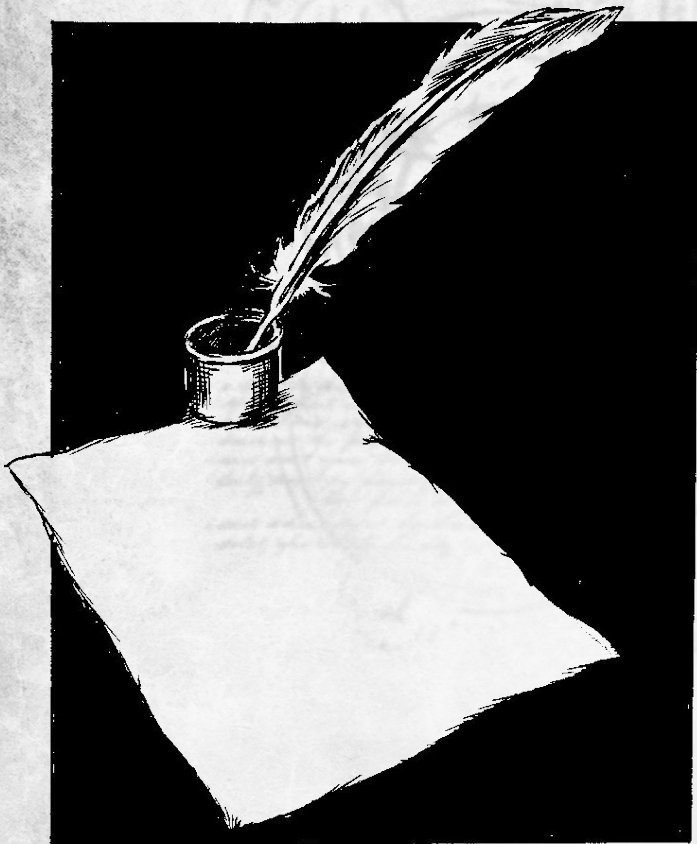
skill is over 100%, then the normal rule that 95-00 is a failure does not apply – but 00 is still a fumble.

VERY HIGH SKILLS AND OPPOSED TESTS

In opposed skill tests, characters with skills of over 100% are considered to have succeeded automatically, unless the person they're up against manages to roll a critical success. Of course, the master may also roll a critical success, in which case, the highest critical success wins. In the case of two masters facing off against each other, the highest roll wins, but a critical success trumps a high roll.

ASSISTANCE

Sometimes characters will want to help each other in a task, whether it be trying to pull a wagon out of the mud or writing a play. In such a case, one of the characters (usually the one with highest relevant skill) is the primary character, and the others are assisting characters. Every assisting character adds his critical score (10% of his skill) to the primary character's skill, and the primary character then rolls to see if the project was successful.



Common Skill Descriptions

The following are skills in which everyone has some ability.

ATHLETICS (STR+DEX)

This broad skill covers a range of athletic activities useful to Adventurers, including acrobatics, climbing, jumping and swimming.

Acrobatics: An Athletics test allows a character to perform a variety of gymnastic and balancing tasks, such as tumbling, walking a tightrope or keeping balance on a narrow or unstable ledge. The character can move at half his normal speed across an unstable surface without penalty. To move at a normal rate requires an Athletics test. A successful Acrobatics test will also halve the damage suffered from falling.

Brute Force: Brute force is a particular application of Athletics that relies purely on power, with no finesse involved. Brute force basically involves pushing, lifting or dragging. Rather than the normal Characteristics, brute force Athletics tests rely on STR+SIZ rather than STR+DEX.

Climbing: Given adequate time and enough hand and footholds, a character can climb any surface without the need for a test. Under normal circumstances, a character can climb or descend one quarter of their Movement as a Combat Action. A character can double the rate of his climb or descent by taking a -20% penalty on his Athletics test.

Jumping: In general, a successful Athletics test allows a character to jump up to twice his own height horizontally or up to half his own height vertically, if he has at least five metres to run first. If he is making a standing jump, these distances are halved. Penalties for jumping Athletics tests can be accrued by trying to jump further. A cumulative -20% penalty is bestowed for every extra metre the character is trying to jump.

Swimming: Characters normally swim at half their usual Movement. Athletics tests are only required when conditions are less than ideal – swimming while heavily encumbered or in strong currents, for example.

Chapter 4: Skills

CLOSE COMBAT (INT+STR)

This is the ability to use cudgels, knives, swords and the like in close combat. Polearms require more training and are covered by the advanced skill Close Combat (Polearms).

CULTURE (OWN) (INT X2)

All characters begin with some knowledge of their own culture. It covers such things as polite forms of greeting people, things that it is not considered seemly to speak about, when to remove a hat in front of a superior, etc. Most of the time, a character will not need to roll this, but if in an unusual situation (a Peasant at a Noble's ball, a member of the Gentry trying to pass herself off as a farmer's wife, etc.) a roll will be required. On a failure, the character will seem a little odd, on a fumble the character has made a complete mess of things and either completely embarrassed himself or, worse still, caused great offence.

DANCE (DEX+CHA)

A successful test on the Dance skill will result in a good dance, and the audience or partner will be pleased by the character's performance. If a character is in an unusual situation (an English nobleman attempting a Scottish reel, a German Peasant Mercenary at a court ball), penalties may be applied.

DODGE (DEX X2)

The Dodge skill is used to avoid incoming objects that are swung or thrown at the character. The Dodge skill is normally used when using either the dodge or dive Reaction in combat. See the Combat chapter, p.155 for more information.

DRIVE (DEX+INT)

The Drive skill allows control over a horse-drawn or clockwork vehicle. If a character is driving a wagon or similar vehicle at not more than a walking pace across flat terrain, a Drive test will never be required. Tests become required when a character wants to do something out of the ordinary with a vehicle - traverse treacherous terrain, jump obstacles and so on. A character must have the Mechanisms skill to get a clockwork vehicle going, but once it is travelling, it is the Drive skill that determines whether he can control it.

EVALUATE (INT+CHA)

The Evaluate skill enables the character to determine the value placed on something by others, effectively guessing its market value. If an object is particularly common or obscure a bonus or penalty might be applied to the test. A success will allow a character to guess the average monetary value of the object (normally guessing accurately to within 10% of its actual value).

FIRST AID (DEX+INT)

This is the ability to give a character quick medical attention. It can help heal minor wounds, but the Healing skill is needed for more serious injuries. A character may apply First Aid to himself, though there is a -10% penalty. It normally takes at least 1D3 Combat Rounds to administer First Aid. Both characters must remain stationary and may not use Combat Actions or Reactions while this occurs.

A character who has had First Aid administered may not benefit from another First Aid roll unless he takes further damage. The use of First Aid requires suitable medical equipment such as bandages or salves.

FIRST AID TABLE

Injury	Treatment
Unconsciousness	A successful First Aid test can revive an unconscious character, though a penalty may apply to a character who is drugged or intoxicated.
Minor injury	A successful First Aid test on minor injuries (loss of Hit Points) will heal 1D6 Hit Points.
Serious Wound	A successful First Aid test on a Serious Wound will heal 1D6 points, but will not remove the effects of the Serious Wound unless all Hit Points are restored.
Grave Wound	First Aid cannot remove the effects of a Grave Wound, though it will restore 1D6 Hit Points.

GUN COMBAT (INT+DEX)

The Gun Combat skill gives the ability to use black powder weapons in combat.

If a character has never previously used a gun, a successful Gun Combat roll must be made to understand how to load the gun successfully. On a failed roll, the gun does not fire; on a fumble, the user inflicts the gun's damage on himself.

INFLUENCE (CHA x2)

Influence is the ability to persuade another to change his mind about something. Influence tests are normally opposed by Perception, Persistence or another's Influence skill and are modified by how much a character is trying to change an opponent's mind. If a character is attempting to persuade someone of his Faction's beliefs, he will use Righteousness instead of Influence. (see the Factions chapter, p.88).

INSIGHT (INT+POW)

Insight is the ability to figure out another character's motivations by listening to their voice, watching their body language, etc. It can be used to decide if someone is lying, whether they are nervous, if they're not telling the whole truth and the like. This roll should usually be made secretly by the Games Master - on a failed roll, no information is forthcoming and on a fumble the character completely misunderstands the person he is trying to read.

LORE (REGIONAL) (INT)

All characters begin with some knowledge of the region in which they grew up. It covers such things as local geography, weather patterns, fauna and flora and the like. A well-travelled character's Lore (Regional) will cover a much larger area than one who has never previously left his home village - though in the latter case, he may have a much deeper knowledge of that small area than someone who only passes through regularly on their way to a bigger town nearby. Players should take the Lore (Region) skill that corresponds with the starting region described in their backstory, whether this be Lore (England), Lore (Lancashire), Lore (Manchester), or whatever.

PERCEPTION (INT+POW)

The Perception skill is used to represent the senses of the character when detecting objects or other characters. It covers such situations as listening for someone creeping about in the next room, trying to spot Soldiers moving on a distant hillside, or searching a house for a hidden priest hole. Sometimes it will be opposed by another skill, such as Stealth. A successful Perception roll can prevent a group of Adventurers being ambushed by enemy forces.

PERSISTENCE (POW x2)

Persistence is used whenever a character has his mental willpower called into question. This covers such things as trying to concentrate in the face of distractions (e.g. Trying to reload a gun when pistol balls are flying all around). It is also used to resist certain sorts of spell. A fumble on a spell resistance roll means that the effects of the spell are permanent until suitable healing is received. Persistence cannot rise above a character's POW x 5.

RANGED COMBAT (INT+DEX)

The Ranged Combat skill is used to wield any non-gunpowder ranged weapons such as throwing slings, knives, crossbows and the like. Long bows and short bows require more training and are covered by the advanced skill Ranged Combat (Bows).

RESILIENCE (CON x2)

The higher a character's Resilience, the more likely he is to handle adverse physical conditions, such as weathering a vicious sandstorm, surviving in a drought or overcoming the effects of poison or disease. Resilience cannot rise above a creature's CON x 5.

RIDE (DEX+POW)

This skill is used for riding an animal such as a horse, mule, or donkey. (It can be also be used to ride more exotic beasts, but camels and elephants are few and far between in 17th century Britain). If a character is riding a creature with the help of saddle and stirrups, at not more than a walking pace across flat terrain, a Riding test will never be required. Tests become required when a character wants to do something out of the ordinary with a mount - traverse treacherous terrain, jump obstacles, ride bareback and so on. This skill is only used for riding beasts - a character attempting to control an Iron Horse or other such clockwork device must use the Drive skill.

Chapter 4: Skills

SING (POW+CHA)

The ability to sing tunefully and remember the words of the song being performed requires the Sing skill. A successful test with this skill will result in the audience being pleased by the character's performance.

SLEIGHT (DEX+CHA)

This skill is used to hide or take objects, without drawing undue attention. It is usually opposed by a Perception test, if one is trying to avoid getting caught.

STEALTH (DEX+INT)

The Stealth skill is used whenever a character attempts to personally evade detection by another character. This usually happens when a character either tries to move quietly past an enemy, hide from one (or both!). Stealth tests are opposed by the Perception skill and are modified according to the situation.

UNARMED COMBAT (STR+DEX)

The Unarmed Combat skill covers all untrained unarmed combat from simple brawling to grapples to rude fisticuffs. Punches, kicks, head-butts and all other Unarmed Combat attacks do 1D3 points of damage. Unarmed Combat parries may only parry Unarmed Combat attacks.

Advanced Skill Descriptions

The following skills cannot be used by characters who lack the requisite training.

ALCHEMY (INT+POW)

This is the skill of making Philosopher's Stones and potions in the laboratory. Its use is described in detail in the Alchemy chapter.

ART (TYPE) (POW+CHA)

This skill allows a character to create works of art. Like the Lore and Craft skills, it is actually a large number of skills grouped together under one heading. Examples

A NOTE ON WEAPON SKILLS

There are four Common combat skills; Close Combat, Gun Combat, Ranged Combat, and Unarmed Combat. These represent a character's ability to pick up a weapon and have at least *some* chance of doing some damage to an opponent, though some Professions will have no actual experience of weapons at the beginning of play.

Some weapons count as Advanced Skills - a character not trained with one of these weapons can still "have a go" with his or her basic weapon skill, but will find it Hard (-40%) to use that weapon. If this penalty takes their weapon skill below 0%, the character can only be successful on a roll of 1-5%, and can never have a critical success.

The Advanced Weapon Skills are Close Combat (Polearms), Ranged Combat (Bows) and the specialist weapons skill Dual Weapons (*weapon & weapon*). This last skill works slightly differently to most skills - see the skill description on p.151.

include (but are not limited to):

Calligraphy, landscape gardening, musical composition, painting, sculpture, stained-glass, topiary, poetry, prose writing.

One Art skill particularly important in *Clockwork & Chivalry* is:

Clockwork Design: this is the skill used by Mechanical Preachers and other clockwork engineers to create plans for clockwork devices. It must be used in conjunction with a Technical Drawing Kit (see Equipment, p.201) or the character will suffer a -40% penalty when making the test. See the Clockwork chapter (p.260) for more details.

ARTILLERY (INT+DEX)

This skill covers the loading, aiming and firing of cannon, mortars and other such non-portable black powder weapons. It also covers the making of grenades and powder bombs, and the proper storage and maintenance of such weapons.

BELIEFS (FACTION) (INT x 2)

This skill provides a knowledge of the Beliefs of a particular Faction. It also gives the character information about important members of that Faction, important historical events in the Faction's history, where to find

members of that Faction when visiting new places, etc. Knowledge of each individual Faction's beliefs and organisational structure constitutes a separate skill (e.g., Beliefs (Catholic) is a completely different skill to Beliefs (Digger), and so on). Adventurers begin play with the Beliefs skill pertaining to their own Faction, but can learn the Beliefs of other Factions by observation, discussion and research.

A character who does not belong to a Faction can attempt to pass himself off as a member of that Faction with an opposed test of his Beliefs (Faction) against the Righteousness of the Faction member. A success means that the Faction member is fooled and accepts the character as a fellow member. The skill can also be used to make sure a character knows the right rituals and sayings in a church service of another Faction.

BOATING (STR+CON)

This covers small waterborne craft propelled manually by oars or sometimes paddles. Travelling across calm water does not usually require a test but adverse conditions such as currents and weather can bestow penalties.

CLOSE COMBAT (POLEARMS) (INT+STR)

This is the ability to use such weapons as pikes, pollaxes, halberds, and the like in close combat.

Close Combat (Polearms) skill begins at the same level as the character's common Close Combat skill. So a character with a Close Combat skill of 56% can buy Close Combat (Polearms) at 56% (See p.190 for more on buying skills).

COMMERCE (INT+CHA)

This skill is primarily used when characters trade, barter or other wise negotiate over the sale of goods. Such transactions require an Opposed Test using the Commerce of the buyer versus the Commerce of the seller. If the buyer wins he or she gets a discount of -10% for a success and -25% for a critical success. If the seller wins the price that they can sell the item for increases by +10% for a success and +25% for a critical. If a character fumbles their roll double the increase or decrease accordingly.

COURTESY (INT+CHA)

With this skill, the character knows how to navigate the murky and treacherous waters of life amongst the

Nobility. He understands the subtleties and extravagances of courtly behaviour, and can use them to his own advantage.

CRAFT (TYPE) (DEX+INT)

The Craft skill is actually several separate skills grouped under a single heading. Craft (Armourer), Craft (Carpenter) and Craft (Potter) are all individual skills. The following list is by no means exhaustive:

Apothecary, armourer, baker, basketweaver, blacksmith, bowyer, brewer, butcher, candlemaker, carpenter, cartographer, cobbler, cooper, fletcher, joiner, leatherworker, mason, painter, potter, sculptor, smith, tailor, weaponsmith, weaver.

One Craft skill particularly important in *Clockwork & Chivalry* is:

Clockwork: this is the skill used by Mechanical Preachers and other clockwork engineers to build and repair clockwork devices. It must be used in conjunction with a Clockwork Mechanics Kit (see Equipment, p.192) or the character will suffer a -40% penalty when making the test. A well-equipped workshop (such as those at Cambridge) will add a +10% bonus to the roll. See the Clockwork chapter for more details.

CULTURE (OTHER) (INT x2)

Each Culture skill is used to provide information about the common world-view of that group of people. This includes history, politics, weather cycles, geography, superstitions and popular mythology. A character who is very well-travelled may have Culture (France), Culture (India), etc.

DISGUISE (INT+CHA)

This skill is used to change a character's appearance and adopt a different outward persona. It is usually opposed by a Perception test if one is trying to avoid being identified.

DUAL WEAPONS (WEAPON & WEAPON) (INT+DEX)

This is the ability to use two weapons at the same time without any penalty for using the off-hand. The character does not get any extra attacks in the round, but can choose which weapon he uses in any particular round. If performing an All Out Attack (see p.162), a character with one these skills can make two attacks without the normal penalty.

Chapter 4: Skills

Note: Each pair of weapons is a separate skill, and Dual Weapons skill can never be *higher* than the lowest of the two weapons. For instance, a character with Close Combat 75% and Gun Combat 62% cannot have Dual Weapons (Sword and Pistol) higher than 62%. In order to raise Dual Weapons skill, he would first have to raise Gun Combat skill

Common 17th century techniques include:

Sword and Pistol: the Adventurer begins combat with a pistol in one hand and a sword in the other. The sword can be used in close combat, and the pistol kept as a threat or the pistol can be fired first, before the enemy reaches close combat range. Once the pistol has been fired, it is usually tucked into the belt, or just discarded if the fight is pressing. This technique can be useful when on foot and facing a mounted foe – the standard method is to shoot the horse and then stab the rider when he falls off!

Sword and Main Gauche: If performing an All Out Defence (p.158), a character can parry twice without the normal penalty. Some Main Gauche weapons also allow bonuses to certain close combat actions such as Disarming Attack – see weapon descriptions for details.

Two Pistols: A character who has loaded two guns before combat begins can fire both without the usual time out for reloading, and with this skill does not suffer a penalty for using a gun in his off-hand.

ELEMENTAL CASTING (ELEMENT) (INT+POW)

This is the skill used for casting Alchemical spells. Each of the four Elements is a separate skill. See the Alchemy chapter (p.218) for more details.

ENGINEERING (INT x2)

This skill is used to design, build, activate, repair, sabotage or disassemble large mechanisms or constructs such as siege machines, city gates and drawbridges, mineshifts, sailing ships and so forth.

GAMBLING (INT+POW)

This is the ability to take part in games of chance and understand the rules, the odds of winning and the like, whether the game be cards, cock-fighting, billiards or horse-racing. A successful roll will tell if opponents are cheating, if the horse has been nobbled, etc. A critical success means the character will win even if the opponents are cheating, while a fumble means the

character has lost very badly indeed.

HEALING (TYPE) (INT+POW)

This is the skill to heal major wounds, cure diseases, alleviate the effects of poisons and the like. Use of this skill will always require the correct healer's kit. Each use of the Healing skill generally takes 1D4+1 minutes to perform.

There are three types of Healing: Galenic, Herbal, and Paracelsan. A healer must have the correct healing kit for the type of healing in which he is trained. Lack of a healing kit imposes -25% penalty on the skill roll; use of a healing kit from a different Healing type imposes a -50% penalty on the skill roll – it's very easy to poison your patient if you don't know what your ingredients are!

Galenic Healing: This is the “respectable” form of healing, as taught in universities. Galenic Physicians tend to administer to the upper classes and use a mixture of bleeding (usually with leeches), changes in diet to “balance the humours” and astrology. Most Galenic healers will be on the Royalist side.

Herbal Healing: Herbalists use natural ingredients such as herbs, barks, teas, tinctures and poultices to perform



their healing. They are usually found in country districts and are often accused of witchcraft. It may even be true!

Paracelsan Healing: Paracelsan Physicians follow the teachings of the 16th century physician Paracelsus, who came up with a new system of medicine using chemicals, especially mercury, salt and sulphur. He was very much a "people's physician" and modern Paracelsans tend to be found among the lower orders, where they heal the poor for a much smaller fee than the Galenic healers; they will tend to gravitate toward the Parliamentary side.

Curing Diseases: A successful Healing test allows a patient under the effect of a disease to add a bonus, equal to the healer's Healing divided by 10 (the critical success range), to his next opposed Resilience versus Potency test to resist the disease.

Curing Poisons: A successful Healing test allows a patient under the effect of a poison to attempt a second opposed Resilience versus Potency test, with the patient gaining a bonus to his Resilience test equal to the healer's Healing divided by 10 (the critical success range).

First Aid: If a character's Healing skill is higher than her First Aid skill, she may use this skill instead of First Aid to perform the tasks that First Aid can do (see p.148).

Serious Wound: A successful Healing roll will restore 1D6 Hit Points and remove the effects of a Serious Wound even if Hit Points are not up to their maximum.

Grave Wound: A successful Healing roll will restore Hit Points to 0 and then add another 1D6 Hit Points. However, injuries suffered from a Grave Wound are permanent, and no amount of healing will restore lost Attributes.

LANGUAGE (OTHER) (INT+CHA)

The Language skill is actually several separate skills grouped under a single heading. Language (English), Language (German) and Language (French) are all individual skills.

Every character with a Language skill of 50% or more is fluent in that language, though they will likely bear an accent if it is not their native language.

A score in a Language skill of 80% or more will mean the character can also read and write in that language.

LORE (TYPE) (INT X2)

Lore is actually a number of separate skills. It represents theoretical knowledge of a subject, rather than practical ability. So Lore (Art) gives knowledge of the history of

art, well-known painters, etc., but Art (Painting) skill is needed to actually create a painting. The Advanced range of possibilities for this skill is limited only by a player's imagination but a list of potential areas of Lore study are listed here:

animals, art, astronomy, gambling, geography, heraldry, law, logistics, military tactics, minerals, philosophy, poisons, plants, regional, theology.

Some particular Lore skills have specific game effects:

Aristotelian Science: This is knowledge of the scientific theories behind the workings of alchemy. On a successful roll, a character with this skill can use it to identify spells cast by Alchemists, even he lacks the ability to cast spells himself.

Mechanical Philosophy: This is the knowledge of the philosophical theories behind the construction of clockwork devices. On a successful roll, a character with this skill will be able to identify the functions and uses of a clockwork device, even if he lacks the skill to use or repair it.

Research: This is the ability to find out about a particular topic by doing research in a library or collection of books, newspapers, scientific papers, etc. The difficulty of the task will depend on the quality of the library and the amount of time taken.

MECHANISMS (DEX+INT)

This is the ability to use and repair mechanical devices. It can also be used to pick locks with appropriate lock-picking tools.

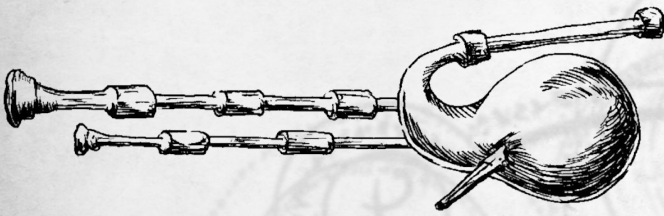
Picking a lock or disassembling a trap usually takes at least one minute (12 Combat Rounds) to perform, while larger devices will take longer.

Usually, a character will simply make a Mechanisms test in order to succeed at assembling or disassembling a device, with appropriate bonuses or penalties decided upon by the Games Master. If a device has been designed to specifically resist attempts at disassembly, the Mechanisms test becomes opposed by the Mechanisms skill of the character who created it.

A character with this skill can attempt to make a clockwork device function, though attempting to repair one without Craft (Clockwork) would incur a -40% penalty. Clockwork vehicles can be started with this skill, but the Drive skill is needed to control them once they are going.

ORATORY (POW+CHA)

This skill is used when addressing large groups of people, such as a priest addressing the faithful or a general exhorting his troops to victory on the eve of a battle. In effect, it is much like Influence, save that it relies more upon emotional appeal than intellectual stimulation and is used for larger groups of people. If the orator's appeal is on behalf of his Faction, Righteousness is used instead (see the Factions chapter, p.88).



PLAY INSTRUMENT (TYPE) (DEX+CHA)

The Play Instrument skill is actually several separate skills grouped under a single heading. Play Instrument (Dulcimer), Play Instrument (Flute) and Play Instrument (Spoons) are all individual skills. A successful test with this skill will result in the audience being pleased by the character's performance.

RANGED COMBAT (BOWS) (INT+DEX)

This is the ability to use longbows and short bows, which take more training than crossbows.

Ranged Combat (Bows) skill begins at the same level as the character's common Ranged Combat skill. So a character with a Ranged Combat skill of 56% can buy Ranged Combat (Bows) at 56% (See p.190 for more on buying skills).

SEDUCTION (INT+CHA)

This is the ability to use a mixture of sex appeal and flirting in order to win over another individual and persuade them to do something that they might not otherwise do. Seduction is opposed either by Persistence or Righteousness, depending on the nature of the task required by the seducer and the Faction of the seduced. If

successful, the target will perform one task or action. Penalties may be applied to the Seduction roll if the required action is against the best interests or morality of the character being seduced.

SHIPHANDLING (INT+CON)

This skill is used in the same way as Boating but is instead applied to larger waterborne craft that are driven by sail or rows of oars.

STREETWISE (POW+CHA)

Streetwise allows a character to find black markets, fences for stolen goods, and general information. Such uses of Streetwise normally require a minimum of 1D4 hours.

SURVIVAL (POW+CON)

One Survival test will be required every day that a character lacks food, water or a safe place to sleep. Success indicates the character manages to find whatever he is lacking - failure means he will go without which, over several days, could result in very serious consequences. Survival tests are not used when the character is in a city or town.

TEACHING (INT+CHA)

This is the ability to impart new skills to, or improve the existing skills of, another character. For more information, see Adventurer Improvement, p.189.

TRACK (INT+CON)

With this skill a character can locate the tracks of a specific creature and follow them. A test must be made to locate the trail and then again once every ten minutes they are being followed. Penalties or bonuses may apply depending on how long it was since the tracks were made, what the ground is like, what the weather conditions have been since the tracks were made, etc.

WITCHCRAFT (INT x2)

The Witchcraft skill reflects the knowledge of all the spells learned by a Witch. Its use is described in detail in the Witchcraft chapter.

Chapter 5

In which the arte of personal combat is discussed in some detail

"Put your trust in God, my boys, and keep your powder dry!"

- attributed to Oliver Cromwell

As you've no doubt figured out by now, there's a war on. Whether it be for God, politics, glory, honour, fame, riches or self-preservation, conflict is inevitable.

It should be remembered that *Clockwork & Chivalry* is not a game purely about combat, just as it is not purely about alchemy or clockwork. It should not be unusual for whole sessions to pass without any physical violence. However, in time, Adventurers will get involved in dangerous, life-threatening fights.

This chapter provides you with a straightforward and direct system for playing out action-packed and deadly combat.

WHAT TO EXPECT IF YOU GET IN A FIGHT

Adventurers that have weapon skills less than 100% are at the whim of the dice to determine whether or not they land a blow in combat. Anything you do to increase your Adventurer's chances to hit, or hit first, will stand in your favour and make the outcome more certain.

Once you are hit in combat, things start getting messy. Your Adventurer has a relatively low number of Hit Points. A solid blow (especially if your character is not wearing armour), can cause a Serious Wound, which will

hamper your Adventurer's ability to continue fighting. Once your Adventurer's Hit Points drop below zero, he or she is suffering from shock and blood loss and stands a fair chance of taking a Grave Wound, which could well be fatal. Make sure your Adventurer can Dodge, Parry or is magickally protected. Your Adventurer is at risk of grievous and permanent harm every time he or she decides to use violence to solve a problem.

Numbers count. If you are facing off against multiple opponents, even weak and unskilled ones, you are quickly going to run out of attacks and Reactions. In practical terms, this means that your Adventurer may, at best, reduce the number of attackers by one per round, while only being able to protect themselves against one of several incoming attacks.

Even Adventurers who have 100% or more in their weapon skills can be brought low by a lucky critical hit, or by an opponent who has lured them into an ambush and stacked the odds against them through surprise and careful planning.

These harsh realities mean that players tend to avoid combats where they do not have a very good chance of winning. Instead of wading into masses of weaker opponents, hoping that lucky dice rolls will see them through, they carefully plan ambushes, where they have the benefit of terrain and supporting soldiers from the local militia that will allow them to wipe out the majority of the enemy before the first proper round of combat.

They will use alchemy to boost their damage, chances to hit, and armour, and use any clockwork machinery which will give them the edge.

Remember too that Hero Points are your friend (see p.31). They can be used to decrease the effect of a Major Wound – turning a Grave Wound into a Serious Wound, or preventing a Serious Wound, which could be enough to let you continue fighting with some chance of surviving to fight another day.

TAKING OUT LIFE INSURANCE

Since *Clockwork & Chivalry* combat can be deadly, there are a number of ways that you can avoid your Adventurer dying if things go badly wrong.

Try to get hold of some armour. Too much can slow you down, but even a little helps decrease your chances of taking a Serious Wound.

Realise that some foes in *Clockwork & Chivalry* are best left alone. There's always going to be someone or something more powerful than your Adventurer in the game world. Since *Clockwork & Chivalry* is also a game of exploration and interaction, you might get to meet these people and creatures early on in your Adventurer's career. Some foes such as a Dragon are always going to be beyond the capacity of the Adventurers to harm directly without the help of powerful magick or the firepower of a Leviathan. Be wise and move along quietly and quickly.

Run away to fight another day. Use magick or fast feet to move out of combat. Heal, regroup and make a better plan of attack if you absolutely need to best a foe. Otherwise learn your lesson and avoid the opponent in the future.

Surrender! Before things really get messy, throw down your weapons and put up your hands. Enemies will often take prisoners, especially upper class Adventurers, for ransom. If you don't have any money then call in your favours from Faction, friends, family, clan, or guild to secure your release. Perhaps some of your friends ran away and can come back and mount a rescue attempt at a later date? But be careful who you surrender to. A group of ghouls may happily accept your surrender, but it doesn't mean they're holding you for ransom, it means they're holding you for supper!

Overview of Combat

Work out encounter distance: The Games Master determines how far away the hostile group is to the Adventurers, choosing whether they are at *Ranged* or *Close* distance.

Drop into combat time: Combat is divided into rounds.

- A Combat Round lasts five seconds.
- Unless otherwise specified, each character gets one Combat Action, usually an attack, one Reaction, usually a defensive Reaction, and one Movement Action, per combat round.
- You can make a Sprint Movement Action to run twice your movement rate in a Combat Round, but then you lose your Combat Action and may only make a Dodge Reaction.
- To attack, you roll against your Close Combat, Gun Combat, Ranged Combat or Unarmed Combat, or an advanced combat skill, depending on the type of weapon you are using.
- When attacked you can either Parry (use the Close Combat or Unarmed skill) or Dodge as a Reaction.
- If a character successfully Dodges an attack he or she take no damage.
- If a character successfully Parries an attack, their weapon or shield reduces the damage the attack does.
- If a character successfully hits in Close Combat, their opponent takes damage to their Hit Points equal to *Weapon Damage rolled + Damage Modifier - Opponent's Armour Points*.
- If a character successfully hits in Ranged or Gun Combat, their opponent takes damage to their Hit Points equal to *Weapon Damage rolled - Opponent's Armour Points*. Note that Armour provides less protection against guns (see p.31).
- If damage is greater than a character's Major Wound Level, and their Hit Points remain above 0, the injured party takes a Serious Wound.
- If damage is greater than a character's Major Wound Level, and their Hit Points drop to 0 or lower, the injured party takes a Grave Wound, and he or she may die.

A single round has a duration of five seconds of time, giving 12 rounds in every minute. During a round a character can usually perform one Combat Action, one Reaction and a Movement Action. Some Combat Actions, Reactions and Movement Actions impact on the ability to use other Combat Actions, Reactions and Movement Actions (e.g., a Sprint Movement Action means that a character loses their Combat Action and may only make a Dodge Reaction).

Combat rounds cycle through the following steps:

- **Determine order:** At the start of every combat, check each character's DEX, or INT if they are spell casting. This will determine the order in which every character involved acts for the round. A character wearing armour must subtract their full Armour Points from their DEX or INT for the purpose of combat order. *Example: Sir Melvoyn has DEX 15, but is wearing Light Armour (2/1 APs). For the purpose of determining his position in the combat order, his DEX is 13 (15-2), though it remains 15 for other purposes.*
- **Characters Take Actions & Reactions:** In a combat round each character usually gets one Combat Action, one Movement Action and one Reaction. Combat Actions, such as attacks, and Movement Actions take place in DEX order. The character with the highest DEX will act first, followed by the character with the second-highest DEX, and so on until the character with the lowest DEX acts. Reactions, such as Parries or Dodges, are made during this process as they are needed. Characters casting spells act on their INT.
Example: Lady Gwendolyn (INT 18) is casting a spell, while a New Model Army Soldier (DEX 16) is attacking her with a sword and Richard (DEX 12) also attacks the Soldier with his sword. The order of action is Gwendolyn first, then the Soldier and finally Richard.
- **End of Combat Round:** Once all eligible characters have acted in the combat round, it is over. If there are characters still engaged in combat with enemies, another combat round begins.

ENCOUNTER DISTANCE AND ENGAGING IN COMBAT

Not all combats start with the two sides, the Adventurers and their opponents, directly facing each other within sword's reach. At the beginning of a combat, or potential combat, the Games Master must determine which of the following two distances the encounter starts at.

RANGED

Characters can engage in ranged combat at any distance up to double the range of the missile weapons the characters are using. Ranged combat typically happens when enemies spot each other at a distance – while a gun can be used at close combat range, the slow reload time means that if a shot misses, the character using the gun will be open to close combat attacks while changing to a more suitable weapon.

CLOSE

At a range of two metres or less, characters can engage in either Close or Unarmed combat.

Close Combat Actions

The sequence of a normal Close Combat Attack is described, followed by various alternative actions that can be used in Close Combat.

1. MAKING THE ATTACK

A normal attack is made by simply rolling D100 and comparing it to the character's skill in the weapon he is using.

If a character rolls equal to or lower than his weapon skill, he has hit his target.

If a character rolls greater than his weapon skill, he has missed his target.

2. TARGET REACTION

The target may either attempt to Dodge or Parry the attack, as he chooses. However, only one Reaction can be made to a successful attack per round.

If the enemy has already reacted this round, or chooses not to react against this attack, then this attack is unopposed. Move straight on to damage resolution.

If the attack is opposed, the defender makes a Dodge or Parry (see Reactions, p.163).

3. DAMAGE RESOLUTION

If the attack is successful, damage is rolled. Each weapon has its own damage score, to which is added the attacker's Damage Modifier in order to determine the total damage being dealt.

If the defender is armoured then the armour will absorb some of this damage. Reduce the attack's damage by the armour points (AP) of the defender's armour. Use the figure before the slash. Armour only provides half protection against guns as long as they are fired within their normal range. In such a case use the figure after the slash.

4. DAMAGE APPLICATION

Apply any remaining damage to the defender's Hit Points.

CLOSE COMBAT SITUATION MODIFIERS

Sometimes other factors effect what's going on in combat. These add penalties or bonuses to a character's dice rolls in close combat.

Situation	Skill Modifier
Target is helpless.	Automatic critical
Target is prone or attacked from behind.	+20%
Attacking or defending while on higher ground or horseback.	+20%
Attacking or defending while prone.	-20%
Attacking or defending while on unstable ground.	-20%
Attacking or defending while underwater	-40%
Defending while on lower ground or against mounted foe.	-20%
Fighting in partial darkness.	-20%
Fighting in complete darkness.	-40%



OTHER ACTIONS IN CLOSE COMBAT

These are other actions that a character can take as a Close Combat Action.

CHARGE

If a character can move a minimum of five metres towards his opponent, then he can make a charge. He may move a distance up to twice his Movement Rate. This must be in a straight line and he must end up adjacent to an enemy. When the move is complete, a close combat attack may be made against the enemy. If the attack is successful, the character gains a bonus of +1D6 damage. He loses his Reaction for the round that he charges on. Characters charging uphill don't gain the damage bonus.

ALL OUT ATTACK

The attacker gives up his or her Reaction for the round but gains a second attack, which happens straight after the first attack. Both attacks are at -20% due to the loss of skill during this frenzied attack. This type of attack cannot be combined with Great Attack, Targeted Attack or Disarming Attack.

ALL OUT DEFENCE

The attacker gives up his or her attack for the round but gains a second Reaction, (Dodge or Parry) in the same round. Both Reactions are at -20%. The second Reaction allows the character to Dodge or Parry a second attack, it does not allow the character to attempt to Dodge or Parry the same attack twice.

DISARMING ATTACK

The attacker attacks at -20% to his or her weapon skill, with the aim of disarming his or her opponent either of their weapon or shield. If the attack is successful and the opponent fails to Parry or Dodge, the weapon or shield is thrown D6 metres away from the owner.

GREAT ATTACK

This attack is made using two-handed Close Combat weapons, where the attacker has enough room to swing the weapon for a really forceful blow. The attacker gains a +20% to attack and does maximum damage bonus but

loses his or her Reaction for that combat round.

TARGETED ATTACK

The attacker chooses what part of the opponent's body to attack, using the Major Wound Table on p.169. This has no special effect, unless a Major Wound is dealt, in which case the chosen body part is successfully hit causing the accompanying Serious or Grave Wound. The attacker is at -20% to his weapon roll.

INTIMIDATE/PERSUADE

The character tries to get the other side to surrender or flee. This can either be targeted at a group of enemies or a single enemy (whether a member of a group or not). Make an opposed roll using the character's Influence against the enemies' Persistence, modified as listed below. Groups roll once using the Persistence of the group leader. If the group leader's Influence skill is higher than his Persistence, then they may use that skill instead. Apply the following modifiers to the enemy's Influence/Persistence skill depending on the state of the enemy.

Note: These modifiers are not cumulative. Apply the one that best describes the situation. Also, it may be appropriate to add further modifiers dependent on Faction (individuals will be less willing to surrender to a bitter enemy), overwhelming odds, etc. Let common sense prevail.

If an enemy group is at full strength and have taken no wounds and they outnumber the Adventurers, then only a critical roll for Influence against a failed Persistence roll will make them surrender. A fumbled Persistence roll will see the enemy suddenly rout.

INTIMIDATE/PERSUADE

Situation	Enemy's skill modifier
The enemy group is still at full numerical strength, but some members of the group have taken wounds. An individual has taken wounds.	+40%
The enemy group outnumbers the Adventurer's side, but have had 25% or more casualties. An individual has lost 25% or more of his or her Hit Points.	+20%
The enemy are outnumbered by the Adventurers.	No modifier
The enemy are outnumbered by the Adventurers and some members of their group have taken wounds.	-20%
The enemy group has taken more than half its number as casualties. An individual has lost half or more of his Hit Points or has seen half his group incapacitated by the Adventurers.	-40%

When the player is attempting the roll, he must declare whether he is targeting the whole group or singling out an individual.

Example: Richard is fighting a group of four Soldiers, one of whom he has already wounded (the Soldier started with 11 Hit Points, and is currently down to 4 Hit Points) while the other three are still at full Hit Points.

If he decides to single out the wounded soldier, then the soldier's Persistence roll to resist Richard's taunting and the resultant urge to flee will be at -40%, as he has lost more than half of his Hit Points. If he decides to target the whole group, which as a whole has received no casualties (all four of the Soldiers are still in the fight) and outnumbers him, then the soldiers will be at +40% to their Persistence.

Players are encouraged to say what the Adventurer is saying as a taunt, and the Games Master may add a bonus to the character's skill for a particularly witty or chilling taunt.

The character need not speak the same language as the opponent they are trying to Influence, but they must be capable of some sort of sign, gesture or body language that the opponent is capable of understanding.

SET WEAPON

A character can spend a Combat Action setting the shaft of a weapon, such as a spear or polearm, in the ground in anticipation of a charge from an opponent. When the charge actually comes the character automatically gets an attack at +20% before the charging character gets their attack. If the character makes any other Combat Action or Reaction before the charge, the weapon becomes 'unset'.

Unarmed Combat

Actions

Unarmed Combat works the same as Close Combat, except that one or more of the combatants is unarmed.

An Unarmed Combat attack does 1D3 damage, plus the normal Damage Modifier.

If an Unarmed Combat attack is parried by a crafted or natural weapon, then the attacker will immediately suffer the rolled damage of the Parrying natural weapon, with no damage modifier; if this turns out to be a Serious or Grave wound, it will be to the limb he is using to attack. This is in addition to the normal effect of the Parry.

NATURAL WEAPONS

Natural weapons such as the teeth and claws of monsters are counted as weapons and not unarmed attacks. The damage they deal is listed in the monster's description. They may Parry other natural weapons or unarmed attacks, but not crafted weapon attacks.

GRAPPLING

A grapple attack is made in the same way as a normal Unarmed Combat or natural weapon attack but must be declared as such before any dice are rolled.

Should the attacker hit with his grapple attack, no damage is initially caused. Instead, the attacker then opposes his Unarmed Combat skill to the target's Unarmed combat skill, in a roll similar to an opposed skill test.

Grapple Fails: The grapple attempt fails and the attack is considered to have missed.

Grapple Succeeds: The two combatants are now grappling and the attacker may immediately follow up on this success by Throwing, Inflicting pain or Immobilising the target.

GRAPPLING COMBATANTS

Grappling combatants will remain locked together until one combatant breaks free or is thrown out of the grapple. Grappling combatants suffer a -20% penalty to

any tests that do not target or directly respond to their grapple partner. Grappling combatants may not use Reactions.

A grappling combatant is restricted to the following special Combat Actions:

BREAK FREE

To break out of a grapple, the character makes an opposed grapple attempt. The characters may only use the Unarmed Combat skill in this case. If the character succeeds his roll while his opponent fails then the character has succeeded in breaking free and the combatants are no longer grappling, though they will be adjacent.

IMMOBILISE

While immobilised, enemies are considered helpless. Once per round the defender may attempt to break free, although he or she will be at -20% in the opposed test.

INFLICT PAIN

The grappler inflicts damage of 1D4 + Damage Modifier. Armour does not help. Once per round, the defender may attempt to break free or may attempt to turn the tables on their attacker by counter-grappling or attacking with a weapon or other unarmed attack.

THROW

The opponent is thrown 2 metres and suffers 1D4 damage. Armour does not help. The grapple ends in this case.

Ranged and Gun

Combat Actions

Gun Combat and Ranged Combat use the same rules, though different skills are needed.

All ranged attacks are handled in the same manner as close combat attacks, with the following exceptions:

Ranged attacks may not be used as part of a charge.

LOADING RANGED WEAPONS

Most black powder weapons take several rounds to reload; other ranged weapons may take less time to ready. See weapon descriptions in the equipment chapter for details.

RANGE

A target within the weapon's range may be attacked without penalty. A target within double the weapon's range may be attacked, but the attacker's weapon skill is halved before other modifiers are applied. Attacks cannot be made at a distance beyond twice the weapon's range. A gun fired beyond its range does not benefit from the normal reduced armour protection afforded to guns.

DODGING AND PARRYING

The target may attempt to Parry or Dodge a hand-thrown ranged attack (e.g. knives, etc.) but may not normally Dodge or Parry ranged missile weapons (such as gun or crossbow fire). Shield-carrying characters may attempt to Parry hand-thrown missile weapons if aware of the attack.

DISARMING

A character may attempt to disarm a target with a ranged attack, but cannot knock a shield from a target's arm.

COVER

Cover affects both ranged and close combat attacks. For missile attacks the defender benefits from the best of the cover modifiers below.

Partial cover -20%: For example, a low wall that leaves only head and torso exposed.

Very good cover -40%: For example defender on a castle wall, firing from protected battlements.

Virtually total cover -75%: For example, a castle wall with arrow slits for defenders to shoot through.

RANGED COMBAT SITUATION MODIFIERS

Sometimes other factors effect what's going on in combat. These add penalties or bonuses to a character's dice rolls in ranged and gun combat.

Situation	Skill Modifier
Wind¹	
High wind	-20%
Fierce wind	-40%
Hurricane	Attack automatically fails
Target movement¹	
Target has moved 10m or more since last combat round	-20%
Target has moved 30m or more since last combat round	-40%
Target Visibility¹	
Target obscured by smoke, mist, or is in partial darkness	-20%
Target is obscured by thick smoke, fog, or is in darkness	-40%
Target is above SIZ 20	+20%
Target Condition¹	
Target is helpless	+20%
Target is prone	-20%
Attacker Condition²	
Attacker is prone	-40%
Attacker is underwater ³	-20%
Attacker is on unstable ground	-20%
Attacker is blinded	-50%

¹ Modifiers within these sections are not cumulative. However, modifiers from different sections are cumulative. Therefore, shooting at a target within a mist that has moved more than 10m since the attacker's last Combat Action imparts a -40% penalty.

² Attacker condition modifiers are cumulative.

³ Only thrown weapons may be used underwater. Bows and other projectile weapons will automatically miss if fired underwater, and black powder weapons will obviously not work at all.

Chapter 5: Combat

RANGED WEAPONS IN WET WEATHER

In wet weather most ranged weapons are unusable. Only thrown weapons and slings are generally effective, unless some steps are taken to find cover from the elements or, in the case of black powder weapons, cover the firing mechanism of the weapon.

FIRING INTO A CROWD

When firing into a crowd, the Games Master will determine how much cover the defender has from the ranged attack. The ranged attack is then resolved as normal for a target behind cover.

If the attack fails to hit the defender and succeeds against the unmodified attack skill, the firer has hit one of the individuals adjacent to the target. The accidental target may Dodge against this attack as normal.

OTHER ACTIONS IN RANGED AND GUN COMBAT

As well as the standard actions described above, other actions are available to those involved in Ranged Combat.

AIM

Every round spent aiming adds a +20% bonus to the character's Ranged Combat or Gun Combat skill. This bonus only applies to the first attack the character makes with the aimed weapon, which must be fired at the target designated when aiming begins. Subsequent shots at the same target do not gain the aim bonus. A character can take no Combat Action, Movement Action or Reaction while aiming without losing the aim bonus.

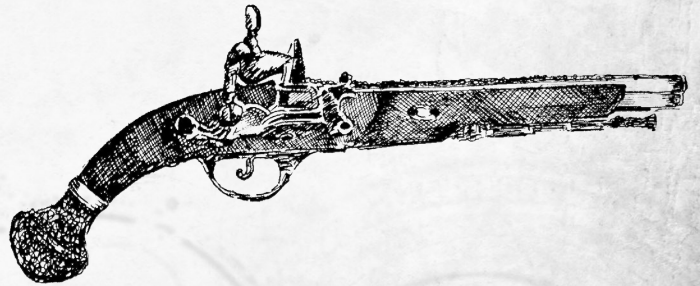
ALL OUT ATTACK

In the event that a character has two readied pistols or carbines, they she can make an all out attack. This causes both weapons to discharge simultaneously and the firer to lose her Reaction for that round. There is the normal offhand penalty of -20% for one of the weapons (see p.165) unless the character has the Dual Weapons (Two Guns) skill.

THROW CLOSE COMBAT WEAPON

If a close combat weapon that isn't designed to be thrown

is hurled at an enemy, it has a range of 8m and suffers a penalty to the attack equal to its ENC x 10. The Ranged Combat skill is used.



Movement Actions

Unless specified, characters may make one Movement Action per round, without losing their Combat Action or Reaction. Unless specified, Move Actions may be taken before or after Combat Actions. So a character might fire and then move, or move and then fire.

CHANGE STANCE

The character may stand up from prone, or vice versa.

FIGHTING RETREAT

A character may move up to half his Movement directly away from an enemy he is fighting. He may only attack or defend but not both.

MOVE

The character may move a distance up to his Movement score once per Combat Round. This is a free Action and the character does not lose either their Action or Reaction. Most people can move 15 metres in a round, though this may be effected by injury or magick, and non-human creatures may have a different Movement score.

SPRINT

The character may move a distance up to twice his Movement score, forsaking his attack and only being able to Dodge as defensive Reaction.

MOVING OUT OF CLOSE COMBAT

If a character elects to Move away from an opponent that he or she is engaged in Close Combat with (rather than making a Fighting Retreat) then the character loses his or her Combat Action that round (although may still make one Reaction), and the opponent is able to use their Reaction to make an attack. If the character elects to Sprint out of combat then the character loses both his or her Combat Action and Reaction. Whether Moving or Sprinting this means that if the fleeing character is higher in the combat order than their opponent, the opponent is still able to get a blow in (their Reaction) as the character runs away. If the opponent is higher in the combat order than the character running away, then the opponent can attack as normal, then make a further attack (using their Reaction) as the character runs away.

Reactions

A character can make one Reaction in a combat round. Unlike combat Actions, Reactions are made in response to the successful hits of enemies.

There are two main types of Reaction - Dodge and Parry.

Parries can be made against Close Combat attacks. Shields can also Parry hand-thrown missile weapons.

Dodges can only be made against Close Combat attacks and hand thrown missile weapons, providing the target is aware of the attack. A Dodge can be used to avoid being Grappled, although once Grappled a character can't Dodge. Dodge can also be used as a Reaction, if still available, to avoid the damage of spells such Dragon's Breath, which are projected at the defender. See the appropriate spell descriptions in the magick chapters for more detail.

Reactions are declared after a successful attack has occurred but before its effects are applied.

DODGE

When an attacker successfully hits, the defender may choose to Dodge as his Reaction, in order to avoid damage. The defender rolls against his Dodge skill.

If the defender succeeds then he has successfully avoided the attack.

If Dodging against a critical hit, then if the defender rolls a critical on his Dodge, it reduces the attacker's critical to a normal success. If the defender fails his Dodge against a Critical Hit, the attacker does maximum damage and ignores the defender's armour.

A Fumbled Dodge results in the character stumbling. This causes the character to forfeit his or her next Combat and Movement Action and make his or her next Reaction with a -20% penalty.

PARRY

When an attacker successfully hits, the defender may choose to Parry with a weapon or shield as his Reaction to avoid damage. The defender rolls against his Close Combat skill.

If the defender succeeds then, depending on the relative size of the weapons used, they may be able to reduce or remove all of the rolled damage. Weapons are rated in the following size categories: Small, Medium, Large and Huge. Weapons need to be of the same category or larger to block all damage. If the defending weapon is one category less its blocks half damage. If two categories less, it cannot block the damage.

A critical Parry against a normal success deflects all the damage regardless of size category. If Parrying against a critical hit, the defender also rolls a critical on their Close Combat skill roll, then the attacker's critical is reduced to a normal success.

If a Parry is fumbled use the Close Combat Fumble table to determine the outcome.

What's the difference between Parry and Dodge? It's mainly down to a matter of combat style and Parrying has the advantage that it is based on the same skill that you use to attack with, so for the purposes of skill advancement it is better to advance Close Combat skill than Close Combat skill *and* Dodge. Bear in mind though that some things (falling masonry, out of control Leviathans, etc.) cannot be parried, so having a low Dodge skill can be counter-productive!

ATTACKING A DISENGAGING ENEMY

As noted above, in Movement Actions, in the event that a character moves or sprints away from Close Combat, unless the withdrawing party is making a Fighting Retreat, the character they are moving away from may sacrifice his or her Reaction to make an extra attack on the retreating character.

Other Actions in Combat

These actions can also be used in combat, but do not fit any of the above categories.

CAST SPELL

Spells take effect when they are cast in an order determined by INT instead of DEX. See Chapters 8 and 9 for more on spellcasting.

DELAY

A character may pause to assess the tactical situation around him. If a delaying character merely wishes to act after a specific character has acted, they wait until that character has finished their Combat or/and Movement Action. If a delaying character wishes to interrupt a specific character's Action as it occurs, the character must make an opposed test appropriate to his interrupting Action (a weapon skill test if the character wishes to attack, for instance). Whoever wins the test acts first.

COMBAT RESULTS SUMMARY TABLE

Attacker	Defender's Reaction	Result
Fumble	No need to roll	Attacker fumbles and rolls on appropriate fumble table.
Failure	No need to roll	Attacker fails to hit defender.
Success	Fumble	Attacker hits, defender takes damage rolled minus armour points and rolls on appropriate fumble table.
Success	Failure	Attacker hits, defender takes damage rolled minus armour points.
Success	Success	If Dodging, defender avoids the attack. If Parrying, then if attacker's weapon smaller or equal in size to defender's weapon, all damage avoided. If Parrying weapon is a rank smaller, half damage is done. If Parrying weapon two ranks or more smaller, no damage can be avoided.
Success	Critical	Defender avoids attack and takes no damage, even if Parrying with smaller weapon.
Critical	Fumble	Attacker does maximum damage and ignores defender's armour. Defender rolls on appropriate fumble table.
Critical	Failure	Attacker does maximum damage and ignores defender's armour.
Critical	Success	Attacker does maximum damage and ignores defender's armour.
Critical	Critical	Attacker hits, defender takes damage rolled minus armour points.

READY WEAPON

Drawing a sword from its sheath, pulling a pistol from from one's belt, nocking an arrow to a bow – all these Actions take one combat round. A single Ready Weapon Action can also include dropping a weapon currently held to the floor and then drawing a new one. Sheathing one weapon and drawing another takes two Combat Rounds, as does readying two weapons. Ranged weapons can be reloaded with this Action – this takes as many Combat Rounds as noted in the weapon's description.

SKILL USE

The character performs one Combat Action that requires the use of a skill, such as opening a locked door with the Mechanisms skill. How long (how many rounds) the task takes and whether the task being attempted allows the character to have a Reaction or Movement Action is at the discretion of the Games Master.

Critical Hits and Fumbles

CRITICAL HITS

Every attack skill a character possesses has a critical score. A critical score is the attack skill's score, divided by ten, and rounded to the nearest whole number. It represents a lucky and effective hit in a unprotected area of an opponent.

If the D100 attack roll is not only lower than the attack skill, but also equal to or lower than the character's critical score with that skill, then the attack is considered a critical hit.

A critical hit automatically causes maximum damage for the weapon and maximum Damage Modifier. If the character has a negative damage modifier (i.e. -1D4 or -1D6) it is not rolled for a critical hit. Critical hits also ignore armour.

Example: Richard, with his 55% Close Combat, rolls a 05, which is a critical! He is wielding a Mortuary Sword with a damage of 1D8 and has a damage modifier of 1D6. He is fighting a NMA soldier, who is wearing a Light Armour (2/1 AP). However, this armour is completely ignored as Richard's sword slides through a gap in the plates doing a devastating 14 points of damage (8 from the sword and 6 from the damage modifier).

A critical hit is made into a normal hit by a critical Parry or critical Dodge. That is, damage is rolled by the attacker as normal and the defender's armour counts.

FUMBLES

Conversely, if an attacker or defender fumbles by rolling 00, they have put themselves at a severe disadvantage. The character should roll on the appropriate table from those over the page.

Special Combat Situations

MOUNTED COMBAT

A mounted warrior has a +20% bonus to his attacks and Parries against adjacent opponents on foot; a character on foot defending against a mounted attacker suffers a -20% penalty to his Reaction skill. These modifiers do not apply if the target on foot is as tall as the mounted character is while mounted.

A mounted character uses his mount's Movement score when moving rather than his own.

A mounted Adventurer can use no weapon at a skill level greater than his Riding skill score.

When charging with a spear or lance the horse's Damage Bonus is used when determining wounds.

Rules for characters mounted on clockwork vehicles are covered in the Clockwork chapter, p.271.

UNTRAINED MOUNTS

The rider of a mount unused to combat must make a Riding skill test at the start of each combat round. Failing this test will cause the horse to automatically use the Flee Combat Action at every opportunity for the remainder of the combat round. Succeeding this test allows the horse to be treated as a trained mount for the remainder of the combat round.

TWO WEAPON USE

A character wielding two weapons may gain either another normal attack or Parry in a round, but the second Combat Action or reaction is at -20% due to the weapon being in the off-hand, unless the character has a suitable Dual Weapons skill for the weapons being used.

If the extra Action is an attack, this takes place at half the character's DEX in the combat round. If a Parry, it can be used at any point in the round that the character is attacked.

Some main gauche weapons allow special Actions to be performed with a Parry - see individual weapon descriptions for details.

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CLOSE COMBAT FUMBLES

This table should be used when a fumble is obtained with any Close Combat skill.

1D20	Result	Effect
1-3	Falter	Lose next action, whether a Movement Action, a Combat Action or a Reaction.
4-6	Drop weapon	Weapon falls 1D4 metres away.
7-9	Lose balance	Lose next 1D3 actions, whether they be Movement Actions, Combat Actions or Reactions.
10-12	Stumble	Trip and fall prone. Forfeit next Combat Action and Movement Action. All Reactions at -20% penalty.
13-14	Hit ally	Accidentally strike a nearby companion for normal rolled damage. If no ally within range, hit self instead.
15-16	Break weapon	The weapon strikes the ground, a wall, or similar surface capable of causing damage, and breaks. It must be repaired by the appropriate craftsman before it can be used again.
17-18	Hit self	Inadvertently hit self for normal damage, including Damage Modifier.
19-20	Unlucky	Roll twice on this table.



GUN COMBAT FUMBLES

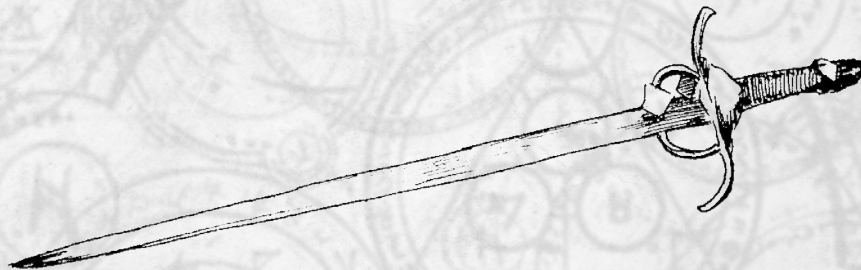
This table should be used when a fumble is obtained with Gun Combat skill.

1D20	Result	Effect
1-3	Disoriented	Lose next action, whether a Movement Action, a Combat Action or a Reaction.
4-6	Drop weapon	Gun falls 1D2 metres away and goes off, discharging harmlessly into the ground.
7-9	Jammed	Mechanism jams. Requires 3 combat rounds and a Gun Combat roll to get it working again.
10-12	Hang fire	Gun fails to fire, but will go off unexpectedly 1D3 combat rounds later.
15-16	Shoot ally	Accidentally shoot a nearby companion for normal rolled damage. If no ally within range, shoot self instead.
17-18	Shoot self	Inadvertently shoot self for normal damage.
19-20	Explosion	Gun explodes, doing maximum damage to character. Gun cannot be repaired.

RANGED WEAPON FUMBLES

This table should be used when a fumble is obtained with any Ranged Combat skill.

1D20	Result	Effect
1-3	Disoriented	Lose next action, whether a Movement Action, a Combat Action or a Reaction.
4-6	Drop weapon	Weapon falls 1D2 metres away.
7-9	Snare weapon	Weapon caught in your clothing. Spend a round getting it free.
10-12	Lose weapon	Bow string breaks, or weapon lost (for duration of combat) when thrown.
13-14	Damage weapon	Weapon breaks. It must be repaired by the appropriate craftsman before it can be used again.
15-16	Hit ally	Accidentally hit a nearby companion for normal rolled damage. If no ally within range, hit self instead.
17-18	Misfire	Inflict normal damage on self.
19-20	Unlucky	Roll twice on this table.



NATURAL WEAPON FUMBLES

This table should be used when a fumble is obtained with Unarmed Combat skill, or when a creature with natural weapons (teeth, claws, etc.) fumbles.

1D20	Result	Effect
1-3	Hesitate	Lose next action, whether a Movement Action, a Combat Action or a Reaction.
4-6	Numb limb	Limb is paralysed until a successful Resilience roll is made, starting next round.
7-9	Entangle self	Spend a round sorting self out. Lose Combat and Movement Actions and Reaction.
10-12	Damage self	Injure self by hitting opponent's Parrying weapon, armour, tree, ground, etc. Do normal damage to self including Damage Modifier.
13-14	Stumble	Trip and fall prone. Forfeit next Combat and Movement Action. All Reactions at -20% penalty.
15-16	Dislocate limb	Do maximum damage to self.
17-18	Hit ally	Accidentally hit a nearby companion for normal rolled damage. If no ally within range, damage self instead.
19-20	Unlucky	Roll twice on this table.

COMBAT SKILLS GREATER THAN 100%

A character with over 100% can split his skill to perform multiple attacks and Parries or Dodges.

For combat attacks at over 100% in the weapon skill the number of attacks and the allocated % of each one must be declared at the start of the combat round. Any allocation of split is allowed.

Example: Sir Murgatroyd with a Close Combat skill of 120% can split it 90%/30% or make four attacks at four opponents in range at 30% each.

Divide the character's DEX by the number of attacks to find when attacks occur in the DEX sequence. First attack is at normal DEX and then subsequent attacks are at intervals of DEX divided by the number of attacks.

Example: Sir Murgatroyd, with a DEX 10, splits his attack to make two attacks. Therefore the first attack occurs at DEX 10 and the second at DEX 5.

Parries and Dodges do not need to be declared at the start of combat round but careful track must be kept of how many have already been used.

Example: Sir Murgatroyd Parries one of his attackers and chooses to use 75% of his skill. This means that he has 45% left to Parry the next attacker in the same round.

Damage

When a character successfully scores damage against a target, the resulting damage must be deducted from the target's Hit Points. Every weapon has a damage rating, which is listed in its entry in the relevant weapon table in the Equipment chapter. This rating is the amount of damage when the weapon successfully hits a target. In Close Combat, and with a thrown weapon in ranged combat, the attacker's Damage Modifier is added to this.

All damage is taken away from Hit Points. Losses to Hit Points represents minor cuts and bruises, although these can add up and become life-threatening if a character gets enough of them. If a character takes damage equal to half his starting Hit Points in one blow (i.e. Equal to his Serious Wound Level), the character takes a Major Wound (see Wounds, below) on top of the loss to Hit Points. Once a character's Hit Points drop to a negative level equal to his starting Hit Points, he must make a successful Resilience roll every combat round or

die (e.g., a character with 15 Hit Points to begin with must begin making Resilience rolls to stay alive once his Hit Points drop to -15).

If a character takes double his original Hit Points in one blow, he or she is automatically dead (e.g., a character with 15 Hit Points will automatically die if he takes 30 damage in one blow).

HIT POINTS

Hit Points at minus starting level or below: Character must make a Resilience roll each round or die.

Character takes double starting Hit Points in one blow: Automatic death.

Death from non-combat damage: Characters can take Hit Point damage from things other than combat – poisons, disease, drowning, etc. Such damage does not cause a Major wound. Once a character's Hit Points drop to a negative level equal to his starting Hit Points, he must make a successful Resilience roll every combat round or die. (e.g., a character with 15 Hit Points to begin with must begin making Resilience rolls to stay alive once his Hit Points drop to -15).

ARMOUR

A character's Armour Points are subtracted from damage before it is applied to his Hit Points. But although Armour Points will protect against loss of Hit Points, they will not prevent Major Wounds. If the resulting damage, after armour has been subtracted, is at the character's Major Wound level, or higher, then a Major wound has been inflicted. A character wearing a helmet can still get concussion if hit hard enough, and a character with leg armour can still suffer a broken leg.

MAJOR WOUNDS

There are two types of Major Wounds.

- **Serious Wound:** If damage is greater than a character's Major Wound Level, and their Hit Points remain above 0, the injured party takes a Serious Wound.
- **Grave Wound:** If damage is greater than a character's Major Wound Level, and their Hit Points drop to 0 or lower, the injured party takes a Grave Wound, and he or she may die.

MAJOR WOUNDS TABLE

Units die of Attacker's roll	Serious Wound (If half original HPs lost in one blow)	Grave Wound (If HPs drop below 0, or are already below 0)
1 Face	You are hit in the face, and receive a permanent scar.	You have lost an eye and your face is permanently scarred. All perception rolls at -40%, lose 4 points of DEX and 1 point of CHA permanently. You are at -20% to all skill rolls due to shock, and must make a Resilience roll each round to stay conscious until you receive medical attention.
2 Head	You are concussed. All skills involving mental processes become -20% until Hit Points back to full. This includes Perception, Persistence, and all Lore, Culture, Beliefs and Craft skills.	Your skull is cracked, you get a bullet in the brain-pan, or your head is severed from your neck. You are killed instantly.
3 Left Leg	Your left leg is disabled (broken or paralysed). Your Move is reduced to 1m until Hit Points back to full.	Your left leg muscles are badly cut/mangled, your leg bone is shattered or your limb is severed. You fall prone, and can only crawl at 1m per round. Lose 2 points of DEX and 2 points of STR permanently. You are at -20% to all skill rolls due to shock, and must make a Resilience roll each round to stay conscious until you receive medical attention.
4 Right Leg	Your right leg is disabled (broken or paralysed). Your Move is reduced to 1m until Hit Points back to full.	Your right leg muscles are badly cut/mangled, your leg bone is shattered, or your limb is severed. You fall prone, and can only crawl at 1m per round. Lose 2 points of DEX and 2 points of STR permanently. You are at -20% to all skill rolls due to shock, and must make a Resilience roll each round to stay conscious until you receive medical attention.
5 Ribs	You have broken some ribs. All skills are at -40% until Hit Points back to full due to intense pain.	Your chest is caved in, leading to a gasping, agonising death. You can attempt a dying speech, but it's likely to come out as a rasping gurgle.
6 Stomach	You receive nasty stomach wound. Lose 1 hit point per round due to blood loss until medical attention received.	You suffer a devastating stomach wound and die from shock and blood loss.
7 Heart	Your heart stops in shock! You lose consciousness for next D10 rounds, fall prone and cannot move. Your Fatigue level is Wounded until you your Hit Points are back to full (see p.173)	Your heart stops in shock! It doesn't start again. Your time is up.
8 Back	You have suffered a back injury. All skills at -40% until Hit Points back to full due to intense pain.	Your spine is broken. You are paralysed from the neck down. You will live, but your adventuring days are likely over. You are at -20% to all skill rolls due to shock, and must make a Resilience roll each round to stay conscious until you receive medical attention.
9 Left Arm	Your left arm is disabled (broken or paralysed). You automatically drop any held items. Your arm remains useless until your Hit Points are back to full.	Your left arm is badly broken or completely severed and becomes useless permanently. Automatically drop any held items. Lose 1 point of DEX permanently. You are at -20% to all skill rolls due to shock, and must make a Resilience roll each round to stay conscious until you receive medical attention.
0 Right Arm	Your right arm is disabled (broken or paralysed). You automatically drop any held items. Your arm remains useless until your Hit Points are back to full.	Your right arm is badly broken or completely severed and becomes useless permanently. Automatically drop any held items. Lose 1 point of DEX permanently. You are at -20% to all skill rolls due to shock, and must make a Resilience roll each round to stay conscious until you receive medical attention.

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ARMOUR AND GUNS

Armour only provides half protection (rounded down) against guns fired at up to their normal range, but full protection if fired beyond their normal range (see Encounter Distance, p.157).

MAJOR WOUNDS

If a character receives a Major Wound, he takes Hit Points damage as normal. On top of that, the attacker should take the *units* die of their D100 attack roll and look it up on the correct column of the Wound Table below (the Serious Wound column if the character's hit points are still above 0, the Grave Wounds column if they drop to 0, or below) to see what type of wound the character has suffered. (e.g., If you roll 45 on your attack roll, the result on the Wounds Table will be 5, if you roll 20, it will be 0, etc.).

If a character uses the Targeted Attack (p.159), the attacker may choose the location, rather than using the random method.

Combat Example

Sir Melvyn is out for a morning constitutional in the local parklands, accompanied by his Valet, Norman Singewort. They are walking along a bridle path, intending to follow a route which heads up onto the heath, before returning home. They hear the sound of a gunshot ahead. The bridle path snakes around a corner in front of them, and they think about avoiding continuing in that direction. Sir Melvyn assumes that a fellow peer is out hunting and that it would be impolite to be a nuisance. Then they hear a scream. Sir Melvyn decides it's his duty to investigate. He draws his side-sword (he is not carrying any other weapons and, sadly, is unarmoured) and Norman draws his dagger. Both men curse their lack of firearms as they head round the corner.

Twenty yards ahead they see a worrying scene. A coach is being held up. The driver has fallen and is sprawled on the ground, his chest a bloodied mess. Even if he's not dead, he's out of the fight.

One of the assailants, a large scruffy man, holds the bridles of the leading horses. The other figure is masked, dressed all in

black, and pointing a pistol at a young woman as she shakily climbs down from the carriage. Sir Melvyn and Norman seem to have stumbled across an attempted robbery – Dick Tuppence, a Highwayman, and his accomplice, Joe Warren, a Ruffian, are in the process of apprehending Lady Colette Withers, who is returning from a liaison with one of her husband's business partners. (The Lady has been meeting with him regularly, since her husband rode to war).

As Dick and Joe are busy, they must make successful Perception tests to notice the arrival of Sir Melvyn and Norman. Dick rolls 63 and succeeds (his Perception is 65) while Joe fails (rolling 95, way over the 50% he has in the skill). Lady Withers also notices her potential rescuers. No-one is wearing armour so everyone goes in DEX order – Sir Melvyn goes first, with 15 DEX; Dick has 14, so goes second; Lady Withers, who has no intention of fighting, has a DEX of 12, which the GM makes a note of; Norman goes next, with 11; and Joe, who only has 10 DEX, goes last – the order is Sir Melvyn, Dick, Lady Withers, Norman and then Joe.

Sir Melvyn bravely charges at Dick, hoping to run the cad through with his side-sword. He is more than five metres away, but less than thirty (his maximum charge) – it's a high risk strategy, because if he misses, Dick will be able to discharge his pistol. Sir Melvyn gets a 31 – a success (he has 55% in Close Combat). Dick attempts to Dodge. He rolls a 21 – also succeeding. He avoids Sir Melvyn's blade but, as his pistol is in fact empty, he drops the gun and uses his remaining action to draw his own side-sword. Lady Withers makes a dash for it. Norman charges in after his master and attacks Dick, but rolls 87, a miss (he only has 45% in Close Combat). Joe is now aware that things are going wrong and attempts to grab Lady Withers as she tries to run away. He rolls 17, a success, and grapples the Lady, who once again screams as she tries to Dodge the Ruffian. She rolls 00! A Fumble. She trips over her skirts and stumbles to the ground with Joe on top of her, gripping her wrists. The Ruffian uses his advantage to immobilise Lady Withers, who cannot defend herself.

The next round begins. Sir Melvyn thrusts again with his side-sword. He rolls a 01 – a Critical Success. Dick tries to Parry. He rolls a success, but not a Critical Success, so his parry fails. Sir Melvyn inflicts 8 damage on the unfortunate Highwayman (a side-sword usually does 1D8 damage, but on a Critical Success maximum damage is delivered), who is in serious

trouble, as he only has a Major Wound Level of 6. As Dick is a major NPC (who the Games Master may use in his game again, if Dick survives the combat with Sir Melvyn) this results in a Serious Wound (had Dick been a mere minor NPC the GM could have ruled he received a Grave Wound). As Sir Melvyn's Close Combat roll was 01, he takes the 1 and checks the Serious Wounds column of the Major Wounds table, finding that Dick has been slashed across the face. For the rest of his life, assuming he survives this fight, he'll have a nasty scar. Dick attempts to retaliate and succeeds, but Sir Melvyn manages to successfully Dodge. Lady Withers is still immobilised, and has given up the struggle. Norman decides to all out attack, again targeting Dick. He needs 25% as each of the two attacks is at -20%. He rolls an 80, missing, and a 12, which hits. Dick has used his Reaction, so cannot avoid the damage, which is 1D4+1 for the dagger because Norman has

no Damage Modifier (DM). Dick takes 3 more damage, reducing him to 0 HP. Joe is busy tying up Lady Withers, who has given up the struggle. But he will be too late.

The next round Sir Melvyn and Norman will kill the wounded Highwayman. Outnumbered, Joe then surrenders and confesses all. The Ruffian blurts out that he hadn't done anything wrong; Dick killed the driver after all, while he merely held the horses. But during the jumbled confession it comes to light that it hadn't been an attempted robbery after all. The villains had been hired to abduct Lady Withers, and the person that hired them fits the description of Lord Withers (who has perhaps received news of his wife's indiscretions). Lady Withers begs Sir Melvyn not to report the matter, Joe begs Sir Melvyn to release him, and Sir Melvyn ponders how best to handle the matter.



COMBAT REFERENCE SHEET

Characters act in order of *DEX - Armour Points*, except spellcasters, who go in order of *INT - Armour Points*.

You can usually take one Combat Action, one Movement Action and one Reaction in a 5 second combat round.

CLOSE COMBAT ACTIONS, P.157

Normal Attack: Roll weapon skill. Enemy may Dodge or Parry. *Damage = Weapon Damage + Damage Bonus - Armour Points*.

Charge: If you're a minimum of 5m from target, you may charge, doing an extra 1D6 damage. Lose your Reaction.

All Out Attack: Make 2 consecutive attacks at -20% to skill, and lose Reaction.

All Out Defence: Lose attack, but gain 2 Reactions (Dodge or Parry). They must be against different attacks.

Disarming Attack: Make attack at -20% and if target fails to Dodge or Parry, weapon is thrown D6 metres.

Great Attack: Made with a 2-handed weapon where there is space to swing it, user gains +20% to attack and does maximum damage.

Targeted Attack: Make attack at -20% - if Major Wound is dealt, attacker may choose location.

Intimidate/Persuade: Attempt to get enemy/enemies to surrender or flee. Use Influence vs. enemy's Persistence. See table, p.159.

Set Weapon: Use Combat Action to set spear or polearm against charging enemy. Get +20% attack before enemy gets attack.

UNARMED COMBAT ACTIONS, P.160

Unarmed combat does 1D3 + Damage Bonus damage.

Grapple: On successful Unarmed Combat attack, attacker and defender must make opposed Unarmed Combat rolls. If attacker wins, a grapple takes place. Once grappling, combatants may use opposed Unarmed Combat roll to:

Break Free: winner escapes.

Immobilise: When immobilised, enemy is helpless. May break free if succeed roll at -20%

Inflict Pain: Do 1D4 + Damage Bonus on a successful roll; opponent may attempt to counter-grapple or use weapon. Armour does not protect.

Throw: Throw opponent 2m for 1D4 damage. Armour does not help. Grapple ends.

RANGED & GUN COMBAT ACTIONS, P.160

Normal Attack: Roll weapon skill. Enemy may Dodge or Parry thrown weapon, but not bow or gun. *Damage = Weapon Damage - Armour Points*.

Armour only provides half damage against guns.

Ranged weapons do normal damage up to maximum distance. Beyond this, weapon skill is halved, and armour protects normally.

May use all Close Combat actions except Charge and Set Weapon. Can also:

Aim: Each whole combat round spent aiming adds +20% to weapon skill to hit selected target.

All Out Attack: Fire 2 black powder weapons at the same time. -20% to off-hand weapon and lose Reaction.

Throw Close Combat Weapon: Weapons not designed to be thrown can be hurled with Ranged Combat skill. Range 8m, penalty to attack is weapon ENC x 10.

MOVEMENT ACTIONS, P.162

Change Stance: Stand from prone or vice versa.

Fighting Retreat: May move at half Movement rate away from opponent. Can attack or defend, but not both.

Move: Move up to Movement distance in a round, as well as having a Combat Action and Reaction.

Sprint: Move up to twice Movement rate, but can't attack, and can only use Dodge as Reaction.

REACTIONS, P.163

You normally get one Reaction each round, when attacked. You may:

Dodge: roll Dodge skill, on a success, damage avoided.

Parry: Roll weapon skill. If you succeed and weapon same size as opponent's or bigger, all damage blocked; if one size smaller, half damage blocked; if two sizes smaller, no effect.

OTHER ACTIONS

Cast Spell: Roll spellcasting skill. Many spells take a number of rounds to cast.

Delay: Wait and see what other characters are doing, then make opposed test to interrupt.

Ready Weapon: Draw weapon, put arrow to bow - includes dropping another weapon, but not sheathing it.

Skill Use: Use a skill. Some skills take multiple rounds to use, at Gamesmaster's discretion.

OTHER RULES

For rules on Critical Hits and Fumbles, Mounted Combat, Dual Weapon Use, combat skills greater than 100% and Damage and Major Wounds, see pp.164-70.

Chapter 6

In which the rules that govern the actions of all are elucidated

"Let me advise you, if you play (when your business will permit) let not a covetous desire of winning another's money engage you to the losing your own; which will not only disturb your mind, but by the disreputation of being a Gamester, if you lose not your estate, you will certainly lose your credit and good name, than which there is nothing more valuable."

- *The Compleat Gamester*, Charles Cotton, 1674

This chapter gives the players and Games Master rules for a number of situations that may arise during a game of *Clockwork & Chivalry*, some rare, some common.

Travels

Adventurers in *Clockwork & Chivalry* may spend a lot of their time travelling, often on horseback. The roads in Britain are generally in a very poor state. A few paved roads survive from Roman times, but the majority are little more than horse tracks, and most are unsuitable for wheeled vehicles.

THE MAIN ROADS

There are four "main roads" in England - all of them old Roman roads - which have been kept in some state of repair by royal decree, and are generally patrolled by

road wardens (see map on p.301):

Watling Street goes northwards from London to Chester (passing close to Leicester, where the Fosse Way branches off for Lincoln), and southwards to Richborough in Kent (close to the port town of Dover).

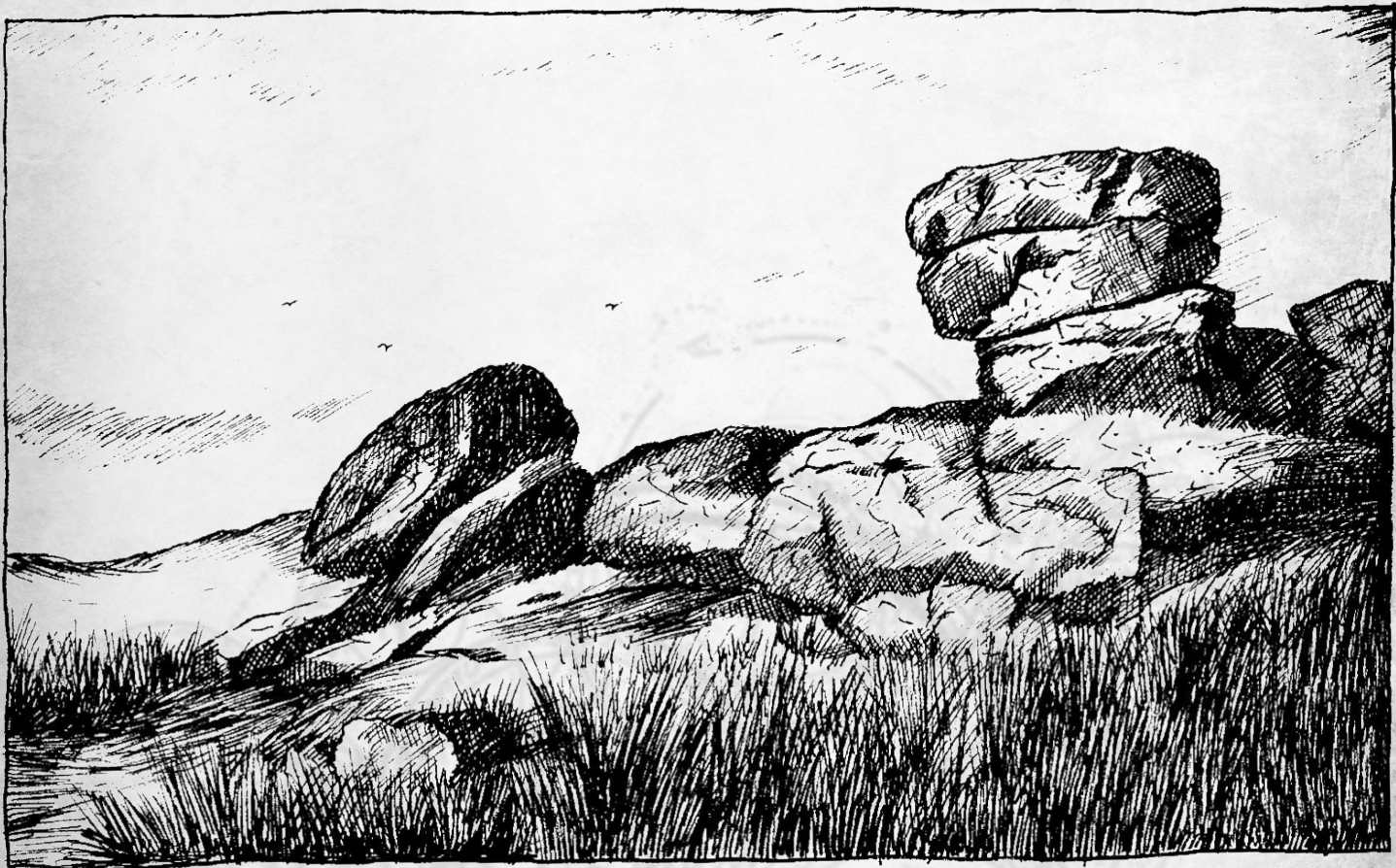
Ermine Street goes northwards from London, passes through St. Albans and Lincoln and ends in York.

The Icknield Way goes eastward from London to East Anglia, passing through Colchester and ending in Norwich.

The Fosse Way goes between Leicester and Lincoln.

As can be seen, the north England, south-west England, Scotland, and Wales are very poorly served for decent roads!

Along these roads, horses can theoretically be hired at the same stages used by the royal post, every 10 miles (16km), meaning that travellers on horseback could easily travel 50km per day - but a lot of the horses have been requisitioned for the war effort, which means the



likelihood of there being a horse to hire is slim.

These main roads are suitable for carriages and carts, though they are becoming so rutted by the wheels that a law was passed in 1634 to prevent four-wheeled carts from using them; it was rarely enforced and largely ignored. Many of the roads have been completely wrecked by the passage of armies with cannons, Iron Horses, and the utterly destructive Leviathans. In fact, some of the cross-country swathes of destruction left by Leviathans form better roads than the original thoroughfares and are starting to be used by locals in preference to the old horse-tracks!

Trade wagons travel these roads, usually leaving their home towns once a week and heading toward London – a friendly Merchant cart-owner may be persuaded to take passengers, but the general lawlessness of the time, and the number of Highwaymen, means that a lot of traders will be very reluctant to take strangers, no matter how friendly-seeming.

Richer people may have carriages, two- or four-wheeled, which are good for travelling in the streets of towns and on the main roads, but next to useless on lesser roads.

The main roads are generally have milestones at regular

intervals and are signposted, telling the distance to London and the nearest major towns.

LESSER ROADS

Most roads are all but impassable to wheeled vehicles, and traders on these roads tend to use pack trains of horses or mules when travelling. Other travellers go on foot or on horseback. Signposts are few and far between, maps are non-existent outside of town street-plans, and hiring a local guide is essential if you intend to get anywhere. The vast majority of the population has never been further than the nearest market town – on average about 11km – so guides will need to be changed fairly often, unless the Adventurers manage to find a particularly well-travelled one!

DAILY TRAVEL DISTANCES

The numbers below assume the travellers are not pushing themselves. They may travel 50% further in a day, but they (and their animals) will need to make a Fatigue Test (see p.177) at the end of the day's travel.

Form of travel	Main Road	Lesser Road
On foot	20 km/day	20 km/day
On horseback	40 km/day	30 km/day
Pack-train, or lord and retinue on horseback	25 km/day	12 km/day
By carriage, or trade wagon	20 km/day	8 km/day or less
On horseback with horses changed every 16km	50+ km/day	Not available

HILLY TERRAIN

Terrain will obviously have an effect on the distance travelled. In rural, settled country, roads and tracks often meander about rather than going straight from A to B, so an English "country mile" can be considerably longer than a mile as the crow flies!

Travel in hilly country will be only 80% of what is stated in the table, and in mountainous territory (the Pennines, Cumberland and Westmorland, the Scottish Highlands, the Welsh Mountains, etc.) there are no main roads and travel time will be only 50% of the listed lesser road time.

CROSS-COUNTRY TRAVEL

Heading off the established roads can get you into all sorts of trouble. In more settled areas, you're likely to face irate farmers as you trample crops and disturb livestock - or you may meet an enraged bull or savage guard-dog. In areas where enclosures have been built, you'll have to negotiate hedgerows, fences or dry-stone walls.

In wilder areas there are thick and almost unexplored forests full of wild boars and wolves, uncrossable marshes and swamps inhabited by stoorworms, and pathless moorlands and mountains. Britain's terrain is remarkably varied; what sounds like a short distance in theory can often, in practice, be a nightmare of getting wet, muddy, maimed and miserable - and that's before we even mention the weather! The only advantage to travelling cross-country is that you're unlikely to be robbed by highwaymen or have your horses requisitioned by the army.

Travel cross-country will be 30-60% slower than travel on a lesser road - and heavy wagons and carriages may get bogged down and make no progress at all.

TRAVEL AT NIGHT

Don't do it. No, seriously. There are no lights, and unless

the sky is clear and the moon is bright, you won't be able to see your hand in front of your face. There are wolves and ghosts and ghouls, and if anyone else is also out at night, they're likely to assume you're up to no good and shoot first and ask questions later. Only poachers and ne'er-do-wells go out at night, and they tend to know the local countryside like the back of their hand.

Travel at night will be 20% of normal travel speed for the terrain, unless the night is moonlit.

WEATHER AND TRAVEL

Inclement weather (of which there is much in the British Isles) will affect travel speeds. The Weather Table on p.176 shows details of the penalties caused by different types of weather - these are added to the effects caused by terrain.

Weather

In reality, there is always an increased chance of rain to the west of the British Isles and generally colder weather to the north. Pre-written adventures will usually include details on the exact weather conditions for the duration of the scenario, e.g., the icy conditions throughout *The Alchemist's Wife*. For random weather, the following table will suffice - roll once every three days of game time to determine the prevailing weather conditions (or more or less regularly to suit your campaign). The table gives adjustments for travel times - work out what the travel time would be for the terrain using the information under "Travel" above, then take off the penalty for the weather shown in the table below.

WEATHER PENALTIES

Some of the entries have a number in brackets after the entry. This represents a weather related travel penalty.

Travel Penalty: This is the amount by which travel speed is decreased due to inclement weather. Take this off *after* other penalties, as shown above. So for instance, normal travel on a lesser road on horseback is 30 km/day. In hilly country, this only 80% of that listed, which is 24 km/day. In driving rain, a further 20% is taken off the 24 km/day, meaning travel is reduced to 19.2 km/day.

Note: Weather also has an effect on ranged weapons. See the combat chapter, pp.161 and 162.

Chapter 6: Rules and Systems

WEATHER

1D10	Winter Weather	Spring/Autumn Weather	Summer Weather
1	Clear bright day, warm for the time of year.	Crisp bright day, cold.	Clear sky but cold for the time of year.
2	Crisp bright day, cold.	Drizzling rain, cloudy.	Drizzling rain with occasional sunshine.
3	Drizzling rain, cloudy.	Drizzling rain, cloudy and cold.	Driving continuous rain. (-20%)
4	Drizzling rain, cloudy and cold.	Driving rain. (-20%)	Steady rain with a few sunny spells. (-10%)
5	Steady rain, cloudy, wet and miserable. (-10%)	Steady rain, cloudy, wet and miserable. (-10%)	Cloudy and grey.
6	Steady rain, cloudy and cold. (-10%)	Sunny day, gentle breezes.	Warm and breezy.
7	Driving rain, very cold. (-20%)	Sunny day, clear sky, no wind.	Pleasant summer's day.
8	Sleet and hailstorms. (-30%)	Sunny and warm.	Radiant sunshine.
9	Gales and storms. (-40%)	Sunny and very hot.	Heatwave.
10	Snow. (-30%)	Gales, storms or freak snowfall. (-40%)	Humid and stormy. (-30%)



LIGHT AND DARKNESS

Environment	Example	Effects
Brightly Illuminated.	Blazing summer day.	None.
Illuminated.	Heavily candle-lit room, overcast day, within radius of illuminating item.	None.
Partial Darkness.	Misty day, brightly moonlit night, within 3 x radius of illuminating item.	-20% to vision-based Perception tests.
Darkness.	Foggy day, room lit only by the embers of a fire, within 5 x radius of illuminating item.	-40% to vision-based Perception tests and all combat skills. Movement rate halved.
Pitch Black.	Windowless room with stone walls, cavern far underground.	No sight-based Perception tests possible. Gun Combat and Ranged Combat attacks only hit on a critical success. Close Combat skills at -60%. Movement rate at one quarter of normal.

Light and Darkness

Adventurers do not always perform their actions in the bright light of day. The Light and Darkness table gives the effects of various types of illumination and darkness on the characters, while the Illuminating Items table shows how much light certain types of illumination give.

NIGHT SIGHT

Some creatures have night sight, which enables them to treat partial darkness as though it were illuminated, and darkness as though it were partial darkness. Such creatures suffer the normal penalties when it is pitch black.

ILLUMINATING ITEMS

Item	Radius
Candle or embers of a fire	1m
Lantern or flaming brand	3m
Campfire	5m
Bonfire	10m
Spell for the Illumination of Darkness	10m, but unlike mundane light, does not illuminate at all beyond its radius.

Fatigue

Adventuring can be tiring. The following rules cover activities that cause tiredness. Games Masters should not overdo the use of these rules or players themselves may become fatigued! Keep them for occasions when the characters' weariness may have a bearing on their ability to function in the adventure - when they are forced to push themselves beyond their normal limits in order to complete some task that needs doing.

Physical activity is divided into three categories: light, medium and heavy. The length of time a character can engage in physical activity without running the risk of becoming Exhausted is determined by their CON. Once

this time has elapsed, a character must begin to make skill tests in order to resist the effects of exhaustion.

LIGHT ACTIVITY

Characters never risk Fatigue while engaging in light activity.

MEDIUM ACTIVITY

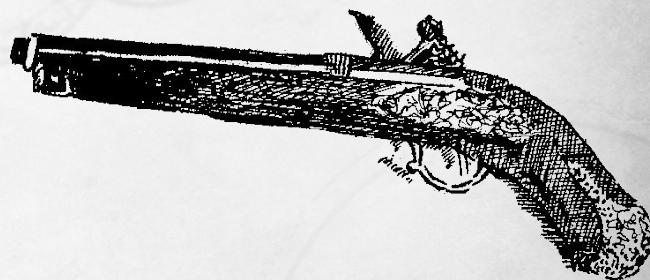
Includes running, fighting in combat, climbing or swimming at a rapid rate. A character can engage in medium activity for a number of minutes equal to their CON before risking Fatigue. Once this time has elapsed, the player must immediately make a Simple (+20%) Athletics test or their character will begin suffering the effects of Fatigue. So long as the activity continues, they must make another Simple (+20%) Athletics test every time a number of minutes equal to the character's CON elapse.

HEAVY ACTIVITY

Includes backbreaking manual labour, sprinting and climbing at a rapid rate. A character can engage in heavy activity for a number of Combat Rounds equal to their CON score before risking Fatigue. Once this time has elapsed, the player must immediately make a Normal (+0%) Athletics test or their character will begin suffering the effects of Fatigue. So long as the activity continues, they must make another Normal (+0%) Athletics test every time a number of Combat Rounds equal to the character's CON elapse.

EFFECTS OF FATIGUE

If a character fails a test while engaged in medium or heavy activity, they will begin to show Fatigue. Every time a Fatigue test is failed, the character will drop down one level of Fatigue, as shown on the Fatigue Levels table.



FATIGUE LEVELS

Level of Fatigue	Effects
Fresh	None
Winded	All skill tests (including further tests to resist Fatigue) suffer a -10% penalty.
Tired	All skill tests (including further tests to resist Fatigue) suffer a -20% penalty. Movement suffers a -2m penalty. -2 to combat order.
Wearied	All skill tests (including further tests to resist Fatigue) suffer a -30% penalty. Movement suffers a -2m penalty. -2 to combat order.
Exhausted	All skill tests (including further tests to resist Fatigue) suffer a -40% penalty. Movement is halved. -5 to combat order. Character must make a Persistence test every minute or fall unconscious for 1D6 hours.
Debilitated	All skill tests (including further tests to resist Fatigue) suffer a -50% penalty. Movement is halved. -10 to combat order (if this is 0 or less, the character can only defend). Character must make a Persistence test every minute or fall unconscious for 1D6 x 2 hours.

TIME AND FATIGUE

Once a character has been awake for 10+CON hours, they must make a Persistence test or drop one Fatigue level. This test must be repeated for every hour the character remains awake.

RECOVERING FROM FATIGUE

A character will move up one level of Fatigue for every two hours of complete rest or four hours of light activity. A successful First Aid or Healing test can raise a character by one level of Fatigue once per day, but cannot raise a character above Winded.

Exposure, Starvation and Thirst

This section covers rules for characters dealing with bad weather and insufficient food.

Whenever a character is suffering from exposure, starvation or thirst, the Fatigue test penalty immediately doubles to -20%. In addition, the character will automatically suffer one point of damage to all locations

every day, for every condition they are experiencing. Natural or magickal healing will not heal this damage – only sufficient shelter, food or water can remedy the problem and allow natural or magickal healing to take place.

EXPOSURE

The British climate in the late sixteenth and seventeenth century has taken a bit of a downturn, with average temperatures lower and winters much harsher than in previous centuries. Some blame the use of alchemy, others say God is punishing the islands for Henry VIII's break from the Catholic church. Whatever the reason, a character caught out in winter weather with insufficient clothing will suffer exposure. If the weather is poor, Adventurers should make a Survival roll to estimate what they will need to survive; on a failed roll, they may suffer exposure. A character can normally survive for a number of hours equal to their CON before suffering from exposure.

STARVATION

A bad harvest, a prolonged siege, the loss of a job – there are many reasons why an Adventurer may have insufficient food. A character can survive for a number of days equal to their CON before becoming starved, though after three days they will begin to suffer a -10% penalty to Fatigue tests.

THIRST

Finding water is rarely a problem in the British Isles, although it may happen in dryer areas in the south and

east of the island in a particularly harsh summer. Enemies may also withhold water in an attempt to gain information from an imprisoned Adventurer. A character can survive for a number of hours equal to their CON x 4 before becoming chronically thirsty, though particularly arid environments may reduce this to CON x 3 or even CON x 2.

Encumbrance (Optional Rule)

Note: This is an optional rule. Some gaming groups like to enforce these rules, others find them tedious and use common sense to decide whether what they are carrying is too much.

Encumbrance (ENC) is a measure of the general bulkiness of an item – not only its weight, but its size and unwieldiness too. Most items in the Equipment chapter have an ENC value. Clothes do not have ENC unless they are particularly bulky or make movement difficult – armour falls into this category. 1 ENC is roughly equal to a quarter of a SIZ point.

Adventurers can usually ignore the effects on Encumbrance of lighter items, until they start to carry a lot of them – assume that an average of 20 such light items (those items of everyday and specialist equipment that aren't assigned an Encumbrance value) will equal 1 ENC, on the basis that the character has a suitable means of carrying them, such as a sack or backpack.

A character can carry equipment whose total ENC is less than or equal to their STR+SIZ without penalty.

OVERLOADING

A character carrying total ENC greater than their STR+SIZ is Overloaded.

Overloaded characters suffer a -20% penalty to all tests that require physical actions, including Combat skill tests and most tests that have DEX or STR as a Characteristic.

Overloaded characters have their Movement halved. They also suffer a -20% penalty to all Fatigue tests.

A character cannot carry more than twice their STR+SIZ in ENC.

Falling

A character that takes damage from a fall ends up prone. Armour points do not reduce falling damage.

A character takes 1D6 damage per 1m fallen after the first metre.

As long as the character was not surprised, they may attempt an Athletics test to mitigate falling damage. A successful test allows the character to treat the fall as if it were two metres shorter than it actually is. In addition, as long as this test is a success and the character is not reduced to 0 Hit Points due to the fall, the character lands safely and is not prone. If the roll is a critical, the character lands in a stylish and impressive manner. If the roll is a fumble, the maximum possible damage is taken.

Characters falling onto soft surfaces may have the distance they fall effectively halved for the purposes of damage.

Suffocation

While underwater or moving through a poison gas cloud, a character can hold their breath for a number of Combat Rounds equal to their CON.

Once a character has surpassed the time for which they can hold their breath, they must make a Resilience test every round with a cumulative -10% penalty. On a failure, they automatically start inhaling the suffocating substance. Different substances cause different amounts of damage per round, as follows:

Water, Vacuum: 2D6 Hit Points per round.

Thick Smoke: 1D6 Hit Points per round.

Poison Gas: Character is exposed to the effects of the poison. If the poison gas is a thick smoke, the character will also suffer 1D6 Hit Points of damage on top of the effects of the poison.

Fire and Heat

The amount of damage per combat round suffered from fire or heat will depend on its intensity, as shown on the Fire and Heat table. Metal armour, such as plate or chain mail, does not subtract from the rolled damage.

Chapter 6: Rules and Systems

In the unfortunate event that one of the Adventurers (or someone they're trying to rescue) is burnt at the stake, damage will increase every 1D4 rounds, starting at the top of the table, and moving down level by level. High winds may make the speed of increase higher (up to an increase every round), while heavy rain will damp down the speed at which the damage increases to every D10 rounds.

FIRE AND HEAT

Damage source	Example	Damage per combat round
Flame	Candle	1
Large flame	Flaming brand	1D4
Small fire	Camp fire, cooking fire	1D6
Large fire	Scalding steam, large bonfire, burning room	2D6
Inferno	Inside a blast furnace	3D6

Poisons

Plants and creatures have developed poisons as a method of protecting themselves against predators. It didn't take people long to work out that such poisons could be employed for nefarious means. Poisons have been employed to kill since ancient times. Over the past century their use has been widespread, and almost elevated to an art form. Italian and French society has been ravaged by the poisoners' craft, and Europe-wide everybody takes the prospect of poisoning seriously.

In England there is a general perception that poison is the weapon of weak women and foreign Spies. It is considered ungentlemanly and unsporting to use poison to dispose of one's rivals – yet such naive and chivalric notions haven't led to a reduction in common sense. Both Parliamentarian and Royalist commanders, and indeed, most personages of note, take great pains to guard against poisoning – having their food and drink subjected to regular scrutiny and testing, and trusting its preparation only to those whose loyalty is beyond doubt.

Complicating matters is the fact that most medicines of the age are downright dangerous in themselves, and can cause the patient to suffer slow poisoning. Apothecary shelves are filled with known poisons, which in small doses are used for a variety of preparations designed to relieve suffering, but in larger (and often, not much

larger) doses can kill. To paraphrase Paracelsus, the dose makes the poison. Poisons might be used to incapacitate or kill relatively quickly, or they may be used more subtly. Small repeated doses given over a longer period might even emulate a medical condition such as an Imbalance of the Humours, killing the victim more slowly, in a way less readily identifiable as death by murder. In reality, dosing is not such an exact science in the 17th century but, for rules purposes, most poisons are either designed to be delivered in one dose for a one-shot effect, or in many doses, to slowly debilitate an individual. Slower accidental poisoning due to the use of poisonous substances in cosmetics, domestic items and the manufacturing process is largely ignored as, although common, such hazards are hardly the meat and drink of heroic tales. Usually, although by no means exclusively, poison is delivered in a victim's food and drink. Wine, in particular, is often used to dispense poison, as a rich, full-bodied quaffing wine is perfect for masking the taste of many substances.

Poisons are generally available from an apothecary (although a poisoner would often prefer to steal their poison, rather than be seen to buy it). Physicians, Witches or Alchemists also manufacture or keep poisons – though Alchemists usually have a purely academic interest in experimenting with such substances.

ADMINISTERING POISONS

The following steps should be considered when poisons are administered.

- Where warranted (usually if the subject suspects poison, or if the poison is particularly malodorous) allow a Perception Roll. If the victim is an Adventurer, the Games Master might wish to elect to make such a roll on the character's behalf, so as not to alert the player that poison has been used.
- In every case, make an opposed Resilience roll against the Potency of the substance to find out whether the poison works.

Check the effects of the substance administered.

- Where warranted/requested, allow a First Aid, Healing, Alchemy, Witchcraft or Craft (Apothecary) roll to ascertain the precise substance used.
- Where warranted/requested/available allow delivery of an Antidote (magickal or otherwise), or a For to Cure a Disease or Counteract a Poison potion or spell, and determine its effects.

After the poison has run its course, assuming the victim is still alive, where warranted allow further attempts to

heal damage inflicted by the poison.

MAKING THE OPPOSED RESILIENCE TEST

POISON SUCCEEDS, CHARACTER FAILS

If the poison succeeds its Potency test and the character fails their Resilience test, the poison has its full effect.

CHARACTER SUCCEEDS, POISON FAILS

If the character succeeds their Resilience test and the poison fails its Potency test, the poison has only a partial or no effect.

BOTH POISON AND CHARACTER SUCCEED

The highest roll wins.

BOTH POISON AND CHARACTER FAIL

The lowest roll wins.

LIST OF POISONS

The following is a list of some of the poisons that might be encountered or made by Adventurers in *Clockwork & Chivalry*. Every type of poison has the following information detailed:

Name: The poison's name.

Type: Lists the method of delivery - whether the poison is ingested, used on a weapon, inhaled, or works on contact.

Delay: The time between the poison's introduction to a character to the time its effect takes hold.

Potency: The natural strength of a poison of a scale of 10 to 100. Some magical poisons, such as basilisk venom, have Potencies even higher than 100! A character must make an opposed Resilience test versus the poison's Potency test in order to avoid or mitigate the damage of the poison.

Effect: Usually Hit Point damage, though this is not universal. Some poisons cause a character to sleep for a period of time. More exotic poisons may cause hallucinogenic effects, paralysis or a combination of effects. These take place after the delay noted above. Effects are sometimes split into mild and heavy doses,

although it should be noted that some poisons only produce one of these possible effects. Mild doses are often used when attempting to poison someone using multiple doses over an extended period of time.

Duration: How long the poison, if effective, will affect the victim. The effects of the poison cannot be removed or healed until the poison itself has been neutralised or has dissipated in the victim's system. Hit Point damage caused by poison will not return naturally - it must be healed by First Aid, Healing or magick. If a character's Hit Points reach a minus number equal to starting Hit Points, the character will die.

Notes: Any particular special rules or effects particular to the individual substance, such as whether the poison is more easily detectable (allowing a Perception test, with a modifier where appropriate), and any modifiers to the difficulty of treating the poisoning.

ARSENIC

Name: Arsenic

Type: Contact, Ingestion, Inhalation

Delay: 20+1D20 minutes

Potency: 80

Effect:

Mild Dose: Sore throat, faintness, nausea, melancholy, vomiting. The victim will feel Exhausted (see Fatigue, p.177) for 1D3 days and take 1D2 hit points damage per day.

Heavy Dose: After 20+1D20 minutes: Sore throat, faintness, nausea, melancholy, vomiting. Then within 12-18 hours the victim collapses into a waking coma. After 1D3 days seizure (during which the victim suffers 1D6 HP damage per day) and shock accompanies death from liver and kidney failure.

Duration: 1D3 Days

Notes: Arsenic is virtually tasteless, so no Perception roll is routinely allowed. Prolonged contact and accidental inhalation will usually only result in the symptoms of a mild dose, ingestion can be of a mild or heavy dose.

If a heavy dose is delivered and the opposed Resilience roll is failed, death will occur if not cured through an antidote or Magick.

As the symptoms of mild arsenic poisoning resemble those of known diseases (such as the flux) often a

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poisoner will deliver small doses to the victim so that it might appear that they have died from natural causes.

BELLADONNA

Name: Belladonna/Deadly Nightshade/Dwale/Naughty Man's Cherries

Type: Ingestion

Delay: 3D60 Hours

Potency: 80

Effect: **Mild Dose:** Symptoms, such as thirst, loss of voice, stomach cramps, blurred vision, vomiting, and hallucinations, can last up to 1D3 days. The victim takes 1D4 damage per day and will be considered Debilitated (see Fatigue, p.177) until the poison has been treated or run its course.

Heavy Dose: The same symptoms as experienced when taking a mild dose, followed by coma and convulsions, and resulting in the victim's death.

Duration: 1D3 days.

Notes: Perception roll to detect the poison will be Hard (-40%) as long as reasonable attempts have been made to disguise the substance (such as mixing it with wine).

Every part of the plant is dangerous, the roots most toxic of all. Accidental poisoning is fairly frequent; children are especially vulnerable as they often eat the sweet-tasting berries.

CYANIDE/LAUREL

Name: Cyanide/Laurel

Type: Ingestion, Inhalation

Delay: Mild Dose: 1D6 Hours

Heavy Dose: 1d10 Minutes

Potency: 80

Effect: **Mild Dose:** Initial duration symptoms include palpitations and weakness (Exhaustion, see Fatigue, p.177); sleepiness, dizziness and confusion will persist for 1D6 hours.

Heavy Dose: After the initial duration, if the opposed Resilience roll has been failed, within 1D4 minutes the heart will

stop or the brain fail (leading to a coma), and then death.

Duration: **Mild Dose:** 1d6 Hours before recovery.

Heavy Dose: 1D4 Minutes before death.

Notes: Cyanide has a bitter almond taste. A Perception roll can be made to detect the poison, unless it has been placed in an almond dish, or full-bodied wine, etc., in which case the Perception roll will be Hard (-40%). There is no specific cyanide antidote, although a lesser emergency antidote might be prepared (see p.184).

Thankfully cyanide is a lesser known poison, although in the Far and Middle East poisons containing the substance are manufactured by Apothecaries. The substance occurs in several plants (e.g., cherry stones, laurel, apple pips) but few, if any, people in England know the secret of its distillation.

HEMLOCK

Name: Hemlock

Type: Contact, Ingestion, Inhalation

Delay: 10+1D20 minutes

Potency: 80

Effect: **Mild Dose:** Loss of speech, stumbling, temporary paralysis, 1D4 Hit Points damage per hour for 1-3 hours. The victim is Debilitated until the poison has been treated or run its course.

Heavy Dose: Same as for a mild dose, but loss of speech and paralysis are followed by respiratory failure and death from suffocation.

Duration: **Mild Dose:** 1-3 Hours

Heavy Dose: If the initial opposed Resilience roll is failed, death occurs after 2-3 hours, unless the poison is neutralised with an antidote or magick.

Notes: Hemlock has a musty smell, which means anyone given the substance may make an Easy Perception (+40%) test to detect its presence. Inhalation only has the effect of a Mild Dose.

The entire Hemlock plant is poisonous, the seeds the deadliest of all. Hemlock is usually avoided due to its smell, so there are rarely cases of accidental hemlock poisoning. Hemlock poisoning causes the victim to remain conscious, though paralysed, throughout their demise. There are a range of specific antidotes

(manufactured from commonly available substances, such as tea, coffee and mustard).

MERCURY

Name: Mercury

Type: Ingestion, Inhalation

Delay: 1D20 days

Potency: 50

Effect: **Mild Dose:** Itching, swelling, soreness, redness, rashes, loss of teeth, mood swings. The victim will feel Tired (see Fatigue, p.177) for 1D3 days and take 1D2 hit points damage per day.

Heavy Dose: Same as for a mild dose, along with sensory impairment, a lack of co-ordination, and failure of the brain, kidneys and lungs, resulting in death within a 1D20 days.

Duration: 1D20 days

Notes: Usually a heavy dose occurs when the victim is exposed to a concentration of Mercury vapour.

Used in many medicines and domestic processes, Mercury poisoning over long periods of time is a hazard for many. The mild dose listed above is most commonly a result of regular consumption of medicines containing Mercury, the heavy dose from an inhalation of a concentration of Mercury vapour.

MONKSHOOD

Name: Monkshood/Wolfsbane/Witchbane

Type: Contact, Ingestion

Delay: 1D10 minutes

Potency: 100

Effect: **Mild Dose:** Irritation, dizziness and nausea.

Heavy Dose: Symptoms start with numbness of tongue and mouth, the sensation of crawling insects over the body, an agonising burning sensation, nausea, vomiting, giddiness, staggering, falling, diminished sight and hearing, and finally death from respiratory failure. 1D8 hit points damage per hour.

Duration: 10+2D100 minutes

Notes: When used to intentionally poison, monkshood is usually reduced to a white powder and added to wine, but its foul smell and taste means that the intended victim may make a Perception test to discover the substance.

Monkshood is highly toxic, the deadliest poison of the age. Contact with Monkshood only causes a mild dose. Ingestion usually results in the effects of a heavy dose.

OPIUM

Name: Opium

Type: Ingestion, Inhalation

Delay: 5+1D6 minutes (Inhalation), 15+1D10 minutes (Ingested)

Potency: 80

Effect: **Mild Dose:** 1D4 moments of euphoria, Resilience test to avoid nausea on first use, 2-6 hours of sedation (Further Resilience test needed to prevent Wearing level of Fatigue).

Heavy Dose: Resilience test or fall into coma-like state and death from respiratory failure.

Duration: **Mild Dose:** 2-6 hours.

Heavy Dose: 2D6 hours before death from respiratory failure.

Notes: Opiates give a distinctive sweet smell that is easily detectable (Perception roll at +40%), although not necessarily recognisable to the uninitiated.

Championed by Paracelsus as a miracle medicine, as well as an increasingly popular addition to smoking mixtures, the sedative effects from opium provide unparalleled pain relief. One hazard is addiction. To avoid this, the victim must pass a Persistence test at +40%, followed by further, increasingly difficult, Persistence tests (dropping by -10% each time, so the second test is at +30%, the third at +20%, etc.), to be made after each consecutive consumption. Death from opium use is rare but, in the event of a heavy dose being taken, a failed Resilience test will result in death from asphyxiation unless neutralised with an antidote or magick.

SLEEPING DRAUGHT

Name: Sleeping Draught

Type: Ingestion

Delay: 1D20 minutes

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Potency: 65

Effect: **Mild Dose:** Sleepiness (Exhausted level of Fatigue).

Heavy Dose: Falls into a heavy sleep.

Duration: **Mild Dose:** Sleepiness lasting 1D6 hours.

Heavy Dose: Fall into a deep sleep lasting 2D4 hours.

Notes: Usually a mix of opiates and possibly an alcohol base, if administered to an unwilling recipient any Perception roll to detect the draught will be Hard (-40%) as long as reasonable attempts have been made to disguise the substance (such as mixing it with wine).

Freely dispensed by apothecaries, these concoctions can be dangerous in quantity. Once an initial heavy dose has been administered, if another similar dose is given before the effects of the first have worn off, then the patient/victim will suffer poisoning effects similar to a heavy dose of opium (see above).

VENINUM LUPINUM

Name: Veninum Lupinum

Type: Ingestion

Delay: 1D10 minutes

Potency: 65

Effect: **Mild Dose:** Symptoms include a sore throat, vomiting and violent stomach cramps. The victim will feel Exhausted for 1D20 hours and take 1D6 hit points damage.

Heavy Dose: The symptoms will be as above, and additionally the victim will collapse into a waking coma, have seizures, suffer from shock, and then die from liver failure, kidney failure and respiratory collapse.

Duration: 1D3 Days

Notes: Although specifically designed to surreptitiously poison people, the poison is fairly detectable (even in a full-bodied wine the substance is unmistakably crunchy and bitter) so a Perception check may be made (a normal test if the substance is well disguised in wine or highly flavoured food, an Easy test [+40%] otherwise).

Veninum Lupinum is an example of an intentionally created cocktail of poisonous substances designed to kill. In this case the recipe includes monkshood, yew berries,

caustic lime, arsenic, bitter almonds and powdered glass mixed with honey. The resulting walnut-sized pill is usually mixed into a victim's wine.

MAKING POISONS

Characters with the following skills can use their expertise to make poisons: Alchemy, Craft (Apothecary), Craft (Poisons), Healing (any) and Witchcraft. Craft (Apothecary) and Craft (Poisons) allows an attempt with no modifiers, all other relevant skills allow an attempt at -20%. Most healers would consider using their healing arts to kill people anathema, but they do have the knowledge.

To create a single dose of a poison requires either 2 shillings-worth of ingredients or a successful Lore (Regional) or Lore (Herbs) roll and 1D4 hours spent searching for plants in the wild. Once this has been done, a successful roll against the necessary poison-making skill (see above) will create a single dose of poison in 1 hour. The character manufacturing the poison can decide on whether they wish to create a mild or heavy dose. On a failed roll the poison is not made and the ingredients are lost. On a fumble, the maker of the poison accidentally poisons him or herself. On a critical success, the poison maker makes two doses of poison.

If an Adventurer wishes to create a poison not listed above, the Games Master should work with the player to decide on the exact properties of the proposed poison and be the final arbiter of how such properties are applied in terms of rules.

ANTIDOTES

Once a Resilience roll has been failed, unless otherwise noted, the only treatment that can be given before the poison has run its course (other than certain magickal spells) is an antidote. There are two types of antidote: those that have been specifically designed to counteract a specific poisonous substance, e.g., arsenic antidote, and non-specific antidotes that are hastily prepared in an emergency.

Specifically designed antidotes are made in a similar manner to the poisons themselves. Characters with the following skills can use their expertise to make an antidote to a specific poisonous substance: Alchemy, Craft (Apothecary), Craft (Poisons), Healing (any) and Witchcraft. Craft (Apothecary) and Craft (Poisons) allows an attempt with no modifiers, all other relevant skills allow an attempt at -20%.

To create a single dose of antidote requires either 2 shillings-worth of ingredients or a successful Lore (Regional) or Lore (Herbs) roll and 1D4 hours spent searching for plants in the wild. Once this has been done, a successful roll against the necessary skill (see above) will create a single dose of antidote in 1 hour. On a failed roll the antidote is not made and the ingredients are lost. On a fumble, the maker of the antidote accidentally and unknowingly creates another poison (Games Master's choice). On a critical success, the poison maker makes two doses of antidote. The good news is that the consumption of a poison-specific antidote immediately neutralises the poison in the victims system, although it won't heal any damage already delivered. A separate First Aid, Healing or spell will be required to mend such damage.

(Note: The spell *For to Cure a Disease or Counteract a Poison* potion both neutralises poison *and* heals any damage caused by the substance).

Antidotes prepared in an emergency are often little more than an emetic (something that causes the victim to vomit, hopefully expelling the poison). Such antidotes are prepared using the First Aid or Healing (any) skills and only take a minute or two to prepare (at worst being comprised of a couple of grubby fingers and something suitably unappealing from the healers pack). On a successful First Aid or Healing (any) roll the victim is allowed an extra Resilience roll against the Potency of the poison. On a critical success the victim may make the further Resilience roll at +30%. On a Fumble the victim receives an extra 1D4 damage.

Illness and Disease

It is a grim time indeed as far as the general health of the population goes. The prospects of a good recovery, if one does fall prey to illness or disease, are not great. Peddlers of fake cures abound; plague is a regular enough occurrence to cause widespread panic if suspected, and many think that the troubled land will be visited by a new epidemic as a just punishment for its divided people.

In the *Clockwork & Chivalry* universe it is assumed that most illnesses are caused by 'Miasmas', 'Hellish Forces' or an 'Imbalance of the Humours'. At least that will be the diagnosis if a Physician is consulted - most people haven't any real idea what causes illness.

Do not attempt to attribute 21st Century medical knowledge to *Clockwork & Chivalry* illnesses. Unless something has an obvious cause - such as rabies

following a dog bite or a broken leg following a fall, the cause is assumed to be as listed (so don't expect plague to have been caused by a flea-bite - it was the 'miasmas', we tell you!). Even where there is an obvious cause, a baleful influence, such as the gaze of a witch, might be suspected to have really prompted the misfortune.

There are such a huge variety of terms used to describe a torrent of different nasty conditions that there is not the space to list more than a few in this book - if you are feeling particularly sadistic, feel free to expand these lists to your heart's content!

First Aid will be of no use in curing illnesses or diseases, so the Physician will need Healing (Type). Different types of Healing have better or worse effects on different diseases. Of course, "quack physicians" will often offer cures that provide the victim with the added complication of having been poisoned.

MIASMAS

A Miasma is carried in polluted air. Such air contains a bad smell that assaults the senses, infecting the individual concerned. Diseased people can give off miasmas too, which is how such diseases may spread. As such it is hard to be sure how to be safe from miasmas, because most towns and cities smell pretty bad!

Every type of miasma has the following information detailed:

Delay: The time from the miasma's introduction to a character to the time its effect takes hold. After disease contraction, the victim will also be forced to make further follow-up miasma tests at intervals equal to the Delay.

Potency: The strength of a miasma of a scale of 10 to 100. A character must make an opposed Resilience test versus the miasma's Potency test in order to avoid or mitigate the damage of the miasma.

Effect: Usually Hit Point damage, though this is not universal. Many diseases caused by miasmas will apply a penalty to characteristics or skills. More exotic miasmas may cause hallucinogenic effects, paralysis or a combination of effects. These take place after the delay noted above. If a character's Hit Points reach a minus number equal to starting Hit Points, the character will die.

Antidote/Cure: What needs to be done to cure the patient.

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MIASMA SUCCEEDS, CHARACTER FAILS

If the miasma succeeds its Potency test and the character fails their Resilience test, the disease has its full effect.

CHARACTER SUCCEEDS, MIASMA FAILS

If the character succeeds their Resilience test and the miasma fails its Potency test, the disease has no effect.

BOTH MIASMA AND CHARACTER SUCCEED

The highest roll wins.

BOTH MIASMA AND CHARACTER FAIL

The lowest roll wins.

Unlike a poison, diseases will progress if a character does not resist its effects. Once the victim fails the first opposed miasma test, they will have to make an additional opposed test (after an amount of time determined by the miasma's delay statistic).

If the victim succeeds this second opposed test, they have overcome the worst of the disease and after a while will no longer suffer its effects, other than remaining hit point damage. Use the miasma's delay statistic to determine how long this takes.

If the victim fails this second opposed test, they fall deeper into the disease. Apply all of the miasma's effects again to the character. Once the delay period has elapsed once more, the victim will have to make a third opposed miasma test, and so on.

All these miasmas can be dispelled using the spell *For to Dispel a Pestilential Miasma* (p.229).

AGUE

The victim of an ague suffers a raging fever. The victim feels that they are either burning up or very cold, sweating or shivering, in turn. The victim is also overcome with bouts of nausea.

Delay: 1D20 Hours

Potency: 50

Effect: All skills are halved. Every time the character attempts a physical action, they must make a successful Resilience roll or their character be completely overcome by nausea for 1D3 minutes.

Antidote/Cure: Healing - use of Healing (Herbal) gives a +20% bonus. Magick - potion or spell *For to Cure a Disease*

or *Counteract a Poison*.

BLACK DEATH

Characterised by haemorrhages under the skin (which cause darkened patches to appear on the body) and swollen lymph glands which form buboes; pneumonia then develops, which may cause death.

Delay: 1D6 days

Potency: 80

Effect: All skills are halved. Every time the character attempts a physical action, they must make a successful Resilience roll or be completely overcome by nausea for 1D3 minutes. The character loses 1 Hit Point per hour from internal bleeding. A character that fails the follow-up Resilience test immediately dies.

Antidote/Cure: Healing - use of Healing (Galenic) gives a 20% bonus; a successful roll will allow the patient to make an immediate bonus Resistance roll. Magick - potion or spell *For to Cure a Disease or Counteract a Poison*.

FLUX OR BLOODY FLUX

Victims suffer chronic diarrhoea and abdominal pain.

Delay: 1D4 days

Potency: 55

Effect: All skills are halved. Every time the character attempts a physical action, they must make a successful Resilience roll or be completely overcome by nausea for 1D3 minutes. The character is overcome with chronic diarrhoea ever 1D6 hours.

Antidote/Cure: Healing - with a -20% penalty for Healing (Paracelsan), which is more likely to make the patient feel worse! Magick - potion or spell *For to Cure a Disease or Counteract a Poison*.

GAOL FEVER

Victims first develop a fever, or sometimes a rash, and then delirium sets in.

Delay: 1D8+6 days

Potency: 70

Effect: All skills are halved, and the character suffers one level of Fatigue on top of any already in effect. Every time the character attempts a physical action, they must make a successful Resistance roll or be completely overcome by nausea for 1D3 minutes. The victim suffers hallucinations and is unable to tell the difference between

real and imaginary experiences; they often become paranoid, and sometimes violent. A character who fails the follow-up Resistance test immediately dies.

Antidote/Cure: Healing - with Herbal medicine, the duration is just as long but the patient will recover at the end of that time; with Galenic and Paracelsan medicine, the duration is halved, but the patient needs to make Resilience rolls as usual; with Paracelsan medicine, the patient must make a final Resilience roll to see if the cure kills him instead! Magick - potion or spell *For to Cure a Disease or Counteract a Poison*.

THE SMALL POX

The victim suffers a variety of symptoms including fever, excruciating aches, and blistering pockmarks.

Delay: 1D10+6 days

Potency: 50

Effect: The victim develops a rash at the end of the onset time. The body is racked with pain, and the victim can do nothing but lie around, moaning and screaming with pain. If the follow-up Resistance roll is not passed, the condition will result in death. Survivors will often (75%) be left with pockmarks for life.

Antidote/Cure: Healing - a successful roll will allow all further Resilience rolls to be made with a +25% bonus. Magick - potion or spell *For to Cure a Disease or Counteract a Poison*.

HELLISH FORCES

Hellish Forces are considered to be invoked by a curse or other act of maleficium by Satan or one of his human agents, Witches. These conditions are also sometimes attributed to astrological influences. Of course, in addition, Hellish Forces are considered able to cause illnesses that might otherwise be attributed to a Miasma or an Imbalance of the Humours. Indeed, a Physician trying to treat a Miasma may decide that their inability to help their patient is due to Hellish Forces at work.

These illnesses can all be caused by the spell *For to Curse with (Hellish Force)*, and the Potency of the disease is the Magnitude of spell x 10 (see p.254). These ailments can only be cured with a potion or spell *For to Cure a Disease or Counteract a Poison*.

DROPSY

The victim displays a build up of fluid in the affected region.

Delay: 1D6 hours

Potency: *For to Cause Dropsy* Magnitude x 10

Effect: The severity will be determined by where the dropsy strikes and to what extent, e.g., 'mild dropsy of the eye' will likely be far less alarming than 'severe dropsy of the brain'. If the victim fails the opposed Resilience test, roll 1D6 and reduce the victim's 1 - STR, 2 - CON, 3 - INT, 4 - DEX, or 5 - CHA, by 1D3 points. If a 6 is rolled, and the victim fails a second Resilience roll, then the dropsy is bad enough to kill the victim within a further 1D20 days if left untreated. On a success the victim is completely unaffected by the condition. If a 6 is not rolled on the first Resilience test and a second Resilience roll is passed, then the victim will recover the characteristic points they lost in 1D20 days.

Antidote/Cure: A potion or spell *For to Cure a Disease or Counteract a Poison*.

FALLING SICKNESS

The victim suffers from seizures, which may be minor and only noticeable through close observation, or may cause shaking, paralysis, and even death.

Delay: 1D6 hours

Potency: *For to Cause Falling Sickness* Magnitude x 10

Effect: The severity will be determined by the Magnitude of the spell cast. A 1 Magnitude spell causes a brief seizure, lasting 1D6 minutes, which leaves the victim tired for 1D20 minutes. A 3 Magnitude spell causes a longer seizure, lasting 2D20 minutes, and leaving the victim debilitated for 1D6 hours. If the second Resilience roll is failed then the tiredness or debilitation lasts twice as long.

A 5 Magnitude spell causes the victim to have a seizure lasting 1D20 minutes, at the end of which (if they have not been successfully Healed) they must succeed on a second Resilience roll or they will die.

Antidote/Cure: A potion or spell *For to Cure a Disease or Counteract a Poison*.

KING'S EVIL

A skin condition that can sometimes kill. A monarch's touch is the best cure.

Delay: 1D6 weeks.

Potency: *For to Cause King's Evil* Magnitude x 10

Effect: Causes a rash and large swelling in the neck lasting 1D6 weeks (-3 CHA till treated). If a further

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Resilience roll is failed then, if not treated, the victim will die in a further 1D6 weeks.

Antidote/Cure: A potion or spell *For to Cure a Disease* or *Counteract a Poison* or the touch of the King.

PALSY

Victims find that the affected area stops working and loses all motion. If an organ necessary to life itself is affected then the victim is in real trouble, otherwise the affected part becomes disabled, possibly permanently.

Delay: 1D20 minutes

Potency: *For to Cause Palsy* Magnitude x 10

Effect: The severity will be determined by where the palsy strikes, and to what extent. If the victim fails the opposed Resilience test, roll 1D6 and reduce the victim's 1 - STR, 2 - CON, 3 - INT, 4 - DEX, or 5 - CHA, by 1D6 points. If a 6 is rolled, and the victim fails a second Resilience roll, then the palsy is of the brain, and bad enough to kill the victim within an additional 1D6 hours, if left untreated. On a success the victim is completely unaffected by the condition. If a 6 wasn't rolled on the first Resilience test and a second Resilience roll is passed, then after 1D20 days the victim will recover 1D6 of the characteristic points they lost.

Antidote/Cure: A potion or spell *For to Cure a Disease* or *Counteract a Poison*.

ST. ANTHONY'S FIRE

The victim suffers hallucinations and terrible burning sensations. The pain-crazed victim will possibly strip and go berserk, running amok, before possible death.

Delay: 1D6 hours

Potency: *For to Cause St Anthony's Fire* Magnitude x 10

Effect: Only powerful Witches can cast such a spell - the effect is to infect a whole community with an agonising curse. The stripping off and running amok carries on for 1D6 hours (victims can do nothing else), after which a second Resilience roll must be made. Success means the pain subsides and the victim recovers, failure that they immediately die. The minimum Magnitude of this spell is 10, which affects 20 individuals. Every extra point of Magnitude affects another two victims.

Antidote/Cure: A potion or spell *For to Cure a Disease* or *Counteract a Poison*.

IMBALANCES OF THE HUMOURS

For the purposes of *Clockwork & Chivalry*, an Imbalance of the Humours will be blamed for a variety of conditions that are listed below. Indeed, some Physicians argue all conditions are a result of an Imbalance of the Humours, even if the original cause was a miasma or curse. Here however, such illnesses tend to be long-term conditions and confined to the individual, rather than something an Adventurer is liable to catch. Victims will often be healthy between bouts of such conditions, although their personality is considered tied to their health. For example, someone who produces too much black bile will have a tendency to be despondent or irritable, and may become 'melancholic'. A brief list of such conditions is listed along with some of the symptoms.

It is assumed that Games Masters will not inflict many of the following conditions upon their players' characters, unless they are feeling particularly mean! However, it is possible, indeed probable, that Adventurers will meet characters along the way that suffer from one or more of the following Imbalances of the Humours. Who knows, with the correct skills the Adventurers may even be able to help.

All these ailments can be cured with a potion or spell *For to Cure a Disease* or *Counteract a Poison*. Healing rolls (with a +20% for Galenic Healing) will alleviate the symptoms for a week, but the disease may return without further attention, at the Games Master's discretion.

APOPLEXY

Sometimes caused by over-excitement or a raised temper, apoplexy causes the victim to suffer from internal bleeding, a sudden loss of consciousness and possibly death.

BAD BLOOD OR JAUNDICE

The victim's blood has become toxic and the body shows symptoms of being poisoned. The victim's skin probably takes on a yellowish hue. If severe or untreated it can result in death.

BILIOUSNESS

The victim is producing far too much bile, causing severe sickness and diarrhoea.

IMMODERATE PISSING

The victim has a frequent need to urinate, an unquenchable thirst and occasional unexpected bouts of weariness.

MELANCHOLY

The victim feels as if they carry a great burden and cannot cope with life.

PHLEGMATIC OR CONSUMPTIVE

The victim has a chest condition. A mild version may cause an abundance of phlegm; more severe versions cause the coughing up of blood, filling of the lungs with fluid, and possibly even death.

STOPPING

The victim suffers from constipation. Stomachache and flatulence are among the symptoms.

OTHER CONDITIONS

Of course, there are some illnesses which only effect certain groups, e.g., **Childbed Fever**, which only affects women who have just given birth; **Decrepitude**, which afflicts the elderly; and both the **Great Pox** and **Pregnancy**, which only affect the sexually active and may be seen as divine punishment for licentious behaviour. Other conditions predominantly affect only certain groups, but can effect anyone, e.g., **Colic** with children, although anyone with stomach pain might be described as having Colic. There are also illnesses like **Measles** which are commonly fatal, sometimes called the same thing as in the modern age, but far too numerous to all be listed here.

Healing

Healing can be performed in one of four ways - using the First Aid skill, the Healing skill, a magickal spell, or through natural healing, resting while the injuries heal themselves.

NATURAL HEALING

Negative Hit Points represent shock and blood loss. A character who spends time resting completely (no

moving about!) will have their Hit Points return at the rate of 1 per hour, until they reach 1, at which point recovery becomes slower.

Hit Points of 1 or more: Once a character's Hit Points are 1 or more, they regain CON/4 (round down) hit points per 24 hours, as long as the character does not engage in anything more than light activity.

Serious Wounds usually cease to have an effect once Hit Points return to their full level. See the Major Wounds table on p.169 for details of each individual wound.

Grave Wounds can never be healed through natural healing - they remain even after all Hit Points have been restored to full.

FIRST AID AND HEALING

First Aid can restore Hit Points, but cannot remove the effects of Serious or Grave Wounds. See p.148 for more information.

Healing can restore Hit Points and remove the effects of Serious Wounds, but cannot remove the effects of Grave Wounds. See p.152 for more information.

MAGICKAL HEALING

However magickal healing is achieved, whether from a spell or potion, it has an instantaneous effect. Unless the spell states otherwise, it cannot mend a Serious or Grave Wound.

Adventurer

Improvement

As Adventurers experience life, they grow and change, improving their skills and characteristics and learning new things. This is measured in the game by the use of Improvement Points and Hero Points, which are awarded by the Games Master at the end of each session of play.

These are a measure of how the character grows with experience. The more experiences that the character has during an adventure the more improvement points they will earn by the end of the session. Improvement points are spent by players to increase and add new skills and spells (see Improving Characters below).

Improvement points should generally be awarded

equally to everyone in the group.

- For each session in which the character played: 1 point.
- For achieving a minor but important goal (e.g. sneaking into the besieged town, impressing Lord Derby, discovering the identity of the murderer): 1 point.
- For achieving a major goal (e.g. ending the siege of the town, saving the life of Lord Derby, catching the murderer): 2 points
- For achieving a massive end-of-campaign goal (e.g. killing the dragon oppressing the town, getting Lord Derby crowned king, fighting past the murderer's minions and killing him in his hidden lair): 3 or more points.

HERO POINTS

Hero points should be awarded to individual players at the end of a session in which they acted heroically. Generally, two points should be awarded, though no points may be awarded if a character did nothing heroic, and up to three for a character whose actions were particularly impressive. Characters can get through Hero Points quite quickly in combat. If they're using them to perform heroic actions in pursuit of their goals, they should be suitably rewarded by ending up with having at least the same number of hero points at the end of a session as they started with.

Not all heroic actions are combat oriented. It can be just as heroic to spend the evening being charming to the slobbering, odorous Lord Letch as to lead an attack on the enemy Leviathan.

Two important uses for Hero Points are worth noting here, though they are covered in greater detail in other chapters:

- Hero Points can be spent by Alchemists to design new spells (see p.236). Note that this is to *design* a never-before-seen spell, not to learn an existing spell.
- Hero Points can be spent by clockwork engineers to design a new clockwork device (see p.264). Note that this is to *design* a never-before-seen mechanism, not to copy an existing design.

SPENDING IMPROVEMENT POINTS

Improvement Points can be spent at the end of a game session to improve existing skills, learn new Advanced Skills, and improve Characteristics. They can also be used by Alchemists, Wise Women/Cunning Men, and Witches/Warlocks to learn new spells (see p.222 for Alchemy spells and p.246 for Witchcraft spells).

Players need not spend all their Improvement Points at once, but can save them up for later – for instance, an Alchemist who is travelling may wish to save Improvement Points so that he can learn spells once he gets back to the library at Oxford University.

IMPROVING SKILLS

A player can choose to spend one Improvement Point to attempt to increase one known skill. Skills to be improved should have some connection to things the Adventurer has done or experienced in an adventure – a character that has spent the last month riding a horse through the Midlands cannot suddenly increase their Shiphandling skill!

- Select the skill to be increased and roll 1D100.
- If this 1D100 result is *greater* than the skill's current score, the skill increases by 1D4+1 points.
- If this 1D100 result is *equal to or less* than the skill's current score, the skill only increases by one point.

There is no limit to the score a skill can reach.

PRACTISE & RESEARCH

Skills that an Adventurer has not had much chance to use during an adventure can be increased through practice or research. This may take place between adventures, or a player may say that their Adventurer is spending spare time practising or researching. They must have the right equipment to practice with, or the correct books from which to research. Practising or researching a skill generally takes one day (but no more than 8 hours per day) per 10% the character already possesses in the skill. If practising or researching during an adventure (for instance, disappearing to their room to study a pile of books in the evening while the rest of the group carouse at an alehouse), the player should keep a rough tally of the number of hours spent practising or studying. At the end of that time, the player makes a skill improvement roll, as described above.

TEACHERS

An Adventurer can learn more quickly if they have a teacher – whether this be a grizzled mercenary teaching combat skills or a professor teaching theology. The teacher must have at least 20% more in the skill being taught than the person learning the skill. At the end of a teaching session (which can be no more than 8 hours) the teacher should make a Teaching roll.

- On a success, the teaching is equivalent to double the amount of time spent studying; so an eight hour teaching session will count as 16 hours towards the learner's target hours for the skill in question (see above).
- On a critical success, the teaching is equivalent to two-and-a-half times the amount of hours studied; an eight hour teaching session will count as 20 hours towards the learner's target hours.
- On a failure, the pupil still learns, but doesn't get any more benefit than if they had studied or practised alone; an eight hour teaching session will only count as eight hours towards the learner's target hours.
- On a critical failure, the pupil only learns half as much as would be expected, due to boredom, misunderstandings and the like; an eight hour teaching session will only count as four hours towards the learner's target hours.

Teachers usually charge between 6d and 1 shilling per hour for their services, depending on the subject being taught, though highly skilled teachers with a good reputation could ask five times this amount.

LEARNING NEW ADVANCED SKILLS

In order to learn a new Advanced skill, the character must either be able to research it or must be taught it by a teacher.

It costs two Improvement Points and eight hours learning to attempt to gain a new Advanced skill (see "Practice and Research" and "Teachers" above). After the study period, the character gains the new Advanced skill at the base score determined by the appropriate Characteristics. The character may now increase the skill normally through practice or research.

IMPROVING CHARACTERISTICS

A player can choose to spend 3 Improvement Points to attempt to increase one Characteristic by one point.

- Multiply the Characteristic to be increased by five. Then roll 1D100.
- If this 1D100 result is *greater* than the Characteristic x 5, the Characteristic increases by one point.
- If this 1D100 result is *equal to or less* than the Characteristic x 5, the Characteristic does not increase. However, one skill that the character already possesses is increased by one point instead. One of this skill's derived Characteristics must be the same as the Characteristic that was not improved.
- A roll of 96 to 00 on this roll always results in the Characteristic increasing.

Note: SIZ may never be increased using Improvement Points.

The maximum to which a character can increase a Characteristic is 21.

Aging (Optional)

Many Games Masters will not want to bother with the effects of aging on Adventurers. They are heroes, after all. But some Games Masters might like to run campaigns that pick up the exploits of an adventuring party in between long periods of downtime.

For those wanting to simulate the effects of aging, the following optional rules can be applied:

At age 40, and then again after every 5 years, a Resilience roll should be made. If the roll is failed then the Adventurer loses 1D2 points from a physical Characteristic. Roll 1D4 to determine which: 1-STR, 2-CON, 3-SIZ or 4-DEX.

In addition, at age 50, and then again after every 5 years, a Persistence roll should also be made for the remaining Characteristics. If the roll is failed the Adventurer loses 1D2 points from INT, POW or CHA. Roll 1D3 to determine which: 1-INT, 2-POW or 3-CHA.

Adventurers may still restore or raise Characteristics that have suffered the effects of aging, in the usual way, by spending Improvement Points.

Chapter 7

In which numerous items, both warlike and otherwise, are laid out for the perusal of the discerning buyer

"In my last weeks intelligence concerning Oxfords occurents, I related the devices which many Carriers had to relive the Cavaleers, and to convey things to them, which course it seemes is not yet stopped: on Thursday last, two carts full of severall commodities were carried to Woodstocke, which were brought from London."

- Mercurius Cioicus London's Intelligencer, June 8 - June 16, 1643

A vast variety of goods and services are available in 17th century England. The following chapter provides a price guide that can be used when equipping Adventurers, when trading and when considering the general cost of living.

Currency

For ease of use, all prices are given in shillings or pennies. If you want to add more realism, consider the following. In reality, in 17th century England there were four copper farthings in a silver penny, twelve pence in a silver shilling and twenty silver shillings in a gold pound. There were also various intermediate silver coins: halfpenny, half groat (2 pence), threepence, groat (4 pence), sixpence, half-crown (2 shillings and 6 pence), crown (5 shillings), and the gold angel (10 shillings).

12 Pennies = 1 Shilling

20 Shillings = 1 Pound

Players of other D100 games should note that for conversion purposes, a shilling is equivalent to a standard silver piece (SP).

Just to confuse things more, the symbol for a penny is "d". So the currency symbols are:

£ = Pounds

s = shillings

d = pennies

WE NEED AN ACCOUNTANT!

It is worth considering how much emphasis you want to give to economics and record-keeping in the game. For some players, everyday matters are an essential part of

creating an immersive atmosphere. For others, the epic nature of the adventure they are engaged in is more important than the minutiae of bookkeeping.

If your players want to spend a lot of time trading, have goals linked to the acquisition of wealth, or are running a group of poverty-stricken Adventurers, it is likely that money, or the lack of it, will play a big part in your game. In this case, every meal might be haggled over, every expense noted.

If your players are more interested in the big picture, or are running Adventurers who are wealthy enough, you may decide that keeping track of income and minor expenses is peripheral, and allow your players to keep a looser track of their finances – e.g., ignoring routine bills for food and lodgings if the accommodation seems commensurate with the wealth and lifestyle of the Adventurers.

War Economics

The prices given in this chapter should be considered, very roughly, to be average 17th century prices. What Adventurers might actually pay for goods and services will often vary considerably from these guidelines. There are no hard and fast rules for the effects of the war economy, rather the general and local economy should be considered when buying and selling. How much prices vary is determined by the Games Master, who should consider the following factors.

LOCATION

Cities and towns often have extensive markets with access to imports, and are home to criminal fraternities who engage in smuggling and theft. There is a burgeoning artisan and middle class, and increasing specialisation. Over the past one hundred years, the wool trade and rise of merchant capitalism have transformed London and led to many other towns being granted market status. In such places, despite the effects of the war (unless under siege or suffering some other major privation), there is likely to be a larger variety of goods and services available, a choice of shops, many of which sell specialist goods, and goods and services that vary in quality according to the pocket of the purchaser.

In small villages and hamlets, many people live a subsistence existence – farming or maintaining a garden to supplement their main crops, manufacturing, cooking, weaving and brewing at home, all on a small-scale to meet the needs of their own household. There might be a

village smithy, but most Farmers will tend to craft and repair a lot of their own items, where possible. Goods and services will be limited in availability. Adventurers will likely never be too far from a larger market (there has been a proliferation of such market towns) or a roadside inn, but will generally find their choices severely restricted when staying in small communities – they might be able to buy a little bread, broth, beer and even a hunk of cheese, if they are lucky, but will be unlikely to be able to find most of the equipment listed in this chapter readily for sale. If they do want to shop in such rural locations, they will be buying items from a household, rather than an actual shop, so the seller will factor in whether they can do without an item and the cost of replacing the item. As the seller will no doubt also want to make a profit, this means that all but locally grown or manufactured produce will be at least double the listed price. Locally grown or manufactured goods may actually be cheaper than the book price.

THE WAR

The war has caused shortages and inflation (rocketing prices).

Shortages will be felt particularly in those areas where the armies of the warring parties are living, but certain goods are scarce throughout the land. Importers are temporarily more focussed on military needs than on selling luxuries from the New World. Some shortages are universal; good horses, for instance, are almost impossible to find, as both the Royalist and Parliamentarian armies have scoured the land in order to buy or sequester them for military use. Other shortages might be felt particularly by one side or the other – Cromwell has forbidden the use of coal for domestic heating, causing much misery by demanding that all coal should be used for the war effort. Of course, this doesn't mean there isn't a thriving market in smuggled luxuries and stolen essentials, just that such goods are harder to come by through legitimate channels.

Where an army is “living off the land,” this takes many forms. Sometimes they might actually boost a local economy, but as often as not, they will sequester supplies with promissory notes that are never honoured, or engage in outright theft (particularly if raiding into “enemy territory”). Some communities find themselves starving as a result, and some communities have faced constant harassment (sometimes from both sides, as territory has changed hands more than once throughout the course of the war). Harassing the opposition's supply lines is a favourite cavalry tactic, and this exacerbates the situation further.

Chapter 7: Equipment and Services

Labour shortages are also a factor – whether volunteering or mustering at the command of their Lord, many men have left to join the conflict. Of course, women always do a lot of the actual work and there is no universal conscription, so the effect of this is limited, but nevertheless, it does mean that many men are away fighting, rather than working their land or engaging in other business interests.

Scarcity has caused a general increase in prices (and in accompanying suffering for those who find their income squeezed). Occasionally the effect might be of actual benefit to an Adventurer. As incomes haven't risen to match prices, many people are fairly desperate and might be prepared to work cheaply, as long as they earn enough to eat, and might be tempted to sell off family treasures, in order to see themselves through such difficult times. The war causes misery, and profiteers are always in the wings hoping to benefit from such circumstances.

THE WEATHER

The winters have been hard of late, and this means food is even scarcer than usual. Some communities are near starving due to poor harvests or because markets are being inadequately supplied. Most Farmers are able to survive through one or two bad harvests, or a stint of poor weather – but persevering year after year, in unusually bitter weather, causes all but the most faithfully stout-hearted to reflect on whether God is punishing all of England for its sins. The country is not yet in a state of famine, but such a catastrophe looms large in people's minds.

Wages and Income

Most incomes from previous occupations simply stop when the Adventurer takes up adventuring. Some lucky Adventurers, usually those who are the head of a household, might receive an income beyond that generated by their adventuring activities. As long as they haven't been dispossessed from their lands, or debarred from their Profession, the head of the household is considered the owner of all property, even if they are largely absentee.

Gentry and Nobility will likely receive rents, although a proportion of money generated in this way will likely be gifted to other family members or used to sponsor other individuals. Patronage is common – though the desire to foster a reputation for generosity is probably

overshadowed by the desire to buy the loyalty of others. Less wealthy Adventurers might still receive some secondary income, if they are the head of the household. Middle Class Adventurers might gain an income from business, rents and investments revenue. Even poorer Adventurers might receive a wage, if they are a Soldier or employed by another Adventurer. Some occupations only offer the benefits of a wage, while others might be poorly paid but include food and accommodation provided by the employer (e.g., Lady's Maid).

The Games Master should feel free to adjust the following figures according to the individual background of the Adventurer – an impoverished noble with few estates might receive little or nothing, while another with many titles and land-holdings might receive considerably more. Soldiers are never paid on time, and sometimes never paid at all! This money shouldn't be considered an easily accessible pot for Adventurers to dip into whenever they like. Much of the revenue would normally be pumped back into the family business, so that it can continue to thrive. In the case of Soldiers, deductions are made for food and clothing that might leave the individual actually owing money! Adventurers that place too high a demand on this purse might find their income dipping in future years. Adventurers from poor backgrounds will be literally stealing the food from the mouths of their family if they take advantage of this resource.

TYPICAL INCOMES AND WAGES

Profession	Income Per Year	Income/Wage Per Week
Noble	8000s-16000s	150s-300s
Landholding Gentry	3000s-6000s	60s-120s
Preacher	600s-1600s	12s-30s
Farmer (Freehold)	1000s-1800s	20s-35s
Farmer (Tenant)	400s-1000s	8s-20s
Artisan	400s-1000s	8s-20s
Sailor	300s-600s	6s-12s
Labourer	200s-400s	4s-8s
Cottager	0-200s	0-4s
Lady's Maid	0-100s	0-2s
Common Soldier	240s	4s 6d
Sergeant	350s	7s
Lieutenant	1500s	30s
Captain	4400s	85s
Chirurgeon	1500s	30s
Colonel	9000s	175s

AN IMPORTANT NOTE ON PRICES

When purchasing any of the items from the extensive list below, it is worth remembering that, in nearly every case, the prices given are for a standard item of the type listed. It is usually possible, in a large enough population centre, to buy a more expensive version. Generally, the more expensive the item, the more time spent on its manufacture or the greater the skill of the person crafting it. Higher quality purchases are also often available when buying livestock or commissioning a service.

Use common sense when determining if such goods are available. For instance, a Noble on campaign might well have a luxury bedroll made from furs and lined with silk. However, a lump hammer is a lump hammer. After all, why would a Noble use a lump hammer? That's the sort of thing a Servant or Peasant uses.

Wealth buys luxury and style. Sometimes the more expensive article is merely more aesthetically pleasing – more intricately adorned, bejewelled or made from rarer raw materials. But, in other instances, the Games Master might rule using the superior item confers a bonus due to its quality and the expertise that wrought it. The current town fashions are generally conservative – however, wealthy Puritans (and others from like-minded religions) will still be able to purchase better quality goods, even if unadorned and plain.

For ease, the costs for more expensive versions of goods and services can be calculated as:

Superior: 2x the listed price; available from shops and merchants in most towns and cities.

Luxury: 5x the listed price; available from merchants in most towns, and from shops and merchants in most cities.

Regal: 20+x the listed price; rarely available to anyone but the super-rich – usually purchased through a specially brokered arrangement.

Note: These aren't hard and fast rules, and the effect of making a more expensive purchase will vary. For instance, buying the services of an artist to paint one's portrait will vary dramatically based on cost and quality. If a jobbing artist (paid artisan wages) is employed for just a few days, the results will rarely be as stunning as if an artist at court (paid 5 or 20 times the amount) were to paint a portrait over a much longer period. However, if our jobbing artist is talented (having a high skill level) and our courtly artist over-rated (having a lower skill level) then the results might be different. Usually money buys quality, but there are exceptions to every rule.

Clothes and Fashion Items

In 17th century England, one can often tell a lot about a person by what she or he wears. Clues to an individual's wealth, class, occupation and even Faction might all be inferred from fashion, although not always as smoothly as some would have you believe.

Royalists and Parliamentarians are often quick to stereotype their opponents according to their fashion sense.

Royalists mock the Parliamentarians as "Roundheads", a reference to the closely cropped hairstyles adopted by some Puritan menfolk (a style that starkly contrasts with the fashion for long ringleted hair prevailing in courtly circles), and generally characterise their enemies as plain-looking dullards.

Parliamentarians counter that the Royalists are "Cavaliers", a term that originated as an insult uttered contemptuously by Parliamentarians. Unlike Roundhead, which is a term Puritans still despise, some of the Royalist camp embrace the Cavalier label, as it appeals to their sense of colourful romance. Nevertheless, Parliamentarian propaganda, aimed at a largely Puritan audience, implies Royalists are all dandies whose obsession with unseemly fashion is a sign of their general frivolity and licentiousness.

In fact, most people want to fit in with their neighbours, whatever their political sensibilities. Fashion for the respectable subject, or citizen, is generally conservative, whether freeholder and goodwife, Townsman, Middle Class or Gentry. The majority of Royalists and Parliamentarians have adopted simple cuts and sombre hues (although, as ever, the quality of the fitting and material will vary according to how much one is prepared to pay). For the very wealthy, things are different. The nobility, and in particular those in Rupert's courtly circle, do wear fancier fashions. Further down the social scale, some rebellious characters enjoy flaunting the social rules and dressing flamboyantly, shocking the respectable sensibilities of the majority. Then there are those whose occupation confers a uniform, a more revealing ensemble (designed for seduction), or some form of rugged work clothing. The very poorest in society have the least choice in what they wear, donning anything from rough work clothes, to country smocks, to

whatever rags they can find.

TYPICAL DRESS

The following costumes are examples of fairly standard 17th century outfits. The prices listed are for cheap versions; people will spend more according to their social class. For instance, the flamboyant outfit listed might be worn by a rakish gang member or Highwayman (a Cavalier Noble might wear a similar styled outfit, but will spend much more on expensive silk trimmings and a more skilfully tailored costume), while the respectable outfit might be worn by a humble Townsman (although a wealthy Merchant, keen to convey an air of humble respectability to his customers, might wear a similar, but better quality, outfit).

Flamboyant Costume, Female: A low-cut dress (probably of satin or velvet, the more expensive outfits in silk) with full skirts, hitched up slightly to reveal lacy petticoats, long gloves and delicate shoes. The wearer would keep her hair tied behind, allowing her ringlets to fall forward, and courtly women (or those pretending to be courtly) wear masks when out in public. Cost: 50s

Flamboyant Costume, Male: Loose fitting coat, a doublet and frilly shirt with large laced collars and cuffs, full breeches, decorated stockings, and full wide boots. Everything is adorned with trimmings and braiding. The wearer likely wears his hair long and curled into ringlets, and possibly wears make-up and ear-rings. Cost: 50s

Impoverished Costume: Anything from a collection of rags to the plainest peasant smock. If anything is worn on the feet, it is probably a pair of dilapidated hand-me-downs or homemade shoes of wood and dirty rags. This attire marks out the wearer as poverty-stricken. Cost: 0-10d

Respectable Costume, Female: An unadorned dress, cut simply and of sombre hue, a plain collar and cuffs, a large white apron, a plain head-covering and/or hat, and sensible shoes. Cost: 30s

Respectable Costume, Male: A plain hat, a coat and breeches in sombre colours, a shirt with a plain collar and cuffs, and sensible shoes. Cost: 30s

Rugged Costume: A hard-wearing jacket (possibly of soft leather) and jerkin, shirt, trousers, boots and warm socks. This outfit is usually chosen through necessity, rather than as a fashion statement. Cost: 30s

TYPICAL CLOTHING PRICES

- Boot, plain:** Ordinary boots, suitable for work. Cost: 9s
- Boot, wide:** Ordinary boots aping the style of the wealthy. Cost: 12s
- Breeches, full:** Wide, although unpadded, breeches. Cost: 10s
- Breeches, plain:** Plain and respectable breeches. Cost: 5s
- Cap, beaver:** A rare New World import. Cost: 100s
- Cap, woollen:** To keep the noggin warm. Cost: 1s 10d
- Cloak:** A warm cloak. Cost: 8s
- Coat, lined:** A well-made warm winter coat with a fox fur lining. Cost: 80s
- Coat, long:** Ordinary winter coat. Cost: 16s
- Collar band, lacy:** A lacy collar. Cost: 2s
- Collar band, plain:** Plain collar band. Cost: 5d
- Doublet, buck leather:** A fancy jacket made from soft buck-skin. Cost: 60s
- Doublet, plain:** A plain and functional jacket. Cost: 5s
- Dress, lacy:** A very decorative (although using cheap adornments) dress. Cost: 30s
- Dress, respectable:** Unadorned and plain dress. Cost: 10s
- Gloves, buckskin:** Quality gloves made from soft buck-skin. Cost: 15s
- Gloves, long:** Long, lacy gloves. Cost: 4s
- Gloves, plain:** Plain hand coverings. Cost: 2s
- Gloves, silk:** Imported fine silk gloves. Cost: 25s
- Handkerchief:** Lacy handkerchief. Cost: 4d
- Hat, plain:** Simple town hat. Cost: 3s
- Jerkin, Leather:** Similar in appearance to a doublet, but without the sleeves, this version is in a hard wearing leather. Cost: 15s
- Mask, plain:** Simple mask, unadorned with decoration. Cost: 5s
- Mask, jewelled:** Courtly mask adorned with semi-precious stones. Cost: 200s
- Petticoat:** Cheap but frilly petticoat. Cost: 8s
- Ruff:** Quickly fading out of fashion, and these days tending to the small side, these wide, round collars are nevertheless still a common enough sight. Cost: 6s

Shirt: Basic shirt designed for everyday wear. Cost: 2s 6d

Shoes, plain: Basic shoes, hard-wearing and plain. Cost: 1s 6d

Shoes, delicate: Dainty shoes, unsuitable for manual labour. Cost: 3s

Smock: A simple Peasant smock that's as cheap (and attractive) as a sack. Cost: 10d

Stockings, plain: Ordinary looking and basic stockings. Cost: 4s

Stockings, silk: Imported stockings made from fine silk. Cost: 28s

Stockings, worsted: Well knitted winter stockings. Cost: 8s

Suit, expertly tailored: Matching shirt, doublet and breeches, all with silver lace trims: Cost: 140s

Suit, flamboyant: A very decorative shirt (although using cheap adornments), with matching doublet and breeches. Cost: 25s

Suit, respectable: Conservative shirt and matching breeches. Cost: 15s

Everyday Items

Backpack: From a simple cloth knapsack to a large leather pack with straps, every Adventurer needs something to lug his or her kit around in. ENC: 1, Cost: 5s

Bedroll: A blanket and pad, usually tightly rolled and tied when carried. Without a bedroll, sleeping on the ground will be hard. ENC: 1, Cost: 1s

Bible: A well bound copy of the Bible. ENC: 2, Cost: 6s

Bottle: A glass bottle. ENC: -, Cost: 6d

Candle: A tallow or wax candle, which can provide illumination over a radius of about one metre for up to six hours. ENC: -, Cost: Tallow 1d/Wax 2d

Crowbar: Adds +10% to Athletics tests to lever open doors, etc. If used as a weapon it is considered a club (wielded with a -10% penalty). ENC: 1, Cost: 10d

Cooking Kit: Portable(ish) cooking set, including kettle, pans, mortar, pestle and small spit. ENC: 5, Cost: 20s

Deck of cards: A deck of playing cards. ENC: -, Cost: 6d

Flint and Tinder: Flint and tinder used to start fires. ENC: -, Cost: 1d

Hammer: Basic construction tool. If used as a weapon, it is considered a club (wielded with a -10% penalty). ENC: 1, Cost: 1s

Lantern: Lanterns provide illumination in a three metre radius. Requires a flask of oil or candle (not interchangeable). ENC: 1, Cost: 1s 6d

Mining Pick: Basic tool used in mining. If used as a weapon it is considered a military pick (wielded with a -10% penalty). ENC: 1, Cost: 1s 6d

Oil, Flask: Enough animal or vegetable oil to fuel a lantern for two hours. ENC: 1, Cost: 6d

Pamphlet: A cheap printed news-sheet, full of a Faction's propaganda, news of the war, or lurid tales of criminality or witchery. ENC: -, Cost: 1d

Pipe, clay: A cheaply made clay tobacco pipe, which will need replacing soon. ENC: -, Cost: 1d

Pitchfork: Basic pronged agricultural tool. If used as a weapon it is considered a partisan (wielded with a -10% penalty). ENC: 3 Cost: 1s, 4d

Rope: 10 metres of strong rope. ENC: 2, Cost: 5s

Sack (Large): Cloth or leather sack capable of holding 10 encumbrance of equipment. ENC: 1, Cost: 10d

Sack (Small): Cloth or leather sack capable of holding 5 encumbrance of equipment. ENC: -, Cost: 4d

Scythe: Tool used for harvesting. If used as a weapon it is considered a jeddart staff (wielded with a -50% penalty). ENC: 3, Cost: 1s 8d

Shovel: Basic tool used for digging. If used as a weapon it is considered a club (wielded with a -10% penalty). ENC: 1, Cost: 1s 6d

Tent: A simple two-person canvas wedge tent. ENC: 3, Cost: 16s

Tobacco: An ounce of smoking tobacco from the New World. ENC: -, Cost: 8d

Torch: A stick that has had one end treated to make it flammable (usually wrapped with cloth and dipped in pitch). The flaming brand will burn for an hour, providing illumination in a three metre radius. If used as a weapon it is considered a club (wielded with a -10% penalty), although rather than causing normal damage it inflicts 1D4 fire damage (and on a fumble it is extinguished). ENC: -, Cost: 3d

Travel Rations: Enough food for one day's travel. Consisting of strips of dried meat, together with bread, hard biscuits and the like. ENC: 1, Cost: 3d

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Waterskin: A waterskin can hold enough water to comfortably sustain an Adventurer for 3 days. ENC: 1, Cost: 1s

Writing Kit: Quills, ink and paper set. ENC: 1, Cost: 8s

Food, Lodging and Entertainment

Most Adventurers will be travelling about, and will therefore need to buy food as they go, though they may be able to hunt for food (rabbits, birds, fish, etc.) and cook their own food over an open fire in rural areas. They may also be able to buy (or steal) food from local farmers, and sleep in barns, haystacks and other such places. There are plenty of inns along the major roads, although the taverns in the smaller villages will often be little more than a small room in someone's cottage, where they serve home-made beer.

ON THE MENU

Most larger farms will have a decent stock of provisions over the summer months, but in winter the fare will be plainer - pease pudding (a stew of boiled dried peas), some salted meat, pickles and preserves. Bread is a staple, and a pottage (stew) with a crust is as much as many can afford. Most Farmers brew their own beer and mead and cultivate herb and vegetable gardens.

In the towns, those who cannot afford their own cook often find it easier and cheaper to eat out. There are many vendors selling trays stuffed full of pastries, sweets and roasted meats. This is not without its hazards. There are plenty of regulations over weights and measures and the sale of goods, but there is little concept of hygiene or safe storage, and many vendors will risk the wrath of the market officials and mix poor quality ingredients or fillings into their wares to increase their profits.

The war has had a massive effect on the availability of food in some areas. In addition to the armies causing a drain on local supplies, through thieving, scavenging and requisitioning, there are less able-bodied men to work the field to feed the towns and cities. The effect is to massively increase food prices in some areas. In siege conditions people are often starving - reduced to hunting rats, boiling their shoe leather and eating candle tallow. Another harsh winter, or two, and these conditions might

prevail throughout the land.

TYPICAL FOOD PRICES

Ale, Common: A pint of regular beer. Cost: 1/4d

Ale, Best: A pint of well-brewed beer. Cost: 1/2d

Bread: A loaf of bread. Cost: 1d

Cheese: A pound of cheese. Cost: 4d

Chicken, cooked: A whole chicken, ready roasted. Cost: 4d

Eggs: A dozen hen's eggs. Cost: 4d

Goose: A fat goose, ready for roasting. Cost: 1s

Meal Out: A meal out, probably plain and uninspiring, purchased from a town or country inn. Cost: 4-6d

Pease Pudding: A slice of pease pudding. Cost: 1/4d

Pie: Maybe not that nutritious, but probably filling. The cheaper pastries might be a dangerous concoction of mystery meat and grease, but the more expensive and better-made pies are tempting savoury treats. Cost: 1-3d

Pig: A whole pig, uncooked. Cost: 1-2s

Pizzle, pickled: A jar of pickled porcine pizzle set in a rich jelly. Cost: 2d

Pottage: A bland stew of meat (possibly), oats and vegetables. Cost: 1/2d

Sugar: A pound of sugar. Cost: 1s

Travel Rations: Enough food for one day's travel. Consisting of strips of dried meat, together with bread, hard biscuits and the like. ENC: 1 Cost: 3d

Wine: A pint of average quality wine. Cost: 2d

EATING (AND SLEEPING) OUT

Alehouse: Often known as "tippling houses", they sell ale, beer, cider, perry, mead and aqua vitae (whisky), but are prohibited from selling wine. It is worth noting that they do not provide food or a place to sleep.

Coaching Inn: Caters to people travelling by coach and moving on in the morning - it will provide an evening meal, a room for the night and breakfast, all for 4-6 shillings, but patrons are expected to vacate the premises during the day.

Coffee House: The latest fashion in London, serves

AN ORDINARY

"An *Ordinary* is a handsome house, where every day, about the hour of twelve, a good Dinner is prepared by way of *ordinary*, composed of variety of dishes, in season, well-drest, with all other accommodations fit for purpose, whereby many Gentlemen of great Estates and good repute, make this place their resort, who after Dinner play a while for recreation, both moderately and commonly, without deserving reproof: But here is the mischief, the best Wheat will have Tares growing amongst it, Rooks and Daws will sometimes be in the company of Pigeons; nor can real Gentlemen now adays so seclude themselves from the society of such as are pretendedly so, but that they oftentimes mix company, being much of the same colour and feather, and by the eye undistinguishable."

- *The Compleat Gamester*,
Charles Cotton, 1674

coffee, tea and hot chocolate, and provides a place of convivial conversation for merchants and intellectuals. Does not provide food or a place to sleep. Virtually non-existent outside London.

Lodging-house: The most common form of overnight accommodation for visitors to London and other larger settlements, providing a room for the night but no food. They range from flea-ridden slum-dwellings at 1 penny a night to clean and respectable premises at 5 shillings a night. Patrons are expected to eat out (in a nearby tavern, or from a pie shop or street vendor).

Ordinary: An eating house frequented by upper class gentlemen. Serves high quality food and drink and provides a place for gambling games, particularly cards and dice. A good meal will cost 3-4 shillings.

Pie Shop: In the larger settlements, particularly in London, many Townsmen do not have their own cooking facilities at home, and rely on local pie shops for hot food. Pies are a particularly English dish at this time, usually consisting of meat or fruit in pastry, although some pies are topped with mashed potato. A pie will usually cost 1-3 pence. Pie shops also allow people to use their ovens to bake their own bread from dough made at home, for a small fee.

Street Vendor: In larger settlements, street vendors will sell food to passers-by, or wander the streets calling out for custom from locals in their homes. This includes such varied food as muffins, oranges, pies, roast pigeon, and eels. Such food will rarely cost more than a penny.

Taverns: Cater to a better class of patron, providing good rooms (with room service) and good food for 5-7 shillings per night.

ACCOMMODATION PRICES

It is unlikely that Adventurers will trouble themselves with renting property, but as a guide typical housing costs are:

Apartment, Cheap: A two- or three-bedroom rented town apartment. Likely rundown and in a slum area. Cost: 40s-60s per year

House: A tiny one-bedroom rented house. Cost: 80-100s per year

Cottage: A tumbledown rented cottage. Cost: 10s per year

30-acre leasehold: A decent farm tenancy. Cost: 400s per year

ENTERTAINMENT

Attitudes to entertainment vary according to Faction - in nearly every case, the attitude of the authorities and the application of laws regulating pastimes, vary according to whether the community is under Parliamentary or Royalist control. Parliamentarians have legislated against entertainment; since the rise of the Independent party and Cromwell being declared Lord Protector, a general clampdown has been enacted, closing theatres and stamping out public entertainments. The reason for this clampdown is partly because of the frivolity of such entertainments - people should be improving themselves rather than having fun - and partly because these entertainments lead one down the road to gambling, drunkenness and carnal sin. But the situation is, as ever, more complex. In Parliamentary territories, people defy the bans and engage in popular sports and traditions, and in Royalist areas "respectable" people (usually Puritans or their allies) demand an end to lewd and licentious behaviour.

Traditional pastimes include bull- and bear-baiting, cock fighting, bare-knuckle boxing, wrestling, foot racing and archery contests. All of these pastimes allow the spectator a chance to gamble on the outcome. All but foot racing and archery have been banned by Cromwell's parliament. In addition, the upper classes enjoy racing horses and hunting; the former has been banned due to the amount of gambling surrounding it, but Cromwell himself is a keen hunter and has so far kept his own pleasures safe from legislation.

Chapter 7: Equipment and Services

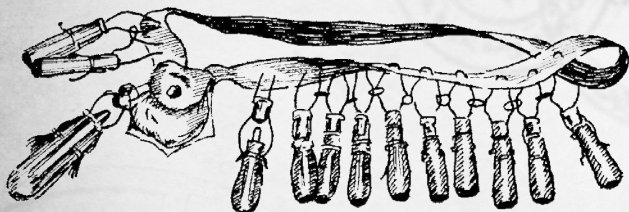
Prostitution is rife, and both prostitutes and clients range from the bottom to the top of the social class system (the poorest working girls work the slums, run-down inns, parks and villages; others stroll the coffee houses, theatres and shopping arcades; while the wealthiest courtesans are installed at Rupert's court by their illustrious clients – although in the case of the latter, a retainer, exclusive accommodation and expensive presents are the norm, rather than a crass cash payment for services rendered). Over the centuries, the authorities have occasionally tried to clamp down on prostitution – but half-heartedly, and never successfully. Parliament is trying to clamp down once more, but, due to the worsening economy, prostitution is, if anything, more prolific than ever.

Music and dancing are common favourites, as is the theatre. In Parliamentary controlled areas the theatre has been banned outright (the larger London troupes of players have settled in Oxford; travelling companies sometimes still chance punishment, roaming between territories), as has public dancing. It is well known that high-ranking Parliamentarians enjoy private musical recitals and admire various artistic and poetic works that are hardly considered godly, and many also dabble in vice. This fuels the charges of hypocrisy levelled at the Roundheads by their opponents.

Prostitute: The services of a cheap, and not necessarily cheerful, prostitute. Cost: 6d

Theatre: A performance of a popular or newly written play. Cost: 2d

Specialist Equipment



Bandoleer: Musketeers and dragoons alike are almost invariably equipped with ammunition bandoleers, leather baldrics from which small wooden, pottery, or tin containers are suspended, used for containing pre-

measured charges of black powder. 8-15 containers may be found on a bandoleer, but the most common number is 12, nicknamed the "Twelve Apostles". They are also used by Royalist forces to carry Alchemical Potions, ready for quick use. ENC: 1, Cost: 4s (not inclusive of gunpowder or potions)

Beak Mask: These peculiar masks, which resemble nothing so much as the head of a bird with a long, downward-curving beak, are worn by Physicians who fear disease miasmas. They provide a +20% to Resilience rolls to resist inhaled disease miasmas, and cause a -40% penalty to Perception. ENC: 1, Cost: 100s

Climbing Kit: Consists of a leather harness, several short lengths of rope, pitons and other climbing tools. Gives a +20% bonus to Athletics skill tests made for climbing. ENC: 1, Cost: 20s

Clock: A large clock, suitable for telling the time and an extravagant home furnishing ENC: 3, Cost: 100s

Clockwork Mechanics Kit: This is a tool kit for use in the building and repair of clockwork devices. It contains numerous tools for working with devices of all sizes, from tiny portable machines to large vehicles, though for the largest machines a fully-equipped workshop is also needed. ENC: 2, Cost: 100s

Compass: A magnetic compass, housed in a wooden, ivory or brass fitting. A lodestone is used to magnetize the piece. ENC: -, Cost: 40s

Craft Tools: A satchel containing a set of portable tools specifically useful to carrying out a trade (e.g., butchery, carpentry, masonry, etc.). These tools are the bare minimum needed to craft an item with no skill penalty. ENC: 2, Cost: 20-50s

Fishing Kit: Consisting of several hooks, lures, a long rod and twined horse hair lines. Gives a +20% bonus to Survival skill when trying to catch fish. ENC: 2, Cost: 8s

Gunner's Kit: All the necessities for a user of guns. Consists of a powder horn or set of six small powder flasks for keeping gunpowder in, plus a lead block and bullet mould for making bullets over a fire. ENC: 1, Cost: 12s

Healer's Kit: There are three separate kits, one for each of the three different types of Healing:

Galenic Healer's Kit: Contains urine sample jar, leeches and tools necessary for drawing up an astrological chart, as well as the usual bandages and surgical tools. ENC: 1, Cost: 50s

Herbal Healer's Kit: Contains dried and fresh herbs, jars of ointment and poultice, and pestle and

mortar for grinding and crushing herbs, as well as the usual bandages and surgical tools. ENC: 1, Cost: 30s

Paracelsan Healer's Kit: Contains numerous chemical compounds (particularly mercury, sulphur and salt), pestle and mortar, and flasks and alembics suitable for purifying and extracting chemical substances, as well as the usual bandages and surgical tools. ENC: 1, Cost: 100s.

Jack: This is a small bottle used for storing alchemical potions. They come in earthenware and glass versions. Both cost the same price and hold the same amount of potion, but the glass jacks are more fragile and can be used for making alchemical "grenades". ENC: -, Cost: 1s

Jack Box: This is a sturdy wooden box with a shoulder strap. Inside it is padded and has separate compartments for sixteen Alchemist's potion jacks. ENC: 2, Cost: 10s

Lockpick Set: Needed to pick locks using the Mechanisms skill. Includes picks and skeleton keys. ENC: -, Cost: 20s

Matchcord: Four metres of slow-burning matchcord. Assume for simplicity that burning a matchcord consumes half a metre for every hour of appropriate readiness or 4m per day, on average, in battle or on guard duty. ENC: 1, Cost: 1d

Musical Instruments: A variety of instruments are available, including the cornetto (ENC: 1, Cost: 12s), the recorder (ENC: -, Cost: 2s), the lute (ENC: 2, Cost: 15s) and the bagpipes (ENC: 1, Cost: 10s).

Portable Laboratory: A Portable Laboratory is only "portable" in the sense that it is more movable than a normal laboratory - it is a cart filled with alchemical equipment including an oven, laboratory equipment and benches, and a tent in which to set it all up. Used by Alchemists to create potions and Philosopher's Stones while away from their home laboratory, it needs a horse or mule to pull it (not included in the price!). ENC: N/A, Cost: 300s

Printing Press: This large item is not very portable, but can be dismantled and carried on a cart. It can be used for printing books, political pamphlets, religious tracts and the like. Printing presses are supposed to be licensed, with only government-approved printers allowed to own one, but there are hundreds of unlicensed presses being used in back rooms throughout the country. ENC: 15, Cost: 150s

Technical Drawing Kit: A set of pens, rulers, protractors, etc., used for the design of clockwork devices. Among these tools is a slide rule, which is a set of interconnecting

rulers made of brass and wood used to make complex calculations. Slide rules are something of a "badge of office" for Mechanical Preachers, who often wear them on their hat bands when they are not in use. ENC: 1, Cost: 25s

Transportation

If Adventurers don't want to walk everywhere, they are going to have to buy or hire some other means of transport. For more details on transport and associated hazards, see p.173.

HITCHING A RIDE

The following transport options might be available at various points during a party's travels.

Barge: Slow moving, but often quicker than a cart, the main problem is that few rivers have been improved enough to make barge travel an option. Where a barge is available, a cheap lift can often be negotiated, but there will likely be little room for Adventurers and their possessions if the barge has a cargo. Cost: 3d per day

Ferryboat: Most large rivers will have points where ferryboats carry travellers across, for a small fee. Sometimes this will just be a ride in a small rowing boat, other times it will entail a larger vessel (particularly if there are no decent bridges within the vicinity). Sometimes the journey will be straight across the river, at other times the most suitable landing point on the opposite bank might be some way up or down river. Costs vary according to distance and whether the journey is with or against the flow of the river. Cost: 1d-1s

Large Carriage: Carriages can be hired in the larger towns, but the state of the roads and risk of robbery means that most operators prefer not to allow their carriages to travel through the countryside. Even in the towns, the journey will be bumpy and, if the streets are crowded, torturously slow. The price includes a driver. Cost: 10s per day

Cart, Farmer's: A Farmer might allow travellers to ride aboard his cart. Often the journey will take longer than if they had walked, and if moving a casualty (one of the few reasons it might be necessary to hitch such a ride) it will not be the gentlest of journeys. Cost: 0-1d per journey

Cart, Hackney Hell: Mostly confined to London, these carts only hold two passengers. They are pulled by two horses, one of which is ridden by the driver. Cost: 2d for

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15 minute journey

Horse, hired: There used to be a network of hiring stations along the major roads, but the war has led to this system dissolving. Horses are less easy to come by in areas in which the armies are concentrated, and it is likely that if an Adventurer can persuade someone to hire out horses, unless for some reason they are particularly trusted by the hirer, a deposit will be required that will almost match the price to purchase in the list below. Cost: 6s per day

Sea Passage: Sea travel is often hazardous and unhealthy. For those wishing to negotiate passage there is little chance, unless they have very high status, of being able to negotiate a decent cabin. Normally passage will need to be begged from a merchant or slaver ship, although some of these vessels have been specially converted to carry colonists to the New World (in which case the passengers are effectively sponsoring the whole voyage). In addition to the cost of the actual passage, food (of pitiful quality) will cost 6d a day. A reduction in the cost might be negotiated in return for the passenger working for their passage (although this will probably only be possibly for carpenters, cooks, Physicians or Sailors). Cost: 10s-200s (depending on length of voyage and quality of accommodation)

Sedan Chair: In towns and cities the wealthy can hire four burly porters to carry them around on a sedan chair., which offers one of the smoothest rides available. Cost: 10s per day

Wherry ride: A ride on a clockwork wherry. At present these newfangled contraptions just ply the Thames, the river flowing through London, between London Bridge and Westminster. They are capable of carrying 6 passengers in comfortable upholstered seats, and are powered by clockwork engine that turns a large paddle wheel at the back. Cost is dependent on whether the journey is with the flow of the river (10d) or against it (15d). Cost: 10-15d

A HORSE, A HORSE...

The following prices are for those wanting to purchase their own mount.

Horse, Draft: Mainly used to work the land and pull carts. Bred for strength, not speed. Cost: 60s

Horse, Riding cob: Smallish sized, but a good all-rounder. Cost: 100s

Horse, Riding: Speedy and larger than the cob. Cost: 200s

Horse, War: A larger horse trained for battle. Cost: 300s

Mule: Hardy, intelligent and stubborn, the mule can be ridden, used to pull freight or as a pack animal. Cost: 50s

Ox: Sturdy and docile, oxen are sometimes used to pull ploughs and carts, the advantage being that they are strong, cheap, and make good eating when their working life is over. Cost: 40s

Pony: A smaller horse that can be ridden, used to pull freight or used as a pack animal. Cost: 60s

OTHER COSTS

Cart: A large, but simple cart. Can be pulled by oxen, ponies, horses, or mules. Covered wagons cost more. Cost: 20s-100s

Fodder: Enough fodder to feed a mount for one day. Cost: 2d

Carriage: Only the very wealthy will be able to purchase one of these large and relatively luxurious coaches. Because of the state of the roads, these are often for show rather than being of much benefit when travelling long distances. Cost: 800s

Cavalry saddle and tack: Harness, bridle, reins, saddle and all the tack suitable for a war horse (not including armour). Cost: 25s

Riding saddle and tack: Harness, bridle, reins, saddle and all the tack suitable for a riding horse. Cost: 15s

Stabling: Overnight stabling costs including fodder. Brushing, cleaning and next-day preparation possibly included through negotiation with stable boy (Extra cost: Clip around the ear-2d). Cost: 1s

Weapons

The following weapons may be available for characters in *Clockwork & Chivalry*. Some are more easily available than others, and more weapons will obviously be available to characters with military connections than those without.

Throughout the Civil War there has been a shortage of weapons and gunpowder. Prices are "standard", but in many areas weapons will fetch much higher prices if they are for sale at all. Armies will often "requisition" weapons from anyone they meet - this only differs from stealing in that the victim gets a receipt!

Many weapons, both military and civilian, have been pressed into service, though the triumvirate of pike,

sword, and musket dominate the field. Of course, with the large number of mercenaries employed from Scotland, Ireland, Wales, and Cornwall, some unusual weapons can be found on occasion. Add in mercenaries from further afield such as France, the German territories of the Holy Roman Empire, the states of the Dutch Republic, the Italian states, Sweden and its dominions, Spain, and even the Polish-Lithuanian Commonwealth, and you end up with some arms that would be considered exotic.

CLOSE COMBAT WEAPONS

Weapons like the **cudgel** are among the most prevalent of all - earlier in the war, both sides, the Royalists especially, struggled to buy or requisition suitable equipment for their troops, who marched to battle unarmoured and armed with clubs and other improvised weaponry. **Pollaxes** (or poleaxes) and **Halberds** might be used by regimental officers or sergeants, and many other weapons may seem anachronistic, but can still be used in a pinch if available. Wealthier civilians carry and fight with **rapiers** rather than the more military mortuary sword described below.

RULES

All close combat weapons use the Close Combat skill. Each close combat weapon is characterised by the following qualities:

Damage Dice: The damage the weapon deals on a successful attack. The character's Damage Modifier is added or subtracted to this.

STR/DEX: The minimum STR and DEX scores needed to easily wield this weapon. If either of the Characteristics are below these minimums, a -20% penalty is applied to a character's skill when attacking and parrying with this weapon.

Size: Weapons are rated in the following size categories: Small, Medium, Large and Huge. Weapons need to be of the same category or larger to block all damage. If the defending weapon is one category less they block half damage. If two categories less they cannot block the damage.

ENC: The weapon's Encumbrance. The weight and bulk of the weapon.

Special: Any special rules that apply to the weapon. For example:

- **Flex:** This weapon *can* be used two-handed. When used in two hands, it does extra damage (as listed)

and can be used by someone with a STR 2 less than that listed.

- **Set:** This weapon may be set against a charge (see p.159).
- **Thrown:** Can also be used as a thrown weapon without penalty.
- **2-handed:** This weapon *must* be used two-handed.

Cost: The cost in shillings to purchase this weapon.

AXES

Axes are common on the battlefields of Europe but are used far more as tools than as actual weapons.

Hatchet: A small, one-handed axe, often used for chopping wood. Hatchets are peasant weapons, employed because of their common use as tools, but are not specifically crafted or intended for use in combat. Only the Hungarian Hajduks, the standard arquebus-armed infantry employed by the Polish-Lithuanian Commonwealth, routinely carry a hatchet, albeit for use as a tool. ENC: 1, Cost: 2s 6d

Horseman's Axe: Like the military pick, the horseman's axe, sometimes confusingly called a *Pollaxe*, is swiftly falling from use, now only employed by a few cuirassiers and harquebusiers. It consists of a modest axehead mounted on a wooden or metal shaft and, also like the military pick, features a rearward-facing pick. ENC: 3 Cost: 18s

BLUDGEONS

With extensive plate armour rapidly disappearing from the battlefield, bludgeons are no longer common battlefield weapons in most of Europe.

Cosh: Often consisting of a small bag of sand, or something equally small and heavy, this easily-concealable weapon is most often used by thieves and vagabonds wishing to knock someone out. ENC: 1, Cost: 6d

Cudgel: Sometimes called a *Club*, the cudgel mostly sees use among the likes of watchmen, ruffians, the peasantry, and the most lamentably equipped of soldiers. ENC: 1, Cost: 1s

Mace: The mace consists of a heavy metal head, often flanged or knobbed, set on a wooden haft. Something of an antique oddity in the armies of western Europe, the mace is still used in Poland-Lithuania as a weapon, but primarily serves as a badge of rank. ENC: 1, Cost: 10s

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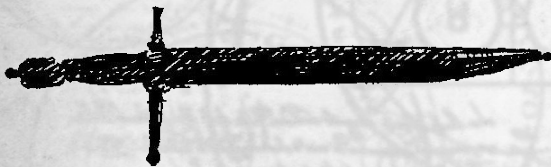
Military Pick: A heavy combination hammer and pick on a wooden haft, the weapon is rapidly disappearing from the battlefield. In most of Europe the military pick is only used by a few harquebusiers and cuirassiers. ENC: 3, Cost: 18s

Quarterstaff: Basically a stout stick or pole about 2m long, the quarterstaff is not used as a weapon of war, but - as it is easily improvised - is a common peasant weapon in times of trouble, and can double as a walking staff. ENC: 2, Cost: 2s

KNIVES

Knives of all varieties see use on the battlefields of Europe, including a motley assortment of hunting and skinning knives, butcher's knives, and common utility knives among poorer troops. These are represented by Knife and Dagger, below. Some knives, however, are of generally better quality, or are specifically intended for conflict.

Dagger: A blade with a short handle, a dagger is often used in the off-hand, and is easily concealable. Can be used as a throwing weapon. ENC: -, Cost: 3s



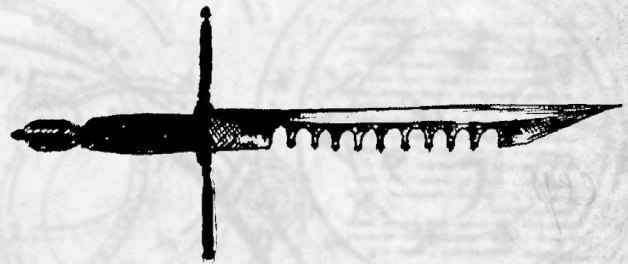
Dirk: A Scottish Highlander development of the dudgeon, the dirk has a wide blade around 30cm in length, and a short handle carved from dark wood that still resembles that of the dudgeon in most cases. In the Highlander fighting style it is held in the off-hand (shield-hand). ENC: -, Cost: 5s



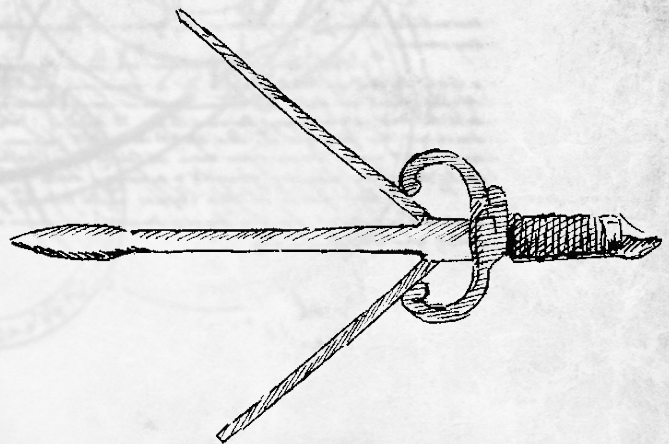
Dudgeon: So-called because its handle is most frequently made of dudgeon (boxwood), this double-edged dagger is also called a *Bollock Knife* because of the distinctive shape of its shaft and the two oval swellings that form its guard. It has been in common use in England, Scotland, and the Dutch Republic for several hundred years. Use statistics for Dagger. ENC: -, Cost: 5s

Knife: A small knife usually used for eating (forks are a recent affection of the rich, which have not really caught on yet), whittling wood, and other general cutting purposes, it can also be used as a weapon in a pinch. Most travellers will generally have one about their person somewhere. ENC: -, Cost: 1s

Main Gauche: Although it originated in France, the main gauche parrying dagger is the off-hand weapon of choice for many fencers throughout Western Europe. A long, double-edged dagger, it has a guard ring and long quillons for superior parrying, which are either straight, S-shaped, or down-curved. ENC: -, Cost: 18s



Sword Breaker: This broad-bladed, single-edged parrying dagger has long straight quillons and a ring guard. It is immediately recognisable because the back of the blade is serrated with around a dozen teeth designed to catch and hold the attacking blades. With a critical hit on a parry, against a normal success or failure on the part of the opponent, the opponent's weapon is broken. Use statistics for Main Gauche. ENC: -, Cost: 22s



Trident Dagger: At first glance a normal main gauche, the trident dagger is cunningly wrought so that, with the press of a button, the edges of the blade spring out to

form a wide trident-like array ideal for parrying and catching enemy blades. On a successful parry, the opponent's blade is partially held, and the opponent suffers a 20% penalty to his next attack with that weapon. ENC: -, Cost: 22s

POLEARMS

Beyond the commonplace pike used in European formations, many other polearms are in use, some as symbols of rank, others as the battlefield weaponry of the common soldiery.



Bardiche: Used by *Cossacks* in the Polish-Lithuanian Commonwealth and the Russian *Streltsy*, the bardiche has a long, cleaver-like axehead (typically around 25-90cm long) attached to a stout wooden pole, 1.2-1.5m in length. It is regarded as a brutal weapon, and the *Streltsy* are known to use it as a musket rest as well as a weapon. ENC: 3, Cost: 20s



Brandistock: A rare polearm primarily used in Italy but found elsewhere too, the brandistock consists of a 1.5m long metal tube covered in leather or a wooden veneer, and is used by well-to-do civilians and off-duty officers as a walking stick. It does, however, conceal a more lethal armament. With a sturdy jerk downwards of the stick, three blades emerge and lock in place. The central thrusting blade is usually around 30-45cm and the two side blades are much shorter at around 10-15cm. It is sometimes called a *Feather Staff*. Extending the blades requires a combat round. ENC: 2, Cost: 20s

Glaive: A wooden shaft 1.8-2.1m in length and topped with a 45cm singled-edged blade, at the base of which is a tassel. Like halberds, partisans, and pollaxes, it is used as a symbol of authority by sergeants and some officers, as well as by military bodyguards, albeit far more rarely than the halberd or partisan. Those of officers and bodyguards are likely to be engraved or otherwise decorated. ENC: 3, Cost: 10s

Halberd: Halberdiers are employed by the infantry of Habsburg Germany and Spain, supporting bucklermen and guarding key positions, ensigns, and supply wagons. Outside of the Holy Roman Empire and the guards of various palaces, halberds are generally only used by sergeants as symbols of rank, and by the bodyguards of high-ranking officers. Like all halberds, it has a long wooden shaft topped by a steel axehead, thrusting spike, and rearward hook, the base of the head decorated with a tassel. ENC: 3, Cost: 25s

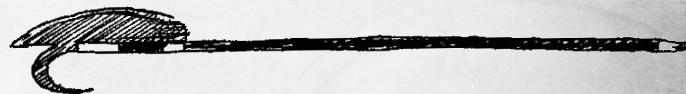
Half-Pike: The half-pike is found in most European armies, but is much less common than the full-length pike. It is, however, more versatile due to its length of only 2.4-2.7m and sees use on the battlefield and in shipboard actions. Irish soldiers make much use of half-pikes with bodkin-style spearheads. ENC: 2, Cost: 3s



Jeddart Staff: Originating in Jedburgh, Scotland, this Highland polearm is a 1.8-2.1m long pole mounting a 1.2m long blade. The blade is singled-edged, slim, very slightly curved, and suitable for cutting or thrusting. ENC: 3, Cost: 25s

Lance: Lancers have largely fallen out of favour in most of Europe, with the main exception being the cavalry of Poland-Lithuania, Husaria and Tatars alike. These use a lance called a *Kopia*, a hollowed-out 5m wooden lance with a ball-shaped handguard and light silk pennant. Due to its hollowed out nature it is a one-use weapon, nearly always shattering after the first solid strike, at which point it is discarded and the horsemen's swords are brought to bear. In the British Isles, only the Scots currently make any real use of the lance, a high proportion of their few cavalry using a simple spear-like lance 2.4-2.7m in length. ENC: 3, Cost: 15s

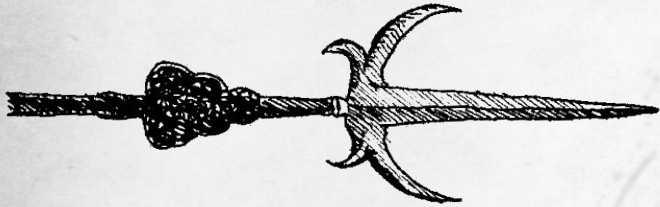
Leading Staff: A symbol of officer rank, sometimes used instead of a more sturdy polearm such as a partisan or pollaxe, it is a flimsy device, of little use as an actual weapon. The leading staff is a 1.2-1.5m wooden shaft topped with an intricate spearhead-shaped decoration. ENC: 2, Cost: 10s



Lochaber Axe: Another Highlander invention, the Lochaber axe features a 1.5-1.8m shaft and broad,

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cleaver-like axe blade averaging 45cm length. A sturdy backward-facing hook (*cleek*) is attached to the top of the shaft or back of the blade, useful for hooking opponents, especially cavalry of whom the Highlanders have few. The butt end of the shaft features a crude metal thrusting tip, increasing the weapon's versatility. ENC: 3, Cost: 25s



Partisan: Issued to infantry officers and the bodyguards of commanders throughout Europe as a symbol of rank, though few use it as a weapon, preferring to use their swords and pistols instead. It features a sturdy wooden shaft, typically around 1.8m in length, topped with a long, broad, tapering spearhead with two curved flukes at its base. Tassels adorn the base of the spearhead and it is sometimes engraved and otherwise artfully crafted. ENC: 3, Cost: 15s

Pike: Essentially a long wooden pole with a sharp steel tip. Regulations recommend that the pike should be sixteen feet (4.8 metres) long. However, many soldiers deliberately shorten their pikes, in order to increase their manoeuvrability and make them easier to carry – a risky policy if fighting a group of enemies who have not done the same! The pike is a weapon designed to be used by a mass of infantry, and as such acts as a deterrent, when deployed in numbers, rather than as an offensive weapon – cavalry think twice before assaulting a readied block of pike-men. While not necessarily the most logical choice of weapon for an Adventurer (rather cumbersome and impossible to conceal), for many Townsfolk it is the only weapon they will have actually drilled and trained with. The pike is widely used by nearly every army in Europe. Although pikemen were equal in numbers to musketeers only a handful of years ago, the increasing use and effectiveness of muskets means that the number of pikemen is falling to as few as 20%-30% of the infantry now fielded, where resources allow. ENC: 3, Cost: 4s

Pollaxe: Occasionally used by infantry officers instead of a partisan or leading staff, the pollaxe has a sturdy wooden shaft, 1.2-2.1m in length topped with a hammerhead, backward-facing pick, and thrusting spike. ENC: 2, Cost: 15s

Swinefeather: Until recently extensively used by the forces of the late Gustav II Adolf, King of Sweden, the

swinefeather is a wooden stake, 1.5-1.8m long, with a spearhead at the top and iron spike at the base. Also called a *Swedish Feather*, it is used by some musketeers in Western Europe as a guarding device, thrust into the ground in front of the musketeer and angled forward so as to be set against any cavalry charges that might come. ENC: 2, Cost: 2s

SHIELDS



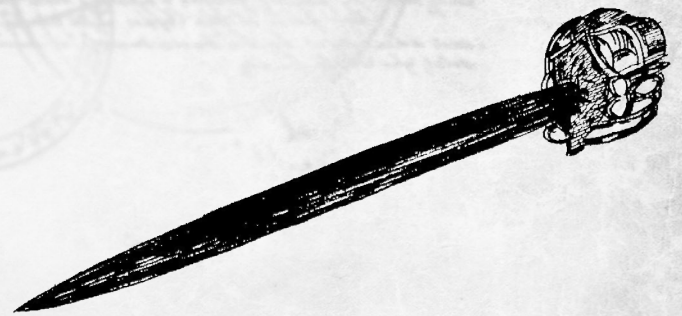
The days of the shield seeing common use have long since passed, and even the buckler seldom sees use any more in civilian hands or in battle.

Buckler: Also called a *Targe* or *Rondache*, the Buckler is a small shield,

handheld or bound to the forearm. Its main use is among the Scottish Highlanders who use a studded, wooden buckler in combination with a dirk and basket-hilted *Claidheamh Mòr* broadsword (see below). Bucklermen saw battlefield use until recent years in the armies of Spain as front rank infantry, though they were something of a failed experiment. They were armoured with helmet and breastplate, but armed with a steel buckler, side-sword, and sometimes a matchlock pistol or two. ENC 2, Cost: 5s

SWORDS

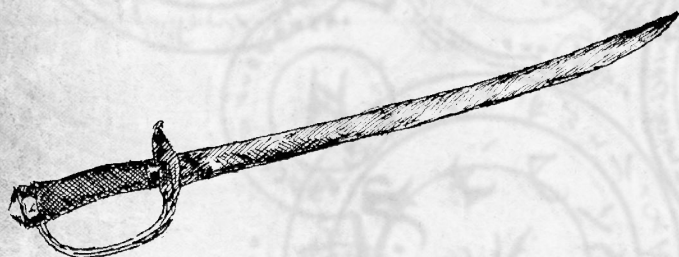
Swords are the personal melee weapons of choice on and off the battlefield and come in several varieties.



Basket-Hilted Broadsword: The basket-hilted broadsword is the standard military sword of cavalry in nations throughout Europe. All such swords feature

straight cut-and-thrust blades, nearly always double-edged, though some singled-edged backswords existed. In England, the *Mortuary Sword* sports an intricate half-basket hilt, while in the Dutch Republic, the *Walloon Sword* is favoured, with two large shell-guards (often decoratively pierced) and a knucklebow. The elegant Italian *Schiavona* has a cat's-head pommel and cage-like hilt whereas the Polish *Palasz* usually has a simpler basket-hilt or knucklebow. Scottish Highlanders able to afford one use the basket-hilted *Claidheamh Mòr* (Claymore) as their primary weapon of choice, usually in conjunction with a targe (buckler) shield strapped to their other arm and dirk held in the shield hand. Use statistics for a Mortuary Sword. ENC: 2, Cost: 20s

Great Sword: With the days of the Landsknechts long past, the great sword has all but vanished from use in Europe. The only notable exception is the Scottish *Claidheamh dà Làimh*, sometimes confusingly called a "Claymore", a straight-bladed, double-edged great sword averaging 1.4m in length, with a long downswept cross hilt. It is far less common among Highlanders than the basket-hilted *Claidheamh Mòr*. ENC: 4, Cost: 30s

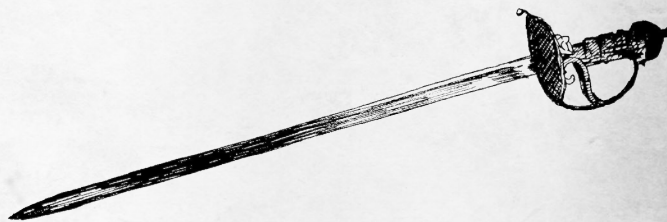


Hanger: The Hanger is a hunting sword, a short blade (typically 45-60cm), nearly always single-edged, sometimes slightly curved, with a knucklebow to protect the hand. Frequently well made, and often decorated by wealthier owners, it is used to kill injured or otherwise immobilised prey but also makes a handy defensive weapon. It is a popular weapon throughout Europe, and is coming to be used frequently aboard ship. ENC: 1, Cost: 15s



Koncerz: This unusual sword is used exclusively by the famed Polish Husaria (hussars), and features an unedged, slender blade around 1.4m in length, designed to thrust only, and effectively pierce mail armour. The grip is protected by a simple but sturdy knucklebow. ENC: 2, Cost: 20s

Mortuary Sword: Double-edged, basket-hilted, a meter long and straight; the mortuary sword is the sword of choice for most cavalry soldiers. ENC: 2, Cost: 20s



Rapier: The civilian weapon of the gentleman, the rapier is commonplace among those able to afford it, and can be found throughout Western Europe. Many rapiers feature elaborate swept hilts, but cage hilts, Pappenheimer hilts (elegant combinations of swept hilt and pierced shell guards), and cup hilt rapier styles are also popular, the latter especially in Spain. The blade is designed more for thrusting than slashing. ENC: 2, Cost: 20s



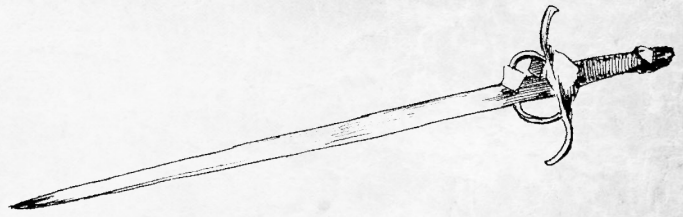
Sabre: The *Szabla*, the sabre beloved of Polish-Lithuanian cavalry has a curved single-edged blade and knucklebow. Scottish Highlanders also use a rare sabre-like sword, the *Turcael*, though this more resembles a basket-hilted *Claidheamh Mòr* broadsword, albeit single-edged and curved. ENC: 1, Cost: 22s 6d



Schweizersäbel: A rare weapon originating in the Swiss Confederacy, the schweizersäbel (Swiss Sabre) has a slightly curved, single-edged blade around 1m in length, and two-handed grip protected by a swept-style hilt. Like many longswords of the past, it can be wielded in one hand or two, and despite its name, it is not a cavalry weapon. ENC: 2, Cost: 20s

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Side-Sword: Ubiquitous on the battlefields of Europe as the standard sword of many infantrymen, the side-sword is a straight-bladed, double-edged cut-and-thrust sword with S-shaped or straight quillons and often a simple knucklebow. ENC: 2, Cost: 17s 6d



CLOSE COMBAT WEAPONS

Weapon	Damage	STR/DEX	SIZE	ENC	Special	Cost
Bardiche	2D6	7/7	L	3	2-handed	20s
Brandistock	1D8	7/7	M	2	2-handed, Set	20s
Buckler	1D4	-/5	M	1	-	5s
Cosh	1D4	-/-	L	1		6d
Cudgel	1D6 (1-handed) 1D6+1 (2-handed)	5/9	L	1	Flex	2s
Dagger	1D4+1	-/-	S	-	Thrown	3s
Dirk	1D3+2	-/-	S	-		5s
Glaive	1D8+1	7/9	M	3	-	10s
Great Sword	2D8	13/11	H	4	2-handed	30s
Halberd	1D8+2	7/7	L	3	2-handed, Set	25s
Half-Pike	1D8+1	5/5	L	2	2-handed, Set	3s
Hatchet	1D6	-/9	S	1	Thrown	2s 6d
Horseman's Axe	1D6+1	11/9	M	3		18s
Hanger	1D6	6/7	M	1		15s
Jeddart Staff	1D8+2	7/9	L	3	2-handed, Set	25s
Knife	1D3	-/-	S	-	Thrown	1s
Koncerz	1D8	7/11	M	2		20s
Lance	1D10+2	9/9	H	3	Set	15s
Leading Staff	1D6	7/7	M	2	2-handed	10s
Lochaber Axe	2D6	7/7	L	3	2-handed	25s
Longsword	1D8 (1-handed) 1D10 (2-handed)	13/7	L	2	Flex	25s
Mace	1D8	7/7	M	1	-	10s
Main Gauche	1D4	-/11	S	-	-	18s
Military Pick	1D6+1	13/11	S	3	-	18s
Mortuary Sword	1D8	9/7	M	2		20s
Partisan	1D8+1	5/5	L	3	2-handed, Set	15s
Pike	1D8+1	5/5	L	3	2-handed, Set	4s
Pollaxe	1D8+2	11/9	L	2	2-handed	15s
Quarterstaff	1D8	7/7	M	2	2-handed	2s
Rapier	1D8	7/13	M	1		10s
Sabre	1D6+1	7/7	M	1		22s 6d
Schweizersäbel	1D6+1 (1-handed) 1D6+2 (2-handed)	7/7	M	2	Flex	20s
Side-Sword	1D8	9/7	M	2		17s 6d
Swinefeather	1D8	7/-	M	2	Set	2s
Unarmed	1D3	-/-	S	-	-	-

RANGED WEAPONS

Daggers and **Hatchets** (see Close Combat Weapons, above) may be thrown, a rare few peasants still make use of a **Sling** or **Short Bow**, and a few other militia or irregular combatants still bear bows -- but the modern battlefield unquestionably belongs to the firearm. Black powder weapons can pack quite a punch, though they are difficult to load, heavy, and dangerous to use.

MATCHLOCKS, WHEELLOCKS, AND FLINTLOCKS

Essentially, most Civil War black powder firearms are loaded the same way. The powder is poured down the barrel and packed into place with a stick known as a ramrod; then the lead bullet (or larger missile in the case of artillery) is inserted, followed by some wadding (which is also packed down) to hold it in place. They also have a pan, which needs to be filled with powder. In the case of the flintlock, when the trigger is released, a flint strikes a spark to ignite the powder. In the case of a matchlock, a lit piece of match (flax) is released by the trigger and ignites the powder in the pan. In the case of a wheellock, pulling the trigger spins a spring-loaded steel wheel against a piece of pyrite, striking sparks to ignite the powder.

Matchlock muskets are by far the most common muskets throughout Europe, and feature robust, simple mechanisms that are relatively cheap to produce. Unfortunately, the matchcord (a length of flax) is a serious downside to the weapon. For the weapon to fire, the slow-burning matchcord must have been lit, and so many musketeers spend a great deal of time, effort, and attention keeping their matchcord burning. At least one or two musketeers in a given band always maintain a burning matchcord to rapidly light their fellows' when necessity dictates. This means that the amount of matchcord needed can be a burden in terms of supply and weight; it is not unusual for a musketeer to burn through several metres a day. Furthermore, matchcord is notoriously susceptible to the weather and will not light if damp or wet, so keeping it dry is also a constant concern and effort. Even strong winds have an impact, making it more difficult to light and maintain. Finally, the ember glow of lit matchcord is highly visible in darkness or at night, and has ruined many an audacious plan.

Compared to the matchlock, the wheellock is far less problematic; it will spark regardless of damp and does not require matchcord supplies. Its downside is that it is

a very complex and expensive mechanism to craft and requires frequent maintenance. Despite this, it is the most common mechanism in carbines and pistols at present.

The flintlock mechanism has all of the benefits of the wheellock, but is also a simpler mechanism to produce, making it ultimately cheaper and easier to manufacture and far less prone to malfunction and cheaper to repair. The most common flintlock mechanisms in England and the Dutch Republic at this moment are the *English Lock* and the *Doglock*, a flintlock featuring an external safety catch that prevents the mechanism going off half-cocked.

Because guns are so slow to load, an Adventurer may only get off a single shot before closing with the enemy. In such situations it is normal to turn the gun round and use it as a club.

RULES

All black powder weapons (guns) use the Gun Combat skill when being fired and the Close Combat skill when being wielded as a club. Other non-black powder ranged weapons use the Ranged Weapons skill. Artillery rules are dealt with separately on p.214. Each gun and ranged weapon is characterised by the following qualities:

Damage Dice: The damage the weapon deals on a successful attack. In the case of black powder weapons there are two figures given, damage as gun and damage as club (depending whether the weapon is being fired or used as a club). The character's Damage Modifier is *not* added to the damage caused by the ranged weapon, unless it is being used as a club.

Range: The effective range of the weapon when fired. A target within the weapon's range may be attacked without penalty. A target within double the weapon's range may be attacked, but the attacker's weapon skill is halved before other modifiers are applied. Attacks cannot be made at a distance beyond twice the weapon's range. A gun fired beyond its range does not benefit from the normal reduced armour protection afforded to guns.

Load: The amount of combat rounds it takes to reload the weapon. If the weapon has been loaded and primed prior to combat, the following rules apply for firing the first shot:

- Matchlocks require a combat round to light the flax above the trigger before they can be used. If the matchcord is not already lit, lighting that also requires a combat round. If neither is lit, that means two combat rounds are needed before the gun can be fired.
- Wheellocks require a combat round to tension the

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mainspring ready for firing, using a special spanner to engage it, but this can be done outside of combat, making the wheellock ready to fire when needed.

- Flintlocks do not require extra combat rounds to make ready.

The statistics on the black powder weapons table below assume that when reloading matchlock weapons that the firer already has matchcord lit. If at any point the matchcord has gone out, then an extra combat round will be required to relight it.

STR/DEX: The minimum STR and DEX scores needed to easily wield this weapon. If either of the Characteristics are below these minimums, a -20% penalty is applied to a character's skill when attacking and parrying with this weapon.

Size: When used as a club, black powder weapons are rated in the following size categories: Small, Medium, Large and Huge.

ENC: The weapon's Encumbrance. The weight and bulk of the weapon.

Cost: The cost in shillings to purchase this weapon.

BLACK POWDER WEAPONS



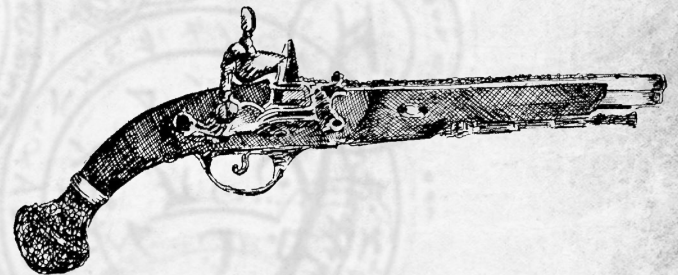
Arquebus, Matchlock: A weapon now almost completely abandoned by European armies in favour of the musket, the arquebus is still used by some irregular forces in mainland Europe, such as the Hungarian Hajduks. Lightweight, simple, and short compared to a matchlock musket, it doesn't require a rest but is comparatively low-powered and lacking in range. ENC: 2, Cost: 7s 6d



Donderbus, Flintlock: The "Thundergun" was invented in the German states, but was quickly adopted by gunsmiths in the Dutch Republic where it became far better known and appreciated. Available in matchlock and flintlock versions, this short, brass-barrelled musket has a distinctive flared muzzle, and fires 12-15 musket balls in a single shot. This sprays a target at close range, making it a devastating weapon, and the flared barrel makes it easier to load. A few harquebusiers carry donderbuses instead of carbines, but it remains a very rare battlefield weapon. Although it can fire assorted scrap in an emergency, doing so can quickly and easily damage or shred the barrel. ENC: 2, Cost: 40s

Donderbus, Matchlock: Identical to flintlock donderbus, save for mechanism and cost. ENC: 2, Cost: 20s

Donderbus, Wheellock: Identical to flintlock donderbus, save for mechanism and cost. ENC: 2, Cost: 30s

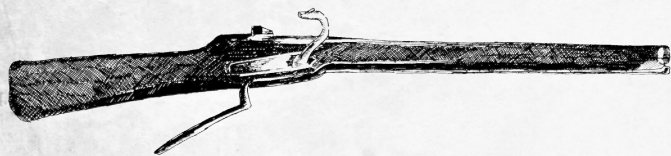


Duelling Pistol, Flintlock: Very much a weapon of the nobility, the duelling pistol is finely crafted and balanced, with a long barrel and appropriate decorative embellishments. ENC: 1, Cost: 25

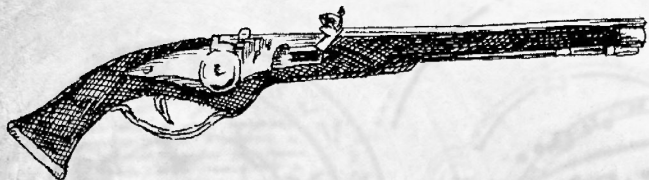
Duelling pistol, Matchlock: Identical to flintlock duelling pistol, save for mechanism and cost. ENC: 1, Cost: 15

Duelling Pistol, Wheellock: Identical to flintlock duelling pistol, save for mechanism, cost and being more frequently encountered. ENC: 1, Cost: 20s

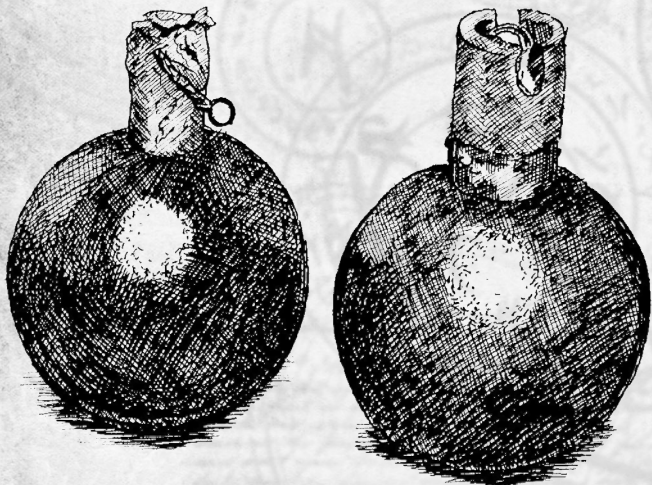
Carbine, Flintlock: Lacking the range of the musket, the carbine can still cause serious damage in close combat. Its shorter length makes it suitable for firing either mounted or dismounted. Flintlock carbines are more common among Parliamentary cavalry than Royalist ones, but remain scarce compared to the more commonplace wheellock carbine. ENC: 2, Cost: 20s



Carbine, Matchlock: Far less common than the wheellock carbine, the matchlock carbine is now only commonly found in use by Royalist dragoons. ENC: 2, Cost: 10s



Carbine, Wheellock: The wheellock carbine is the standard musket of harquebusier cavalry throughout Europe, and has an average barrel length of 76cm. ENC: 2, Cost: 15s



Grenado: Very rare weapons, grenados are hollow iron spheres big enough to sit comfortably in the hand, filled with gunpowder and fitted with a short piece of matchcord. In decades to come they will be renamed *Grenades*. ENC: 1, Cost: 3s



Musket, Flintlock: With a longer range than the pistol or carbine, but still distrusted by traditionalists who prefer the matchlock, the flintlock musket is too expensive to be widely available. Seldom encountered outside of a few Royalist units, flintlock muskets are most often used by artillery guards because the mechanism is much safer near quantities of black powder than matchlocks are. ENC: 3, Cost: 20s



Musket, Matchlock: By far the most common musket. Many of the older ones are so heavy that they require the use of a firing stand. Nevertheless the range and damage they deliver make them a devastating weapon when fired en masse. The standard weapon of the musketeer throughout Europe, the matchlock musket dominates the battlefield despite its relative shortcomings. Although many models are cumbersome and have overlong barrels requiring rests to fire accurately, recent matchlock muskets are lighter and shorter, removing any necessity for a rest to be carried. Enc: 3, Cost: 10

Musket, Wheellock: Although more common than the flintlock musket, the wheellock musket is still a distant second to the matchlock musket in terms of widespread use. It is most commonly issued to dragoons, especially on the Parliamentary side, mounted infantry who would otherwise find a matchlock musket impossible to deal with in the saddle. Unfortunately, Royalist dragoons have had incredible difficulty procuring wheellock muskets, and most have to make do with matchlock carbines instead. ENC: 3, Cost: 15s

Petard: A Petard is essentially an explosive charge that can be attached to a target (often locked doors etc.) and then exploded. A petard consists of a wooden backplate, a metal container with a hole for a fuse and a few pounds of gunpowder. The petardier's assistant is expected to run through the enemy's fire (which is often horrendous) and attach the thing (by screwing in a hook to the surface to be blown, then suspending the petard), light a fuse (with a slow match lit at both ends), and, if still alive, retire to a safe distance. The petardier himself is not expected to make the dash; as a gunpowder expert, he is far too valuable. Any would-be petard setter should note

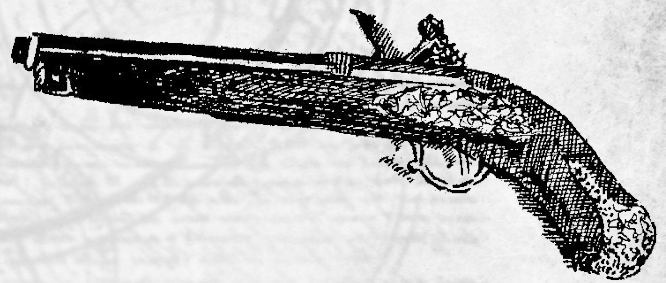
BLACK POWDER WEAPONS

Weapon	Damage as gun	Damage as club	Range	Load	STR/DEX	Size ¹	ENC	Cost
Arquebus, Matchlock	2D6	1D6-1	10m	6	10/9	M	2	7s 6d
Donderbus, Flintlock	4D6	1D6-1	5m	3	10/9	M	2	40s
Donderbus, Matchlock	4D6	1D6-1	5m	4	10/10	M	2	20s
Donderbus, Wheellock	4D6	1D6-1	5m	3	10/9	M	2	30s
Duelling Pistol, Flintlock	2D4+1	1D4-1	10m	2	9/9	S	1	25s
Duelling Pistol, Matchlock	2D4+1	1D4-1	10m	3	9/10	S	1	15s
Duelling Pistol, Wheellock	2D4+1	1D4-1	10m	2	9/9	S	1	20s
Carbine, Flintlock	2D6+1	1D6-1	12m	3	10/8	M	2	20s
Carbine, Matchlock	2D6+1	1D6-1	12m	4	10/9	M	2	10s
Carbine, Wheellock	2D6+1	1D6-1	12m	3	10/8	M	2	15s
Grenado	3D6	-	5m	2	11/9	-	1	3s
Musket, Flintlock	2D8+1	1D6	30m	4	11/9	L	3	20s
Musket, Matchlock	2D8+1	1D6	30m	5	11/10	L	3	10s
Musket, Wheellock	2D8+1	1D6	30m	4	11/9	L	3	15s
Petard	See text	-	-	-	-	-	5	8s
Pistol, Flintlock	1D6+2	1D4-1	5m	3	9/7	S	1	13s
Pistol, Matchlock	1D6+2	1D4-1	5m	4	9/8	S	1	7s 6d
Pistol, Wheellock	1D6+2	1D4-1	5m	3	9/7	S	1	10s

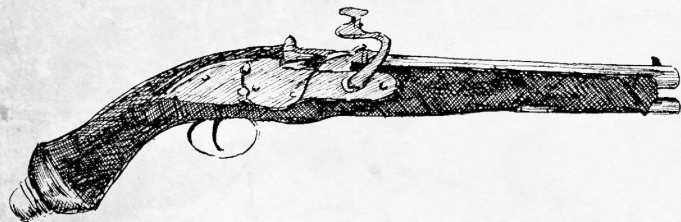
1. Size when used as a club

that it is better to run back to one's own lines in a zig-zag to avoid the path of the metal canister, which tends to rocket backwards as the gunpowder (hopefully) takes its toll in the opposite direction.

Rules: The fuse of a petard takes 1D3+3 Combat Rounds to burn (secret Games Master roll). Anything to which the petard is attached will take 8D8 damage. The canister shoots out of the back with a range of 5m; anyone within range must make a successful Dodge roll (+20% if a player has already stated their intention to zig-zag). Anyone hit by the canister takes 2D6 damage. If the petard was not successfully attached, anyone and anything within 10m takes 3D6 damage. ENC: 5, Cost 8s



Pistol, Flintlock: Only useful at short ranges, the flintlock pistol is often carried by the wealthy for personal protection, or for duelling in defence of one's honour. Like its musket counterpart, the flintlock pistol is not altogether common yet, but is likely to eclipse the wheellock pistol in use within a few years. ENC: 1, Cost: 13s



Pistol, Matchlock: A cheaper and more time-consuming predecessor to the flintlock pistol. The matchlock pistol is exceptionally rare simply due to the fact that it was never very popular anyway, and has all but completely been replaced by wheellock and flintlock pistols. ENC: 1, Cost: 7s 6d

Pistol, Wheellock: Carried in pairs by most cuirassiers and harquebusiers, the wheellock pistol is by far the most common pistol on the battlefield and in use throughout Europe. ENC: 1, Cost: 10s

WEAPON MODIFICATIONS

Inventive manufacturers have come up with various adaptations to conventional weapons.

Combination Melee Weapon and Pistol: Since viable alternatives to matchlocks began to surface, inventive craftsmen have combined the mechanisms of flintlock and wheellock pistols with various melee weapons. Their grossly inaccuracy and cost have not prevented such combination weapons from becoming popular with well-heeled individuals; in particular the combination of wheellock or flintlock pistol and hanger sword are in vogue for hunting. Due to the imbalance inherent in such a combination weapon, use of the pistol suffers a -10% penalty. Cost: Combine the cost of the melee weapon and desired pistol, then increase the final cost by 50%.

Hidden Knife: Some melee weapons, particularly swords such as rapiers, have the ends of their handles hollowed out so as to fit a knife within (use knife statistics from the close combat weapons table, p.208). This concealed knife usually has the pommel of the sword as part of its own handle, and takes a combat round to remove. It is almost impossible to spot or discover, short of someone actively checking the pommel and handle. ENC: -, Cost: 5s

Rifling: Some muskets and pistols are rifled, but these are rare, expensive weapons, not favoured in warfare due to how readily black powder fouls a rifled barrel that is not

meticulously and frequently cleaned. Of the few rifled arms available, the most common is the rifled wheellock musket, though rifled flintlock muskets are also being produced. These rifles are commonly called *Fowling Pieces*, and are primarily used by hunters and gamekeepers. Such individuals are sometimes employed by Parliamentarian and Royalist forces as marksmen in siege situations, tasked with picking off officers and artillery crew at range. Rifling cannot be applied to a donderbus. The range of rifled guns is increased by 50%. Cost: +50%.

OTHER RANGED WEAPONS

The Crossbow and Sling require little training (though some practice), and can be used with the Ranged Combat skill. Long Bows, Recurve Bows and Short Bows, however, require a certain amount of training and require the Advanced skill, Ranged Combat (Bows).

Crossbow: Crossbows were superseded by black powder weapons by English forces a century ago, but remain in use as hunting weapons. ENC: 1, Cost: 20s

Long Bow: A large bow (about 2m long, hence its name) that cannot be used from horseback. Despite its antiquity, the yew long bow still sees some use in battle, primarily among some Royalist troops and Highlander mercenaries. ENC: 1, Cost: 20s

Recurve Bow: The recurve bow is almost only ever found in the hands of Eastern European irregular troops such as mounted Tatars and Croats, making it almost unknown within the British Isles. ENC: 1, Cost: 20s

Short Bow: Short bows have not been used as a weapon of war in England for centuries, but remain in use by hunters. ENC: 1, Cost: 15s

Sling: A strip of cloth or leather used to throw a stone or other projectile at the target. Although not a common weapon of war, peasants who have taught themselves to use a sling for hunting can be surprisingly deadly in combat. ENC: -, Cost: 2d

RANGED WEAPONS

Weapon	Damage	Range	Load	STR/DEX	ENC	Cost
Crossbow	1D10	130m	2	5/9	1	20s
Long Bow	1D10	150m	1	13/9	1	20s
Recurve Bow	1D8	125m	1	9/13	1	20s
Short Bow	1D8	75m	1	9/9	1	15s
Sling (one handed)	1D6	50m	1	-/9	-	2d

ARTILLERY

Relatively rare, very expensive and usually inefficient, artillery is often more useful due to the fear it produces than its actual effectiveness on the field. Pieces are made individually, to order, and both armies employ a motley assortment of newly commissioned artillery, alongside pieces that have been in use for generations. Shifting artillery is very difficult - the sheer weight and size of most artillery means that it has to be transported using limbers (wooden shafts that can be attached to a team of horses). Even thus limbered, the roads are such that transportation takes a long time - the artillery train often takes several days, or even weeks, to catch up with an army on the move.

The Leviathans of the New Model Army Clockwork Regiment cause much fear because they mount a number of cannon and are relatively mobile compared to the use of horses. See p.279 for more details.

RULES

All artillery weapons use the Artillery skill of whoever is in command of the gun when being fired. Fumbles on an Artillery roll will cause the weapon to be put out of action until repaired (which will take days), or represent a crack to the barrel that renders the gun irreparable, or, if the Games Master is feeling particularly cruel, cause everybody in the immediate vicinity to be blown to smithereens. Each artillery piece is characterised by the following qualities:

Damage: The damage the weapon deals on a successful attack.

Range: The effective range of the artillery piece when fired. A target within the weapon's range may be attacked without penalty. A target within double the weapon's range may be attacked, but the attacker's Artillery skill is halved before other modifiers are applied. Attacks cannot be made at a distance beyond



ARTILLERY

Weapon	Damage	Range	Load	Number of horses to pull	Number of men to haul	Crew Required	Cost
Cannon	4D8	80m	10 mins	8	40	4	2,000s
Heavy Arquebus	4D6	40m	5 mins	1	4	2	100s
Light Artillery	4D6	100m	5 mins	2	8	2	600s
Siege Mortar	4D10	60m	30 mins	10	50	1	1,500s
Siege Cannon	6D20	120m	1 hour	16	90	6	4,000s

twice the weapon's range. A gun fired beyond its range does not benefit from the normal reduced armour protection afforded to guns.

Load: The amount of combat rounds it takes to load the artillery.

Number of horses to pull: The number of horses required to pull the artillery piece when limbered.

Number of men to haul: The number of men required to pull the artillery piece when limbered or to safely shift the weapon onto its limber.

Crew required: The number of people required to operate the weapon.

Cost: The cost in shillings to purchase this weapon.

TYPES OF ARTILLERY

Cannon and Siege Cannon: Siege guns and other large cannon strike fear into the heart of enemy troops. However, they are very heavy, loading time is lengthy, and they are extremely inaccurate and require a lot of maintenance. A large team of horses (4-16 depending on the exact size of the cannon) are required to move them at all and once set up they cannot easily be shifted. Being deployed in a static position beforehand, they are therefore of limited use in battle. When used in siege warfare, their slow rate of fire, tendency to break, and the scarcity of suitable ammunition (although some can fire heavy stones in a pinch) mean that they are used as much to wear down defenders' morale as to cause casualties or a serious breach in the defences. Cost: 2000-4,000s

Light Artillery: Some lighter artillery does exist. Scottish armies, for example, sometimes use it as heavier weapons are almost impossible to shift through rough mountain territory. Such weapons might be carried on pack animals before assembly. Cost: 600s

Siege Mortar: Needing a smaller crew (one person can fire a mortar although it isn't easy - triple load time) and

being easier to manoeuvre than large cannon, the mortar fires an explosive shell into the air. If it lands on target it can be devastating, but such pieces are difficult to aim and ammunition is scarce. Cost: 1,500s

Heavy Arquebus: Sometimes fired from a cart, this heavier Matchlock weapon requires a crew of two and fires a much larger lead ball than the standard musket. Cost: 100s

Armour

By far the majority of combatants in the Civil War are completely unarmoured. Private citizens will have arms according to their wealth (only gentlemen should carry a sword, for instance) but will not routinely wear, or possess, armour. Many soldiers do have some, and occasionally all, of the suggested regulation equipment. Some individuals have variations on this, and people of means might have some specialist or improved items.

Cuirassiers (heavily armoured cavalry) wear full plate armour. Although groups of such soldiers are few and far between, there are wealthy individuals who also sport such equipment (whether specially made or family heirlooms). Other soldiers wear a variety of soft leather, hard leather, linen and plate armour - usually the plate being confined to chest and back-plate and the classic "lobster pot" helmet for the head. Many wearers paint their plate armour pieces with lampblack to protect them against corrosion.

Chapter 7: Equipment and Services

TYPICAL ARMOUR OUTFITS

For rules purposes, individuals are considered to have Armour Points that correspond to the overall protection that the armour they are wearing confers. This means that two individuals can be wearing different variations of armour, but have the same Armour Points. For ease, players might want to choose the armour their Adventurer is playing from one of the typical armour outfit sets below. If the player wishes to assemble their own set from individual pieces then the category of armour a character is considered to be wearing is at the discretion of the Games Master, who should choose the closest of the following options.

Very Light Armour: Representing just one or two items of protection. Typically very light armour might be comprised of a secrete and soft leather jacket. ENC: 1, Cost: 25s, Armour Points: 1/0

Light Armour: Typically little more than a helmet and soft leather jerkin and trousers, or no helmet with just a buff coat. ENC: 4, Cost: 30s, Armour Points: 2/1

Medium Armour: Pretty much the standard for a well-armoured character. Typically a buff coat, breast- and back-plate, decent boots and a lobster pot helm. ENC: 10, Cost: 85s, Armour Points: 3/1



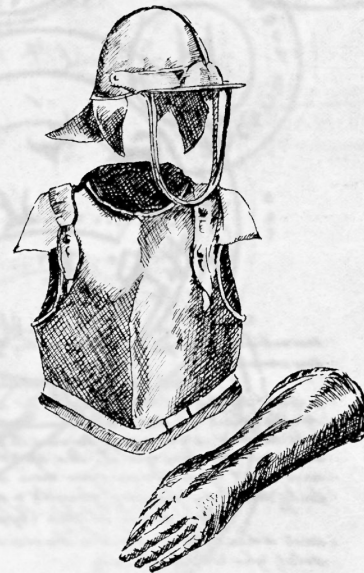
Heavy Armour: Representing extremely well armoured infantry, more usually worn by members of heavy cavalry regiments. Typically high cavalry boots, backplate, breastplate and short tassets, lobster pot helmet and buff coat. ENC: 15, Cost: 105s, Armour Points: 4/2

Very Heavy Armour: Full plate armour, the typically outfit of a cuirassiers, including breastplate, backplate, long tassets, gauntlets, closed helmet and vambrace. ENC: 26, Cost: 185s, Armour Points: 5/2

ITEMS OF ARMOUR



Boots, cavalry: The thick thigh-length boots worn by many cavalry, especially harquebusiers, and some dragoons, provide some protection to the legs but are commonly turned down outside of combat. ENC: 2, Cost: 15s

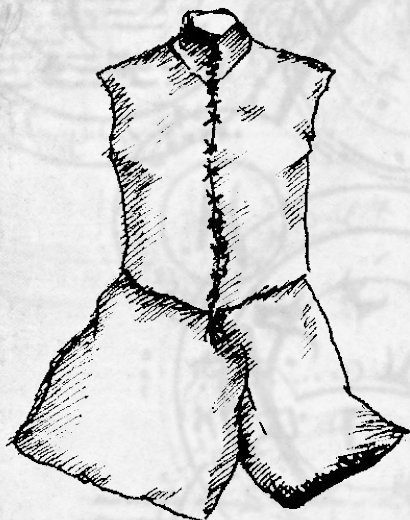


Breastplate & Backplate: Also called a *Cuirass* or *Corslet*, this armour is worn by harquebusiers, cuirassiers, husaria (Polish hussars), pikemen, halberdiers, bucklermen, and siege engineers alike. The breastplate is often sold as being bulletproof, though this is seldom the case, and many supposed test bullet dents are actually made with the end of a ball-tipped hammer. Husaria have their breastplates polished and decorated with brass fittings. Many cavalrymen, especially cuirassiers, and nearly all infantrymen of the types mentioned above,

have breastplates with tassets attached (see below), though the tassets are frequently discarded in the case of most infantrymen, except siege engineers. ENC: 3, Cost: 20s

Bridle Gauntlet: An articulated cavalry gauntlet that covers the hand and entire forearm up to the elbow, the bridle gauntlet is worn on the left arm of a few harquebusiers, leaving the right hand unimpeded for easier pistol use. Polish husaria wear a pair of similar gauntlets on both arms called *Karvash*. ENC: 3, Cost: 20s

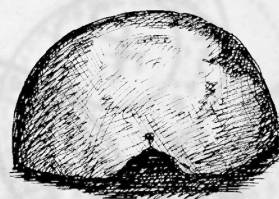
Buff Coat, Sleeved: A treated leather coat, skirted and most often sleeved too. It is durable and provides some protection, but most importantly provides freedom of movement. All harquebusiers are equipped with sleeved buff coats. The biggest drawback of the buff coat is the fact that it quickly soaks up water and rain and can take days to dry out. Buff is short for *Buffalo*, though the coat is made from cowhide. ENC: 4, Cost: 30s



Buff Coat, Sleeveless: A rare few infantry officers and musketeer units have sleeveless buff coats, principally the Trained Bands of London. ENC: 2, Cost: 15s

Helmet: Helmets of many types can be found among the soldiery of Europe. Harquebusiers, Polish husaria, siege engineers, and some cuirassiers make use of *Capeline* helmets, frequently called *Lobster Pots* (*Zischügge* in German and *Szyszak* in Polish). This is a pot helmet with a fixed peak, cheek guards, articulated aventail, and nasal bar or tri-bar visor, with the latter being especially common in England. Cuirassiers also make use of *Close Helms*, knightly helms that fully enclose the head and feature hinged visors. Pikemen, halberdiers, bucklermen, and the musketeers of the Trained London Bands, are most commonly equipped with *Morion* helmets, a style of

helmet widely used by the Spanish *conquistadors* and distinguished by its front and rear pointed peaks and reinforcing top comb. Other helmets frequently used by Pikemen include the *Cabasett*, a tall-crowned helmet with a narrow brim, *Birnhelm*, almost identical to the Morion but with a smaller comb and narrower brim, and *Burgonet*, a domed helmet with fitted peak, tail, reinforcing crest, and cheek guards. Some cuirassiers also make use of the burgonet, usually with a falling buffe visor. The rarest, and certainly most distinctive, helmet is the *Metal Hat*, literally a wide-brimmed civilian hat, but crafted from metal plate and fitted with a sliding nasal guard. This strange helmet is exclusively the domain of the noble and wealthy, as can be testified by the fact that the late King Charles had one. ENC: 3, Cost: 20s (Cabasett, Morion), 22s (Burgonet), 30s (Close Helm), 40s (Metal Hat)



Secrete: The only dedicated type of armour encountered in use among the otherwise unarmoured musketeers and dragoons, the secrete is still uncommon, a metal skullcap that can be easily worn unnoticed beneath a hat or cap. It provides little serious protection as it is so form-fitting, light, and only covers the top of the head, but is favoured by those soldiers and officers who want to remain unencumbered, or simply prefer the appeal of wearing a fashionable hat rather than a helmet. ENC: 1, Cost: 15s

Tassets, short: Essentially plate skirts attached to the front of many breastplates with hinges to protect the abdomen and groin; they can't be worn without a supporting breastplate. ENC: 3, Cost: 20s

Tassets, long: Worn by cuirassiers and attach the same way as short tassets, but are articulated pieces that extend from the waist down the front of each leg to the knee where they are secured, giving protection to both the abdomen and both legs; they can't be worn without a supporting breastplate. ENC: 9, Cost: 60s

Vambrace: Now only worn by cuirassiers, a vambrace is an articulated plate sleeve formed of a combination of pauldron, rerebrace, couter, and vambrace. ENC: 6, Cost: 40s

Chapter 8

In which the secret arts of the alchemists are finally writ down for all the world to see

"I have not known any Stone which might be likened to this Stone, or which may have the effect of it. For in this Stone the Four Elements are contained, and it is likened to the world and the composition of the world."

- De Transmutatione Metallica

The Great Work was almost complete. The Philosopher's Stone, an unevenly-shaped lump of rock, sat glowing at the heart of the portable furnace. The walls of the campaign tent flapped in a growing breeze, warmed by the light spilling from the furnace's open door.

Prince Rupert knelt briefly and said a quiet prayer to Rosalind, patron saint of Alchemists, then stood and, taking up a pair of tongs, carefully removed the Philosopher's Stone from the furnace and plunged it into the bucket of spring water he had collected for just this purpose.

There was a huge hiss and a cloud of steam. Rupert withdrew the tongs from the bucket and looked at the chunk of greyish rock. Not a crack, not a flaw – it was perfect.

The prince was suddenly overcome by a wave of fatigue, and clutched the tent's central pole for support. He had been at the Great Work for twenty-four hours without a break; this was the most powerful Philosopher's Stone he had ever created.

Now he needed sleep.

But there was one thing more he must do before he allowed himself to rest. He put the Stone on the sawdust-strewn earth floor of his tent and, taking a small vial from a wooden box filled with such containers, poured a Potion For to Bond Together Disparate Things over the grey rock. Only yesterday, a Puritan spy had been found sneaking about the Royalist camp, and it wouldn't do for his stone to be stolen on the eve of battle. He grasped the rock and pulled it in all directions, but it was fixed to the ground as though it were part of the Earth itself; the potion had done its job, and the object would remain immovable until dawn's first light.

Tomorrow, the army was heading for Naseby, where the magical power locked in this seemingly innocuous lump of ore would be unleashed on the New Model Army.

Prince Rupert lay down on his camp-bed, his mind whirling with the spells he would need on the morrow, but soon enough,

sleep took him...

Alchemy is a system of knowledge that can trace its roots back to the ancient empire of Persia, but it wasn't until the late 16th century that the fundamental principals of the alchemical art were codified by the "Father of Modern Alchemy", Francis Bacon, using what has come to be called the Baconian or "scientific" method. His systematic study of the four elements finally led him, after millennia of abortive attempts by others, to a reliable method of producing the Philosopher's Stone, without which the Royalists' Battle Alchemists would be nothing.

An Alchemical Primer

From an introductory lecture by Prince Rupert to undergraduate Alchemists entering Oxford University:

"It has been theorised for centuries, that everything in the natural world is created from the four elements of Earth, Water, Air and Fire. Aristotle taught that a fifth element, Aether, is not found on Earth, but only in the Heavens – the sun and planets are made of this pure stuff.

Now that Francis Bacon has proved this theory correct, and his experiments and observations have been confirmed by other natural philosophers, scientists and Alchemists, it has become possible to harness the powers by which these elements interact to create wonderful effects. This is not a mystical or arcane process, but a harnessing of the innate properties of the natural world, which can be achieved by anyone with the correct rigorous training.

The "Magnum Opus" or "Great Work" is the process by which the Philosopher's Stone is created. It takes the Alchemist long hours in the laboratory to create a Stone, and it is only when this work is complete that the Stone can be used for the casting of spells. The Stone stores up power, which can then be unleashed by the Alchemist using certain gestures and complex thought processes, often accompanied by the chanting of useful mnemonics.

The superstitious and fearful see this method as somehow sinister and evil, supposing it to be tied to the summoning of diabolical and Satanic forces and creatures, but nothing could be further from the truth. It is a mere harnessing of natural forces, no more sinister than the creating of bread from flour and yeast.

The only creatures summoned by Alchemists are elementals,

GALENIC PHYSICIANS AND MAGICK

Galenic Physicians are trained in the healing arts, among which is numbered alchemy. While they can create Philosopher's Stones and Potions, and cast spells, they are, at start of play, limited to using the Elemental Casting (Earth) skill and can only learn certain spells (see below). However, there is nothing to stop a Galenic Healer, with the right contacts and training, from becoming a fully-fledged Alchemist. Since a Galenic Physician will have taken the Hippocratic Oath to preserve life, he is unlikely to learn offensive combat spells, though it is not beyond the bounds of possibility if the Physician has wandered far from his original aims in life.

A Galenic Physician begins play with 3 Magnitude Points worth of spells, chosen from the following list: *For to Bring the Touch of Healing, For to Create a Healing Bouquet, For to Cure a Disease or Counteract a Poison, For to Dispel a Pestilential Miasma, For to Enhance to Hands of Healing.*

which are not creatures with their own volition but pure elements in an anthropomorphic shape that obeys the will of their summoner. If left without instructions, an elemental will seek to return to its native element, in much the same way that a stone, thrown into the air, will seek to return to the Earth from which it came. Elementals appear in humanoid form only because that is the easiest form for an Alchemist to bestow; the human form is – as is well known – a perfect form, created in the image of God. A skilled Alchemist could summon an elemental in the form of a dog or a horse if he so wished, but the effort required would usually outweigh the benefit.

As well as casting spells directly, Alchemists create potions that can be imbued with the same magickal powers as the spells they cast; this magickal potential is stored within the potion until it is activated, which can be done by anyone, even those with no knowledge of the workings of alchemy. Potions can be created to perform many tasks, from the bestowing of great strength or speed to the creation of flasks of fiery liquid that explodes upon impact.

It is to be emphasised that alchemy is an entirely natural process that harnesses the powers imbued in the natural world by God for the use of mankind. It can in no way be compared to the practices of the Puritans' mechanical preachers, whose blasphemous aping of living processes in their clockwork automatons is an offence against nature and an abomination in the eyes of God."

The Great Work

The first job of any Alchemist, before he can think about casting spells or brewing potions, is the creation of a Philosopher's Stone. A Philosopher's Stone concentrates the natural powers of the universe into a form that can be tapped by the Alchemist.

To create a Philosopher's Stone, an Alchemist must have access to a properly equipped laboratory, and must have all the necessary ingredients to hand. Most Alchemists will have access to the extensive laboratories at Oxford University, or their own private laboratory, but some may have what is known as a "portable laboratory", which can be set up in a large tent and can be disassembled to fit into a small horse-drawn cart.

Creation of a Philosopher's Stone requires the Alchemy skill. In game terms, the amount of power stored in a given Philosopher's Stone is measured in Magick Points (MPs). Once Magick Points are stored in a Stone, they can be used for the creation of potions or the casting of spells; as the Magick Points are used up, the Philosopher's Stone shrinks and crumbles away until, when the Magick Points reach 0, there is nothing left of the Stone but a handful of useless dust.

Creating a Philosopher's Stone has a number of phases:

1. GATHERING INGREDIENTS

Pre-prepared ingredients needed to create a Philosopher's Stone are usually available at Oxford University or from the upper echelons of the Invisible College, but can be bought from any apothecary's shop in a large town (at least in Royalist-held territories – Alchemists should be wary about asking for such ingredients in Parliamentary lands). It costs 5 shillings per Magick Point for pre-prepared ingredients.

If the Alchemist cannot find pre-prepared ingredients, he or she can scavenge for his or her own, using natural substances (wild herbs, chemicals, animal dung, etc.). Any settlement from a small farm to a large city can provide the ingredients, though it requires a successful Alchemy roll, and takes 1D4 hours to gain 1D6 Magick Points worth of ingredients, plus another hour per 5 Magick Points in the laboratory to prepare the ingredients for use. Alchemists may also need to explain to the locals why they are rooting about in the dung heap!

2. SETTING UP THE EQUIPMENT

Before an Alchemist can begin creating a Philosopher's Stone, he must first set up the equipment and fire up the furnace. This takes an hour for a normal laboratory, or two hours for a portable laboratory, which must be unpacked and assembled. This time is fixed, no matter how large or small the Philosopher's Stone to be produced.

3. CREATING THE PHILOSOPHER'S STONE

Creating a Philosopher's Stone can be a hazardous process – the bigger the Stone and the less skilled the Alchemist, the more chance there is of a serious mishap.

Philosopher's Stones are created in 2 Magick Point increments; each 2 Magick Points takes 1 hour of work. For each hour that the Alchemist works, he must make an Alchemy roll, with a -5% penalty to his skill for every hour after the first, due to the difficulty of controlling the forces necessary to create a large and powerful Stone.

The Alchemist must make a roll every hour to keep adding MPs to the Stone. If a roll fails, no more Magick Points can be added to that particular Stone, though a new one could be created. On a failed roll, the player must check the Mishaps Table (see below) – the bigger the failure, the worse the catastrophe.

It is worth noting that the more Magick Points an Alchemist attempts to store in a Stone, the more likely it is that there will be a catastrophic failure. Beginning Alchemists get around this problem by creating many small Stones with only a few MPs in them, rather than one big one. The disadvantage of this method is that such Stones cannot be used together – a less powerful Stone can only be used to cast a less powerful spell. An Alchemist who sees the need to cast powerful spells must take the risk of creating a powerful Philosopher's Stone.

Fatigue: For every 8 hours of work (not including the setting up of the equipment), the Alchemist must make a Resilience test or drop down one level of Fatigue, due to the heat and noxious fumes in the laboratory. (See Fatigue Levels Table, p.177).

MISHAPS

If an Alchemist fails an Alchemy roll while creating a Philosopher's Stone, there is often some sort of mishap. The severity of the mishap is based on the amount by which the roll was failed. Subtract the amount needed to get the roll from the actual dice roll, and look up the result on the table on the next page.



PHILOSOPHER'S STONE MISHAPS

Roll failed by	Mishap
1-15	Leak of dizzying miasmas. Make a Resilience roll. On a failure, you fall unconscious for 1D6 hours. On a Fumble, the effects last for 1D12 hours.
16-30	Minor leak of noxious vapours. Make a Resilience roll. On a failure, you are at -25% to all skills for 1D6 days, due to poisonous effects. On a Fumble, the effects last 1D12 days.
31-45	Minor explosion. You take 1D6 burns damage and a Serious Wound to one of your arms (roll randomly to see which arm).
46-60	You accidentally summon a Medium-sized Elemental. Roll 1D4: 1-Earth, 2-Air, 3-Fire, 4-Water. The Elemental, if not controlled, will behave in the manner appropriate to its type (see pp.330-2).
61-75	Major leak of noxious vapours. Make a Resilience roll. On a success, treat as a minor leak (see 16-30 above). On a failure, you lose 1D4 CON permanently (remember that this amount will also be lost from all CON-based skills and Hit Points may go down). On a Fumble, you lose 1D6 CON permanently. Anyone else who is in your laboratory must make the same Resilience test too.
76-99	Distracted by thinking about what you will be doing with this Stone, you accidentally set off one of your own spells. Choose a spell from your list at random; this spell is cast at maximum effect on yourself, using up all the Magick Points in the Stone you are creating.
00 Fumble	Major explosion! You and anyone else within 10m of the furnace take the number of MPs in the Stone you are creating +1D4 in damage; or 1/2 the number of MPs in the Stone +1D2 if you make a successful Dodge roll. Those effected will take a Serious or Grave Wound if the damage is enough. All the laboratory equipment and the Philosopher's Stone you were creating are destroyed.

Alchemists' Spells

The casting of spells is a relatively new skill in the repertoire of the Alchemist. Until the Philosopher's Stone could reliably be created, it was difficult for anyone to experiment in the casting of spells. But the Alchemists of Oxford University, under the spur of the war effort, have recently created a large number of spells. More will no doubt be invented in coming years; and there are bound to be many others created by independent Alchemists, which are not yet in general circulation, and the Invisible College holds details of spells that it will only teach to those members it considers ready.

Most spells are linked in particular to one of the four elements, and many scholars specialise in just one element, in order to increase their mastery of a particular set of spells. However, it often pays for the diligent Alchemist to have at least some knowledge of one or two other elements, in order to broaden his repertoire.

In rules terms, these areas of study are measured by the Elemental Casting (Element) skill. Each of the four elements is a separate skill, so characters may have, for instance, Elemental Casting (Air) at 70%, Elemental Casting (Earth) at 25%, and no skill at all in Elemental Casting (Fire) or Elemental Casting (Water).

Theoretically, there is a fifth skill, Elemental Casting (Aether), but since the element of Aether does not exist beneath the orbit of the Moon, it would take an expedition to the Lunar sphere to confirm whether spells can actually be performed with the fifth element.

Note: An adventure involving a voyage to the moon and a set of new Aether spells are available in the *Quintessence* adventure book, part 4 of the Kingdom & Commonwealth campaign.

LEARNING SPELLS

Alchemists generally learn spells from the research papers of other Alchemists, which are deposited in the library of Oxford University for the benefit of students there. Non-students may gain access to this library on obtaining a signature from a current Professor of Alchemy and paying a fee of £1 for each day's study. The library is open from 6am to 10pm every day except Sundays and High Holy Days. Spells are also taught to members of the Invisible College, but only if the higher echelons of the College believe the Alchemist in question is ready for the responsibility.

Other sources of spells are available – ancient grimoires, the academic papers of Alchemists at European universities, the scribbblings of half-crazed independent researchers, etc. – but learning from these sources is harder (see below), as the writing-up of spells is less systematised and is often downright confusing.

Oxford students are also expected to research the creation of a new spell as part of their degree course (see *Creating New Spells*, below) and deposit the resulting research paper in the library after they have been awarded their degree.

Newly created Alchemist characters begin play with six points of Magnitude worth of spells.

Characters can spend Improvement Points on gaining new spells; for those with access to Oxford University library, a particular academic paper written by an Oxford scholar, or membership of the Invisible College, each Improvement Point gains the Alchemist 1 Magnitude worth of spells. It takes 2D6 hours per point of Magnitude to learn a new spell. For those without these advantages, costs are doubled – it costs 2 Improvement Points per point of Magnitude and 4D6 hours to learn spells from other grimoires and sources. These figures apply to the *base* Magnitude level of the spell being learned; an Alchemist can always cast a spell at a higher Magnitude assuming his Philosopher's Stone has enough Magick Points.

CASTING SPELLS

The casting of a spell requires knowledge of that spell, a Philosopher's Stone containing enough Magick Points, and the correct Elemental Casting skill for the spell in question.

In order to cast a spell, the Alchemist must be touching the Philosopher's Stone he is using; he must also make certain ritual gestures and chant certain mnemonics (usually in Latin) to get his mind into the correct frame of reference to channel the elemental forces he is attempting to command. The Philosopher's Stone he is using must contain enough Magick Points for the spell in question – an Alchemist cannot combine the Magick Points of several small Stones in order to cast a powerful spell.

Important Note: An Alchemist can only cast a spell with a Philosopher's Stone that he has created himself. Each Stone is attuned to its creator and is a mere inert lump of rock to anyone else, even another Alchemist.

It is possible to attempt to cast a spell without the ritual gestures and mnemonics, so long as the Alchemist is touching the Philosopher's Stone, but there is a penalty of

-25% for each missing action, so that an Alchemist attempting to cast a spell with neither gestures nor spoken mnemonics would be at -50% to casting the spell.

If all the above conditions are met, the Alchemist casts the spell by making a roll against the requisite Elemental Casting skill. If the roll is a success, the spell takes effect and a number of Magick Points equal to the Magnitude of the spells are removed from the Philosopher's Stone; if this takes the MPs of the Stone to 0, it crumbles to dust and cannot be used again.

If the casting test is failed, the spell does not take effect, and the Philosopher's Stone loses 1 Magick Point.

CRITICAL SUCCESS

If the caster scores a Critical Success on the casting roll, the Alchemist has been able to control the flow of elemental power particularly well. The Philosopher's Stone loses only 1 Magick Point instead of the normal total for that spell.

FUMBLE

If the Alchemist fumbles the Elemental Casting roll, he has completely lost control of the elemental forces he is trying to control. The caster should make another Elemental Casting roll using the same penalties as the previous roll and look up the result on the table on p.223.

CASTING TIME

No other action may be taken while casting a spell, though the Alchemist may walk slowly up to half their Movement while casting a spell.

Spells take a number of Combat Rounds to cast equal to half their Magnitude (rounded up). The more powerful a spell, the longer it takes for the Alchemist to reach the correct frame of mind to cast it.

Distractions, or attacks on the Alchemist as he casts, will automatically ruin the spells unless the caster passes a Persistence test, thereby maintaining concentration on the spell.

SPELL CASTING FUMBLES

Dice roll	Result
Success	The Philosopher's Stone grows too hot to touch. You lose 1D6 Hit Points and take a Serious Wound to the hand that was holding the Stone. The Stone takes 1D6 combat rounds to cool sufficient for you to pick it up again.
Failed by 1-20%	Result as Success, above, plus the Philosopher's Stone loses twice the number of Magick Points it would have done had the spell been cast successfully. If MPs are reduced to 0, the Stone is destroyed.
Failed by 21-40%	Result as Success, above, plus the spell has the opposite of the intended effect. Weapon spells may be cast on the nearest enemy's weapon or decrease an ally's weapon damage, Healing spells cause wounds, etc. Be creative, but the GM's decision is final. The Philosopher's Stone loses the number of Magick Points it would have done had the spell acted normally.
Failed by 41-60%	Result as Success, above, plus you cast the wrong spell. Choose one at random from the spells you know, or pick the one that would be most embarrassing/disastrous/unexpectedly impressive in the current situation. Your Philosopher's Stone loses the number of Magick Points it would have lost if the spell had been cast correctly.
Failed by 61-80%	Result as Success, above, plus, you accidentally summon a Medium-sized Elemental, of the same type as the Elemental Casting you were attempting. The Elemental, if not controlled, will behave in the manner appropriate to its type (see pp.330-2). Your Philosopher's Stone loses the number of Magick Points it would have lost if the spell had been cast correctly.
Failed by 81%+	Your Philosopher's Stone explodes! You and anyone else within 10m of you take the number of MPs in the Stone you are creating +1D4 in damage to the hand holding the Stone (or a random hit location for bystanders); or half the number of MPs in the Stone +1D2 if you make a successful Dodge roll. Those effected will take a Serious or Grave Wound if the damage is enough.
Fumble (99-00/00)	Your Philosopher's Stone explodes, setting off a chain reaction, which destroys other nearby Stones. Result as for the entry above, but the same also happens to every other Philosopher's Stone within 10m of the caster.

DISMISSING SPELLS

In a single Combat Round, an Alchemist can dismiss any Permanent spell(s) he has cast as a free action. Ceasing to cast a Concentration spell is immediate and not an action.

Spell List

Spells are listed by Element. Some spells have variant versions that are similar enough to be described only once – these are listed under Common Spells, see below.

SPELL TRAITS AND DESCRIPTIONS

Alchemy spells all have some or all of the following traits:

Area (X): The spell affects all targets within a radius specified in metres.

Concentration: The spell's effects will remain in place so long as the character continues to concentrate on it. Concentrating on a spell is functionally identical to casting the spell, requiring the caster to continue to chant and ignore distractions.

Duration (X): The spell's effects will stay in place for the number of minutes indicated.

Instant: The spell's effects take place instantly. The spell itself then disappears.

Magnitude (X): The strength and power of the spell. Also the minimum number of Magick Points required to cast it.

Progressive: This indicates that a spell can be learned at its lowest Magnitude, but can be cast at *any* Magnitude, as long as the Alchemist has a single Philosopher's Stone with enough Magick Points in it.

Ranged: Ranged spells may be cast upon targets up to a maximum distance of the character's POW x 5 in metres.

Resist (Dodge/Persistence/Resilience): The spell's intended effects do not succeed automatically. The target may make a Dodge, Persistence or Resilience test (as specified by the spell) in order to avoid the effect of the spell entirely. Note that Resist (Dodge) spells require the target to be able to use Reactions in order to Dodge. In the case of Area spells, the Resist (Dodge) trait requires the target to dive in order to mitigate the spell's effect.

Touch: Touch spells require the character to actually touch his target for the spell to take effect, using an

Unarmed Combat skill test to make contact if the target is not willing. The caster must remain in physical contact with the target for the entire casting. A Touch spell can be cast on the caster who is, by definition, in contact with himself.

Trigger: The spell will lie dormant until an event stated in the description takes place. The spell then takes effect and is expended. The Duration of such a spell does not begin until the spell is triggered.

COMMON SPELLS

These spells may have different versions for each of the four elements, but share common mechanics, so are not repeated four times.

Spells marked *Element: any* are exactly the same for all the four elements and can be cast using any of the Elemental Casting skills.

Spells marked *Element: varies* have a different version for each element. For example, although a spell such as *For the Summoning of a Salamander* works the same as *For the Summoning of an Undine*, it must be learned separately for each element. A character with *For the Summoning of a Salamander* can *not* summon an Undine unless he or she possesses that spell too.

FOR TO DISCOVER (X)

Concentration, Magnitude 1, Ranged, Resist (Special)

Element: *any*

This covers a family of spells that all operate in a similar fashion, allowing the caster to locate the closest target of the spell within its range. This effect is stopped by a thick substance such as metal, earth or stone that is at least one metre thick. The separate spells *For to Discover* are listed below and must be learned separately to use them.

For to Discover an Enemy: Gives the location of the nearest creatures, of a number equal to the Magnitude of the spell, that intend to harm the caster.

For to Discover Magick: Gives the location and identity of the nearest Philosopher's Stone, magickal potion, or active spell, including Witchcraft. In the case of a Philosopher's Stone, it will tell the caster how many Magick Points it contains.

For to Discover a (Species): Each *For to Discover a (Species)* spell will give the location of the nearest creature of the specified species. Examples of this spell include *For to Discover a Wolf*, *For to Discover a Horse* and *For to Discover a Sparrow*.

For to Discover (Substance): Each spell *For to Discover (Substance)* will give the location of the nearest substance of the specified type. Examples of this spell include *For to Discover Coal*, *For to Discover Gold* and *For to Discover Wood*.

FOR THE DOMINATION OF A FAMILIAR (SPECIES)

Concentration, Magnitude 1, Progressive, Resist (Persistence)

Element: any

This spell gives the caster control over a specific type of non-human creature for the purposes of using it as a Familiar (see the Familiar rules later in this chapter). Each species is a different spell, so *For the Domination of a Familiar Dog* must be learned separately from *For the Domination of a Familiar Cat*.

The caster may attempt to dominate a target of up to 3 INT per 1 Magnitude. If the target fails to Resist, it must obey the caster while the spell lasts.

The controlled Familiar shares a limited telepathic link with the caster by which it can receive orders; it is completely in thrall to the wishes of the caster and can even be made to take its own life if the caster so wishes. If the Familiar is currently carrying a spell, the spell can be cast with a simple mental command.

The caster cannot use the senses of the Familiar, so must be able to see the creature if he wants to be sure what it is doing.

Due to the degree of control exerted on the creature, many Alchemists consider this spell unethical – it treats an animal as an unfeeling mechanism, something more common among the Mechanical Philosophers of the Parliamentarian cause than anything the average Royalist would espouse.

FOR THE DISMISSAL OF (AN ELEMENTAL TYPE)

Instant, Touch, Magnitude 1, Progressive, Resist (Resilience)

Element: *Varies*

This spell may be cast against an Elemental of the correct type. It affects an Elemental of up to 1 cubic metre in size

per point of Magnitude. Failure to Resist means that the Elemental disperses. It is often difficult to get close to an Elemental in order to dismiss it with this Touch spell. Some solutions to this are discussed in “Elementals and Their Summoning” later in this chapter.

FOR THE SHAPING OF (AN ELEMENTAL TYPE)

Instant, Magnitude 1, Ranged

Element: *Varies*

This spell allows the caster to shape the form of a previously summoned Elemental into any shape he wishes. The Elemental must be controlled within a circle of powdered Philosopher’s Stone (see “Elementals and Their Summoning” later in this chapter for details). The shape can be anything the caster can imagine, but can never be greater in size than the size in cubic metres of the Elemental summoned. The shaper must be within 5 metres of the Elemental when casting the spell.

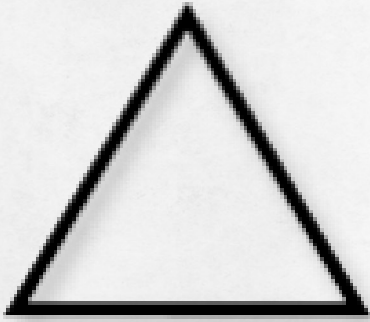
FOR THE SUMMONING OF (AN ELEMENTAL TYPE)

Duration 15, Magnitude 1, Progressive

Element: *Varies*

This spell must be learned separately for each of the four types of Elementals described in the Bestiary, pp.324-39. The spell summons forth an Elemental of one cubic metre per point of Magnitude, which will manifest after 1D3 combat rounds. There must be enough of the element in question within five metres of the caster when the spell is cast; so a Gnome must be summoned close to Earth (an easy one unless the caster is several stories up in a building or is flying for some reason), a Salamander must be summoned close to a fire big enough to hold its mass, a Sylph must be summoned close to Air (almost anywhere except under water!) and an Undine close to a body of water big enough to hold its mass.

Note that an Elemental is uncontrolled unless it has been summoned within a circle of powdered Philosopher’s Stone – see “Elementals and Their Summoning” later in this chapter for details.



FIRE SPELLS

These spells can only be cast with the Elemental Casting (Fire) skill.

FOR THE BEFUDDLEMENT OF THE MIND

Duration 5, Magnitude 2, Ranged, Resist (Persistence)

Element: Fire

The affected target may not cast spells and may only take non-offensive actions. The target may run if it so chooses and may Dodge and Parry normally in combat, though it may not make any attacks. If the target is directly attacked, the spell is cancelled and the target is free to retaliate.

FOR TO BREATHE LIKE UNTO A DRAGON

Instant, Magnitude 1, Ranged, Resist (Dodge)

Element: Fire

With this spell, the caster spits a stream of fire at his target. If the fire is not Dodged, it inflicts 1D8 points of heat damage. Armour Points are effective against this damage and it counts as both magickal and fire damage.

FOR TO CAUSE THE CONFLAGRATION OF A BLADE

Duration 5, Magnitude 4, Touch

Element: Fire

For the Duration, the target weapon will deal 1D10 magickal fire damage on top of its normal damage. A weapon under the effects of *For to Cause the Conflagration*

of a Blade cannot benefit from *For to Sharpen a Blade*.

FOR TO CAUSE THE CONFLAGRATION OF A HURLING MISSILE

Duration 1, Magnitude 2, Touch, Trigger

Element: Fire

Casting this spell on a missile weapon, arrow, crossbow bolt, pistol/musket ball or cannonball will cause it to burst into flame when it strikes a target. When it hits a target, the missile will deal 1D10 points of magickal fire damage on top of its normal damage. A missile under the effects of *For to Cause the Conflagration of a Hurling Missile* cannot benefit from *For to Multiply a Hurling Missile* or *For to Speed a Hurling Missile*.

FOR THE CONFUSION OF THE TONGUE

Duration 5, Magnitude 1, Ranged, Resist (Persistence)

Element: Fire

If this spell is successful, it garbles the language of the affected person. The target can still think and, for the most part, act normally, but anything it says comes out as gibberish.

FOR TO CONJURE A BOLT FROM THE BLUE

Instant, Magnitude 3, Ranged, Resist (Dodge)

Element: Fire

The caster can summon a lightning bolt from the heavens regardless of the weather. The bolt must strike a target outdoors in plain view. *For to Conjure a Bolt from the Blue* inflicts 3D6 points of damage, ignoring any Armour Points.

FOR TO COUNT MANY THINGS

Instant, Magnitude 1

Element: Fire

This allows the caster to accurately count a great number of similar things that are together in a mass - sacks of grain, muskets in an armoury, pikemen in an army. The caster must be able to see what is being counted and very precisely say what he is counting, otherwise the result may not be accurate. For instance, asking for "the number of people in the enemy camp" would include all the camp-followers, servants, etc., while asking for "the number of soldier in the enemy camp" would include any prisoners-of-war, and so on.

FOR TO DISCOVER (X)

See p.224.

FOR THE DISMISSAL OF A SALAMANDER

See *For the Dismissal of an (Elemental Type)*, p.225.

FOR THE DOMINATION OF A FAMILIAR (SPECIES)

See p.225.

FOR THE ENCOURAGEMENT OF A FANATICAL MIND

Duration 5, Magnitude 1, Ranged

Element: Fire

The target of this spell will have all Close Combat skills increased by +20%, but may not attempt to Parry or cast spells. The target will also have its Dodge skill halved. The effects of this spell are automatically cancelled by the spell *For the Invocation of Fear*, and vice versa.

FOR THE IGNITION OF A CONSUMING FLAME

Instant, Magnitude 1, Ranged

Element: Fire

This spell will set fire to anything readily flammable within range. Skin or flesh cannot be ignited, and if the target is attached to a living being (such as hair, fur or clothes) then the spell gains the Resist (Resilience) trait (p.224).

FOR THE IGNITION OF THE FIRES OF PASSION

Instant, Touch, Magnitude 1, Progressive, Trigger

Element: Fire

Gives the target the Seduction skill, or adds to the skill if the target already has it, for one single Seduction attempt. At Magnitude 1, this spell gives the target the Seduction skill at base level (INT+CHA), or adds +10% to an existing skill; each increase in Magnitude adds another 10% to the skill. It cannot be stacked with any other spell effect bonuses.

FOR THE ILLUMINATION OF THE DARKNESS

Duration 10, Magnitude 1, Ranged

Element: Fire

Cast on a physical object (including living material), this spell causes the object to shed light across a 10 metre area of effect. The area is then considered to be illuminated. Note that only a 10 metre area around the target object is illuminated – everything outside the area of effect is not. This spell creates raw light, not a flame.

FOR THE INVOCATION OF FEAR

Duration 5, Magnitude 2, Ranged, Resist (Persistence)

Element: Fire

The target of this spell has all combat skills halved and may not cast offensive spells. If this spell takes effect before combat begins, the target will try to avoid fighting and will either run or surrender. The effects of this spell are automatically cancelled by the spell *For the Encouragement of a Fanatical Mind* and vice versa.

FOR THE SHAPING OF A SALAMANDER

See *For the Shaping of (an Elemental Type)*, p.225.

FOR TO SPEAK UNTO THE MIND OF ANOTHER

Duration 10, Magnitude 1, Progressive, Ranged

Element: Fire

This spell can affect one target for every point of Magnitude. It allows telepathy between the caster and any target, though targets will not have telepathy with one another. The words transmitted by telepathy must be whispered and will be heard directly in the head of the recipient(s), in the same language in which they were spoken.

FOR THE SUMMONING OF A SALAMANDER

See *For the Summoning of (an Elemental Type)*, p.225.

FOR TO UNDERSTAND ANOTHER

Duration 5, Magnitude 1, Progressive, Touch

For every point of Magnitude, this spell gives the target +10% to any Language skill he already knows.

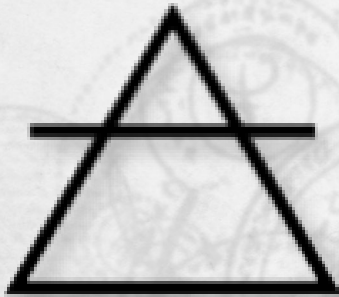
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FOR THE WARMING OF THE MORTAL FRAME

Duration 10, Magnitude 1, Progressive, Touch

Element: Fire

The target suffers no penalties to Fatigue tests from a cold environment while this spell is functioning. Each increase in Magnitude increases the Duration by 10 minutes. The spell also protects the target from one point of cold damage (magickal or mundane) for every point of Magnitude.



AIR SPELLS

These spells can only be cast with the Elemental Casting (Air) skill.

FOR TO CALL THE CREATIVE MUSE

Instant, Magnitude 1, Progressive, Touch, Trigger

Element: Earth

This spell gives the target a +10% bonus per point of Magnitude to his or her next Art skill roll. It cannot stack with any other spell-effect bonuses.

FOR TO CAST A GLAMOUR

Duration 5, Magnitude 1, Progressive, Touch

Element: Air

For every point of Magnitude, this spell increases the target's CHA score by +2. A target cannot have its CHA increased in this way to more than twice its original CHA score.

FOR TO CAUSE A PERSON TO SPEAK WITH AUTHORITY

Duration 10, Magnitude 1, Progressive, Touch

Element: Air

For every point of Magnitude of this spell, the target will have +10% added to his Influence skill. The target's voice may also be heard at up to the spell's Magnitude x 100 in metres.

FOR TO CREATE A WEAPON AGAINST GHOSTS

Duration 10, Magnitude 3, Touch

Element: Air

Cast on an item (normally a gun, missile weapon or close combat weapon), this spell allows it to temporarily exist both in the real world and the spirit world. As such, the item can affect ghosts. Damage done to a ghost is taken off its POW; once its POW reaches zero, the ghost vanishes - whether it has been "killed" or has gone to Heaven or Hell is a question best left to theologians.

FOR TO CREATE A PESTILENTIAL MIASMA

Duration 24, Magnitude 2, Progressive

Element: Air

This spell creates a disease-causing miasma. The diameter of the miasma is equal to 10 metres per point of Magnitude. Anyone within the miasma must make an opposed Resilience test against the Potency of the disease or immediately contract it (this includes the caster!). Each disease is a different spell, which must be learned separately. See p.185 for more details on disease miasmas.

FOR TO DISCOVER (X)

See p.224.

FOR THE DISMISSAL OF A SYLPH

See *For the Dismissal of (an Elemental Type)*, p.225.

FOR TO DISPEL A PESTILENTIAL MIASMA

Instant, Magnitude 2, Progressive

Element: Air

This spell dispels a disease miasma, whether natural or created with the spell *For to Create a Pestilential Miasma*. The diameter of miasma dispelled is equal to 10 metres per point of Magnitude. If the area dispelled is less than the total area of the miasma, the miasma will contract over the next 1D4 hours, flowing toward its centre so that it remains a continuous area. See p.185 for more details on disease miasmas.

FOR THE DOMINATION OF A FAMILIAR (SPECIES)

See p.225.

FOR TO DRIVE A HARD BARGAIN

Duration 10, Magnitude 1, Progressive, Touch

Element: Air

The target gains a +10% bonus to any Evaluate or Influence test used when evaluating, buying or selling goods or equipment.

FOR TO FLING FAR THE HURLING MISSILE

Duration 1, Magnitude 3, Touch

Element: Air

Cast on a gun, cannon or other ranged weapon, this spell doubles the Range of the weapon for the Duration.

FOR TO IMPART GOOD FORTUNE

Instant, Magnitude 2, Touch, Trigger

Element: Air

This spell allows the target to re-roll their next *failed* skill test. The target can then choose which of the two rolls to use – so if the target does even worse on the second roll (for instance, getting a fumble where the previous roll was merely a failure) they may choose to keep the first roll. The target can only benefit from one casting of this spell at a time.

FOR THE INVOCATION OF A GREAT DARKNESS

Area 5, Duration 5, Magnitude 2, Ranged

Element: Air

Light sources within this Area shed no light and normal sight ceases to function. Other senses such as a bat's sonar function normally.

FOR TO MEDDLE WITH THE FATE OF ANOTHER

Instant, Magnitude 1, Progressive, Touch, Resist (Persistence)

Element: Air

This spell allows the caster to influence fate, either for the good or ill of the target. The caster can increase or decrease the target's next skill test by 10% for each point of Magnitude. Only the next skill test made after the spell's casting is affected.

FOR TO PART THE CLOUDS

Duration 15, Magnitude 1, Progressive, Touch

Element: Air

This spell makes a break in any cloud cover, allowing the sun or moon and stars to shine through. It does not alter the temperature. The diameter of the clear sky is equal to 10 metres per point of Magnitude. Any rain, snow, fog, etc. is negated by the spell. The spell effect is centred on the target, and moves with him as he travels. The spell cannot alter magically-created weather effects of greater Magnitude.

FOR TO REVEAL THE SECRETS OF THE HEART

Instant, Magnitude 1, Resist (Persistence), Touch

Element: Air

Allows the caster to know which Faction the target belongs to, and gives a measure of the target's Righteousness Points to the nearest 10 RPs (rounded up from the actual figure).

FOR TO SEE THROUGH THE EYES OF ANOTHER

Duration 5, Magnitude 1, Progressive, Touch, Resisted (Persistence)

Element: Air

Cast on a living creature (human or animal), this spell allows the caster to see through the eyes of that creature for 5 minutes per point of Magnitude. The caster has no control over what the target looks at, but if the creature has Night Sight, he gains that ability through the eyes of the creature. While this spell is in effect, the caster is blind to anything his own eyes would normally see, but can hear, smell, taste and feel as normal, and can dismiss the spell instantly if he feels the need to see. A target who wants the caster to see through his eyes need not Resist. Familiars that have been calmed with the Lore (Animal) skill or the Dominate Familiar spell will not Resist either.

FOR THE SHAPING OF A SYLPH

See *For the Shaping of (an Elemental Type)*, p.225.

FOR TO SOOTHE THE RESTLESS

Instant, Magnitude 1, Touch

Element: Air

This spell allows the target to sleep for 10 hours without being disturbed by bad dreams, annoying noises, the pain of wounds, gentle movement and so on. He or she can still be woken by vigorous shaking or a loud noise. The spell does not actually put the target to sleep, merely allows uninterrupted sleep. It is especially useful to help the healing of characters whose Hit Points are currently less than 0.

FOR TO STEADY THE HANDS OF A MARKSMAN

Instant, Touch, Magnitude 2, Trigger

Element: Air

This spell doubles the target's aim bonus (see p.162) the next time they spend (or attempt to spend) at least one round aiming a gun or other ranged weapon, so that aiming for one round will give a +40% bonus, aiming for two rounds will give a +80% bonus, etc. However, if the marksman's aim is interrupted before the shot is fired, the spell's effect is lost.

FOR THE SUMMONING OF A SYLPH

See *For the Summoning of (an Elemental Type)*, p.225.

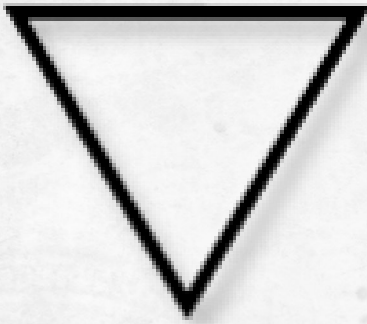
FOR TO SUMMON UP A MIGHTY WIND

Concentration, Magnitude 2, Progressive

Element: Air

This spell creates a wind that blows out ahead of the caster for as long as he Concentrates on the spell. The wind affects everything within an area 10 metres wide and 20 metres long, in front of the caster's outstretched hand. The wind has increasing effects based on the Magnitude as follows:

Magnitude	Effect
2	Candles are blown out.
3	Ranged attacks at -10%
4	Birds have trouble flying. Ranged attacks at -20%
5	Those affected must make an Opposed Athletics roll against the wind's Blowing skill of 50% or fall prone. Ranged attacks at -50%
6	As above, but the wind's Blowing skill is 70%. Ranged attacks impossible. Perception at -25% due to flying debris.
7	Anyone or thing with SIZ less than 21 automatically blown over. Perception at -50% due to flying debris.
8	Anyone with SIZ less than 50 flung into the air and suffers 2D6 damage.



WATER SPELLS

These spells can only be cast with the Elemental Casting (Water) skill.

FOR TO BREATHE UNDERWATER

Duration 5, Magnitude 1, Progressive, Touch

Element: Water

This spell allows the target to breathe water for the Duration of the effect. For every point of Magnitude, one additional person can be included in the spell. *For to Breathe Underwater* has no effect on the target's ability to breathe air.

FOR TO CAUSE A GREAT DOWNPOUR

Duration 5, Magnitude 1, Progressive

Element: Water

This spell causes clouds to boil up out of a clear sky and a heavy rain to fall. The diameter of the area caught in the downpour is equal to 10 metres per point of Magnitude. The rain is very heavy; it can cause localised flooding, and turn open ground to slippery mud, reducing Movement Rate by a quarter and bogging down carts and heavy machinery. Anyone not wearing waterproof clothing will be soaked to the skin. Any guns or cannon will fail to fire while the downpour lasts, unless they are under cover. All Perception skills are halved within the area of the spell. The rain is centred on the caster and moves with him when he travels. The spell cannot alter magickally-created weather effects of greater Magnitude.

An Alchemist within a downpour caused by this spell can use the spell *For the Summoning of an Undine* spell to summon an Undine even if there are no large bodies of

water nearby.

If the temperature is below freezing, the rain will still fall as rain, but will freeze as soon as the spell ends, coating everything in a thick layer of ice and reducing Movement Rate in that area by three quarters until the ice is cleared or the weather turns warmer.

FOR TO CAUSE SLOWNESS

Magnitude 1, Progressive, Ranged, Resist (Resilience)

Element: Water

For every point of Magnitude of this spell, the target's Movement score will be decreased by one metre. A target's Movement may not be reduced to below one metre through use of this spell.

FOR TO COOL AN OBJECT

Instant, Magnitude 1, Touch

Element: Water

This spell can be used to cool down an object – whether that be a recently made potion, a tray of drinks in a tavern, etc. The spell cannot be used to actually freeze anything, and it is not possible to cause physical harm. The Games Master should adjudicate what can and cannot be done with this spell in any given situation.

FOR TO DISCOVER (X)

See p.224.

FOR THE DISMISSAL OF AN UNDINE

See *For the Dismissal of (an Elemental Type)*, p.225.

FOR THE DOMINATION OF A FAMILIAR (SPECIES)

See p.225.

FOR TO EXTINGUISH A CONFLAGRATION

Instant, Magnitude 1, Progressive, Ranged

Element: Water

This spell instantly puts out fires. At Magnitude 1, it can extinguish a Flame, Magnitude 2 a Small Fire, Magnitude 3 a Large Fire and Magnitude 4 will put out an Inferno. (See p.179 for the definition of these different sorts of fires).

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FOR TO IMPART STEALTH

Instant, Touch, Magnitude 1, Progressive, Trigger

Element: Water

This spell gives the target +10% to their next Stealth skill test involving hiding, lurking, following, etc. It cannot be stacked with any other spell-effect bonuses.

FOR TO INCREASE ALACRITY

Duration 5, Magnitude 1, Progressive, Ranged

Element: Water

For every point of Magnitude of this spell, the target's Movement score will be increased by one metre.

FOR TO INCREASE CO-ORDINATION

Duration 5, Magnitude 1, Progressive, Touch

Element: Water

For every point of Magnitude of this spell, the target's DEX score increases by +2. A target's DEX cannot be increased in this way to more than twice the original DEX score.

FOR TO INFLICT FROSTBITE

Instant, Magnitude 3, Ranged, Resist (Resilience)

Element: Water

This attack spell allows the caster to freeze his target, dealing 1D6+3 point of damage, ignoring any Armour Points, and possibly causing a Major Wound. Magickal effects that protect against cold damage can block this effect, but mundane items are ineffective.

FOR TO RAISE A GREAT FOG

Duration 15, Magnitude 1, Progressive

Element: Water

This spell creates a thick fog that obscures all vision and muffles hearing. The diameter of the fog is equal to 10 metres per point of Magnitude. Anyone in the fog (including the caster!) has their Perception skill reduced by half. The fog is centred on the caster, and moves with him as he travels. The spell cannot alter magickally-created weather effects of greater Magnitude.

Because the fog is made of elemental water, it cannot be

dispersed by a normal wind, no matter how strong, but only by an elemental wind of greater Magnitude, caused by the spell *For to Create a Mighty Wind*. An Alchemist within an elemental fog can use the spell *For the Summoning of an Undine* to summon an Undine even if there are no large bodies of water nearby.

FOR THE SHAPING OF AN UNDINE

See *For the Shaping of (an Elemental Type)*, p.225.

FOR TO SPEED A HURLING MISSILE

Magnitude 1, Progressive, Touch, Trigger

Element: Water

Cast on a missile weapon, this spell is triggered when it is fired. Attempts to Parry or Dodge the missile suffer a -10% penalty per Magnitude and damage is increased by one point per Magnitude. A missile under the effects of the spell *For to Speed a Hurling Missile* cannot benefit from the spells *For to Cause the Conflagration of a Hurling Missile* or *For to Multiply a Hurling Missile*.

FOR THE SUMMONING OF AN UNDINE

See *For the Summoning of an (Elemental Type)*, p.225.

FOR TO ENHANCE THE PERFORMANCE OF AN ENTERTAINER

Instant, Touch, Magnitude 1, Progressive, Trigger

Element: Water

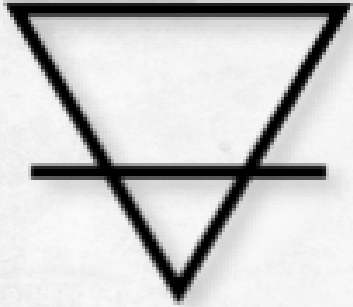
This spell gives the target a +10% bonus to their next skill test involving Dance, Sing or Play Instrument in a social situation in which they are performing for others. It cannot stack with any other spell effect bonuses.

FOR TO INCREASE THE DEFENCES OF THE BELEAGUERED WARRIOR

Duration 5, Magnitude 1, Progressive, Touch

Element: Water

Cast on a Close Combat weapon, this spell adds +10% to the weapon-bearer's Close Combat skill when parrying with that weapon. Each point of Magnitude adds +10% to the fighter's parry.



EARTH SPELLS

These spells can only be cast with the Elemental Casting (Earth) skill.

FOR TO BOND TOGETHER DISPARATE THINGS

Duration 24, Magnitude 1, Progressive, Resist (Resilience)

Element: Earth

This spell causes an object of up to 3 SIZ per 1 Magnitude to merge with a contacting surface for 24 hours or until the spell is dismissed. The binding is unbreakable by normal means, save for the destruction of the target or the surface it is bonded to.

The spell can be used on inanimate or living targets; however, if the caster attempts to bond a living being, or anything it is holding or wearing, the spell may be Resisted with the Resilience skill.

FOR TO BRING THE TOUCH OF DEATH

Duration 1, Magnitude 5, Resist (Resilience), Touch, Trigger

Element: Earth

The caster's hand is charged with the touch of death for the Duration, after which the spell simply expires. Once the effect has been unleashed, the wielder's hand is no longer charged.

Touching an unsuspecting target, or succeeding at an Unarmed Combat attack against a wary target, releases the spell's effect. If the Resilience test to Resist the effect is failed, the hit location touched immediately suffers a number of Hit Points equal to the target's Major Wound Level. (If the target is already on 0 or less Hit Points, the Major Wound will be a Grave Wound). If the Resilience

test is a success, the target only loses a single hit point. Armour Points do not protect against this damage.

FOR TO BRING THE TOUCH OF HEALING

Instant, Magnitude 1, Progressive, Touch

Element: Earth

For every point of Magnitude of this spell, the caster can repair one Hit Point of damage to either himself or another target.

A Magnitude 6 or higher spell *For to Bring the Touch of Healing* will also negate the effects of a Major Wound (Serious or Grave) as long as the target is still alive, reattaching severed limbs and the like, as long as it is performed within 6 combat rounds of the wound being taken. It will not resurrect a character, whether they have been killed by a fatal Grave Wound or a fatal loss of Hit Points, nor will it regrow lost limbs.

A Magnitude 8 or higher Heal spell will also cure any single poison or disease affecting the target.

FOR TO CLEAR A PATH THROUGH A TANGLED THICKET

Duration 10, Magnitude 1, Progressive, Touch

Element: Earth

This spell allows the caster to move through even the most tangled, thorny brush as if he were on an open road. For each additional point of Magnitude, he may bring one person with him.

FOR TO CREATE A HEALING BOUQUET

Duration 24, Magnitude 1, Progressive

Element: Earth

This spell creates a pleasant, flowery aroma that facilitates healing. The diameter of the aroma is equal to 10 metres per point of Magnitude. Anyone within the cloud of aroma gains a +5 to their CON for the purposes of regaining Hit Points from Natural Healing (see p.189) and +25% to their Resilience rolls to Resist against ongoing poisons and diseases. A spell *For to Create a Healing Bouquet* cast within a disease miasma does not dispel the miasma, but does add +25% to Resilience tests to avoid contracting the disease.

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FOR TO CURE A DISEASE OR COUNTERACT A POISON

Instant, Magnitude 3, Touch

Element: Earth

This spell cures the effects of any mundane disease or poison affecting the target; it also cures magickal ailments whose Potency is less than the Elemental Casting skill of the caster.

FOR TO DECREASE THE POTENCY OF A WEAPON

Duration 10, Magnitude 1, Progressive, Ranged

Element: Earth

This spell can be cast on any crafted weapon, but will not affect unarmed attacks or natural weaponry. For every point of Magnitude, it reduces the damage dealt by the target weapon by one.

FOR TO DISCOVER (X)

See p.224.

FOR THE DISMISSAL OF A GNOME

See *For the Dismissal of (an Elemental Type)*, p.225.

FOR TO DISRUPT THE BODY

Instant, Magnitude 1, Ranged, Resist (Resilience)

Element: Earth

This spell literally pulls a target's body apart. The target will suffer 1D6 points of damage, ignoring any Armour Points, and may receive a Major Wound to a random hit location.

FOR THE DOMINATION OF A FAMILIAR (SPECIES)

See p.225.

FOR TO ENHANCE THE HANDS OF HEALING

Instant, Magnitude 1, Progressive, Trigger

Element: Earth

This spell grants the caster a +10% bonus per point of Magnitude to his or her next First Aid or Healing roll. It

is a common spell among Galenic Healers.

FOR TO FIGHT LIKE UNTO A WILD BEAST

Duration 10, Magnitude 1, Progressive, Touch

Element: Earth

The target's Unarmed Combat attacks are considered natural weapons and for every point of Magnitude, it increases the chance to hit with the target's natural weapons by +10% and deals one point of extra damage. This extra damage is magickal and will affect creatures that can only be hurt by magick. The base natural weapon damage remains non-magickal.

FOR TO IMPART GREAT MIGHT

Casting Time 2, Duration 5, Magnitude 1, Progressive, Touch

Element: Earth

For every point of Magnitude, the target's STR score increases by +2. A target cannot have its STR increased in this way to more than twice its original STR score.

FOR TO IMPART VIGOUR

Duration 5, Magnitude 1, Progressive, Touch

Element: Earth

For every point of Magnitude, the target's CON score increases by +2. A target cannot have its CON increased in this way to more than twice its original CON score.

FOR TO INSPIRE THE HANDS OF CRAFTSMANSHIP

Instant, Magnitude 1, Progressive, Touch, Trigger

Element: Earth

This spell gives the target a +10% bonus per point of Magnitude to his or her next Craft skill test. It cannot stack with any other spell-effect bonuses.

FOR TO MAKE A CLUB MIGHTY

Casting Time 2, Duration 10, Magnitude 1, Progressive, Touch

Element: Earth

This spell can be cast on any crushing or smashing weapon, such as a club. For every point of Magnitude, it increases the chance to hit with the weapon by +10% and deals one point of extra damage. This extra damage is

magickal and will affect creatures that can only be hurt by magick. The weapon's base damage remains non-magickal.

FOR TO MEND A BROKEN BODY

Instant, Magnitude 3, Touch

Element: Earth

This spell will instantly heal a number of Hit Points equal to the target's Serious Wound Level. It will also negate the effects of one Serious or Grave Wound, as long as the target is still alive, reattaching severed limbs and the like, if the spell is cast within an hour of the wound being taken. The spell will not regrow lost limbs.

FOR TO MULTIPLY A HURLING MISSILE

Duration 1, Magnitude 1, Progressive, Touch, Trigger

Element: Earth

This spell is cast on a missile, such as a musket ball, cannonball, arrow, throwing knife, or spear; it is *not* cast on ranged weapon itself (the gun, bow, etc.). The missile remains 'charged' for the Duration, after which the spell expires, whether or not it has been triggered yet.. A missile under the effects of the spell *For to Multiply a Hurling Missile* cannot benefit from the spells *For to Cause the Conflagration of a Hurling Missile* or *For to Speed a Hurling Missile*.

When the enchanted missile is fired/thrown, one additional magickal missile is created for every point of Magnitude. Each magickal missile's attack is rolled for separately and each does the same damage as the original (though they will not benefit from the character's damage modifier). Magickal missiles created through this spell will not cause critical hits, though the original missile can. Such magickal missiles will affect creatures that can only be hurt by magick.

FOR TO THE PIERCE THE ARMOUR OF A FOE

Duration 5, Magnitude 1, Progressive, Touch

Element: Earth

This spell can be cast on any weapon with a blade or point. For every point of Magnitude, it ignores one Armour Point when it strikes an armoured location. The spell can bypass magickal armour as easily as normal armour.

FOR TO PROTECT AGAINST THE BLOWS OF THE ENEMY

Duration 10, Magnitude 1, Progressive, Ranged

Element: Earth

For every point of Magnitude, this spell adds one Armour Point to the target. This stacks with any existing armour and is treated in the same way.

FOR TO REPAIR A BROKEN OBJECT

Instant, Magnitude 1, Progressive, Touch

Element: Earth

For every point of Magnitude, this spell repairs one hit point of damage to any one non-living target. The marks of repair will remain visible, unless an appropriate Craft test is made at the time of casting.

FOR THE SHAPING OF A GNOME

See *For the Shaping of (an Elemental Type)*, p.225.

FOR TO SHARPEN A BLADE

Duration 10, Magnitude 1, Progressive, Touch

Element: Earth

This spell can be cast on any weapon with a blade. For every point of Magnitude, it increases the chance to hit with the weapon by +10% and deals one point of extra damage. This extra damage is magickal and will affect creatures that can only be hurt by magick. The weapon's base damage remains non-magickal. A weapon under the effects of the spell *For to Sharpen a Blade* cannot benefit from the spell *For to Cause the Conflagration of a Blade*.

FOR TO SUMMON A NEARBY BEAST

Instant, Magnitude 2, Ranged, Resist (Resilience)

Element: Earth

This spell can be used to summon any creature (wild or tame) within range, which the caster knows to be present. It will effect any non-humanoid creature with INT of 7 or less, and the creature will be naturally drawn to the place where the spell is cast – as soon as that spot is reached, the spell terminates. (Note that if the caster moves from the point where he or she cast the spell, the focus of the spell remains on the spot where the summoning took place). Anything that would interrupt the spell (a barrier, the call of a dog's master, the command of a horse's rider,

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etc.) will cause the spell to be broken. This spell can be useful when hunting, or when seeking a Familiar.

FOR THE SUMMONING OF A GNOME

See *For the Summoning of (an Elemental Type)*, p.225.

FOR TO UPLIFT THE WEARY

Instant, Magnitude 1, Progressive, Touch, Trigger

Element: Earth

For every point of Magnitude, this spell will restore one level of Fatigue the target is currently suffering from.

Creating New Spells

Games Masters and players are encouraged to occasionally create new spells for their campaigns. A player who has come up with an idea for a spell must run it by the Games Master, who should compare it to existing spells - if it seems too powerful for its base Magnitude, he may insist on the Magnitude being raised or the spell effect being weakened.

In game terms, an Adventurer must spend 180 hours researching and working on the spell and spend a Hero Point. The Games Master should then make a secret Alchemy roll on the character's behalf. On a successful roll the spell is created and written up in a form that other Alchemists can understand. On a failure, the spell does not quite work; the Hero Point is not lost, but the Alchemist must put in a further 30 hours of research and then try again. On a fumble the Hero Point is spent and the spell appears to be written up correctly, but will *always* cause a fumble when cast, requiring a roll on the Spell Fumble Table. On a critical success, the spell is created correctly and the Hero Point need not be spent.

Elementals and Their Summoning

Elementals are described in the Bestiary, pp.330-2. Gnomes, Salamanders, Sylphs and Undines are the only Elementals to exist in the *Clockwork & Chivalry* world, as they are made of Earth, Fire, Air and Water respectively, the four building blocks of the Universe. It is theorised that there may be an Aether Elemental, but until someone manages to reach the Heavenly Spheres, summoning one will be impossible.

Elementals are a common and often formidable part of an Alchemist's repertoire. But they are not the easiest creatures to control, being of limited Intelligence and fixed, primitive urges. A summoned Elemental, if not controlled immediately on arrival, will behave in its normal fashion, as described in the Bestiary.

Despite what Alchemists say about Elementals being mere anthropomorphic representations of inanimate matter, it seems that the best way to get their co-operation is through fear. And the one thing that all Elementals fear is a Philosopher's Stone. It could be that because Stones contain all four Elements blended in perfect harmony, they are an anathema to the purity of an Elemental's singular being.

SUMMONING ELEMENTALS

In order to gain the co-operation of an Elemental, an Alchemist must summon it within a circle made from powdered Philosopher's Stone. The Stone to be powdered must have as many Magick Points as the cubic metres of the Elemental to be summoned (see the spell *For the Summoning of (an Elemental Type)*); any less, and the Elemental will simply go about its business, ignoring the summoner.

Creating powdered Philosopher's Stone requires the use of a pestle and mortar and takes one minute of grinding per Magick Point of the Stone. Alchemists who regularly summon Elementals tend to carry a bag of pre-powdered Stone with them. This substance can only be used in the summoning of Elementals, and cannot be used in place of a normal Philosopher's Stone.

The summoned Elemental will be sufficiently cowed by being summoned in the middle of a circle of powdered Philosopher's Stone that it will be very grateful to be

released, and will follow the orders of the first person to break the circle and free it from its imprisonment – it is therefore in the best interests of the summoning Alchemist not to be close to hostile people who could break the circle and control the Elemental before he does. Elementals are not terrifically bright and do not associate the person summoning them with the person freeing them, even if he is the same person.

Once an Elemental has been released from the circle, it will follow the orders of its releaser to the best of its ability for 15 minutes, the Duration of the spell *For the Summoning of (an Elemental Type)*.

Because Elementals are afraid of Philosopher's Stones, it is possible to summon an Elemental within a ring of Stones, as long as each Stone contains enough Magick Points to control the Elemental to be summoned. The Stones should be no more than 2 metres apart, and can be placed on the ground or held by assistants (who need no magickal ability).

DISMISSING ELEMENTALS

Dismissing a summoned Elemental is easy for the person who summoned it; it is as easy as dismissing any other spell, and takes a single Combat Round. Dismissing an Elemental summoned by someone else is more difficult. It requires use of the spell *For the Dismissal of (an Elemental Type)*. Since this is a Touch spell, getting close to an Elemental that does not wish to be dismissed can be difficult. In fact, getting close to a large Salamander in order to Dismiss it with a touch can be quite hazardous! It may be possible to lure an Elemental into a partially complete summoning circle and then close it, thereby keeping the Elemental trapped while the dismissal spell is cast. Another method is to use a number of people with Philosopher's Stones (as described above) to "corral" the Elemental in the manner of a group of sheepdogs.

THE DISSIPATION OF AN ELEMENTAL

When the summoning spell runs out of time, or if the Elemental is successfully dismissed with the spell *For the Dismissal of (an Elemental Type)*, it will dissipate – Gnomes sink into the Earth, Salamanders rush into the sky in a shower of sparks, Sylphs subside to a gentle breeze and blow away, and Undines trickle away as water to the lowest point in the area.

SHAPING ELEMENTALS

It is to be noted that the default form of an Elemental is

that of a sexless humanoid made of its constituent element. If an Alchemist wants to make an Elemental in a different form (a Salamander in the form of a dragon, for instance, or an Undine made to look like the Roman sea-god Neptune) he must cast the spell *For the Shaping of (an Elemental Type)* on the Elemental before releasing it from the summoning circle.

Potions

A potion is, in effect, a bottled spell. Potions are created in the laboratory and then stored in small flasks. The spell stored within the flask is activated by drinking the potion, applying the potion to the skin or breaking the flask, depending on the spell involved. Anyone can use a potion, though they can only be created by an Alchemist.

CREATING A POTION

In order to create a potion, an Alchemist must know the spell he wishes to imbue in the potion, and must have a Philosopher's Stone with enough Magick Points in it to cast the spell in question. He must also have the correct ingredients for the potion and a suitable flask in which to store it. Creating a potion has a number of phases:

1. GATHERING THE INGREDIENTS

Pre-prepared ingredients needed to create a potion are usually available at Oxford University or through the Invisible College, but can be bought from any apothecary's shop in a large town (at least in Royalist-held territories – Alchemists should be wary about asking for such ingredients in Parliamentary lands). It costs 1 shilling per potion for pre-prepared ingredients.

If the Alchemist cannot find pre-prepared ingredients, he or she can scavenge for his or her own, using natural substances (spring water, wild herbs, chemicals, etc.). Any settlement from a small farm to a large city can provide the ingredients, though it requires a successful Alchemy roll, and takes 1D4 hours to gain 1D6 potions-worth of ingredients.

2. SETTING UP THE EQUIPMENT

Assuming the Alchemist has access to a laboratory, there is no prior set-up time needed before creating a potion. If the Alchemist is using a portable laboratory that is not already set up, it takes half an hour to prepare it for the production of potions.

3. CREATING THE POTION SUBSTRATE

The Alchemist must first create what is known as the "potion substrate." This is a liquid capable of holding the magickal power of the spell within it. It takes an hour to create enough substrate for five potions, and needs a successful Alchemy roll. It is impractical to create substrate in smaller amounts than this, though the raw substrate can be stored for later use if the Alchemist does not wish to create five potions at the same time. A failed roll means that the ingredients are wasted. A fumble means a minor leak of noxious vapours; the Alchemist is at -25% to all skills for 1D6 days, due to poisonous effects. Once the substrate is created, it can be used for any spell potion - the ingredients are the same whatever the potion to be manufactured.

4. CASTING THE SPELL ON THE SUBSTRATE

Once the substrate has been successfully created, it is divided into measured amounts for single potions. A single potion measure has been standardised as a jack, which is 2 fluid ounces (approx. 47ml in metric, in case it matters!). Most apothecaries' shops will sell standard 1 jack potion flasks, usually made of earthenware with a cork stopper, though some are made of glass (see Equipment chapter for prices). They are also available at Oxford University to Alchemy students and staff and to members of the Invisible College. The name of the measure has come to refer also to the flask itself, so that Alchemists will talk about a "jack" when referring to a bottle of alchemical potion.

Glass jacks are best for potions that are to be thrown (see below), as earthenware jacks have a 20% chance of failing to break; but glass jacks are fragile and must be carefully protected to prevent them breaking and setting off spells at inopportune moments. Many Alchemists possess padded wooden jack-boxes with individual compartments for each potion to protect their glass containers from harm.

In order to imbue a measure of potion substrate with

magickal properties, the Alchemist has simply to cast the spell at the required Magnitude upon the potion substrate. If the spell is a success, the potion takes on the properties of the spell and can be decanted into a flask ready for use later. The top of the flask is usually sealed with wax to prevent leakage. If the spell roll was a failure, the Magick Points are lost as usual from the Philosopher's Stone, and that particular jack of substrate is wasted.



Bonuses and penalties for critical success and fumble are as normal for casting a spell. If the result is a Fumble, and the subsequent roll on the Spell Fumble Table gives a result of casting the wrong spell, the potion will have the wrong spell in it, but the Alchemist will not know this!

Once a potion is made, it must be kept in an airtight container or will lose its efficacy at the rate of one point of Magnitude per week.

It takes ten minutes to create and bottle a single potion, once the substrate has been created in the previous phase.

USING POTIONS

Once a potion has been created, it can be used by anyone, even with no magickal training. There are several ways to use a potion:

- **Drink it:** This is the standard method for potions containing spells that have effects upon a person. It takes one combat action to drink a single potion. Most potions taste nasty, so you wouldn't want to spend any longer getting them down!
- **Rub it on:** Any potion containing a Touch spell can be activated by rubbing the potion on the bare skin of the target. It takes one combat action to rub on a single potion.
- **Throw it:** This works for Area spells, those requiring Touch, or any spell where the user of the potion doesn't want to be near the epicentre of the spell effect. A successful Ranged Combat roll is needed for the flask to land where the thrower intended. Failure may result in the potion hitting the wrong target or being wasted. Glass jacks are best for this task -

earthenware jacks have a 20% chance of failing to break.

- Pour it on an inanimate object: This works for spells that could be cast on missiles such as bullets, cannonballs, arrows, etc. A single potion will normally affect one missile, but in the case of musket and pistol balls, five balls can be treated with one jack of potion – useful for spells such as *Multimissile*. Spells such as *For to Cause a Great Downpour* could also be poured on an object – the effect would begin as soon as the spell was poured, but would travel with the item, making it possible to fire a cannonball to send a rainstorm into an enemy encampment! It is impossible to come up with a rule to adjudicate every situation, so use common sense and remember that the Games Master's decision is final. (Unless he's wrong!) Note that this method does not work on living creatures; hence the need for Familiars.

Familiars

Some Alchemists are known to use a Familiar in their magickal work. The most famous (or infamous) of these is undoubtedly Prince Rupert's dog, a poodle by the name of Boye. This creature has been portrayed by the Puritans as a demonic creature, a hound of evil; and since the Prince is in the habit of taking it into battle with him, numerous attempts have been made on its life by the forces of Parliament. But other Alchemists have Familiars too, of one sort or another. Some are pets that have become magickal servants for their masters; some are creatures that have been trained especially for the task; and some are unfortunate creatures magickally coerced into performing tasks for less scrupulous Alchemists.

An Alchemist's Familiar is basically a walking (or flying, or swimming) spell delivery system. In the same way that a spell can be put into a potion for later casting, a spell can be put into a living creature and triggered at a later time. Once put into the creature, however, the spell is out of the Alchemist's control, which is why a well-trained (or well-coerced) creature is necessary.

It is worth noting that this process does not seem to work on humans, though no-one quite knows why. Attempts so far have resulted in headaches, spontaneous combustion of the subject and, in one famous case, the ascent of a student volunteer into the clear blue sky over Oxford at an ever-accelerating rate, never to be seen again.



CREATING A FAMILIAR

A Familiar is simply a natural animal, bird, fish, etc., which has had a spell cast upon it that will be triggered at the appropriate time. Once the spell has been cast, the animal returns to being a normal creature. The creation of a Familiar has several phases:

1. PREPARING THE FAMILIAR

The creature to be turned into a Familiar must first be made calm and receptive to the spell-casting process. There are three ways of doing this:

Using Lore (Animal): The Alchemist must first make a Lore (Animal) roll to gain the co-operation of the creature in question. This is a normal roll for a trained creature that the Alchemist already knows. A -25% penalty applies for any creature not used to magick, any creature not familiar with the Alchemist in question, and for any wild creatures.

These penalties are cumulative, so a wild creature unfamiliar with magick and the Alchemist would impose a -75% penalty on the Alchemist's Lore (Animal) skill; whereas a wild creature unfamiliar with the Alchemist, but familiar with magick (perhaps a raven living in the grounds of Oxford University and so used to chanting,

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flashes and bangs) would impose only a -50% penalty.

An Alchemist wishing to avoid such penalties will need to first tame a creature, using the Lore (Animal) skill, and then acclimate it to magick.

Using the spell *For the Domination of a Familiar*: Some Alchemists get around the problem of not having a trained creature by use of the spell *For the Domination of a Familiar*. This allows them to use any creature they wish as a Familiar; but once the spell wears off, the creature is unlikely to be anything but terrified of the Alchemist, and will do it's best to escape and get as far from the spell-caster as possible. Alchemists using this approach are limited in what species they can dominate by the spells available, as the spell must be learned afresh for each species. The library of Oxford University contains spells *For the Domination of*: cat, dog, ferret, raven, and sparrow. Independent Alchemists may know spells for more imaginative Familiars! It takes five minutes to calm an animal in this way.

Using Both: The ideal for the best control over a Familiar is to use both approaches. A trained Familiar, if successfully calmed using Lore (Animal), does not make a Persistence test to Resist the casting of *For the Domination of a Familiar*. This gives the Alchemist the advantage of having a telepathic link with the Familiar, though some dislike the idea of coercing a well-loved creature in such a way. The trained creature will not attempt to escape the Alchemist once the Dominate Familiar spell wears off.

2. CASTING THE SPELL ON THE FAMILIAR

Once the Familiar has been calmed, the Alchemist can cast a spell on it that will be activated at a later time. The Alchemist must be holding his Philosopher's Stone in one hand, and touching the Familiar with the other. The spell is then cast in the normal way with an Elemental Casting roll. If the roll is a failure, the spell does not take effect, and the Alchemist will need to go back to phase one and calm the animal again before a second attempt, unless the creature is still under the influence of a Dominate (Species) spell.

Bonuses and penalties for critical success and fumble are as normal for casting a spell. If the result is a Fumble, and the subsequent roll on the Spell Fumble Table gives a result of casting the wrong spell, the Familiar will be carrying the wrong spell, but the Alchemist will not know this!

A Familiar can only carry or be affected by one spell at a time. Any attempt to cast a spell on a creature that already carries a spell will result in automatic failure.

3. USING A FAMILIAR

Once the Familiar has a spell stored within it, the Alchemist must be able to persuade the creature to deliver the spell to the required place. If the creature is not under the influence of a spell *For the Domination of a Familiar*, this will require another successful Lore (Animal) roll, using the same penalties as in the first phase, above. The commands that can be given must be simple – players and GMs must remember that Familiars are normal non-magickal creatures and are no more able to understand complex commands than a similar creature in the real world. Most animals are more likely to perform if there is the prospect of a reward – usually in the form of food. Use common sense!

Creatures under the influence of the spell *For the Domination of a Familiar* are not given commands, they merely follow the will of the spell caster as long as they are physically capable of doing so.

For every ten minutes after the last command was given to the Familiar, the GM should make a Persistence roll for the Familiar; on a failed roll, the creature has forgotten what it was supposed to be doing – it will attempt either to return to its master if tame, or to its usual habitation if wild.

Even with a spell *For the Domination of a Familiar* in place, the Alchemist cannot see through the eyes of the Familiar, unless he has cast the spell *For to See Through the Eyes of Another* on the creature, in which case the Familiar can be used for spying at a distance, but cannot carry any other spell.

Once the Familiar reaches the place or person that is the target of the spell, the creature will automatically trigger it. However, unless in the thrall of the spell *For the Domination of a Familiar*, it will be too fearful to endanger its own life (despite loyalty to its master), unless it succeeds at a Persistence roll. The Familiar will hang around, attempting to reach its target until it either succeeds or fails one of its ten minute Persistence rolls described above. A creature that is commanded by the spell *For the Domination of a Familiar* can have its own self-preservation overridden by the caster – but only if the caster can see the Familiar and knows it is in danger.

Once the spell has been successfully cast, and assuming the Familiar survives (Royalist Alchemists have been known to send dogs imbued with the spell *For the Ignition of a Consuming Flame* under Parliamentary Leviathans!), a trained animal will attempt to return to its master, and a wild animal to its usual habitation.

Chapter 9

In which the true secrets of Witches and Wise Women are brought to light

"The fearefull aboundinge at this time in this countrie, of these detestable slaves of the Devill, the Witches or enchaunters, hath moved me (beloved reader) to dispatch in post, this following treatise of mine, not in any wise (as I protest) to serve for a shew of my learning & ingine, but onely (mooved of conscience) to preasse thereby, so farre as I can, to resolve the doubting harts of many; both that such assaultes of Sathan are most certainly practized, & that the instrumentes thereof, merits most severly to be punished..."

- King James I & VI of England and Scotland, *Daemonologie*, 1597

There is no doubt that Witches exist. That said, fear of witchcraft is much greater than the number of practising Witches would justify; for every genuine Witch brought to trial and hung, probably seven innocents are executed.

Things are worse for the innocent in Scotland and continental Europe than they are in England; in those countries, torture is legal and many of those tortured accuse other innocents, who in turn are tortured to reveal yet more innocents, leading to hundreds of "Witches" being burned at a time. In England, torture is illegal, although the techniques used by Witch Finders can border on it. (See p.85 for information on their techniques.)

Fear of witchcraft has grown over the last two hundred years. King James I and VI of England and Scotland (father of the recently beheaded Charles), as well as being responsible for the "King James' Bible", wrote a book called *Daemonologie*, which explained at great length the dangers of Witches and witchcraft. (While in Scotland, James was often present at the torture of Witches). One of

the theories that he perpetuated from earlier treatises on witchcraft (such as the German *Malleus Maleficarium*, or *Hammer of the Witches*, written by the 15th century Catholic Inquisitor Heinrich Kramer) was that *all* magick comes from Satan, whether it is used for good or evil purposes. This belief has recently been taken up more by the Parliamentarians than the Royalists, leading the former to persecute Alchemists, as well as Wise Women and Cunning Men (who have no link to any Satanic cults and are indeed strongly opposed to magick used for malefic purposes).

Despite the persecution of the innocent, the fact remains that there is a core of Satan-worshipping Witches, who use their magick for the sheer pleasure of doing evil. Whether their magick actually comes from Satan, or whether it is merely that the powerful magickal techniques they employ are only known and taught by Satanist covens, is something a person seldom stops to ask when up against a powerful Witch.

Witchcraft and Witches

There are three types of Witches in the *Clockwork & Chivalry* game world. It is unlikely that anyone other than Witches themselves would make such distinctions; certainly a Witch Finder would not distinguish, and would find all equally guilty and all likely candidates for hanging. Cunning Men and Wise Women are also often accused of witchcraft by Witch Finders, though many have no magickal abilities at all; these are covered as a separate Profession on p.45.

In game terms, the three Witch types are as follows:

UNALIGNED WITCH/WARLOCK

An unaligned Witch (female) or Warlock (male) is one who knows some Witchcraft, but has not sworn an oath to renounce God and worship Satan. They will have a number of simple spells, and will likely be known to neighbours for their magickal charms. The difference between a Witch and a Herbalist (p.65) is often minor, the main difference being whether the character knows any spells or not. Many Unaligned Witches and Warlocks use no harmful spells and are entirely benign; others will use a mixture of benevolent and malevolent spells, and will often be tolerated by their neighbours so long as they do no serious harm; a third group are likely to be entirely malevolent and will often be feared and shunned by the local community.

Unaligned Witches and Warlocks could belong to almost any Faction (with the exception of Puritans) but are more likely to gravitate toward the more offbeat Factions such as Diggers and Ranters, or to be Self-interested. Their spells will often take on the trappings of their Faction, with spells done by Catholic-leaning Witches invoking the names of saints and the Virgin Mary, while those of Protestants invoke the name of God more directly. Those with some education in academic magick (often at second or third hand) might call on the names of Angels.

The differences between a Witch/Warlock and a Wise Woman/Cunning Man are subtle, and have more to do with the person's intent and standing within the community than with any real differences in abilities.

WITCHES AS ADVENTURERS

Satanic Witches and Warlocks are unlikely to be suitable as a member of an adventuring party, unless the players all wish to be of an evil disposition. A Cunning Man or Wise Woman would fit in better, though it would be difficult if one of the other members of the party were a Witch Hunter or particularly pious religious character. A party made up mostly of lower class characters would be more likely to admit a Cunning Man or Wise Woman, since they are more used to seeing such people as beneficial members of society.

A Wise Woman Adventurer who starts off good but sells her soul to Satan for greater power would make for an interesting story arc - at some point the Games Master may want to take over such a character as a villain (with the player's prior agreement). Such an enemy for the party makes for great role-playing opportunities - if there's one thing worse than an evil Witch trying to take over your home county, it's an evil Witch who used to be a friend of yours trying to take over your home county.

Devil's Horsemen could fit into an adventuring party quite well, as long as the other characters don't know the nature of the character's power over horses. The players will probably know, but if they're prepared to role-play that they don't, all sorts of interesting situations could arise. But be prepared for inter-party conflict when the secret is revealed!

Unaligned Witches/Warlocks have the Witchcraft skill but cannot develop their MAG (see p.245) beyond its base without teaching, which is only done by the Satanist Faction. Witches of this sort will belong to the Witch/Warlock Profession.

SATANIC CULTIST

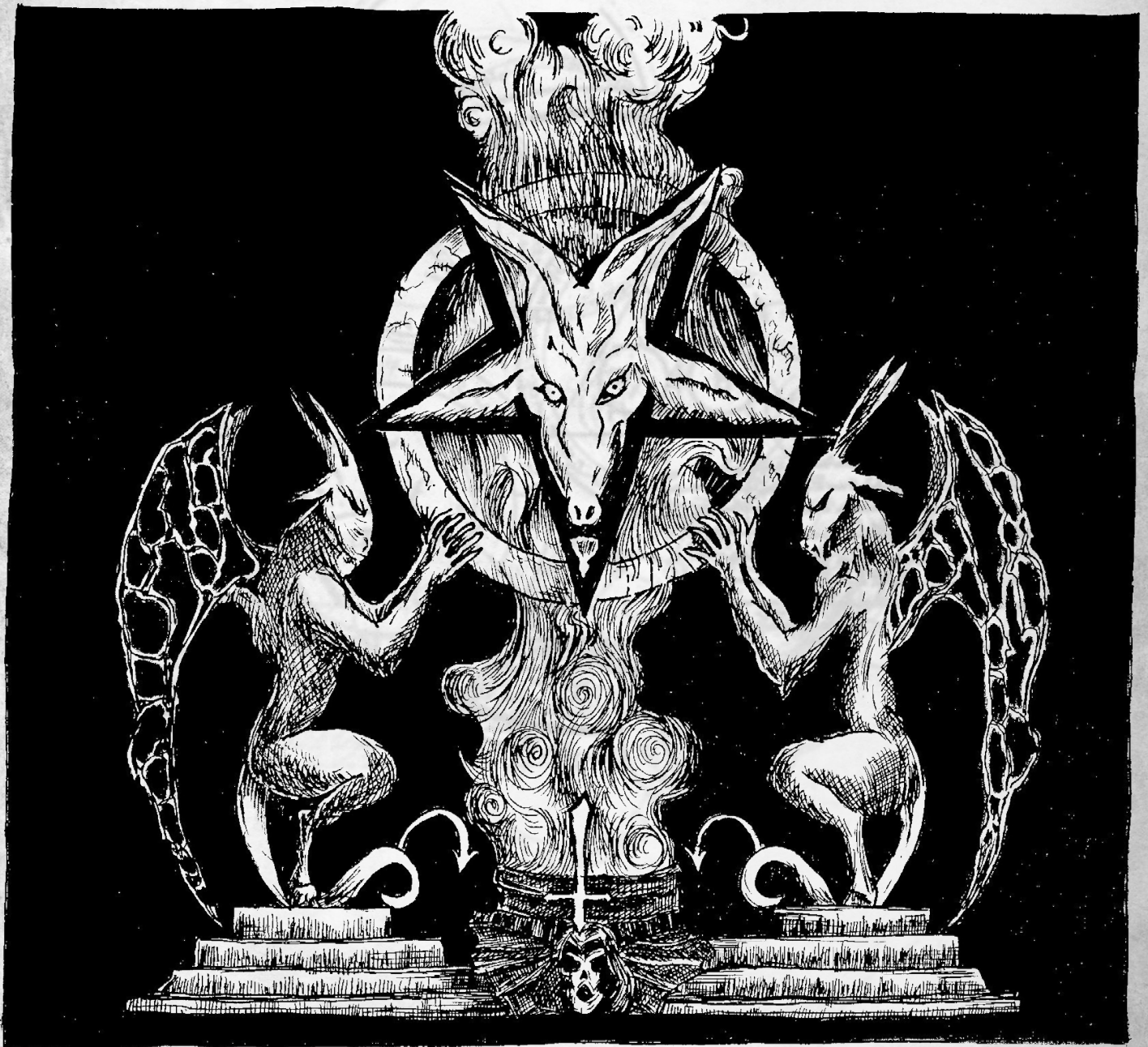
Satanic Cultists are not really Witches at all, though they are likely to be found guilty of witchcraft if exposed. These are people who have renounced Jesus Christ and sworn loyalty to Satan, becoming a member of the Satanist Faction (see p.137). As part of joining this Faction, they learn to increase their MAG; this will allow them to help Satanic Witches to cast group spells at Sabbats, but gives them no magickal ability of their own. Satanic Cultists are members of a local Coven, which will meet regularly (often in remote spots in the open air) to partake in extravagant and often perverse rituals, and to help in the casting of spells to gain power over other

members of the community.

Some Coven members are willing participants, drawn to the Satanist Faction by their perverse lusts or desire for power. But others are reluctant members; sometimes a person, in dire need, will turn to a Witch for magical help, not realising that the Witch is actually a Satanist, and will be forced to swear allegiance to Satan in order to gain the aid they seek. Once a person has joined a Coven, however reluctantly, they are more or less blackmailed into attending their Sabbats, because if it becomes known

that they are a member they will immediately be charged with witchcraft and likely hung.

Satanic Cultists have the MAG attribute but not the Witchcraft skill (see p.245). Satanic Cultists come from all walks of life, so can be of any Profession *except* Witch/Warlock.



SATANIC WITCH

There is only one route to real power for an Unaligned Witch, and that is through Satanism. Many Unaligned Witches are basically good, and have no desire to increase their magickal abilities. But those who lust for greater magickal power must increase their MAG, and the only way to do that is to swear allegiance to Satan and join a Coven. Most Covens have thirteen members, consisting of both Satanic Cultists (willing or unwilling), and Satanic Witches; the latter, who have both the Witchcraft skill and a high level MAG, can cast more powerful spells than a non-aligned Witch and will tend to be the head of the Coven, leading the other members in the casting of powerful spells at Sabbats.

Satanic Witches have the Witchcraft skill (p.244) and have developed their MAG (p.245) to a higher level.

Covens

Most Covens consist of thirteen members. The Coven will be ruled by three powerful Witches, one relatively young, one middle-aged and the other old (the Maiden, the Mother and the Crone). The rest of the Coven is likely to consist of Cultists with no magickal skills, though the most promising members may be taught a few spells if they are being groomed for leadership, and some Unaligned Witches may join already knowing some spells.

The Crone of any Coven is likely to be very old – due to their magickal powers, they can sometimes extend their lives to as much as 200 years, if not longer. They have to be constantly on their guard against younger members of the Coven who covet their power and will kill them if they can. When this happens, the Mother becomes the Crone, the Maiden becomes the Mother, and a new Maiden is chosen from among the lower members. These titles are purely ceremonial; it is quite possible that the Mother has no children, and the Maiden is very unlikely to be a maiden at all in the technical sense.

There are no Covens ruled by Warlocks; the highest position a man is likely to attain is that of donning horns and taking the symbolic role of Satan in the Coven's rituals.

Covens generally gather once a lunar month (generally on the dark of the moon) in a Sabbat, when they worship Satan, participate in blasphemous rituals, and cast powerful spells as a group.

Sometimes larger groups of Witches gather for especially large spell-casting sessions. It is claimed that a "Coven of Covens" (169 Witches) came together off Land's End in 1588 to create the storm that wrecked the Spanish Armada – the Witches knew that they were less persecuted in Protestant England than they would be in an England ruled by Catholic Spain.

How Witchcraft Works

Note: The following rules apply to Witches, Warlocks, Wise Women and Cunning Men, but the term "Witch" is used throughout for ease of understanding.

A Witch works magick through the skill of Witchcraft, but the power of her spells is limited by her MAG. Unlike an Alchemist, a Witch does not require a Philosopher's Stone, but most of the spells, while potentially extremely powerful, require ingredients that may be difficult to find, or long involved rituals that must be performed in out-of-the-way places to avoid detection.

WITCHCRAFT (INTx2)

The Witchcraft skill is a measure of the knowledge of all the spells learned by a Witch. It is this skill that a Witch rolls against to see if she casts a spell correctly. Spells usually have a physical component, which may also need

OPTIONAL RULE: WITCHCRAFT TRADITIONS

Games Masters and players may wish to create "Traditions", groups of spells that are learned together and form separate skills. If this is done, Witchcraft (Cumberland) would be a different skill, with a different spell list, than Witchcraft (Lancashire). Alternatively, Traditions may be handed down in families, so that Witchcraft (Demdike) would be a different skill from Witchcraft (Chattox). However, unless the entire adventuring party are playing Witches, this is unlikely to be a problem; learning new spells is already difficult for a Witch/Wise Woman, so adding new rules that make it even harder is probably not desirable.

FOR TO GIVE A WITHERING LOOK

All characters with the Witchcraft skill have the spell *For to Give a Withering Look*. Although it is not a "good" spell, it is a spell which even a good character might cast in a moment of anger - a "withering look" that actually does wither the person looked at. Although this is best role-played, a Games Master may wish to have a character make a Persistence test, or a Righteousness test (depending on circumstances), to avoid casting this spell when severely provoked.

to be obtained or made before the spell can be cast successfully.

Witches do not write down their spells, which have as much to do with emotions, mental images, symbolic connections and the like as with words; they must remember them. Witches can only learn a number of spells equal to their INT. If they wish to learn another spell, they must sacrifice one of the spells they already know. If they ever lose INT, they will lose a number of spells equal to this loss, and the spells will not come back if INT is regained later. The Witch can choose which spells are lost.

(A very old Satanic Witch may have lost INT due to age, and may therefore only have a small repertoire of spells; but this will likely be balanced by a very high MAG, which is why the Maiden/Mother/Crone team works so well - the younger Witches benefit from the raw power of the Crone's high MAG, while the Crone benefits from the larger spell pool of the younger Witches).

MAGICK (MAG)

MAG is a measure of the power a Witch can bring to bear in casting spells. It begins at a level equal to the Witch's INT plus POW divided by ten, rounded up (e.g. A Witch with POW 11 and INT 15 would have a MAG of 3).

MAG places limits on the power of spells cast, and the power of spells that a Witch can learn. A spell's Range is limited by the Witch's MAG, as is its maximum Magnitude (see p.245). A Witch can never learn a spell with a minimum Magnitude higher than her MAG.

Alchemists do not need a MAG attribute, as their spells rely entirely on scientific method.

INCREASING MAG

MAG can be increased, but the techniques involved are

only taught by the Satanist Faction and the Horseman's Word Faction; a character must be a member of one of those Factions in order to put up MAG. Increasing MAG in a Satanic cult involves dark rituals (sometimes involving human sacrifice) on the dark of the moon with others of the Faction.

A player can choose to attempt to increase MAG by spending 3 Improvement Points.

- Roll D100 and try to get equal to or lower than your character's Righteousness Points.
- If the roll is a success, MAG increases by 1.
- If the roll is a failure, MAG does not increase, but the character gains 1D4+1 Righteousness Points.
- If the roll is a fumble (00), MAG does not increase, and the character loses 1D4+1 Righteousness Points, due to being freaked out by the nature of the things expected of him or her at the ritual.

Casting Witchcraft Spells

The casting of a spell requires knowledge of that spell, the correct ingredients (if necessary), and the Witchcraft skill. The caster must make a Witchcraft roll to cast the spell. In order to cast the spell, the Witch must have all the correct ingredients. In some cases these are included in the ritual needed to cast the spell, in other cases, the spell is cast on an item, which is then given to the person on whom the magick is to do its work. The casting time is one combat round plus the time it takes to prepare the ingredients and any rituals required (as described in the spell). At the end of the ritual/preparation period, the Witch makes a Witchcraft roll to cast the spell.

CASTING RESULTS

Casting Success: The spell works as written, and the caster loses one level of Fatigue (see p.177).

Casting Critical Success: The spell can be cast as though the caster's MAG is 1 higher than is actually is the case. This is not compulsory - if the caster wishes for a lower effect, this can be done, but no alternative benefits will accrue if that is the case. The caster loses no Fatigue.

Casting Failure: If the spell roll fails, nothing happens, but the Witch loses one level of Fatigue (see p.177). As

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long as the ingredients are intact, the spell can be cast again, but if ingredients are used up in the casting of the spell, new ingredients must be gathered and the rituals begun again.

Casting Fumble: If the caster fumbles the Witchcraft roll when casting the spell, she loses two levels of Fatigue (see p.177) and the spell fails. As long as the ingredients are intact, the spell can be cast again, but if ingredients are used up in the casting of the spell, new ingredients must be gathered and the rituals begun again. There are no other penalties for a fumble – most Witchcraft spells either work or they don't.

Acquiring Witchcraft

Many Witches and Warlocks learn their first spells from other family members, with mothers often passing on useful spells to their daughters, and fathers to their sons. Such magick was much more prevalent in England in centuries gone by, but the rise of Christianity and the current Witch finding craze means that many spells have failed to be passed on, or are now only known to a few isolated Witches in remote areas. Many Witches never learn any more spells than the ones they learned from their family, unless they join a Coven.

To represent this in rules terms, Witches and Warlocks begin play with a relatively large number of spells, but finding spells in play is likely to be very difficult.

BEGINNING WITCHCRAFT SPELLS

All characters with the Witchcraft skill get the spell *For to Give a Withering Look* plus a number of other spells as follows:

Profession	Spells
Cunning Man or Wise Woman	INT - 6 spells, chosen from those marked with an *.
Devil's Horseman	<i>For the Domination of a Horse.</i>
Witch or Warlock	INT - 3 spells, chosen from all those listed.

DUAL SPELLS

Some spells are in effect opposite sides of the same coin, so if a character has one spell, she will have its opposite too (e.g. *For to Wither the Strength* and *For to Enhance the Strength*). Where this is the case, it is noted in the spell description. This means that some Wise Women and Cunning Men have access to harmful spells – see their Profession description for the effects of casting harmful spells. These dual spells count as one for the purposes of the maximum number of spells known.

LEARNING SPELLS OUTSIDE A COVEN

An Unaligned Witch/Warlock (see p.242) can only learn a new spell if they can find someone to teach them. This will require the Witch to find a fellow Witch from whom to learn – many Witches are naturally reluctant to admit to their magickal powers unless they are sure the other is trustworthy. Unless the other Witch is being open about their profession, it will take a successful Insight roll on the part of a Witch Adventurer to spot that a character is a Witch.

Note to Games Masters: If a group of Adventurers includes a Witch/Warlock character, it is important that the Games Master occasionally introduces characters into their campaign from whom the Witch Adventurer can learn new spells, or the player may feel they are not progressing and wish they had never chosen that particular Profession. In a game that is set in a small area, this could be one particular "patron" character; in a travelling campaign, Adventurers should get the opportunity to meet a Witch NPC from time to time. It is possible that a Cunning Man or Wise Woman would be protected by their community from contact with strangers, in which case a bit of detective work on the part of the Witch Adventurer may be needed.

Once a potential teacher has been found, the Witch must persuade them that she is trustworthy. This will require a successful Influence roll against the Persistence of the potential teacher – Games Masters should give bonuses for good roleplaying and persuasive arguments. There will be an automatic -20% to this roll if trying to persuade a member of the opposite sex to teach spells, as many spells are passed down through the male or female line, and teaching a spell to the opposite sex may break a long family tradition. In such cases, a Seduction roll may help!

Once a teacher has been persuaded to help, the character must spend a week with them, learning the new spell – its ingredients, incantations, mental disciplines and the like. At the end of that week, the spell can be learnt by

spending one Improvement Point.

See the Witchcraft skill, above, for limits on the number of spells that can be learnt.

LEARNING SPELLS IN A COVEN

Satanic Witches (see p.244 above) have a much easier time learning spells than Unaligned Witches, as they are part of a Coven and therefore have the necessary contacts to learn spells. Assumably Satanic Witches will be Games Master characters rather than Adventurers, but just in case a player's character is foolish enough to swear allegiance to Satan, the rules for learning spells are as follows:

Before learning a spell from a Satanic Witch, the Adventurer must impress the Crone of that Witches' Coven. They must make a successful Influence roll against the Persistence of the Crone; if the roll is unsuccessful, the Crone will give the supplicant a task – almost certainly of an evil nature (cursing prominent local worthies, collecting ingredients from graves, killing babies and the like) – before the Crone allows the spell to be learned.

Once the Crone is satisfied with the supplicant, the Witch can learn a spell from any member of the Coven, simply by attending a Sabbat and spending one Improvement Point.

See the Witchcraft skill, above, for limits on the number of spells that can be learnt.

Coven Magick

When performing ceremonial magick at a Sabbat, some Satanic Witches can call upon the MAG of their followers to boost their own magickal powers, creating very powerful spells. In order to do this, a Witch must know the spell *For to Call on the Power of a Coven* – see the spell description (p.250) for details.

Spells and Ingredients

Not all spells are suitable for “good Witches”; spells that are suitable for a Cunning Man or Wise Woman are

marked with an asterisk (*).

Some spells require ingredients to be prepared, or an object made, before the spell is activated. The Witchcraft roll to cast the spell is not made until the spell is activated (even though the Witch may not be present at the time), as it will not be known until that point whether the spell was performed correctly. If the roll was a failure, the item in question will not work; there are usually no extra penalties for a Fumble – Witchcraft spells either work or they don't, although there are a few exceptions to this, as noted in individual spell descriptions.

Ingredients are generally not consumed in the casting of the spell (except such things as ointment, etc). So, for instance, a Witch only needs one cat skin to use *For the Domination of a Cat*; she does not need to kill another cat every time she casts the spell!

It will be seen that casting Witchcraft is often not a quick process, and frequently requires a fair amount of preparation. This gives ample role-playing opportunities; how does the Witch get hold of a lock of hair from her intended victim? What if she is caught while performing some strange ceremony by the light of the moon? It is also worth bearing in mind that the magick items created are themselves incriminating; Adventurers carrying Witch's charms (no matter how benign) may well be accused of witchcraft themselves.

SPELL TRAITS

Witchcraft spells have some or all of the following traits:

Area (X): The spell affects all targets within a radius specified in metres.

Charm: To have an effect, the spell requires the target to wear or carry some sort of charm created by the Witch.

Concentration: The spell's effects will remain in place so long as the character continues to concentrate on it. Concentrating on a spell is functionally identical to casting the spell, requiring the Witch to mutter incantations and ignore distractions.

Distant: The spell can be cast no matter how far away the target is, as long as the Witch has the necessary ingredient, which is usually some item which once had some physical association with the target (hair, fingernails, etc.) as described in the ingredients for the spell. Distant spells are always resisted, either Persistence or Resilience, and a target who successfully resists will feel an uncanny shiver down the spine.

Duration (X): The spell's effects will stay in place for the

"THE EVIL EYE"

Some spells can be cast Eye Contact (see below). This is commonly known as "The Evil Eye," as Witches have been known to use the method to put curses on people. However, it can be used by Wise Women and Cunning Men to cast harmless spells too.

time indicated.

Eye Contact: The spell can be cast by making eye contact with the target. The Witch must be within 10 metres of the target, and must make a successful opposed roll of Witchcraft versus the target's Persistence. If the caster wins the contest, the spell is cast. If the test is failed, the target manages to avoid the Witch's gaze and the spell fails. An attempt at making Eye Contact is at -40% if the target is in combat with someone else when the attempt is made. Many (though not all) Eye Contact spells can also be cast by Touch.

Instant: The spell's effects take place instantly. The spell itself then disappears.

Magnitude (X): The strength and power of the spell. A Witch cannot learn a spell that has a greater Magnitude than her MAG. A spell can be cast at any Magnitude up to the MAG of the caster.

Progressive: This indicates that a spell can be learned at its lowest Magnitude, but can be cast at *any* Magnitude up to the MAG of the Witch.

Ranged: Ranged spells may be cast upon targets up to a maximum distance of the character's MAG x 5 in metres.

Resist (Dodge/Persistence/Resilience): The spell's intended effects do not succeed automatically. The target may make a Dodge, Persistence or Resilience test (as specified by the spell) in order to avoid the effect of the spell entirely. Note that Resist (Dodge) spells require the target to be able to use Reactions in order to dodge. In the case of Area spells, the Resist (Dodge) trait requires the target to dive in order to mitigate the spell's effect.

Touch: Touch spells require the Witch to actually touch her target for the spell to take effect, using an Unarmed Combat skill test to make contact if the target is not willing. The caster must remain in physical contact with the target for the entire casting. The Witch is by definition in contact with herself, and can self-cast any Touch spell. Many (though not all) Touch spells can also be cast by Eye Contact.

Trigger: The spell will lie dormant until an event stated in the description takes place. The spell then takes effect and is expended.



Spell List

Spells marked * are suitable for Cunning Men and Wise Women.

FOR THE ABJURATION OF (SUBSTANCE/PROCESS)*

Charm, Duration MAGx5 hours, Magnitude 1

There are many *Abjuration* spells, covering different substances and processes, each of which must be learned separately. Substances and processes include air, water, sleep, food, etc. Once the spell is cast, the target will be able to manage without or ignore the substance/process in question for the Duration of the spell.

Ingredients: A small clay bottle worn around the neck that contains the substance to be abjured and, if the spell is not for the Witch herself, a lock of hair from the target.

More abstract processes (such as sleep, dreams, pain, etc.) might require more creative ideas for ingredients, at the Games Master's discretion. (For instance, in the case of sleep, it might be the crusty stuff you wipe from your eyes in the morning!)

FOR TO ATTRACT THE CURSE OF THE HURLING MISSILE

Distant, Eye Contact, Magnitude 1, Progressive, Touch

This spell puts a curse on the target so that the next use of ranged weapon fire (using Ranged Combat or Gun Combat) that is within range of the target will automatically hit him or her rather than the person aimed at. Each increase in Magnitude will increase the number of shots that will effect the target – so if the spell is cast at Magnitude 3, the next three uses of ranged weapon fire within range of the target will hit the target. This even applies to shots fired by the target of the spell, which will turn round and hit the firer.

Ingredients: A lock of hair or a fingernail of the intended victim.

FOR TO BANISH A GHOST*

Instant, Magnitude 1, Ranged

This spell can be used to banish ghosts back to whence they came. As the spell is cast, the caster must throw holy water at the ghost (requiring a successful Ranged Combat test). If both the Witchcraft test and the Ranged Combat test are successful, the ghost will disappear. It cannot reappear for 24 hours.

Ingredients: Holy water taken (legitimately or otherwise) from a church which uses it (e.g. Anglican, or Catholic, but not Puritan).

FOR TO BLESS CROPS*

Area MAG hectares, Duration MAG days, Magnitude 1, Progressive

This spell will ensure that crops are free of blight, pests, and other such problems. If cast in the days immediately prior to harvest, it guarantees that what is harvested will be good and wholesome, though if the crops have been suffering from blight for some time, the yield may be low.

This spell can also negate the effect of a spell *For to Blight Crops* of the same Magnitude or lower.

Ingredients: The skin of a rabbit wrapped round a dried frog, buried in the ground where the crops are planted.

Note: Characters with this spell automatically gain the spell *For to Blight Crops*.

FOR TO BLESS LIVESTOCK*

Duration MAG days, Magnitude 1, Progressive

This spell will ensure that livestock (cattle, sheep, pigs, poultry, etc.) are healthy, and give good yields of milk, wool, meat, eggs or whatever. Each point of Magnitude blesses one animal in the herd/flock. Creatures so blessed will not become ill or give low yields, though this will not prevent death from physical attack or old age.

This spell can also negate the effect of a spell *For to Blight Livestock* of the same Magnitude or lower.

Ingredients: The blood of a bull painted on the forehead of one of the animals in the flock.

Note: Characters with this spell automatically gain the spell *For to Blight Livestock*.

FOR TO BLIGHT CROPS

Area MAG hectares, Duration MAG days, Magnitude 1, Progressive

This spell will cause crops to fail and wither, or become infested with pests and other such problems. Each point of Magnitude blights 1 square metre of crops. If cast at its lowest level in the days immediately prior to harvest, it guarantees that what is harvested will be of poor quality and will rot quickly, though if the crops have been well-maintained up to that point, the yield may be high.

This spell can also negate the effect of a spell *For to Bless Crops* of the same Magnitude or lower.

Ingredients: The skin of a poisonous snake (usually an adder in England) wrapped around a rotten apple and buried in the land on which the crops are growing.

Note: Characters with this spell automatically gain the spell *For to Bless Crops*.

FOR TO BLIGHT LIVESTOCK

Duration MAG days, Magnitude 1, Progressive

This spell will cause livestock (cattle, sheep, pigs, poultry, etc.) to grow sickly and give low yields of milk, wool, meat, eggs or whatever. Each point of Magnitude blights one animal in the herd/flock. Creatures so blighted will not die, but will become ill and sickly-looking; milk yields will be small and sour, meat will be tough and stringy, and eggs sulphurous and stinky.

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This spell can also negate the effect of a spell *For to Bless Livestock* of the same Magnitude or lower.

Ingredients: The heart of a bull stuck with pins, to be buried on the land on which the animals live.

Note: Characters with this spell automatically gain the spell *For to Bless Livestock*.

FOR TO BRING DOWN THE CURSE OF THE MOON

Eye Contact, Instant, Magnitude 1, Progressive, Resist (Persistence)

This spell causes the target to lose contact with reality and become a gibbering loon. Once eye contact has been made, the target must make a Persistence roll, at a -10% penalty for every point of Magnitude of the spell. The spell has no effect on unconscious targets, targets without an INT attribute, or targets that are currently under the effect of a Fear spell.

Results of Persistence Test	Effect
Target fumbles	Target instantly loses 1D4 INT permanently and lapses into a catatonic state for a number of minutes equal to 20 minus the target's POW (minimum of one combat round).
Target fails	Target gibbers and raves uncontrollably for a number of minutes equal to 20 minus the target's POW. Target may become paranoid, see visions, become insanely fanatical about their Faction, become suicidally depressed, etc. Role-play it!
Target succeeds	Target becomes shaken, distressed and twitchy, and is at -20% to all skill rolls for a number of minutes equal to 20 minus the target's POW.
Target critically succeeds	Target is unaffected by the spell, and becomes immune to any further spells <i>For to Bring Down the Curse of the Moon</i> for a number of minutes equal to 20 minus the target's POW.

Ingredients: None.

FOR TO BRING THE TOUCH OF HEALING*

Instant, Magnitude 1, Progressive, Touch

For every point of Magnitude of this spell, the Witch can repair one Hit Point of damage to either herself or another target.

A Magnitude 6 or higher spell for to *Bring the Touch of Healing* will also negate the effects of a Major Wound (Serious or Grave) as long as the target is still alive, reattaching severed limbs and the like, as long as it is performed within 6 combat rounds of the wound being taken. It will not resurrect a character, regardless of whether they have been killed by a fatal Grave Wound or a fatal loss of Hit Points, nor will it regrow lost limbs.

A Magnitude 8 or higher *Touch of Healing* spell will also cure any single poison or disease affecting the target.

Ingredients: A poultice made from assorted herbs, which require 1 hour and a successful Lore (Plants) roll in a rural area to find.

FOR TO CALL ON THE POWER OF A COVEN

Special

This ceremonial spell is used by Satanic covens to focus the magick of a whole group into one powerful spell. The spell allows the Witch to combine the MAG of all people present in the ceremony to add to another spell, which then becomes more powerful. The spell requires ten minutes of dancing and chanting for every person involved in the ceremony; if the ceremony is interrupted and 10% of those taking part (round down to nearest whole number!) are prevented from chanting, it must be begun again from the beginning. (If the caster of the spell is interrupted, the ceremony must be restarted even if all the others are still taking part). In such a situation, the MAG of those removed from the ceremony will be lost. While the ceremony is taking place, the Witch who is casting the spell must add the ingredients to a cauldron in the centre of the circle of dancers. At the end of the ceremony, the spell roll is made, and if successful, the Witch can then cast any spell she wishes, adding the MAG of all those present to boost its power. See the text box "A Ritual for to Call on the Power of a Coven" for the incantation that is chanted while the ceremony is going on.

E.g. Mother Demdike gathers her coven together to cast the spell For to Cause a Great Downpour. She has twelve other Witches with her, who have MAGs of 6, 4, 2, 5, 4, 5, 8, 7, 3, 4, 5 and 6. Her own MAG is 8. This gives her a total of 6+4+2+5+4+5+8+7+3+4+5+6+8=67 MAG to add to the

A RITUAL FOR TO CALL ON THE POWER OF A COVEN

*Head of monkey, brain of cat,
Eye of weasel, tail of rat,
Juice of mugwort, mastic, myrrh –
All within the pot I stir.*

*Here is foam from a mad dog's lips,
Gather'd beneath the moon's eclipse,
Ashes of a shroud consumed,
And with deadly vapour fumed.
These within the mess I cast –
Stir the cauldron – stir it fast!*

*Here are snakes from out the river,
Bones of toad and sea-calf's liver;
Swine's flesh fatten'd on her brood,
Wolf's tooth, hare's foot, weasel's blood.
Skull of ape and fierce baboon,
And panther spotted like the moon;
Feathers of the horned owl,
Daw, pie, and other fatal fowl.
Fruit from fig-tree never sown,
Seed from cypress never grown.
All within the mess I cast,
Stir the cauldron – stir it fast!*

– Harrison Ainsworth, *The Lancashire Witches*, 1849

spell. This means she can summon up a torrential downpour covering a diameter of 670m that lasts for five and a half hours – enough to cause major and disastrous flooding which, if the spell is unleashed near a river, could cause bridges to be washed away and houses destroyed far downstream.

Ingredients: A monkey's head, a cat's brain, a weasel's eye, a rat's tail, mugwort, mastic, myrrh, foam from a mad dog's lips gathered during an eclipse of the moon, ashes from the shroud of a plague victim, three eels, the bones of a toad, a seal's liver, flesh from a pig which has eaten its own offspring, a wolf's tooth, a hare's foot, the blood of a weasel, an ape's skull, a baboon's skull, a leopard's skull, three Eagle Owl feathers, three Jackdaw feathers, three Magpie feathers, three feathers from any other carrion bird or bird of prey, a fig, and a seed from a cypress tree. Stir together in a cauldron and simmer for 10 x the number of participants in minutes. Leave to cool. Not to be taken internally.

FOR TO CATCH THE WIND*

Charm, Duration MAG minutes, Magnitude 2, Progressive, Range MAG x 10 metres

This spell must be cast outdoors, on a windy day. The Witch ties a knot in a piece of string, trapping a wind within it, which can be released later by untying the knot. The strength of the wind is determined by the Magnitude of the spell, not the strength of the wind on the day the spell was cast. The Duration of the spell determines for how long the wind blows once the knot is untied. The Range of the spell effects the distance the wind will blow ahead of the person untying the knot.

Once the wind has been stored in the string, it can be released by anyone, simply by untying the knot. This takes a single combat action. The person with the string must face in the direction in which he or she wishes the wind to blow – the wind will blow from the point at which the holder of the string released it, even if that person moves away; it will carry on blowing for the Duration which was set when the spell was cast on the string. The wind affects everything within an area 10 metres wide and (Range) metres long, in front of the caster's outstretched hand. The wind has increasing effects based on the Magnitude of the spell as follows:

Magnitude	Effect
2	Candles are blown out.
3	Ranged attacks at -10%
4	Birds have trouble flying. Ranged attacks at -20%
5	Those affected must make an opposed Athletics roll against the wind's Blowing skill of 50% or fall prone. Ranged attacks at -50%
6	As above, but the wind's Blowing skill is 70%. Ranged attacks impossible. Perception at -25% due to flying debris.
7	Anyone or thing with SIZ less than 21 automatically blown over. Perception at -50% due to flying debris.
8	Anyone with SIZ less than 50 flung into the air and suffers 2D6 damage.

Ingredients: A piece of knotted string. It takes 30 seconds to tie a knot, and the spell is then cast by untying the knot again. The piece of string can be of any length, and a knot can be tied every 1cm, but each knot is a separate casting of the spell.

Note: Witches commonly create strings with winds in the knots to sell to sailors.

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FOR TO CAUSE A GREAT DOWNPOUR*

Charm, Duration 5 x MAG minutes, Magnitude 1, Progressive

This spell causes clouds to boil up out of a clear sky and a heavy rain to fall. The diameter of the area caught in the downpour is equal to 10 metres per point of Magnitude of the spell. The rain is very heavy; it can cause localised flooding, and turn open ground to slippery mud, reducing Movement Rate by a quarter and bogging down carts and heavy machinery. Anyone not wearing waterproof clothing will be soaked to the skin. Any guns or cannon will fail to fire while the downpour lasts, unless they are under cover. All Perception skills are halved within the area of the spell. The rain is centred on the person who activates the spell, and moves with them as they travel. The spell cannot alter magically-created weather effects of greater Magnitude.

If the temperature is below freezing, the rain will still fall as rain, but will freeze as soon as the spell ends, coating everything in a thick layer of ice and reducing Movement Rate in that area by three quarters until the ice is cleared or the weather turns warmer.

Ingredients: The spell must be cast on a willow twig (at least 10cm long) outdoors on a rainy day. This takes 10 seconds. The spell can then be activated by anyone, simply by snapping the twig.

FOR TO CAUSE GREAT FEAR

Eye Contact, Instant, Magnitude 1, Progressive, Resist (Persistence)

This spell causes the target to be gripped with overwhelming fear. Once eye contact has been made, the target must make a Persistence roll, at a -10% penalty for every point of Magnitude of the spell. The spell has no effect on unconscious targets, targets without an INT Characteristic or targets that are already under the effect of this spell.

Ingredients: None.

GREAT FEAR EFFECTS TABLE

Results of Persistence Test	Effect
Target fumbles	Target suffers a heart attack and dies. (Equivalent to result number 7 on the Grave Wounds table).
Target fails	Target flees screaming in terror for a number of Combat Rounds equal to 20 minus the target's POW (minimum 1 combat round). Target will not engage in combat unless forced to, and will use the Sprint movement action whenever possible.
Target succeeds	Target is shaken and disturbed, suffering a -20% penalty to all skill tests for a number combat rounds equal to 20 minus the target's POW (minimum of 1 combat round).
Target critically succeeds	Target is unaffected by the spell and cannot be affected by further spells <i>For to Cause Great Fear</i> for a number of combat rounds equal to the target's POW (minimum of 1 combat round).

FOR TO CAUSE SPONTANEOUS COMBUSTION

Distant, Instant, Magnitude 1, Resist (Resilience)

Causes a living being to burst into flame. Each point of Magnitude causes 1D6 points of fire damage per combat round, until the duration of the spell is complete, or the fire is put out (smothered, drenched with water, etc). If enough damage is done in a single round to kill a person, they will, in effect, explode in a fireball, probably setting fire to anything else flammable within 5m.

Ingredients: The ash from a burnt hank of hair of the target, which is scattered in the air as the spell is cast.

FOR TO CREATE A CHARM OF PROTECTION AGAINST MAGICK*

Charm, Duration MAG x 1 week, Magnitude 1, Progressive

This spell matches its Magnitude against the Magnitude of any incoming spell. If *For to Create a Charm of Protection against Magick's* Magnitude is greater than the incoming spell's, then the incoming spell has no effect. If the incoming spell's Magnitude is equal to or greater than the Magnitude of the spell *For to Create a Charm of*

PHANTASM TABLE

Results of Persistence Test	Effect
Target fumbles	Target suffers a heart attack and dies. (Equivalent to result number 7 on the Grave Wounds table).
Target fails	Target flees screaming in terror for a number of Combat Rounds equal to 20 minus the target's POW (minimum 1 combat round). Target will not engage in combat unless forced to, and will use the Sprint movement action whenever possible.
Target succeeds	Target is shaken and disturbed, suffering a -20% penalty to all skill tests for a number combat rounds equal to 20 minus the target's POW (minimum of 1 combat round).
Target critically succeeds	Target is unaffected by the spell and cannot be affected by further spells <i>For to Cause Great Fear</i> for a number of combat rounds equal to the target's POW (minimum of 1 combat round).

Protection against Magic, then the incoming spell affects the target normally.

Unlike many protective spells, *For to Create a Charm of Protection against Magic* remains in place for the entirety of its Duration – spells that successfully breach the spell do not dispel it. However, it does not discriminate between incoming spells – a comrade attempting to magically heal the carrier of a *Charm of Protection against Magick* must overcome that spell in order to successfully use a healing spell.

Ingredients: The charm is created around an amulet (usually of wood or stone) carved with an eye, which must be worn by the spell's target. Making the amulet requires half an hour and a suitable Craft skill roll.

FOR TO CREATE A PHANTASM*

Charm, Duration 15 minutes, Magnitude 3, Progressive, Ranged, Special

This spell creates an illusion that effects all five senses. The phantasm will seem real and solid unless the person looking at it succeeds in a Perception test, which is subject to a modifier based on the Magnitude of the spell.

If the viewer succeeds in a Perception test and the phantasm could usually cause damage if believed in, it can no longer cause damage to that character. As soon as a viewer disbelieves the illusion it becomes insubstantial and ghost-like to him.

The Size of the illusion is also governed by the Magnitude. A Magnitude 1 illusion can quite happily create small household items, say a fake table and chair, but would not be able to create an illusion of a fire breathing dragon.

See table, above.

Ingredients: None.

FOR TO CREATE A POTION OF MYSTIC VISION*

Duration MAG hours, Magnitude 1, Special

This spell allows the target to see magickal energies. Someone who has drunk the potion will be able to determine the number of Magick Points in a Philosopher's Stone, detect the MAG attribute of a character (if any), determine what sort of spell is in a potion, or enchanted object, etc.

Ingredients: The Witch must make a broth containing mandrake root and hellebore (plus seasoning to taste). Finding the ingredients requires a successful Lore (Plants) roll and 1D4 hours in a rural place. Making the potion itself takes 30 minutes. The spell is activated when the broth is drunk. A Fumble on the Witchcraft roll has the effect of a Sleeping Draught (p.183) and the target has vivid dreams which seem to be memories of seeing magickal things, but all such visions are false.

FOR TO CURE A DISEASE OR COUNTERACT A POISON*

Instant, Magnitude 3, Touch

This spell cures the effects of any mundane disease or poison affecting the target; it also cures magickal ailments whose Potency is less than the Witchcraft skill of the caster.

Ingredients: A number of herbs and other substances, burned in a small bowl close to the head of the target so that they breathe in the fumes. These substances will take 1D3 and a Lore (Plants) test in a rural area to find, but may be prepared in advance.

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FOR TO CURSE WITH (HELLISH FORCE)

Distant, Eye Contact, Magnitude 1, Progressive, Resist (Persistence/Resilience), Special, Touch

This is a group of spells, one for each of the Hellish Forces discussed on p.187. The Hellish Forces are: Dropsy, Falling Sickness, King's Evil, Palsy, and St. Anthony's Fire. Each must be learned separately.

At its lowest level (Magnitude 1) it can be cast by making eye contact – a normal opposed eye contact roll is made; if the caster succeeds, the target must make a Resilience roll to resist the Hellish Force's potency.

At higher levels, ingredients are needed (see below), and it then becomes a Distant spell. Some Hellish Forces have a higher Magnitude than 1; this is noted in the description of the Hellish Forces.

Ingredients: At levels above Magnitude 1, a small figure representing the target must be made from mud, and embedded with the hair or fingernails of the victim. The figure is then boiled in hot water for thirty minutes, causing the illness to rise in the target.

FOR THE DOMINATION OF A (SPECIES)*

Duration MAG minutes, Eye Contact, Magnitude 1, Progressive, Range MAG kilometres, Touch

This spell allows the caster to gain control over a creature belonging to a specific animal species. If the target fails to resist the spell, it must obey the commands of the caster for the duration of the spell.

The controlled creature shares a telepathic link with the Witch by which it can receive its orders. If the Witch and the creature dominated do not share a common language, the Witch can order it about by forming a mental image of the actions she wishes the dominated creature to perform.

The maximum range at which mental control can be exercised is MAG kilometres.

This spell does not work on humans.

Ingredients: The caster must have the skin from the type of creature to be controlled, though it need not be exactly the same species (e.g. a Witch wishing to dominate a wolf could use the skin of a small dog). The caster must touch the skin while casting the spell.

FOR TO DRAIN (CHARACTERISTIC)

Distant, Magnitude 6, Progressive, Special

There are actually seven *For to Drain* spells, one for each Characteristic. These devastating spells allow the Witch to permanently strip a target of Characteristic points, temporarily increasing her MAG by the amount drained.

The spell drains 1 point of the Characteristic per point of Magnitude of the spell.

Characteristic points lost to the spell are lost permanently, though the victim can raise them again through normal means of increasing a Characteristic. Characteristics may be drained to 0 which usually involves the death of the victim, with the exception of Charisma.

For each Characteristic point the Witch drains, she will gain one point of MAG. This extra MAG will decrease by one point each day (at dawn) until it has returned to its level before the spell was cast.

Ingredients: A small poppet (a little doll) representing the victim must be made, containing a lock of hair, some fingernails, or a small piece of clothing which has been worn by the victim. This takes 30 minutes. Pins are then stuck in the poppet while the spell is cast.

FOR TO ENHANCE THE (CHARACTERISTIC)*

Duration MAG hours, Magnitude 1, Progressive, Resist (Persistence or Resilience), Touch

There are actually seven spells *For to Enhance*, one for each Characteristic. Essentially the reverse of the spell *For to Wither*, *For to Enhance* allows the Witch to temporarily apply a bonus to the specified Characteristic equal to the Magnitude of the spell. A creature must have the Characteristic in question to be affected by this spell.

Ingredients: This spell requires no ingredients, but the caster must touch the target over the heart for 30 seconds (this cannot be done with eye contact).

Note: Characters with this spell automatically gain the equivalent *For to Wither* (Characteristic) spell.

FOR TO FLING BACK A SPELL IN THE FACE OF THE CASTER*

Instant, Magnitude 1, Progressive

This protective spell shields the Witch from hostile magick and has a chance of sending it back to the attacking spellcaster. It affects both witchcraft and

alchemy spells. It only works on spells that have an immediate effect and have the Resist trait. If not resisted successfully, such a spell will affect the protected character normally, but if it is resisted, the incoming spell is launched back at the person who cast it, as long as its Magnitude is not greater than the Magnitude of the spell *For to Fling Back a Spell in the Face of the Caster*. Unlike most spells, this one can be cast instantly and used as a Defensive Reaction against an attacking spell.

Ingredients: This does not require ingredients, but the caster must make the gesture of blocking the incoming spell with an open hand; if the caster has no hands free, the spell cannot be cast.

FOR TO FLY THROUGH THE AIR*

Duration, Magnitude 3, Progressive, Touch, Special

This spell allows the Witch, or her target, to fly through the air. At its lowest Magnitude (3), it allows only the caster to fly, for ten minutes per point of Magnitude. Every extra point of Magnitude can *either* increase the time by ten minutes, *or* allow an extra person to be carried (or a combination of the two). Anyone who flies with the caster must also be rubbed with the ointment noted in the ingredients, and must remain touching the caster for the duration of the flight, or they will fall. Flight speed is at a Move of 60, or 43.2 km per hour.

Ingredients: An ointment containing various herbs, plus body parts from at least two flying creatures (flies, birds, bats, etc). This takes an hour to prepare for each person who is to fly, then the ointment is rubbed on the person who wishes to fly which causes the spell to activate.

Note: A Witch with MAG of 6 or higher can cast this spell permanently on an object such as a besom (broomstick), a tree branch, or even a goat! This requires the above ingredients, plus a two hour ritual outdoors on a full-moon night. The Witchcraft roll is made at the end of this ritual, and if successful, the object gains the power of flight with whatever range and duration the caster chose. It can be activated with a simple command, but only works for the Witch who created it. If the object is broken (or dies!) the spell effect is lost, and will not return even if the object is mended. Witches often ride to sabbats on besoms, though some have been known to fly on animals.

FOR TO GIVE A WITHERING LOOK*

Duration MAG days, Eye Contact, Magnitude 1, Progressive

The target loses -1 to STR and -1 to DEX on one side of the body only (caster chooses left or right) for every point

of Magnitude of the spell. The caster is at -10% to their Witchcraft skill test for every point of Magnitude they choose to put into the spell. If the target suffers a Fumble on their Persistence test, the duration is MAG months, instead of days.

Ingredients: None.

Note: *Everyone* with the Witchcraft skill has this spell, whether they choose to use it or not. Even a Cunning Man or Wise Woman known for their good works might accidentally cast this spell in a moment of anger. (See boxed text, p.245).

FOR TO INCREASE THE DEADLINESS OF A WEAPON

Duration MAG minutes, Magnitude 2, Touch, Progressive

This spell increases the damage done by a weapon. For each point of MAG of the caster, the 1D4 of extra damage is rolled each time the weapon is used.

Ingredients: Three drops of blood of the last person the weapon injured, rubbed on the weapon as the spell is cast.

FOR TO INCREASE THE LONGEVITY OF A SPELL*

Magnitude 5, Special

This spell takes a fair amount of preparation, but greatly increases the amount of time a spell lasts. It can only be used on spells which have ingredients, and in which the ingredients are not used directly on the caster or target. The spell causes the duration of the spell to be increased by a time unit; a spell whose duration is in minutes will last that number of hours instead; a spell that should last hours lasts days; a spell that should last days lasts months.

Ingredients: The caster must first hunt down and kill a swan. (Note that this is a hanging offence in England, where all swans officially belong to the monarch, though the current lack of a monarch may make it difficult to press charges!). Once the swan is killed, it must be skinned. The skin is then used to line a pit, which is sealed with a flat stone. All these things must be done by the caster; if the swan is killed or skinned by anyone else, the spell will not work. Any spell ingredient put into this pit after the spell is cast (poppet, fingernails, etc.) will last longer than otherwise.

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FOR TO INSCRIBE A CIRCLE OF PROTECTION*

Duration MAG hours, Magnitude 1, Progressive

This spell creates a circle of protection with a radius in metres equal to the Magnitude of the spell. If cast on the ground, the spell is immovable; if cast on a moving object such as a cart, it will move with the object. Once the spell has been cast, the Witch may choose whether the spell protects against magickal or physical attack by casting either *For to Neutralise a Magick Spell* or *For to Protect Against Weapons* (without ingredients) within the circle. All those within the circle are then protect, as if by that spell, although characters already *within* the circle when the spell is cast are not protected against each other, only against attacks from outside the circle. The caster must spend 2 minutes inscribing the circle with the necessary arcane symbols. Once the circle is drawn and the spell has been cast, the spell cannot be broken by scuffing away the marks, though people and animals can step over it in either direction.

Ingredients: Some sort of implement capable of making marks on the ground (chalk, a stick if the ground is muddy, etc.).

FOR TO INTUIT THE EMOTIONS OF ANOTHER*

Eye Contact, Instant, Magnitude 1

The caster can intuit the emotions and motivations of a single target with whom she makes successful eye contact. Thoughts cannot be read, but the Witch will be able to detect the target's emotional state (fearful, angry, besotted, etc.).

Ingredients: No ingredients are needed, but the Witch must make eye contact with the target.

FOR TO MAKE AN OBJECT GLOW*

Duration MAG minutes, Magnitude 1, Progressive, Touch

This spell causes a glowing point of light to appear on a solid substance. At its lowest Magnitude, the spell creates an area of light one metre in radius, giving off the same illumination as a candle. Each additional point of Magnitude increases the radius of effect by one metre. At Magnitude 3, the brightness of the spell increases to that of a flaming brand at its centre. At Magnitude 5, it increases to that of a campfire and at Magnitude 10 to that of a bonfire.

Ingredients: A pinch of powdered firefly, scattered in the air when the spell is cast.

FOR TO MOVE LIKE UNTO A SLUG

Distance, Duration MAG, Magnitude 1, Progressive, Resist (Resilience)

The target's Move is decreased by -5m for every point of Magnitude put into the spell. If Move is reduced to 0, the target's legs become weak and unable to support his or her weight for the Duration.

Ingredients: A lock of hair of the target must be wrapped round a live slug. When the Witch wishes the spell to be cast, they must pour salt on the slug, killing it. The spell is activated when the slug dies. (This takes about 30 seconds).

Note: Characters with this spell automatically gain the equivalent Haste spell.

FOR TO NEUTRALISE A MAGICK SPELL*

Eye Contact, Magnitude 1, Progressive, Touch

This spell will dismiss one spell cast on the target. The spell cannot dismiss a spell that has a higher Magnitude than the Magnitude of the spell. If the neutralised spell is in a charm, the charm will stop working permanently. If the target is subject to a number of spells, the most powerful spell that can be neutralised will stop working. If the Witch wants to neutralise a particular spell other than the most powerful, she must first have drunk a potion made with *For to Create a Potion of Mystic Vision* to identify the spells present.

This spell works on alchemical spells as well as witchcraft.

Ingredients: This requires no ingredients, merely a short invocation.

FOR THE PROJECTION OF (SENSE)*

Concentration, Magnitude 1, Progressive, Ranged

Each spell *For the Projection of* is a separate spell. These spells encompass the five senses; sight, hearing, smell, taste, touch.

This spell allows the caster to project one of her senses anywhere within the spell's Range, which is equal to MAG x 10 metres. The spell forms an invisible and intangible sensor, some ten centimetres across, which receives the specified type of sensory input and transmits it to the caster. At the Witch's direction, the sensor can

move a number of metres per Combat Round equal to the spell's Magnitude, which allows her to use her Perception skill through the sensor.

Spells can be cast through the sensor of some Projection spells. For instance, ranged spells require Sight Projection, while touch spells require Touch Projection (and likely Sight Projection too, simply so the Witch can find her target efficiently).

Characters using *For to Create a Potion of Mystic Vision* can see the sensor and attack it if they wish, though it is only vulnerable to magick. Magickal weapons and spells employed against the sensor will not destroy it but will instead transfer their damage directly to the caster.

Ingredients: A dried and mummified sense organ of the type required (eye for sight, ear for hearing, etc.). It will work with animal body parts, but the caster will be at -20% to all Perception tests in such a case, and also at -20% to casting any piggy-backed spell; human organs work best!

FOR TO PROTECT AGAINST WEAPONS*

Charm, Duration MAG minutes, Magnitude 1, Progressive.

Provides invisible protection for the wearer of the charm (see below), which adds 1/1 Armour Point per MAG of the caster. This adds to any existing armour the target has, or provides armour where none exists. Unlike normal armour, this provides full protection against gunfire. *E.g. If a character already has AP 2/1, casting this spell with a MAG of 2 will increase the character's armour to 4/3.*

Ingredients: A lock of the target's hair is tied round a reflective object (often a small mirror, though a polished spoon or something similar would do); preparation takes 30 seconds. The target then carries the object on their person. When they wish to activate the spell, they hold the object for a whole combat round and say the words "May my god protect me."; the spell will activate at the beginning of the next round.

FOR TO RESTORE BLIGHTED HEALTH*

Magnitude 3, Progressive, Touch

This spell can heal damage to a Characteristic caused by Grave Wounds, Hellish Forces and the spell *For to Drain the (Characteristic)*. The spell can restore 1 point of a Characteristic for every 3 points of Magnitude. A Characteristic can never be raised to higher than it was before it was damaged.

Ingredients: A poultice, made from assorted herbs, that

requires 1 hour and a successful Lore (Plants) roll to prepare.

FOR TO RUN LIKE UNTO A HARE*

Duration MAG, Magnitude 1, Progressive, Trigger

The target's Move is increased by +5m for every point of Magnitude put into the spell.

Ingredients: A lock of the target's hair must be wrapped around the back leg-bone of a hare. The target then carries the object on their person. When they wish to activate the spell, they touch the object and say the words "May my God give me the speed of a hare." This takes one Combat Round.

Note: Witches with this spell automatically gain the equivalent spell *For to Move Like unto a Slug*.

FOR TO SEEK OUT (OBJECT OR SUBSTANCE)*

Charm, Magnitude 1, Progressive, Ranged

These are a number of separate spells, one for each substance to be found. The range is 100 metres per point of Magnitude of the spell (but see ingredients below). The substance to be found cannot be detected through a thickness of more than the Magnitude of the spell in metres. (So, for instance, if the spell is cast at Magnitude 4, it can detect a substance 400 metres away, as long as it is not more than 4 metres under the ground).

Each spell is a separate substance, and the substance types are quite wide: for instance, flesh and bone, metal, weapon, liquid, etc.

Ingredients: A piece of material, painted with a pentagram and other arcane symbols, on which the spell is cast in a 30 second ritual. The material is then tied to a cockerel, which will walk until it finds the substance and then peck and scratch at the substance in question. Obviously, if the spell is a failure, the cockerel may well just find a tasty piece of food and peck and scratch there instead. The range of the spell is limited by the walking ability of a cockerel, which is about 1km, after which it will be too tired to continue.

FOR TO SEE VISIONS IN A SCRYING BOWL*

Charm, Concentration, Magnitude 1, Progressive, Ranged

This spell allows the Witch to see a distant place or person by looking into a bowl of water. The range is 1km per point of Magnitude. The person to be watched must have been seen by the caster at least once in the past, or

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the place to be watched must have been visited by the caster at least once. The caster chooses the target while casting the spell, and then must continue concentrating to keep the target in sight. No other senses are detected by this spell, so while the caster can see the target's lips move, no voices can be heard.

Ingredients: A special metal scrying bowl must be prepared by casting the *For to See Visions in a Scrying Bowl* spell on a metal bowl, outdoors under a full moon. Once enchanted in this way, the bowl can be used for scrying, but if it ever gets used for another purpose (e.g. soup!) it must be rededicated with another *For to See Visions in a Scrying Bowl* spell under the full moon before it will work again.

FOR TO SMOTHER THE GASPING VICTIM

Distant, Concentration, Magnitude 3, Resist (Resilience)

This spell neutralises the air surrounding the target, making each breath stale and worthless, depriving them of oxygen. The Witch must concentrate each round in order to keep the spell operating. For the duration of the spell, the target will be unable to breathe, essentially drowning on dry land.

When the spell begins, the target's Resilience test determines whether they are able to gasp in one last breath before *Smother* cuts off the surrounding oxygen supply. If the target succeeds, they may hold their breath as normal. If they fail, they will start drowning in the next Combat Round.

Ingredients: A small poppet (a little doll) representing the victim must be made, containing a lock of hair, some fingernails, or a small piece of clothing which has been worn by the victim. This takes 30 minutes. The poppet is then held underwater, and the victim suffers the effects of drowning.

FOR TO STOKE THE FIRES OF FANATICISM

Distant, Duration (see text), Magnitude 1, Progressive, Resist (Persistence)

This spell increases the target's Righteousness Points in their chosen Faction. The target's Righteousness progressively increases by +10 per day for a number of days equal to the spell's Magnitude, reaching its maximum strength on the final day. The effects of the spell will remain at the maximum for 1D4 days, then reduce by -10 each day until they are back to what they were before the spell was cast. If the target's RPs go over 100, the target is effectively insanely fanatical and will obsessively relate everything to the beliefs of his or her

chosen Faction.

Ingredients: A lock of the target's hair, together with a small object related to the target's Faction (a page of a Bible, a symbol of the Faction, a piece of a political pamphlet, etc.). These must be burned together over a fire while the spell is cast, which will take 1 minute.

FOR TO TAKE THE FORM OF A (SPECIES)*

Charm, Duration Magnitude x 10 hours, Eye Contact, Magnitude 1, Progressive, Resist (Persistence), Touch

Each spell *For to Take the Form* is a separate spell. Of all spells with multiple variations, the spell *For to Take the Form* has the most versions, with a new spell for almost every creature imaginable. The spell can only transform the shape of living beings – the dead or inanimate cannot be shapechanged, and the target cannot take the form of an inanimate object. The caster's clothing and equipment are not shapechanged when the caster transforms.

The spell can be cast on the Witch or another human target; if the target is unwilling, they get to make a resistance roll.

The Magnitude of the spell must be equal to or greater than the SIZ of the specified species. Thus changing the target into a sparrow (SIZ 1) is Magnitude 1. Changing the target into a Wolf (SIZ 10) is Magnitude 10.

If the spell is successful, the target will be biologically changed, gaining the STR, DEX, CON and SIZ of its new form. Its INT, POW and CHA are unchanged and the target retains its memories and abilities (though it may be unable to use some of those abilities in its new form). The target will remain in beast form for a length of time in hours decided by the caster, up to the spell's Magnitude in hours, although a Witch who has cast the spell on herself can change back at a time of her choosing before the Duration of the spell is up.

If the Witch fumbles this spell, the target becomes stuck in animal form for a number of days equal to the Magnitude, and must then make a Persistence roll each morning at dawn to see if they can change back, with a penalty of -10% for each day already spent in animal form, as the bestial side of their nature takes over.

Ingredients: The Witch must have a skin of the creature into which the target is to be shapechanged. This is not used up in the casting.

FOR TO TAP THE POWER OF THE EARTH*

Magnitude 1, Special, Trigger

There is power inherent in the ground of Cornwall that can be tapped by those with the knowledge of how to do it. Casting this spell means that the Witch can add her POW to her MAG for the next spell she casts. She must be standing barefoot on naked rock, or touching a standing stone, for the spell to take effect, and have either been born in Cornwall or have lived in Cornwall for at least five years without a break.

Ingredients: None.

Note: This spell only works in Cornwall, though there may be variations of this spell for other counties, at the Games Master's discretion.

FOR TO TREAT WOUNDS*

Concentration, Instant, Magnitude 1, Progressive, Touch

This spell is cast upon a wounded target to dramatically accelerate their natural healing rate. For every point of Magnitude of this spell, the target will repair one hit point per Combat Round the spell is applied. *For to Treat Wounds* cannot reattach or regrow a severed limb and will not work on any Major Wound.

Ingredients: A poultice is made from assorted herbs; this requires 1 hour and a successful Lore (Plants) roll to gather and prepare. The poultice can be made in advance, but will only last for 1D3 days.

FOR TO WITHER THE (CHARACTERISTIC)

Distant, Duration MAG hours, Magnitude 1, Progressive, Resist (Persistence or Resilience)

There are actually seven spells *For to Wither*, one for each Characteristic. The spell will temporarily apply a penalty to the specified Characteristic, equal to the Magnitude of the spell. The penalty applied by this spell may not reduce a Characteristic below one and the target must have the Characteristic in question to be affected by this spell.

When affecting STR, DEX, CON or SIZ, the spell can be resisted with Resilience. For INT, POW or CHA, the spell can be resisted with Persistence.

Ingredients: A small poppet (a little doll) representing the victim must be made, containing a lock of hair, some fingernails, or a small piece of clothing which has been worn by the victim. This takes 30 minutes. Pins are then stuck in the poppet while the spell is cast.

Note: Characters with this spell automatically gain the equivalent spell *For to Enhance the (Characteristic)*.



Familiars

Witches often use Familiars, which tend to be an animal or bird that lives with them as a household pet. The rules for Familiars work exactly the same as those in the Alchemy chapter, pp.239-40, except that Witches use the spell *For the Domination of a (Species)* in place of the spell *For the Domination of a Familiar (Species)*. Witch Finders claim that Familiars are actually imps or evil spirits sent from Satan that suckle on secret hidden nipples, which are usually to be found in unusual places where nipples ought not to be. This has no basis in truth, but Witch Finders will often use the discovery of a mole, scar or birthmark as evidence of the "Devil's Mark", the place where the familiar has been suckling.

Chapter 10

In which the craft of the mechanical philosophers is revealed to the eyes of the curious

"Art imitates Nature, and necessity is the mother of invention."

- Captain Richard Franck, Parliamentarian soldier, *Northern Memoirs*, 1658

The noise had been ear-shattering for much of the day. The sound of hammering. The loading, unloading, and loading again, of carts. The winding. And all the other last minute preparations for war. The sounds could not have been missed by anyone for miles around. The New Model Army Clockwork Regiment camp had been a hive of activity. But the crescendo had subsided for now. Some still worked on the Iron Horses, trying to carry out last-minute repairs; and the creaking of the winding was still audible. But most had settled to preparing their side-arms, chatting with their comrades and snatching some rest. They still had a march or drive ahead to join with the main Parliamentarian army before the battle.

Through the mass of machines, tents, animals and people, one man stood as if alone. He looked across, miles into the distance, beyond the Parliamentarian lines, in the direction of the Royalist camp. He reflected on the satanic rites and the many vices that were encouraged within the enemy encampment, and on his own salvation.

Oliver turned from his speculation and looked at his Clockwork Regiment. It was dominated by the hulking Leviathans, the last of which was being wound by a newly-built winding station. The other, smaller, machines were lined up in a formation similar to the one they would employ in the morning. He couldn't hear the gasping of the sweating wretches, desperately scrabbling on the treadmills, ensuring that the Leviathan was fully charged for the fight. If he had, he would have felt no regret - sometimes sacrifices must be made. He looked at his own Iron Horse, the brutal angles of its "head" glinting in the moonlight. There was no vice there, just symmetry and power.

Oliver crouched beside a group of Mechanical Preachers, huddled together around the campfire for warmth. He passed a few companionable words with them. It was a rare sight to see such taciturn man sharing their fireplace, but Oliver was no stranger. He was as near to being one of them as anyone. Indeed he would ride with them and fight alongside them. He whispered some final words and rose once more, tipping his hat in farewell. He moved towards his quarters, where a sergeant

respectfully opened the door and stood smartly to one side to let him pass. Oliver knew he would not sleep. He had papers to sign and meetings with the other commanders to manage, and then it would be time to make haste.

He glanced around once more at the assembled machines and their encamped drivers. He took one last look at his own Iron Horse, an expression on his face akin to sentimentality. His expression hardened. It was futile to muse on the dangers he would face in the morning. What would happen, would happen. He shut the door behind him and resigned himself to the long night ahead.

A sign of the times, the development of the new clockwork technology has its roots in rivalries and disagreements. William Fiennes, the 1st Viscount of Saye and Sele (Lord Saye), nicknamed "Old Subtlety" by the former King, had been an influential member of the Invisible College. He had been inducted into that esteemed and esoteric body at Oxford, but his hard-line Puritanical beliefs quickly brought him into conflict with his Faction's enemies, including many of his fellows in the Invisible College. He left the organisation under acrimonious circumstances. Only a man of such influence could do this and survive, and it is clear that some of his former colleagues have neither forgiven, nor forgotten, Saye's disloyalty.

Whilst at Oxford, Saye had the foresight to become a patron to the brilliant, if somewhat eccentrically single-minded, John Wilkins. Wilkins was dedicated to the pursuit of scientific understanding. He fascinated Lord Saye as he expounded his theories, developing the notions of Descartes and the foundations of mechanical philosophy. On weekdays, Wilkins would spend all his time in his Oxford Laboratory, performing alchemical experiments, preparing for a grand presentation of his findings, to be made to the Invisible College. During the weekends he would be entertained at Lord Saye's castle, where they would discuss philosophy and science into the early hours of the morning.

Wilkins held the view that the universe could be understood best as a mechanical model. The Creator had designed a perfect machine, a gigantic clockwork device. All things are subject to the principles of this mechanical universe. The clockwork universe was wound by the Creator's hand and time began. All movement within the universe is thus inevitable, preordained by the motion of the machine. In later years, Alchemists and Royalist pamphleteers would hiss that such notions were heretical and proof that clockwork technology was an attempt to subvert God: that the devices are an arrogant mockery of the beauty, wonder, and mystery of the original creation.

On his pleasant weekends with Lord Saye, Wilkins

would work on small clockwork models, beautiful pieces that he crafted with his own hand. He would delight Lord Saye with the devices, and rue the fact that his alchemical studies prevented him from developing an idea he had for the creation of larger devices. Wilkins had theories surrounding the harnessing of torque, the tension required to power clockwork devices, which he itched to explore.

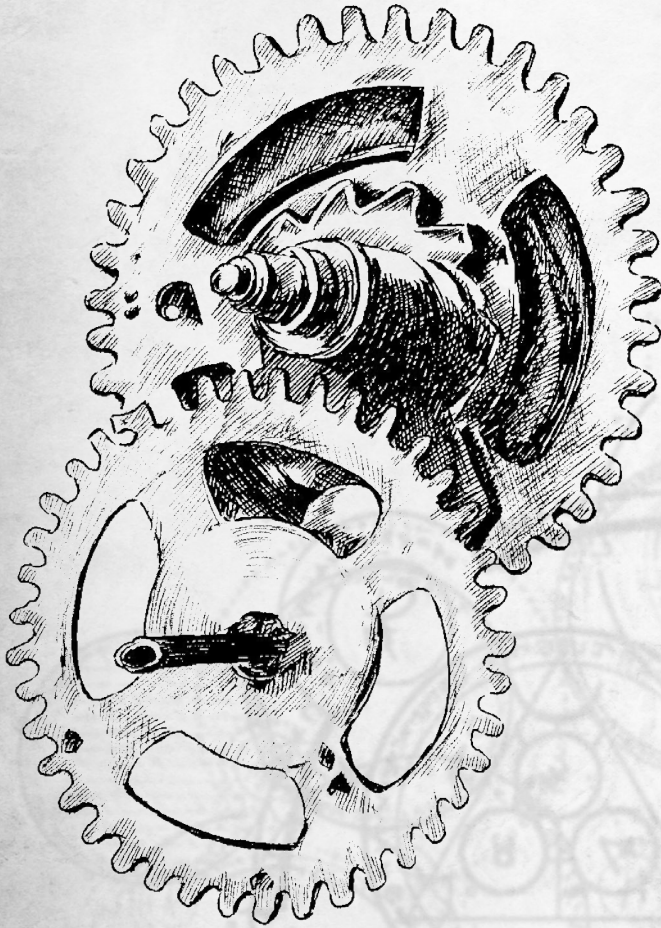
The unpleasant falling-out between Saye and the Invisible College resulted in Wilkins following his patron back to Banbury. Saye and Wilkins both resigned from their honorifics at Oxford University. Wilkins abandoned his alchemical studies and smashed his Oxford laboratory as he left, determined that the Oxford Scholars would not benefit from his work. This was uncharacteristic, as Wilkins was usually a moderate man, ill-disposed towards conflict; however, it is unsurprising that he felt some bitterness at abandoning years of study. Wilkins, who had spent so much time in his laboratory, now turned his full attention to his clockwork devices, working at a fanatical pace; his former hobby became an obsession. He decided to test the limits of his theories around the potential of torque and tension. In 1636, on the grounds of Lord Saye's estate, John Wilkins constructed the first ever winding station. The experiment was a success and Wilkins began to work on designing clockwork devices that he could power with his new winding station. In particular, he began designing, constructing and furnishing his clockwork Moonship, in which he hoped to travel to the Lunar orb.

Oliver Cromwell visited Lord Saye's estate at this time, as part of his work forging together an alliance of Puritan men of influence. It is unclear if he immediately sensed the military possibilities of Wilkins' work, but he did urge Saye to spare nothing in his support for the engineer, stating that "He should have no scarcity of resource(s) for his invention."

Cromwell began passing designs from Wilkins to his friends at Cambridge University, and the Scholars there immediately seized upon the designs. Excited to have a field of study that meshed with their own philosophical sensibilities, the Scholars began adapting the principles to plans of their own. Sponsorship was forthcoming, and Cambridge Scholars began employing others to craft the necessary components and assemble the devices, leaving them to work on ever more ambitious designs.

Over the past decade, there has been something of a revolution in the design and manufacture of clockwork-powered devices. More recently, scientists and engineers, once dedicated to the pursuit of a better understanding of the world, have been asked to provide military

Chapter 10: Clockwork



solutions in this time of war. Fuelled by the Baconian theory of scientific method and a better understanding of the elements, there has been an explosion of inquiry into technological possibilities.

With the outbreak of the Civil War, Cromwell became an early exponent of using clockwork technology within the military. He lobbied successfully for Wilkins to be offered a senior post at Cambridge. Lord Saye was appointed to the Committee of Safety, where he began urgently ordering and sequestering the supplies needed for mechanical construction, and instituted a building programme. Before the first shots were fired, Saye signed the papers ordering the construction of a network of winding stations and the dramatic expansion of the Cambridge Workshops.

AN APPRENTICE'S VIEW

Transcription of a discussion with Mister Henry Perkins, recounting the first day of his career at the Cambridge Workshops:

All us lads that was there had done at least three years of his

seven, apprenticin' with metals or mechanisms afore. But when we went in those sheds all of our jaws dropped and then some. I can't describe the size of the place and do it justice, an' I've been to the big cathedral in the city. The sounds of metal bein' worked and motions bein' tested, the noxious fumes from the furnaces and the sight of the machines bein' built, took our breath away. Not that there was much breath to take, what with the smoke an' all.

We was led to the back an', all havin' been tested and sworn in, we met our new Masters. What with the war the Masters were sore to have to teach us, but glad of our numbers. They huddled together, studyin' us for favourites, while we was given' some instructions from a Godly vicar, about how to behave about the town and what would 'appen if we didn't. Some of the lads smirked but most of 'em knew the score and were 'appy enough. We knew we was special, there's not many who knew the secrets we would know, and most of us were Godly sorts and not one of us weren't solid for Parliament. Most of us 'ad been recruited by a Mechanical Preacher, an' were glad we might be privy to more of the knowledge they shared; we was all excited by their tales of mechanical wonderments and bloody fightin'.

I was led with those, who it turned out would be me mates, into a side-room, the lecture bein' over. Or so I thought. Mr 'Iggins, Master Mechanic an', as it would 'appen, the best teacher in the place, addressed us next. As 'e spoke 'e 'eld his slide-rule (both tool of 'is design trade and symbol of 'is status as a Mechanical Preacher), in a captivating fashion, accompanying each sentence with movements of the metal bar.

"First off, lay your hands down and don't touch anything yet."

Looking down, each of us had some tools, some familiar, others not so, laid out before us. There was also a selection of components, delicate an' complex, or so I thought back then. Turns out they was just startin' stuff. Most of the boys looked at Mr 'Iggins earnestly, but one of the lads 'ad a swagger about 'im. You know the type, knows it all and the rest. Mr 'Iggins paid him no mind an' carried on.

"You boys have been chosen because of your potential. We have scoured the shires and towns for the best. All of you have something special, but most of you will fail. Some may end up never making a complex piece, instead producing just one component, again and again, for your betters to build with. Others will work in this yard, day in, day out, building Cromwell's army, ready for battle. But some..." an' I shivered such was the gleam in 'is eye, "...some will learn the deepest mysteries of the clockwork universe and go into the world ready to share your knowledge and hopefully recruit others to our cause."

"Never forget, you might not ever see a battle, but it is you who will win this war. You are the heart of the New Model.

Never forget that and you will do me proud. Now to our first lesson. Basic components and tension potential."

There was a cry. The cocky lad had doubled up in pain. He had been fiddlin' with something on his table, against his Master's instructions. A shard of metal was stickin' in his wrist and blood was gushin' out 'is hand an' as 'e watched it arcin' up to the sky, 'e fainted clean away.

"You, lad." Master Higgins picked me out. "Now's your chance to get your hands on a machine. Take that stretcher and pull the lever. I will follow you to the Physick. Quick about it, boy." He commanded the other apprentices. "Help him."

I rushed to take up the 'andles at the front of the stretcher and a couple of the other lads lifted the casualty on. I pulled the lever and the stretcher lurched forwards, its mechanical legs pushing me before it. I 'ad to almost jog, an' it was a dangerous ride, as I knew not where I was going. Directed by Mr 'Iggins I got 'im to the Physick, but 'e were never seen back in the classroom. It were 'andy practice though. Turned out, it would not be the last time I needed to use a semi-propelled stretcher to carry a lad out of class.

The Creation of Clockwork Devices

The following rules allow Mechanical Preachers, Scholars and other clockwork engineers to create and build new clockwork devices. The emphasis is on player creativity and adventure opportunities, not complex game mechanics (although a little number-crunching is inevitable). An adventurous designer is one who comes up with new ideas: never-before-seen forms of transport, eccentric weaponry, hazardous personal-grooming devices, etc.

Later in the chapter there are a number of devices that have already been designed and are in use among the Parliamentarian ranks, and there is nothing to stop Adventurers building more of these. But players should be encouraged to use their imaginations rather than stick with the inventions in this book.

There are three stages to clockwork device creation:

- Design
- Funding
- Construction

CLOCKWORK DEVICE DESIGN

Level of Success	Result
Critical Success	Player can choose to either: <ul style="list-style-type: none"> • knock a week off the required design time. • improve one feature of the design (e.g. increased damage, speed, etc.). • add an extra feature to the design, thereby increasing its Complexity Level by 1, without spending another Hero Point.
Success	The plans are well drawn. If they are finished, they can now be used for constructing the new Device. If they are not yet finished, the design process can continue.
Failure	Something goes wrong with the design and that week's work is wasted. The character can continue working on the design, but it takes a week longer than it would have done.
Fumble	Something goes wrong with the design, but the mistake is not obvious and the character carries on regardless. For every Fumble at the design stage, there will be a dangerous flaw in the device when it is built. A Critical Success on a Craft (Clockwork) skill from the person building the device will allow the problem to be spotted, and the plans can be corrected with another week's design work and successful Art (Clockwork Design) roll.

DESIGN

Since a clockwork device can be anything from a wind-up ear-wax remover to a submersible gun carriage, coming up with a hard and fast rule for every new invention is impossible. Games Masters and players must be prepared to do some fudging and a bit of negotiation to come up with a device which fits the *Clockwork & Chivalry* world.

Designing a truly unique clockwork device is a heroic enterprise – so Mechanical Preachers and Scholars must spend Hero Points to create a new design; the more complex and further from the existing technology of the *Clockwork & Chivalry* world, the more Hero Points need to be spent.

The player should come up with a design for the new device. If the player can provide the Games Master with a sketch of the device that their Adventurer is attempting to construct, such dedication should be rewarded with a +10% bonus to the subsequent Art (Clockwork Design) roll. Enthusiasm rather than artistic merit should be the order of the day!

Once the Games Master has had a look at the device and the player has described its capabilities, the Games Master must decide on its Complexity Level, which will determine how many Hero Points need to be spent. Games Master and player should be guided by the table below, but Games Masters should be generous – if the clockwork device is particularly ingenious, or looks like it will add enjoyment to the current *Clockwork & Chivalry* campaign, the number of Hero Points needed can be dropped by one. Conversely, if the player is trying to get too many features into a design which won't support it (adding a cannon to a standard Iron Horse, for instance), the Games Master should feel free to increase the number of Hero Points needed, or even disallow the machine altogether without a major redesign.

Complexity Level of Device	Hero Points needed	Time spent drawing up plans
1 Simple	1	1 day
2 Moderate	2	1 week
3 Complex	3	2 weeks
4 Very Complex	4	3 weeks
5 Most Complex	5	4 weeks

If the player's character lacks the Hero Points to create the device he wishes to build, the Games Master may allow the character to design a similar device but with less features, and allow the other features to be added when the character has gained further Hero Points.

A device with Complexity Level of 1 takes a day to design (working 8 hours) and costs 1 Hero Point. For each added level of Complexity, a week is added to the design time (working 8 hours a day, with Sundays off), and another Hero Point must be spent. At the end of the first day, and at the end of every subsequent week, the character must make a successful Art (Clockwork Design) roll. The Adventurer must possess a Technical Drawing Kit to perform this roll; lacking this equipment imposes a -40% penalty to the rolls.

Important Note: It is worth bearing in mind that the chances of a successful design being completed can be increased if the designer takes longer drawing up the plans. See *Difficulty and Haste Modifiers*, p.145. This allows even a moderately capable designer to come up with amazing new inventions, as long as he's prepared to spend a long time at the job.

Characters who wish to work on Sundays can obviously get the job done in a shorter time, but if they belong to a Godly Faction (Puritan, Anabaptist, Tinkers, etc.) they will lose 1D4+2 Righteousness Points for each Sunday spent working, and may get a stern talking-to from their fellow Faction members.

REVERSE ENGINEERING

If an Adventurer has an existing device in front of him and wishes to create a copy of it but has no plans available, he must first "reverse engineer" the device. The Adventurer must take the device apart using Craft (Clockwork). A successful roll means the Adventurer has understood the workings of the machine, and can now draw up plans in the normal manner described above, using Art (Clockwork Design), although no Hero Points need be spent, as it is not a new invention. A failure means that he has misunderstood something vital about the way the machine works and cannot draw up plans. A Fumble means the Adventurer *thinks* he knows how the machine works and can go ahead and draw up plans, but the resulting device will be flawed in some way that is not obvious until it is used.

BUILDING ON AN EXISTING DEVICE

If an engineer wants to design a new device which builds on an existing device, he must obtain the original plans of the device in question, or must create new plans of the

device by reverse engineering as described above. The player should describe what alterations he wishes to make to the existing design, and must pay the necessary Hero Points for the amount of Complexity the Games Master judges has been added.

For example: Royston Coombes, a designer from Cambridge University, decides it would be a fine idea to create a submersible Leviathan, which could slip along the bottom of a river, or emerge from the sea to surprise the enemy. The Games Master talks with the player about this. He points out that it would need its own air supply system if it were to be underwater for any length of time which would, in itself, be a new Complexity Level 2 device. On top of this, it would need waterproof self-sealing gun ports, a Complexity 1 device. The player suggests that the Leviathan could be fitted with a snorkel, which would mean it couldn't go into very deep water without risk of drowning or suffocating the crew. The Games Master decides this is an admirably hazardous compromise and decides that this adds one level of Complexity to the existing Leviathan design. The addition of the necessary waterproofing and snorkel make it a Complexity Level 7 device (off the scale!), so it takes an extra two weeks to design (a total of six weeks), but only costs 1 Hero Point.

COSTS

In coming up with a design, a cost estimate must also be produced. The basic cost of the machine should be worked out as follows:

Cost of Materials = Complexity Level x SIZ x 10 shillings

On top of this, there other costs (for armour, weaponry, speed increases, etc.) as noted below.

The following guidelines should be used to make decisions about the various elements of the clockwork device which is being designed.

Items with a SIZ of 1 or less are costed at the Games Master's discretion. They are likely to be in the region of 5-50 shillings, but may fetch more if they are decorated or rare and wondrous

SIZ

The SIZ of a device affects various other elements of its design. For instance, a machine must be at least SIZ 10 to be capable of carrying a single passenger. This allows space for the passenger *and* the required clockwork engine powerful enough to carry his weight. For every extra passenger, there should be at least another 5 SIZ points. As a general rule of thumb for adding equipment

such as cannons, cargo space, etc., 1 point of ENC requires 1 point of SIZ. If in doubt about the SIZ of a machine being designed, compare it to the SIZ of the various animals in the Bestiary (pp.325-39); this should give a rough rule of thumb.

HIT POINTS

This is a measure of the total amount of damage a clockwork device can take before it suffers "Global Mechanical Failure" (see Operating Clockwork Devices, below). Armour protects the device in the same manner as it does with people.

Hit Points = SIZ - Complexity (Minimum 1)

A more complex machine is naturally more likely to stop working due to damage than a simple one; but the larger the machine, the less likely it is that a vital component will be hit.

ARMOUR

If appropriate, armour can be added to the device. In this case:

Cost of Armour = Armour Points x Size x 10 shillings

This will be altered by how much of the device is protected.

For example, the Iron Horse (see below) has SIZ 25 and 24 Armour Points. This would be 6,000 shillings for Armour. But since the Iron Horse only has Armour on front and front-sides (a third of the total area of the vehicle), the Armour cost is only 2,000 shillings.

SPEED

When constructing a clockwork vehicle (manned or unmanned) a decision must be made about how fast the device goes.

Most clockwork engines have only one speed, technically known as "Slow". Some devices have engines with two speeds, Slow and Fast. Slow speed is the device's normal Move, generally slower than walking pace, Fast speed is five times faster than Slow mode. A default clockwork device will have a Move of 8m. For every 1m increase in speed, the cost increases as noted in the table on p.266. Adding a two-speed gearbox adds 100 shillings to the cost of the device. Adding a reverse gear adds another 100 shillings to the cost.

No-one has yet created a clockwork vehicle with a Slow Move greater than 12m, so creating something capable of going faster than that also requires 1 Hero Point per

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SPEED

Speed in metres per Combat Round	Speed in kilometres per hour	Cost
Slow: 8m Fast: 40m	5.6 kph 28 kph	0
Slow: 9m Fast: 45m	6.5 kph 32.4 kph	250 shillings
Slow: 10m Fast: 50m	7.2 kph 36 kph	500 shillings
Slow: 11m Fast: 55m	8 kph 40 kph	750 shillings
Slow: 12m Fast: 60m	8.6 kph 43 kph	1,000 shillings
Slow: 13m Fast: 65m	9.4 kph 47 kph	1,250 shillings + 1 Hero Point
Slow: 14m Fast: 70m	10 kph 50 kph	1,500 shillings + 2 Hero Points

increase of 1m in Move, on top of the increased financial cost.

WEAPONS

Weapons to be added to a device should be based on weapons already available in the *Clockwork & Chivalry* world. They will do the same amount of damage and cost the same amount as those listed in the Equipment chapter.

RUN TIME

Run Time is the amount of time the device will continue to function before it needs winding again. For the sake of simplicity, it is assumed that a device will be designed with a clockwork engine comparable in power to the size of the device itself.

Portable machines are assumed to have a Run Time of between 1 and 24 hours, depending on how much they do in that time. A portable clock would last 24 hours on a single winding, while a repeating arquebus might only last five minutes. As a rule of thumb, the smaller the

device and the less movements it makes, the longer it will go between windings. Use the devices described later in this chapter as a guide.

Vehicles will tend to work for 5 hours between windings when travelling in Slow mode, but only one fifth of this in Fast mode. Each increase of 1 hour to the efficiency of the clockwork engine adds 100 shillings to the cost and requires 1 Hero Point at the design stage.

Games Masters and players should not get bogged down in the mathematics of exactly how much charge is left in a given clockwork device – they are unreliable anyway, and prone to running out unexpectedly soon, or lasting longer than expected.

If the device is nearing the end of its power and it is important to the plot to know *exactly* when a device runs down, the Games Master can roll a single die – on an even result the device keeps going for another minute, on an odd result it runs out of power. A successful Mechanisms roll will keep the device going for another 1D4 minutes. In combat, these numbers can be decreased to one Combat Round and 1D4 Combat Rounds at the Games Master's discretion.

WINDING

A device takes a number of minutes equal to its SIZ to rewind.

Devices of SIZ less than 5 can be rewound by hand quite easily.

Devices larger than SIZ 5 are normally wound at a winding station (see below). With the correct cranking handle, some devices larger than SIZ 10 *can* be wound by hand, though it will take five times the normal period, and the STR of the character winding the device must be equal to or greater than the SIZ of the device.

RAMMING

Some clockwork devices, particularly vehicles, can do damage by ramming. To find out how much damage a device does, add SIZ + Speed in kph and look up the result in the "STR+SIZ" column of the *Damage Modifier* table on p.17. Vehicles which do negative damage on that table are assumed to be insufficiently powerful to do any damage, though an character hit by one must make an Dodge roll to avoid being knocked over.

CONSTRUCTION TIME

It is also possible to estimate approximately how long the device will take to build, assuming a well-equipped workshop and enough labourers for the larger projects. This is worked out using the formula:

Hours to construct device = Complexity Level x 3 x SIZ

If the device is small and cheap, the designer, assuming he has the Craft (Clockwork) skill and the right tools, can then go ahead and build the clockwork device. If the device is too large and/or expensive for the designer to build without help, he must then secure funding, which can be an adventure in itself!

Using all the guidelines given above, it should be possible to estimate how much the device should cost to build, assuming all goes well.

FUNDING

Sometimes, it's not what you know, it's who you know. When it comes to getting money out of people for large engineering projects having a rich patron, or friends in high places in the New Model Army, can count for as much as your actual design skill. Alternatively, you may go for people power, touting your ideas around local

churches or alehouses in an attempt to get donations from members of the public.

The Games Master should provide opportunities within the game for a Mechanical Preacher or other designer of clockwork devices to meet with people who might be able to help them gain funding for their new device. Skills such as Influence, Courtesy, Commerce, Oratory and even Seduction may come into play. If the Mechanical Preacher himself is lacking in such social skills, he can perhaps enlist the other Adventurers to work on his behalf. Letters can be written, people visited, lectures held, and speeches made to tell the people who need to know what this new invention can do and why it is so important that it be built.

Adventurers will need to make decisions about how they go about this. Do they tell the truth about how much it will cost and how long it will take? Do they deliberately give an underestimate, hoping that the potential patron will be prepared to cough up the extra once the project is started? Do they give an overestimate to allow for industrial accidents along the way? What if they are competing with a rival engineer who hopes to get his own device built first? How will they deal with it if a rival engineer, or Royalist agents, try to steal the plans for the new device? These things can be an adventure in themselves, or can be a sub-plot running in the background of the main adventure.

CONSTRUCTION AND REPAIR

Armed with a set of plans, the correct tools and workspace, appropriate materials and the necessary skills, an Adventurer can attempt to build or repair a clockwork device.

WORKSHOPS AND TOOLS

Anyone attempting to construct or repair a clockwork device needs the appropriate tools - a Clockwork Mechanics Kit. Anyone attempting construction or repair without one does so at -40%. You might be lucky and be able to lash together a repair, but it's likely you won't even get the casing off to try. A well-equipped workshop will improve a construction or repair roll by +10%.

A NOTE ON MATERIALS

The construction rules assume that the materials and plans have been acquired for the attempted construction. The Adventurer will need to assemble the correct "value" of materials in order to construct the device. Materials are usually obtained in one of the following

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ways:

- *They can be purchased legitimately* - this is usually very expensive, but is possible for smaller constructions. For larger constructions it is extremely hard to buy the necessary materials because the Parliamentarian/New Model Army Factions monopolise the trade.
- *They can be purchased on the "black market"* - Post-Naseby, a fledgling trade has started in clockwork parts. This is illegal in Parliamentarian areas, where officially all such goods should be handed over to the army; and dangerous in Royalist areas, where clockwork is considered heretical. Nevertheless, the sums involved mean there are various individuals willing to take the risk, primarily supplying rogue or individual clockwork engineers. Parts are usually salvaged from the battlefield, stolen (usually pilfered from the Cambridge workshops), or made by engineers or mechanics (usually unskilled in clockwork). In the latter case, it will not usually be parts for a complete device that are available, but rather more generic materials that were copied from salvaged/stolen components.
- *They can be found* - Adventurers may have an opportunity to scavenge components themselves or may otherwise "find" clockwork technology on their travels.
- *They can be made* - If the Adventurer has the sufficient skill, they can make the components. An Adventurer who has Engineering, Craft (Blacksmith/Smith/Armourer, etc.) or Craft (Clockwork) can create components by copying them from identical pieces or with the aid of appropriate plans. A device made entirely from newly created components will take twice as long to complete (i.e. [Complexity x 3 x SIZ] x 2).
- *They can be officially supplied* - If the Adventurer has the backing of the Parliamentarian, New Model Army or Tinker Factions, then it may be possible to acquire materials through official channels. Usually this will involve proving that the device has a useful military application, or that clockwork technology is being advanced in some way (see Funding, above).

ACTUAL COST

It is usually the case in large engineering projects that the estimate of how much a project will cost is much less than the actual cost. The calculation used in the Design section above is a fairly arbitrary measure of price and should only be used as a rough guide. The level of skill

and quality of materials should always be taken into account if work is commissioned. And, of course the route taken from manufacturer to market can vary considerably - Parliamentarian officials have been known to garner work at knock-down prices in return for political favours; smuggled goods can be cheaper, as long as you are prepared to ask no questions; and the truly huge projects almost take on a whole economy of their own, so phenomenal are the costs. Also, remember, the very smallest and most basic clockwork devices are just commonly available trinkets, not true examples of the new technology.

Conversely, a clockwork device can cost considerably more than the above estimates if it is made with expensive materials or is particularly luxurious. Mechanical Preachers tend to frown on luxury, but it is possible to imagine that an independent Noble might construct, for instance, a clockwork carriage with fine inlaid wood panelling and comfortable leather chairs.

Games Masters should feel free to add or subtract up to 50% of the estimated costs, depending on local conditions where the device is being constructed, supply and demand of materials, political machinations and the like.

NON-CLOCKWORK ENGINEERS OR MECHANICS

Usually those attempting to construct or repair a clockwork device will have the Craft (Clockwork) skill. However, Adventurers with the Engineering or Mechanisms skills can attempt to construct (if they have the necessary plans), assist in the construction of, or repair a clockwork device. All construction and repair rolls are at -40% (Hard) if the Chief Mechanic hasn't got Craft (Clockwork).

HELPERS

It is impossible to build many of the larger machines without some assistance. The sheer weight of the metals involved means that the Chief Mechanic will require some help, as noted on the table on p.269.

These figures assume access to pulleys, winches and suitable workshop facilities. If some or all of these facilities are not available, then the Games Master should adjust accordingly. Although the helpers do not need to be trained to the level of the Chief Mechanic, some expertise is required in order to assemble the more complex machines. There is no penalty to the construction roll if the helper expertise is in Mechanisms or Engineering, rather than in Craft (Clockwork) - the Chief Mechanic is assumed to direct the operation and

provide all the technical advice. Helpers will usually be provided by the organisation funding such a large project, and are factored into the construction costs. But if extra helpers are needed for any reason (see Constructing a New Device, below), they will cost around 16 shillings per week each.

SIZ of Device	Number of helpers required
1-12	None
13-24	2
25-36	4
37-48	8
49-60	16

CONSTRUCTING A NEW DEVICE

Once all the tools, materials and helpers are in place, construction can begin.

A device with Complexity Level of 1 takes a day to build. For each added level of Complexity, a week is added to the construction time (working 8 hours a day, with Sundays off). At the end of the first day, and at the end of every subsequent week, the character must make a successful Craft (Clockwork) roll. If the attempt is failed,

then the work is delayed for a further week and the Construction Mishaps table should be consulted. If the attempt is fumbled, then consult the Construction Mishaps Table with an additional +40 added to the original result.

Characters who wish to work on Sundays can obviously get the job done in a shorter time, but if they belong to a Godly Faction (Puritan, Anabaptist, Tinkers, etc.) they will lose 1D4+2 Righteousness Points for each Sunday spent working, and may get a stern talking-to from their fellow Faction members.

Important Note: It is worth bearing in mind that the chances of a successful construction being completed can be increased if the Chief Engineer takes longer constructing the device. See Difficulty and Haste Modifiers, p.145. This allows even a moderately capable engineer to complete a complex construction job as long as he's prepared to spend a long time at it, though he must balance this with the need to pay wages to any helpers and the demands of the patron to keep costs down. Plus, of course, the device may be needed for a particular mission, and taking time may not be an option. Attempts to rush a construction will suffer the usual penalties described under Difficulty and Haste Modifiers, p.145.

COMPLEXITY LEVELS

As stated above, clockwork devices have a Complexity Level from 1 to 5. The Complexity Level determines how

CONSTRUCTION MISHAPS

Roll failed by	Mishap
1-20	Work is simply delayed for a week (or total construction time if less than a week).
21-40	Roll on Industrial Injuries Table, subtracting -2 from the result.
41-60	Roll on Industrial Injuries Table, subtracting -1 from the result. Device has Major Mechanical Failure. Add 1D2 x Complexity level in hours to the total build time (in addition to the delay from this failure) and add 5% to the cost of the entire project.
61-80	Roll on Industrial Injuries Table. Device has Multiple Mechanical Failures. Add 50% to the total build time (in addition to the delay from this failure) and add 25% to the cost of the entire project.
81-99	Roll on Industrial Injuries Table, adding +1 to the result. Device has Global Mechanical Failures. Add 75% to the total build time (in addition to the delay from this failure) and add 50% to the cost of the entire project.
00 Fumble	Roll on the Industrial Injuries Table, adding +2 to the result. In addition the device is Smashed. Work must begin afresh and the materials are wasted (10% scrap value can be salvaged).

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INDUSTRIAL INJURIES

Roll d12	Device Size 11 or less	Device Size 12 or More
2 or below	Temporary bruising, no damage.	Temporary bruising, no damage.
3	1D4 damage.	Temporary blindness - one eye for 1D4 days.
4	1D6 damage.	1D6 damage.
5	Temporary blindness - one eye for 1D4 days.	1D6 +3 damage.
6	Concussion. -50% to all skills for 1D4 days.	Concussion. -50% to all skills for 1D4 days.
7	1D6 +3 damage.	Reduced to 0 HP and suffer a Serious Wound (random location).
8	1D10+2 damage.	Reduced to 0 HP and suffer a Serious Wound (random location). Any others present must make an Dodge roll or suffer 1D4+1 damage.
9	Lose 1 digit from either hand (roll randomly for hand and finger).	Lose 1 digit from either hand (roll randomly for hand and finger).
10	Lose 1 eye (roll randomly).	Reduced to negative HPs equal to Major Wound Level and suffer a Grave Wound (random location).
11-12	Lose 1D4+1 digits from either hand (roll randomly for hand and fingers).	Reduced to negative HPs equal to Major Wound Level and suffer a Grave Wound (random location). Any others present must make a Dodge roll or are reduced to 0 Hit Points and suffer a Serious Wound.

DEVICE COMPLEXITY

Complexity Level of Device	Time spent constructing Device	Minimum Helper (Clockwork, Mechanisms or Engineering) Skill Level
1	1 day	Untrained
2	1 week	Untrained
3	2 weeks	Novice (01-25%)
4	3 weeks	Competent (26-50%)
5	4 weeks	Professional (51-75%)

skilled the helpers need to be to attempt to construct or repair the device. A device can be higher than Complexity Level 5 if additional work has been done on the original design; however, it is considered CL 5 for the purposes of skill levels.

INDUSTRIAL INJURIES

Sometimes a Mishap will call for a roll on the Industrial Injuries Table. Roll 1d10, make any required adjustments and consult the table above. Where multiple people are working on one machine (helpers), the recipient of the injury should be selected randomly.

CONTINUING FUNDING

If construction time falls behind that promised, or costs rise due to industrial accidents and the like, Adventurers may find their funding in jeopardy. A visit from a patron (or his accountant) may require the Chief Engineer to do some persuading to prevent money being cut. Again, this should form part of the campaign and may cause sleepless nights for the Adventurers as they try to come up with alternate funding options, whether it be by going over the head of their current patron to higher authorities, borrowing money at extortionate rates from loan sharks, or buying cut-price parts on the black market.

Operating Clockwork Devices

Small devices may require a Mechanisms or Craft (Clockwork) roll to make them work, though this varies from device to device, depending on how complex they are and what they do. Larger devices such as vehicles will require a Mechanisms or Craft (Clockwork) roll to get them started. Games Masters may allow an INTx2 roll if the Adventurer has no Mechanisms skill, if he thinks it likely that the character may have a chance of figuring it out.

Vehicles require the Drive skill to operate in difficult circumstances. Ride skill is not applicable, as the ability to steer a machine is very different from the ability to command an animal to go in the direction you want!

OPERATOR FUMBLES

1d20	Result	Effect
01-03	Distracted	Operator accidentally turns device off. Loses a Combat Round before being able to resume movement.
04-06	Out of Control	If mobile, the device veers from intended course, 50% chance it veers to the left, 50% chance it veers to the right.
07-09	Mechanical Failure	Device suffers a Mechanical failure. Roll 1D6 - 1-4 Minor, 5-6 Major.
10-12	Lose Armour	If the device is armoured, lose 1D3 points of armour, as it clatters from the machine.
13-14	Injure Limb	Operators limb gets entangled in the clockwork workings for 1D6+2 damage.
15-16	Jolted	All riders/occupants of device take 1D4+2 damage.
17-18	Crashed	Device crashes causing crash tests/damage to all occupants and device. All riders/occupants must make a Dodge roll. If the device is travelling at Slow speed, failure causes 1D6 HP damage. Success causes character to be stunned for one Combat Round. If the device is travelling at Fast speed, failure causes 3D6 HP damage. Success reduces damage to 1D6 HP. The device itself loses HPs equal to its speed in metres (ignoring APs) and must check for damage on the Damage Effects tables on p.272.
19	Unfortunate	Roll twice, ignoring any rolls of 19 or 20.
20	Jinxed	Roll three times, ignoring any rolls of 19 or 20.

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DAMAGE EFFECTS

Effects of sustaining a loss of Hit Points in combat are as follows:

Hit Points Lost	Effect
up to 25% of total	Causes a Minor Mechanical Failure
up to 50% of total	Causes a Major Mechanical Failure
up to 75% of total	Causes Multiple Mechanical Failures
up to 100% of total	Causes Global Mechanical Failure
200% of total	Causes device to be irreparably "Smashed"

For the effects of each damage type consult Damage Effects table below.

Damage Level	Effect
Minor Mechanical Failure	<p>All Minor Mechanical Failures render the device difficult to operate/drive, give a -20% penalty to future skill tests until repaired, and reduce speed by 25%.</p> <p>In addition, make an immediate roll on a 1D20: 1-16 no further effect 17 lose Fast speed setting, if two-speed device 18 lose steering function 19 lose 1 point of Armour 20 damage is to main function, machine stops dead until repaired</p> <p>If the roll is not applicable then there is no further effect.</p>
Major Mechanical Failure	<p>All Major Mechanical Failures render the device hard to operate/drive, give a -40% penalty to future skill tests until repaired, and reduce speed by 50%.</p> <p>In addition, make an immediate roll on a 1D20: 1-10 no further effect 11-13 lose fast speed setting, if two speed device 14-15 lose steering function 16-17 lose 1D3 points of Armour 18-20 damage is to main function, machine stops dead until repaired</p> <p>If the roll is not applicable then there is no further effect.</p>
Multiple Mechanical Failures	<p>All Multiple Mechanical Failures render the device very hard to operate/drive, give a -60% penalty to future skill tests until repaired, and reduce speed by 75%.</p> <p>In addition, make 1D3 immediate rolls on a 1D20: 1-8 no further effect. 9-10 lose Fast speed setting, if two speed device. 11-12 lose steering function. 13-14 lose 2D6 points of Armour. 15-20 damage is to main function, machine stops dead until repaired.</p> <p>If the rolls are not applicable then there are no further effects.</p>
Global Mechanical Failure	Machine loses all functions and stops dead.
Smashed	Machine loses all functions and is irreparably damaged.

Damage to Clockwork Devices

Damage may occur through operator failure, crashing a device, or through enemy action.

Fumbles by an operator of a mobile device cause the effects described on the Operator Fumbles table.

Effects of sustaining a loss of Hit Points in combat are shown on the Damage Effects table, p.272.

REPAIRING DAMAGED DEVICES

From time to time devices get damaged. This may be the result of an operating accident or due to enemy action. Either way, a repair can usually be attempted, as long as the device isn't completely "Smashed". Cost for repair is calculated as a percentage of the original cost of the device. The standard build time is calculated as per *Construction Time* section of this chapter. The cost is as per device description; or if a unique device, as per the *Costs* section of this chapter. A repair roll must be made once per week (or a minimum of once). For failures or Fumbles on the repair roll, consult the Industrial Mishaps table. Fumbles add +40 to the original result.

If an object is "Smashed" (and no-one gets there first), the Games Master may allow a small amount of components to be salvaged - never enough to assemble a complete

device, however.

In addition, if a device's armour is damaged, it can be replaced at a cost of $SIZ \times 10$ shillings of materials per Armour Point. It takes 1 hour \times SIZ of the device, per Armour Point, to repair armour.

Winding Stations

All clockwork devices need winding up in order to work. With small, easily portable devices, a key is usually enough. The new, larger clockwork technology however, requires more than a simple key. Due to the size of some of the new mechanisms and the need for them to be operational for sustained periods of time, winding stations are required.

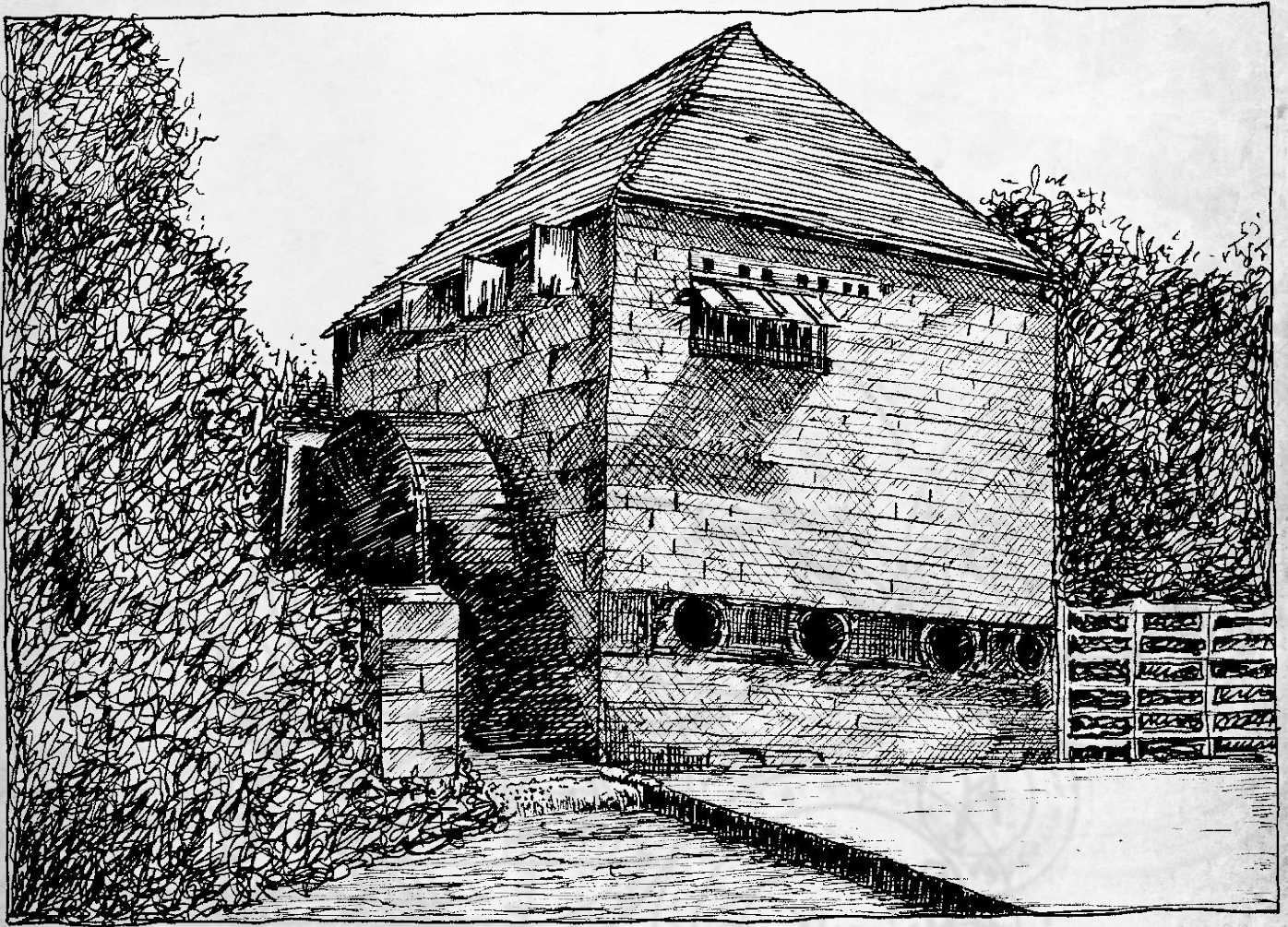
There are a few examples of brand new, purpose-built winding stations but these are rare, and most winding stations are converted watermills or windmills.

Cromwell has ordered the construction of winding stations throughout Parliamentarian territory. It has been a conundrum for him. On the one hand, building winding stations in the heart of the Parliamentarian-controlled territory keeps them safe from enemy raiders, but it also means clockwork mechanisms are too far away from the enemy once charged up, and have a long way to travel to be recharged. On the other hand, building stations along the border of Royalist territories leaves them vulnerable to attack, from both the Royalist Army and the superstitious and resentful peasantry.

A compromise has been reached. In the heart of East

DAMAGE REPAIR

Damage Level	Damage Type	Repair Time	Cost
Minor Mechanical Failure	Simple problem. No component damage.	On a Critical Success, one combat round; on an ordinary success 1D6 +4 minutes.	N/A
Major Mechanical Failure	One component severely damaged.	1D2 hours per Complexity Level of device.	5%
Multiple Mechanical Failures	Many components severely damaged.	50% of the standard build time.	25%
Global Mechanical Failure	Whole device severely damaged.	75% of standard build time.	50%
Smashed	Beyond repair.	N/A	N/A



Anglia and the south-east, a spreading network is being developed. Progress is slow, but eventually Cromwell envisions enough stations being in operation that most devices will be able to hop from one to another, recharging at each stop along the way. Nearer the border with the Royalists and the Debatable Lands, a single line of stations is slowly snaking its way Northward. Progress is limited by the amount of materials involved and the need for skilled personnel who can make the necessary conversions or build a station from scratch.

HOW DO THEY WORK?

The guts of the mill are converted to transfer the power of the water or wind to the device needing winding. Levers and gears are employed to allow the measured winding of the clockwork devices - it is important that the devices are fully wound, but not over-wound, as this can damage the mechanisms. This means a highly skilled engineer or a trained Mechanical Preacher is required to

manage the station, to ensure devices are charged efficiently and economically.

The mighty cogs power a large spindle that protrudes from the side of the mill. This spindle is then fitted with a metal cap (effectively the "key"), designed to fit into the clockwork device. This means that a different size spindle cap can be used as required. For example, the Leviathans use a huge, thick and elongated cap that has to be carefully hoisted into place to fit over the spindle; the Iron Horses are fitted with one that can be just about lifted by one strong person (the weight being in the end that fixes to the spindle, the actual "key" end that slots into the Iron Horses being shorter and thinner). In Cambridge, the "Fairfax Winder" (a large, newly built station, named after the Parliamentarian General slain by alchemical fire at Naseby), has multiple spindles, allowing several devices to be "charged" at once, a trend that looks set to be copied elsewhere.

A few advanced wind-powered winding stations are capable of storing energy, either by means of a large

internal spring, or through the winching of a weight up a tall tower; this can then be used for winding devices when the wind is not blowing. Most converted windmills do not include this feature, so in most areas the New Model Army Clockwork Division is dependent on the weather for its movement. It is rumoured that some less pious Parliamentarians are attempting to employ or coerce renegade Alchemists to provide wind spells in times of calm weather.

POOR, HUNGRY AND MALCONTENT

Due to the number of watermills and windmills being requisitioned and converted into winding stations, many areas have lost their traditional means of grinding flour or powering local industry. This has caused much misery. Nationwide there is already spiralling inflation. In the regional pockets where the mills have been seized, prices have skyrocketed and incomes fallen to the point where many fear starvation. This has caused an upsurge in hostility against Cromwell and his clockwork, even in the loyal Parliamentarian heartland. Locals can't help but angrily complain that Cromwell seems more than happy to convert the flour and linen mills, on which their perilous survival depends. Simultaneously the Lord Protector has ensured forges and powder mills are preserved, in order to maintain the stocks of gunpowder and metal with which war can be waged. Along the borders, where large hostile forces threaten, soldiers have been posted to defend the winding stations from ever more frequent attacks.

THE CURSED THING HAS STOPPED AGAIN!

At Naseby, the entire Clockwork Regiment wound down before the battle was over. The mighty Leviathans ground to a halt not long after they delivered their first devastating charge and volley. Cromwell is as aware as anyone how much the Regiment's failure to be effective throughout the day cost the Parliamentarian cause. A sure victory was reduced to a painful draw. A solution has been attempted. There are now two "mobile winding stations" that move with the New Model Army camp. They have been created as a means of ensuring the Leviathans have the power they need in order to remain moving along with the main army. Every few hours the entire army has to be stopped, the mobile winding stations set up and the Leviathans recharged. (It is only

the deadly usefulness of the Leviathans that makes this worthwhile). Cromwell has given strict orders that the Leviathans are to be protected by all means necessary - they would make far too a magnificent prize for the Royalists, if one could be separated from the main army group and captured. Some of the commanders and soldiery in the more conventional regiments resent the special status and protection the Clockwork Regiment enjoys.

The mobile winding stations themselves are each transported on a small convoy of carts. The Station Teams have become adept at quickly constructing the stations, indulging in friendly competition with each other to see who can finish their construction first. The stations themselves are powered by a combination of wind and human endeavour. Sails are quickly erected and attached to the machinery at the heart of the station. Inside the wooden and canvas structure, a treadmill is also connected to the main column. Then prisoners, or "volunteers" when there are no prisoners readily to hand, begin the painful business of getting the station running; if they are lucky, they are aided by the weather. Sadly, accidents are common.

Such is the efficiency of the Station Teams that they can erect a mobile station in under an hour (and dismantle one in a similar time). Nevertheless, the Clockwork Regiment takes no chances. Most of the clockwork apparatus is kept fully wound and moved by cart. That way much of the equipment can be kept fully charged and ready for battle and the mobile winding stations can be used exclusively to power the Leviathans.

Military Applications

Before the Civil War, the Cambridge Scholars and the mechanics in the workshops had speculated on the potential for clockwork war machines. Once the king raised his standard, they set to work putting their ideas into practice in order to bring the monarch down. It is in the military arena that clockwork has come into its own and that the most developments have been made.

Some of the following devices, such as the stretchers, halberds, whirling engines, Leviathans and Iron Horses, are staples of the New Model Army Clockwork Regiment (NMACR). Others, such as the striding boots and suits, are more recent experiments from the Cambridge

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Workshops.

Still others, such as the flabellum, petard, grenadier, trebuchet, repeating arquebus, and grenados, have been developed in the Gun Quarter in Birmingham - a response to the arms race that is occurring there between the Royalist Alchemists and Parliamentarian engineers. Sir John Gell, the Commander of the Central Parliamentarian forces, is convinced that such new devices could break the deadlock in the heart of the Debatable Lands, where the two sides are at present fighting a bitter and prolonged "trench war", separated by an extensive network of siege-lines running through the countryside to the West of Birmingham. (This arena of conflict is explored in more depth in Volume III of the *Kingdom & Commonwealth* campaign for *Clockwork & Chivalry, No Man's Land*.)

ANTI-AIR ELEMENTAL FLABELLUM

- Cost: 150 shillings
- Complexity: 1
- Size: 15
- Hit Points: 10
- Speed: N/A
- Armour: 0
- Weapons: See text

These hand-cranked fans, with 1m blades, are mounted on 10m telescopic poles, and can quickly be erected along a trench-line. Their powerful clockwork-augmented propellers generate enough wind to disrupt the structure of an Air Elemental - one fan will dispel a SIZ 2 Sylph, with each extra fan in the array disrupting an extra 2 SIZ points. When an attack is not imminent, the flabellae are retracted to prevent them being hit by cannon fire. The cry of "Raise the Flabellae!" along the front lines is the signal that a Royalist bombing raid has begun. Of course, Sylphs can fly higher to avoid the maximum height of the poles, but their accuracy at dropping potions is thereby compromised and many potions go to waste, making the technique less effective - in areas where flabellae have been deployed, air-raids have almost ceased.

CHRONOMETRICAL PETARD

- Cost: 130 shillings
- Complexity: 1
- Size: 1
- Hit Points: 6
- Speed: N/A
- Armour: 12/6
- Weapons: See text

A chronometrical petard consists of a wooden backplate, a metal container containing a chronometer and ignition device, and a few pounds of gunpowder. In combat, the wooden backplate can be attached to a surface (door, wall, etc.), and the device set to explode at any time from 1 minute to 120 minutes after the internal chronometer is set in motion. It takes five combat rounds to enable, and a successful Mechanisms roll is required to set the chronometer; on a failure, the timer is not set, though the character may try again. On a Fumble, the chronometer is set incorrectly, and 1D10 must be rolled for results: on a 1-9 the device will go off in that number of minutes; roll again on a 0 - if another 0 is rolled, the device goes off immediately, otherwise add the new total to the number of minutes from the first roll. Anything to which the petard is attached will take 8D8 damage. The canister shoots out of the back with a range of 5m; anyone within range must make a successful Dodge roll. Anyone hit by the canister takes 2D6 damage. If the petard was not successfully attached, anyone and anything within 10m takes 3D6 damage.

CLOCKWORK GRENADIER

- Cost: 160 shillings
- Complexity: 2
- Size: 8
- Hit Points: 10
- Speed: 8m
- Armour: 0
- Weapons: Grenado (see p.211)

One of the devices deployed by Gell in the trenches running through the Debatable Lands, this is a refinement of the travelling petard (see p.283). The grenadier is a small trolley (about a metre long by half a metre wide), with wide spiked wheels, which can be set to trundle across the battlefield for a fixed distance, lob a grenado ahead of itself, and then trundle back to its starting point. It can only travel in a straight line, so it can

easily be stopped by obstacles, and if knocked off course it will not return to its starting point, since it just goes in reverse after it has thrown its grenade. The grenades are set off by a clockwork mechanism which strikes a spark after a set number of seconds; some Parliamentarian forces have been killed by malfunctioning grenadiers which failed to throw the grenade at the far point of their journey, but instead returned it to their starting point before exploding it.

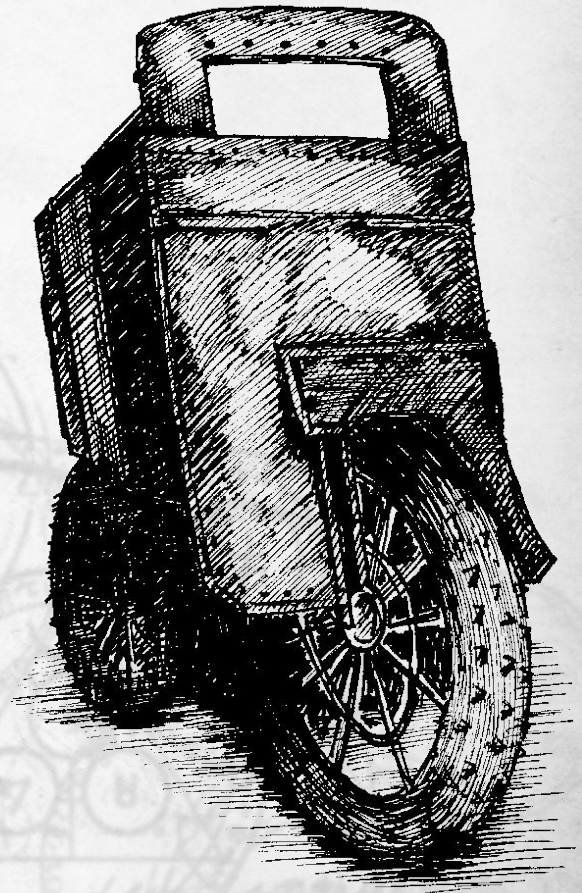
A clockwork grenadier can travel up to 300m in a straight line in one direction, before throwing a grenade 15m ahead of itself and then retreating 300m backwards in a straight line. There is a 10% chance of the machine malfunctioning. The device requires a Mechanisms roll to get it going in the right direction – on a failed roll, it will set off, but fail to reach its target due to hitting an unexpected obstacle, falling in a hole, etc. A fumble also means that the device has malfunctioned, and the Games Master should roll 1D4 to find out the result:

1. The grenade is thrown but fails to explode.
2. The grenade is primed but not thrown; it explodes when the device returns to its starting point.
3. The return mechanism fails; the device is lost in no-man's land.
4. The device gets stuck sometime during its journey. Roll again: on an odd roll it gets stuck on the way to the target and consequently explodes in no-man's land; on an even roll it gets stuck after it has delivered its payload and never gets back to its starting point.

IRON HORSE

- Cost: 4,000 shillings
- Size: 25
- Complexity: 4
- Hit Points: 21
- Armour (Front and Front-Sides): 24/12
- Speed: low gear 12m per round; high gear 60m per round
- Weapons: Ramming

Heavily armoured at the front and capable of carrying two people with ease, the Iron Horses are clockwork vehicles which balance on two spoked iron wheels (one behind the other) in a manner previously unknown in the history of vehicles. When assembling the Iron Horses, some Mechanical Preachers bash together the metal plates at the front so that the finished ornamentation resembles a crude horse's head (behind which sits the



gears and steering levers). The sharp lines and large rivets mean these additions make these machines look, if anything, even more disconcerting and fearsome. Thick armour hooks around the front and sides of the Iron Horse; although not offering the all-round protection that the Leviathans provide, the armour is heavy enough to withstand musketry. A gunman would need incredible luck or skill to shoot the driver or rider of an Iron Horse that was bearing straight down on him; if the rider ducked down it would be nigh impossible (although ducking down does give the driver the disadvantage that he can't see where he is going).

In battle the Iron Horse is a versatile machine. Its weight makes it a mobile battering ram. In numbers, Iron Horses can defeat much larger regular cavalry units, smash holes in all but the most solid of pike formations, and rout musketeers. They tend to advance in a slightly disordered formation, in order to reduce their vulnerability to a lucky cannon-ball. Where there are the necessary winding stations, Iron Horses offer

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manoeuvrability and scouting qualities second to none. The time it takes to wind up an Iron Horse is minimal compared to the time it would take to tend and feed the real thing, and they offer the further advantage of not needing rest. The only real disadvantages are the vulnerability to the driver and rider, if flanked, from shot; and the potential for being cut off, in the event of the Iron Horse winding down or suffering mechanical failure.

The earlier models of Iron Horse are all fairly unreliable and have a running time of a few hours at most. The newer models have a running time of up to a day and are slightly more robust. Aside from the New Model's own Iron Horses, there are a few others in existence. Some are prototypes of more sophisticated machines, confined to the workshops and testing grounds at Cambridge. A small squadron of roving Iron Horses operates in and out of the Debatable lands; most people believe this elite unit is carrying out secret missions for Cromwell himself. Then there are whispered rumours of Iron Horses created by eccentric inventors privy to clockwork lore.

THE IRONSIDES

Clockwork Iron Horses are employed by the New Model Army as a part of the Clockwork Regiment. The Iron Horse Squadron, commonly known as the "Ironsides", are known to be Cromwell's personal favourites. The Ironsides strike fear into the New Model Army's enemies. There are approximately sixty such machines in the New Model, although there are never more than thirty or so battle ready. The others sit in various stages of disrepair. The Iron Horses were originally driven by a combination of regular dragoons and Mechanical Preachers. The casualties at Naseby were such that Cromwell was lucky to drag as many of his favourite machines from the battlefield as he did. Most of the drivers and riders were slain. Cromwell realised that his dragoons were more replaceable than the skilled engineers he had lost. Now only specially trained dragoons drive the machines. Each machine has two dragoons manning it; if one falls the other is duty-bound to get the Iron Horse back to safety. Usually the rider will concentrate on shooting with his carbine and issuing encouragements, warnings, and directions to the driver. This leaves the driver to concentrate on driving. It is known that Cromwell's wisdom in preserving his skilled personnel is not matched by an equal concern for his own safety. He still insists on riding with the Squadron on the rare occasions his political responsibilities allow it.

The Ironsides have a bond of loyalty that is immensely strong. This comradeship stands out even in The New

Model, where pride and regimental cohesiveness are the order of the day. Despite being almost entirely Puritan, the members of the Ironside Squadron have a reputation for eccentricity that verges on flamboyance. They adopt a special uniform of their own, sometimes daubing slogans, attaching ribbons, or painting colours onto their helmets. Most attach flags to the rear of the Iron Horse. Some rivals, usually jealous dragoons in the regular horse regiments, mutter that the riveted horse heads and painted helmets are an almost pagan affectation.

Members of the Ironsides are absolutely devoted to their Iron Horses. Most Ironsides even sleep near the cart their Iron Horse is stowed upon as it travels with the main Army camp. They would rather die than allow any Iron Horse to be captured or destroyed, only retiring if the alternative would be to put more machines in unreasonable peril. They tend to name their individual Iron Horse, and have a precise sense for when their Iron Horse is slowing (winding down); even though the best mechanics no longer serve in the squadron, most Ironsides obsessively attempt to learn as much as they can about their Iron Horses' workings.

AN EXTRA GEAR

Iron Horses have two standard gears, both of which maintain a constant speed (which reduces when nearly completely wound down). The Slow gear is used to position the Iron Horse and to manage very awkward terrain; the Fast is used when charging or undertaking an urgent mission. Mechanical Preachers are well aware that the newer Iron Horses can be adjusted, by a skilled enough clockwork mechanic, to go even faster. In fact the gears can be adjusted to a level that doubles the usual Fast speed. Cromwell has expressly forbidden this - it makes driving them much harder, as most terrain presents hazards enough as it is (even the roads are extremely dangerous, such is their state of disrepair) and it reduces their charge time proportionally. The act of changing from Slow to Fast prompts an immediate Driving roll on a regular Iron Horse, on a faster one this roll becomes Difficult (-20% to skill). Despite the dangers of driving an adjusted Iron Horse, the actual experience is reported to be extremely good fun as long as you don't fall off!

THE LEVIATHANS

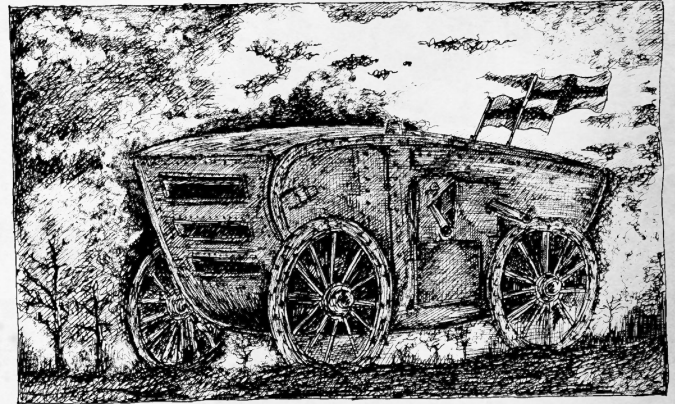
- Cost: 22,200 shillings (not including cannon)
- Complexity: 5
- Size: 60
- Hit Points: 55
- Speed: low gear 8m per round; high gear 40m per round
- Armour: 32/16
- Weapons: Ramming/6 or 8 Cannon (see description)

Leviathans are large mobile clockwork war machines. There are currently three Leviathans in existence – *Faith*, *Hope* and *Charity*. *Charity* has been out of service since Naseby, although the Mechanical Preachers are working to ensure her full recovery.

Prince Rupert describes the Leviathans as the most fearsome foes in existence, and the greatest among his enemies. It is no understatement to say that the Leviathans have transformed the face of warfare. Only the revolutionary innovations in battle alchemy have prevented the Leviathans from winning the war for the Parliamentary cause (Prince Rupert nearly managed to destroy one at Naseby with a judiciously thrown Potion for to Summon a Salamander). For all the effectiveness of the other wings of the Clockwork Regiment, the Leviathan has the most potential to wreak devastation. Such were the casualties inflicted by these metal monsters in the first hour at Naseby that the Royalist Army has refused battle ever since, as they ponder a strategy to deal with the machines.

The mere sight of a Leviathan can be enough to cause all but the most disciplined, or foolhardy, to flee. They have a heavily armoured carapace that can withstand both musketry and cannonball (although one has never actually been hit by a shell from one of the larger mortars, so it's uncertain exactly how impregnable they are to conventional attack).

Leviathans have achieved an almost mythical status. Peasants glimpsing Leviathans from afar have been shocked at the sight and spread tales that exaggerate the already larger-than-life proportions of the vehicles. The sides of the Leviathan resemble the sides of a ship (albeit one with a flattened top and no sail), but they are far more angular and made of metal, not wood. A row of small cannon protrude from gun-ports cut out of the armour. The number of guns is somewhat limited by the four large spiked wheels that propel the beast. From the front or rear they have an ugly, square appearance; the harsh angles are only broken up by observation hatches and a winding port. *Faith* also sports cannon to the front



and rear.

Whilst moving, the cannon are rarely of any consequence. The tediously long loading times, the unreliability of the guns and powder, and the fierce movements of the Leviathan when in motion, mean that aiming a cannon is nigh on impossible. Although Leviathans are now ordered to retire behind friendly forces before they wind down, at Naseby the cannon did come into their own, defending the Leviathans once they had come to a stop. At one point they looked certain to be overrun when Rupert and his Battle Alchemists counter-attacked – only the steady fire of the gun crews prevented their capture.

The cannon may be largely ineffective while on the move, but the Leviathan more than makes up for that with its main attack: its ability to smash all before it with its immense weight. At slow speed a Leviathan crawls along at a gentle walking pace. At this speed it can run for four hours before needing a winding station (usually one of the mobile stations that accompany the army camp). At slow speed it is easy to avoid them; they are hard to miss. At full speed a Leviathan can catch a running man. The man may just be able to out-sprint a Leviathan over a short distance, but the Leviathan is remorseless, until it winds down – at high speed it is mobile for just an hour.

At Naseby this was a revelation. The Leviathans crushed whole regiments, rolling over the solid pike formations and shattering many of Rupert's regiments of foot within minutes. Men, some of whom were fixed to the spot, uncertain what the machines could do, ended up scrabbling out of the way of the grinding wheels and heavy frontage as best they could. Many weren't so lucky. Only the lack of manoeuvrability prevents the outcome from being completely inevitable. Once you have dodged out of the way, it takes the weighty machines an age to turn for another sweep. At Naseby, the Leviathans were accompanied by the Ironsides. With the Leviathans breaking the main blocks of pikes, the

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Ironsides were able to sweep into the fleeing flanks and slaughter at will.

LEVIATHAN CREWS

If the Ironsides are known as somewhat eccentric, the Leviathan crews have a reputation for being almost insane. Perhaps it is the effect of being enclosed in a metal tomb with the ticking, tocking, and clunking all amplified to an incredible volume. When combined with the firing of the cannon, the echoing cacophony reaches a frightening crescendo. Leviathan crews report that they can hear those sounds echoing constantly, even when their beloved machines are silent. But there is more to it than that. The gun crews are much the same as any comparable unit, but the engineers and drivers are a breed apart. They indulge in anti-social revelries, communicate little with non-Leviathan crew members and have a fatalistic air about them. The rest of the army tends to give them a wide berth, uneasy at the swagger of these men who have caused and witnessed carnage on a scale previously unheard of. Despite their undisciplined behaviour in camp, no-one doubts that they would fight to the last to protect their machines, but there is something unnerving in their demeanour that divides them from all their comrades, even their fellow troopers in the Clockwork Regiment.

HOW MUCH?

Leviathans are hugely costly. Indeed, were it not for the relative prosperity of Londoners, who backed the Parliamentary cause, they would never have been built. Even London's pockets have been stretched to the point of breaking. It is known that Cromwell would like to commission more, but he has been urgently advised by Members of Parliament that such a move could completely bankrupt his cause and the ensuing misery would lead to his overthrow.

CROMWELL'S PETS

Cromwell does not have quite the same level of affection for the Leviathans as he does for his Ironsides, perhaps because they do not allow him the same measure of individual command and glory, nevertheless most people regard the Leviathans as the very symbol of his governance. A combination of disgust at the atrocious suffering they inflict on an enemy and the extravagant expense involved in building and maintaining a Leviathan, causes even Parliamentary and New Model Army supporters to be uncertain of their merits. The entire Parliamentary Field Army progresses at a pace

determined by the Leviathans and they need long breaks for charging. Many mutter that it is not worth it, particularly as they also have to share a camp with the Leviathan crews. The opponents of clockwork see the Leviathans as an ungodly manifestation of all that is wrong in the world, mobile temples to dictatorship and death.

RAPID-FIRING TREBUCHET

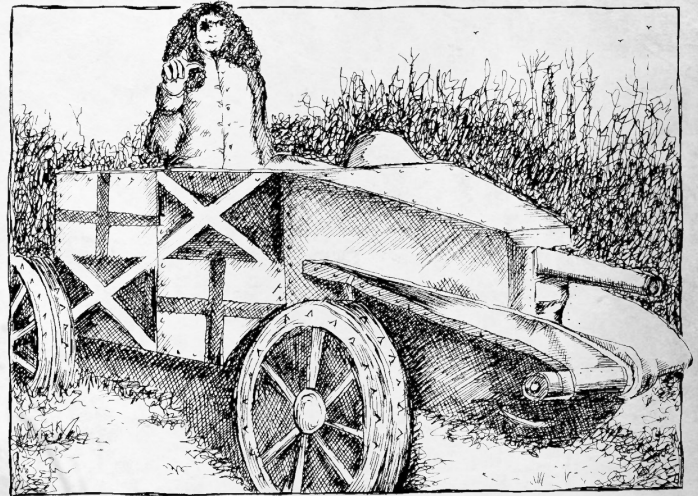
- Cost: 900 shillings
- Complexity: 3
- Size: 30
- Hit Points: 20
- Speed: N/A
- Armour: None
- Weapons: Trebuchet does 12D6 damage and has a Range of 300m.

A trebuchet is a massive catapult that uses a huge counterweight to slingshot a large stone toward the enemy lines. While effective at destroying enemy fortifications, its main disadvantage is that it is slow to reload, requiring a lot of brute force to return the counterweight to the right position to fire again. The clockwork trebuchet solves this problem by having a series of clockwork gears and a powerful spring to wind the counterweight back into position, at the same time lifting the next rock into place in the sling. With a properly trained crew, it can fire a rock every ten seconds for two minutes before it needs rewinding. (This compares with a speed of one rock every fifteen minutes for a normal trebuchet of the same size). The fact that it then takes thirty minutes to rewind at the nearest winding station, and that it must be hauled there by a team of four horses, means that it is more of a "shock and awe" weapon than a regular piece of equipment. Operators generally take one or two ranging shots (assuming all their ammunition is approximately the same size), then hammer away at a single location until it is completely destroyed.

REPEATING ARQUEBUS

- Cost: 4,000 shillings
- Complexity: 4
- Size: 20
- Hit Points: 18
- Speed: N/A
- Armour: 16/8
- Weapons: see text

A complex machine only recently perfected by Gell's Tinkers, this is a potentially devastating battlefield weapon when used against advancing troops. Built on the back of a cart, it consists of three cylinders in a row. Each cylinder is made up of twelve gun barrels, with a percussion cap on each. When the mechanism is started, each barrel is in turn fired by having its percussion cap struck by a hammer, before the next barrel is rotated into position. Each barrel is usually loaded with three balls, so once it is activated it will fire a hail of 108 bullets within ten seconds, decimating enemy cavalry and infantry. Unfortunately, it then takes about fifteen minutes to reload and rewind (by hand cranking) before it can be fired again. It needs a crew of four to operate it (one to reload each cylinder and one winder), as well as a competent horse-master to keep the horses attached to the cart from panicking at the awful noise it makes. It is usually pulled back behind the lines between firings, as the crew is very vulnerable to enemy attack while reloading, making the turnaround time even longer. Like many of the novelties coming out of Gell's workshop, it is effective as much for its terror potential as for its destructive capability.



SELF-IMPELLED CANNON CARRIAGE

- Cost: 7100 shillings
- Complexity: 5
- Size: 20
- Hit Points: 20
- Speed: Low gear 8m per round, high gear 40m per round
- Armour: 30/15
- Weapons: Heavy Arquebus, 4D6 damage

This machine is, so far, a unique vehicle, of which Sir John Gell has the only one. It is a clockwork-powered, four-wheeled, open-topped horseless carriage with a single heavy arquebus mounted at the front. Despite having been designed as a weapon of war, it has been taken up by Gell as a status symbol, and he rides everywhere in it, even though he rarely leaves the Birmingham Gun Quarter where everything is within walking distance. It could be argued that its uses in trench warfare would be limited, as it could not cross a trench and its wheels are not big enough to cope with thick mud. The truth is that no more have been made in Gell's workshops because Gell doesn't want anyone else to have one.

ROTATING HALBERD

- Cost: 40 shillings
- Complexity: 1
- Size: 4
- Hit Points: 3
- Speed: N/A
- Armour: 0
- Weapons: Used as halberd but does extra 2D6

The rotating halberd is essentially one or more whirring blades on the end of a pole. The blades move fast enough to cause extra slashing damage, as they slice through an opponent's armour and flesh. The blades resemble a circular saw as they whizz around.

The halberds are tricky weapons to use; plans to issue them en-masse were abandoned, as in a press of men they can cause friendly casualties with alarming frequency. However, in single combat they can turn the tide; the whirring noise of the blade and the unnatural speed of the rotation can cause many a stout foe or fine swordsman to turn tail and run from an approaching NMACR sergeant-at-arms if they are wielding a rotating halberd.



SEMI-SELF PROPELLED STRETCHER

- Cost: 150 shillings
- Complexity: 3
- Size: 5
- Hit Points: 2
- Speed: low gear 8m per round; high gear 40m per round
- Armour: 0
- Weapons: N/A

Arguably civilian as much as military in their application, these curious devices were developed in the Cambridge Workshops, originally used to carry out students who suffered industrial injuries as they attempted to learn the art of clockwork device manufacture. However, they have been increasingly manufactured for use moving casualties from the battlefield.

Slightly eccentric, their design is perhaps indicative of a certain attitude towards wounded students. Essentially, an ordinary but rigid stretcher is attached to a pair of clockwork-powered, metal legs. The legs are attached to the rear of the stretcher, so the front is carried, and to an extent steered, by a human stretcher bearer.

This means that the person leading the device takes up the forward handles; assistants then move the casualty onto the now braced and readied stretcher; the human bearer flips a lever to engage the device and the stretcher is off at a steady(ish), regular pace. Of course, stopping requires a certain degree of timing. Many casualties have

been unceremoniously dumped, as the forward bearer gets hopelessly entangled with the device, unable to stop in time when a shut door or other obstacle bars the path.

The Semi-Self Propelled Stretch is an example of genius coupled with a certain lack of common sense, and steerers often find themselves wondering how much more useful it might have been if the inventor had asked himself the question, "Somebody walking at the front, self propelled metal legs at the back, how could that possibly go wrong?"

SYCAMORE GRENADO

- Cost: 130 shillings
- Complexity: 1
- Size: 1
- Hit Points: 6
- Speed: Depends on wind speed
- Armour: N/A
- Weapons: 3D6 damage

This latest device from the Gun Quarter is something of a double-edged sword as far as the troops on the ground are concerned. It is a grenado with a small clockwork mechanism on top, above which is a propeller that resembles the twin seeds of a sycamore tree. Wound up by hand, it is released into the air – it flies upwards to a distance of 20 metres, then drifts down in the manner of a sycamore seed, exploding on contact with the first thing it touches. The problem with this, of course, is that it will only head toward the enemy lines with a wind behind it, and a sudden lull in the wind, or a change of direction, can have devastating effects on the person who launched it. Commanders are currently experimenting with combining the sycamore grenado with the flabellum described on p.276 to make sure grenados have a breeze behind them, but they are no match for the spell *For to Summon a Mighty Wind*, and it seems likely to be one device that will not catch on in the long run.

STRIDING BOOTS

- Cost: 1480 shillings
- Complexity: 4
- Size: 6
- Hit Points: 2
- Speed: low gear 12m per round; high gear 60m per round
- Armour: 4/2
- Weapons: N/A

Striding boots are a simple but very innovative device. They are designed primarily for messengers, although they are useful in any situation in which the wearer wants to move swiftly. Joined together by a mechanism that makes each boot rise and step forward in turn, the boots are controlled by a lever (emanating from the central engine/gear box) that governs the speed of the boots. Steering is done by rotating on the ball of one foot while the other is in the air, and takes considerable practice.

Once turned on (and barring fumbles), the wearer swiftly lurches off in the chosen direction. Although the boots do not go very much faster than a running man (early experiments caused testers to have their legs mangled in attempts to go faster), they do not have the same stamina constraints, steadily maintaining speed until they wind down.

With such a pair of boots a messenger can travel from winding station to winding station, only having to stop to stretch their legs, have a hot meal and sleep. Of course, a horse may be more efficient, but it is a matter of pride that the NMACR have found a non-organic alternative, and regimental messengers use the striding boots as much as possible (although everyone in the NMACR repeats the tale of the messenger who fell asleep on a long mission and, slumped over the control handle, ran headlong off the cliffs at Dover!)

STRIDING SUIT

- Cost: 5,220 shillings
- Complexity: 5
- Size: 18
- Hit Points: 13
- Speed: low gear 8m per round; high gear 40m per round
- Armour: 24/12
- Weapons: Ramming/Stomp or Kick 3D8+1

Striding suits are evocative of the not-quite-bygone age of the heavily armoured knight. The Striding Suit offers the protection of heavy armoured plating, thick enough to prevent damage from musketry, while its clockwork propulsion allows the wearer to actually be able to move in such heavy armour.

The suit is large enough that in itself it presents a crushing hazard to opponents, steadily marching in a clockwork rhythm, steered by the wearer. If that was not enough, the gears can be shifted, causing the heavily armoured boots to deliver an impressive stomp or kick.

The downside is that the machine is fairly slow and

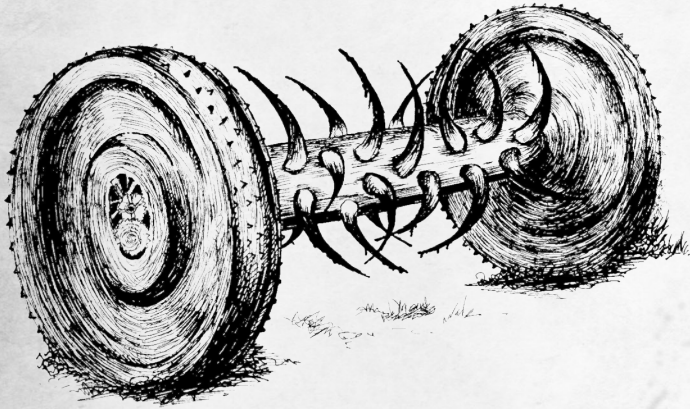
unwieldy. The complexity of driving the thing causes the wearer to lose a Combat Round bringing the suit to a stop, and then a further Combat Round to actually deliver a kick or stomp (so often actions are confined to -go/stop/stomp/go). A single enemy can often move out of range as the machine grinds to a halt, creating a game of cat and mouse; this potential for stalemate is a frustrating flaw, considering the cost of building such a suit. That said, against an enemy flank, or when used against foes who are trapped and unable to dodge (such as when engaged in a "push-of-pikes"), the power of the heavy metal feet, or the battering effect of simply moving forwards, can be punishing.

TRAVELLING PETARD

- Cost: 160 shillings
- Complexity: 2
- Size: 8
- Hit Points: 10
- Speed: 8m
- Armour: 0
- Weapons: Damage as Petard (see p.211)

A small trolley, about a metre long by half a metre wide, with wide spiked wheels, it carries a large explosive charge across the battlefield to the enemy trenches. It includes a simple device that detects the angle at which the travelling petard is resting. If the angle tips beyond 85 degrees, a steel ball rolls along a track, setting off a trigger that strikes a flint and ignites the gunpowder charge. This means the travelling petard will (hopefully) carry on going until it gets to an enemy trench, then fall in, setting off the explosives. However, Royalist soldiers have realised that a simple wooden board a few inches high will prevent the travelling petard from exploding and allow the device to be disarmed (when enemy fire is at a minimum!). Parliamentarians are beginning to realise that the travelling petard has become a device for delivering supplies of valuable gunpowder to the enemy, and has begun development of the clockwork grenadier (see above).

A travelling petard can travel up to 300m in a straight line before exploding. A Mechanisms roll is needed to set the device going – on a failed roll, it will set off, but fail to reach its target due to hitting an unexpected obstacle, falling in a hole, etc. There is a 10% chance that the petard will fail to explode when it reaches its target.



WHIRLING ENGINES OF RIGHTEOUSNESS

- Cost: 1,500 shillings
- Complexity: 2
- Size: 15
- Hit Points: 13
- Speed: 50m per combat round (no slow setting!)
- Armour: 8/4
- Weapons: Scythes 1D8 + 1D4 damage, 1 attack per Combat Round, but can attack up to 6 people at the same time. Automatic hit unless opponent makes successful Dodge roll. Will not attack same person twice, as will keep going over opponents and continue on. Also causes ramming damage.

The “Whirling Engines of Righteousness” are one of the simplest clockwork devices. Essentially they are comprised of a central column, which lies horizontally, with wheels at either end. Along the column are arranged clusters of scythe-like blades, which viciously rotate as the whirling engines move, mowing down anything, or anybody, that gets in the way. Deployed at Naseby, their strengths and weaknesses were quickly revealed.

Anything that gets in the way of the machine takes horrendous damage. The machine, if moving fast enough, can cut its way through whole units of men. It’s momentum and shape enable it to carry on over the original victims, flattening a regiment like mown grass.

However, the machine has its flaws. It cannot be steered and is essentially deployed in the manner of “rolling a log down a hill”. Its clockwork motor means it is self-propelled, but it is only with downhill momentum that it moves at a rate that makes it unavoidable. Moving along flat ground, or up-hill, as long as there is room to manoeuvre, there is time to get out the way. Also, the

machine winds down very quickly. That is intentional, designed to cap the distance that the whirling engines can travel. Early testing of the machines quickly revealed the hazards of not limiting the charge, as prototype machines ploughed through hedges, cattle and eventually a small village near the NMACR testing grounds.

Civilian Uses and Curiosities

Aside from the military applications described above, clockwork also has civilian uses. These applications can be roughly divided into two categories.

Firstly, there are official devices that have been developed to carry out useful agricultural and industrial tasks. These sorts of devices have been developed either to aid expansion of industry, to support the further mass production of more clockwork mechanisms, e.g., clockwork pumping devices, or to aid the civilian population (out of a general desire to be helpful, and in order to justify the push for greater mechanisation), e.g., the mechanical plough.

Secondly, there are a myriad of non-official devices, often small, hand-wound, and whimsical in nature. These devices are often the result of little personal side projects, undertaken by Scholars and engineers, as well as the result of individual inventors dabbling at home.

Examples of both sorts of civilian devices are given below.

THE INCREDIBLE CLOCKWORK THEATRE OF MISTER ARTHUR GOBLETT

Less sophisticated than many devices, yet in some ways more spectacular, the clockwork theatre is a wonder to behold. Actually it is not one device, but a collection of automatons that perform a show in a makeshift ring or tent. The show is presented by Arthur Goblett, Showman, Raconteur and Entrepreneur, as he styles himself. Whereas some of the pieces are basic and seem very aged, others undoubtedly have the mark of a more sophisticated designer. Anyone with Engineer,

Mechanisms, Craft (Clockwork) or Art (Clockwork Design) might suspect that these newer machines were experimental designs, developed by the Tinkers.

Certainly the newer ones have fine movement, are solidly constructed and have a seemingly militaristic bent. Arthur has his boys running around, winding up the old devices (Arthur is accompanied by a group of orphans who he attempts to feed, in return for their aid in drumming up trade and loading and unloading his "actors"). Arthur then charges up the new ones and the show begins.

The show itself consists of scenes from popular theatre: a bawdy dance, accompanied by fiddling automata, and a mock battle at the end, the climax of which is the destruction of some straw stuffed dummies.

Unbeknownst to many, Arthur was a Master Tinker. He abandoned the Parliamentarian cause after he found out that Cromwell had ordered his arrest, having discovered he was a practising Catholic who had kept dangerous company in his youth. He fled with his new military creations and his private collection of old machinery. In fact it is unlikely Cromwell would have acted – Goblett was too good an engineer. He had been building an entire unit of clockwork Soldiers. He had intended that there would eventually be a whole regiment, but when he left his Cambridge Workshop he had only nine, and they were incomplete. Now, cut off from the materials he needs, he has no hope of completing his beloved collection. He is reduced to travelling around and displaying them as curiosities.

Goblett is in a constant state of panic. He avoids Parliamentarian areas as much as possible, but his shows have a mixed reception in the Royalist camp, many not wishing to be reminded of hated clockwork. So currently, Goblett is touring around the dangerous Debatable Lands, making a very meagre living that barely pays the ragged urchins who live with him. Goblett is always on the lookout for Parliamentarian spies, who may have been sent to hunt him down.

Goblett has another reason for staying in the Debatable Lands. He has a unique device. He has designed a clockwork storage chest – basically a set of tightly coiled springs in a box the size of a large trunk, which can store clockwork energy for later use. He sneaks into Parliamentarian territory and hooks up his device to a winding station. He slips the guard a few pennies and makes his way once more. The storage chest powers the clockwork theatre for over a week.

If events had not been so chaotic Post-Naseby, Cromwell would no doubt have crushed Goblett already. He is

enraged that the clockwork soldier technology has been taken. As it is, he still might have dispatched agents. If anyone on the Parliamentarian side discovers the significance of Goblett's clockwork storage chest and brings it to the Cambridge Scholars, Mechanical Preachers, or any member of the Tinker Faction, the consequences could be an abrupt end to the whole Civil War.

BIBLE PAGE TURNER

- Cost: 15 shillings
- Complexity: 1
- Size: 1
- Hit Points: 1
- Speed: 0
- Armour: 0
- Weapons: N/A

This is probably one of the least impressive clockwork inventions, and no doubt an ironic statement of affectation by its Godly creator. The Bible Page turner does exactly what its title suggests, it turns pages. Attach one of these to a Bible (or, indeed, any book), adjust the mechanism so it will turn after a set time (adjustable to take account of the speed of the reader and the amount of wordage on the page), and you are away. Bear in mind that a malfunction can cause irreparable damage to the old family Bible!

CLOCKWORK CROW SCARER

- Cost: 20 shillings
- Complexity: 1
- Size: 10
- Hit Points: 9
- Speed: 0
- Armour: 0
- Weapons: N/A

Scattered about the south-east, these devices have put out of work one of the lowliest group of agricultural employees, the children employed to scare crows away from crops. The clockwork Crow Scarer can be set to make a loud clapping sound at regular intervals (created by two wooden boards being smashed together). Critics point out that the devices don't actually work – birds can often be seen perching on them in between "claps". The now unemployed small children didn't suffer from such a disadvantage – birds would prefer to avoid the

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slingshot of the more traditional child crow scarer, and they were seldom used as perching platforms (that said, the children did require feeding).

CLOCKWORK MINING AIDS

Various devices have been employed in mining and metal-working in order to speed up and improve the efficiency of such operations. In particular, clockwork diggers are often used to mechanically excavate dangerous and hard-to-reach seams, clockwork pumps are used for both drainage and haulage, and clockwork mules (see below) and clockwork conveyor belts are used to speed up the movement of resources to the surface. These innovations are confined at present to only a few places; it's early days and there simply aren't the winding stations to fully take advantage of the increased mechanisation.

CLOCKWORK MOLE-DRILL

- Cost: 1,500 shillings
- Complexity: 5
- Size: 30
- Hit Points: 15
- Speed: 8m only (underground)
- Armour: 5
- Weapons: 1D10 ramming, 6D8+8 drilling

The clockwork mole-drill, one of the more unusual vehicles to come out of the Cambridge weapon shops, is a cigar-shaped vehicle with a drill at the front, capable of travelling beneath the ground. The vehicle requires a crew of two, both of whom are needed to struggle with the difficult task of keeping the vehicle heading in a straight line, keeping the vertical and horizontal control wheels centred by brute force as the machine ploughs through different consistencies of soil and rock. There is also space for two passengers. Navigation must be done by compass bearing, as there is no way to see out once the main hatch is closed; this can easily be thrown off by the proximity of magnetic ore-bearing rocks, making longer journeys something of a gamble. Estimation of depth is by dead reckoning, using a spirit level to figure out the angle of descent/ascent with actual speed usually a wild guess. Travel time is about two hours, depending on the hardness of the medium through which the vehicle is travelling. There are pedals for the two passengers which can theoretically rewind the vehicle to allow a further thirty minutes travel, though with two

pilots steering and two peddling, the air becomes stuffy very quickly as suffocating miasmas build up in the chamber.

The first prototype build in Cambridge was lost underground, and it is assumed that the crew asphyxiated before they could get the machine back to the surface. The second prototype was stolen (readers/players of *The Alchemist's Wife* will know by whom). There are rumours that one or more Clockwork Mole-drills have seen action in the Debatable Lands, having been built in the Birmingham workshops of the Parliamentarian renegade Sir John Gell.

CLOCKWORK MULE

- Cost: 150 shillings
- Complexity: 3
- Size: 5
- Hit Points: 2
- Speed: low gear 8m per round; high gear 40m per round
- Armour: 0
- Weapons: N/A

The clockwork mule is essentially a walking platform. The clockwork mule looks like a table with chunky metal legs, when not switched on. Once the gears are engaged the mule walks forward until switched off. Steering is not possible on some models, and they are heavy (particularly when laden with goods), and so take much lifting in order to shift them about so that they go in the desired direction. The clockwork mule only goes at a slow, plodding pace, so that the owner can walk alongside and stop as necessary. They are useful though, when carrying really heavy items.

CLOCKWORK POMANDER

- Cost: 20 shillings
- Complexity: 2
- Size: 1
- Hit Points: 1
- Speed: 0
- Armour: 0
- Weapons: N/A

With disease rife, how can one keep unhealthy miasmas at bay? Why, with a clockwork pomander, of course. An ordinary pomander has the disadvantage of only releasing a rather constant, low level, healthy bouquet. A clockwork pomander can be set to crush and agitate beneficial fragrant herbs at regular intervals. Thus the constant stream of sweet smells emanating from this device is ensured, offering the wearer a potentially less plaguey existence.

With the correct herbs, a clockwork Pomander *does* have efficacy against disease miasmas. On a successful Lore (Plants) roll, a Herbalist or other plant expert can create a mix of herbs which will, when put into a clockwork Pomander, have the same effect as a Magnitude 1 spell *For to Create a Healing Bouquet* (see the Alchemy chapter for spell details).

CLOCKWORK TINDERBOX

- Cost: 10 shillings
- Complexity: 1
- Size: 1
- Hit Points: 1
- Speed: 0
- Armour: 0
- Weapons: N/A

The clockwork tinderbox, once wound, repeatedly strikes a flint, until it is switched off. It does work, but isn't a whole lot more efficient than using the standard manual means of fire-starting. Examples are often engraved with the manufacturer's initials, as a standard "apprentice piece". That said, the designers who worked on the repeating arquebus spent many an hour working on variations of this device, as the simple principles it utilises are similar to those used in the firing mechanism of a flintlock.

CLOCKWORK TOBACCO CUTTER

- Cost: 20 shillings
- Complexity: 1
- Size: 1
- Hit Points: 1
- Speed: 0
- Armour: 0
- Weapons: N/A

Why would anyone want a clockwork tobacco cutter? A common enough query, you might think. But, if one is inclined to a certain flamboyance and flashiness, then such a question is unnecessary. It is the ultimate fashion accessory for the modern gentleman. Rumour has it of an accompanying clockwork smoking device that spares the user the arduous task of having to inhale.

MECHANICAL PLOUGH

- Cost: 150 shillings
- Complexity: 3
- Size: 5
- Hit Points: 2
- Speed: low gear 8m per round; high gear 40m per round
- Armour: 0
- Weapons: N/A

The mechanical plough is one of the more useful civilian applications of clockwork technology. Rare, and confined to farms lucky enough to be near a winding station, Cromwell has lauded the plough as one of the greatest innovations ever made. Certainly it speeds up the drudgery of ploughing by combining principles used in the whirling blades of righteousness with a much slower speed of rotation - and handles. They are quite hazardous to operate, however. Mechanical ploughs have caused a reduction in the average number of toes in the communities where they are employed.

PUNCHING MACHINE

- Cost: 20 shillings
- Complexity: 1
- Size: 1
- Hit Points: 1
- Speed: 0
- Armour: 0
- Weapons: N/A

Punching machines are not as violent as the name would suggest, although for many they symbolise the increasing and sinister bureaucracy of the Cromwellian Protectorate. Able to print the current time and date on a card, they are commonly used as a means of checking up on the employees at the Cambridge Workshops. Employees are expected to have their individual cards punched as they move from shed to shed, or about the campus. Such identity cards are despised by some of the academics and engineers, who resent being checked up on in such a fashion (and often get round the measure by having a student clock them in and out, particularly if they have alternate plans for a sunny afternoon, other than sitting in a room full of machine parts). Designers are working on the potential for employing punching machines for other uses, such as creating coded messages.

ROTATING BRUSH

- Cost: 30 shillings
- Complexity: 1
- Size: 1
- Hit Points: 1
- Speed: 0
- Armour: 0
- Weapons: N/A

Simple and yet practical, the rotating brush is exactly the sort of device that wins both Puritan approval and can also be seen as a fashion statement: cleanliness and clockwork efficiency, all in one little brushy bundle (and of course, the larger versions of this device have varied industrial applications as well). Rotating bristles in a hand-held-brush, or on the end of a broom-handle, can be used for scrubbing floors, brushing clothes and the like. Some claim that such clockwork devices will soon do away with the need for servants - but then, who would wind the things?

SINGING BIRD

- Cost: 10+ shillings
- Complexity: 1
- Size: 1
- Hit Points: 1
- Speed: 0
- Armour: 0
- Weapons: N/A

It is said that the Emperor of Constantinople had mechanical singing birds in the 9th century, but those currently made in England are a relatively new innovation. Intricately constructed and beautifully decorated with precious metals and gemstones, these small mechanisms can sing for several hours on a single winding. Officially scorned by the Puritans as frivolous luxuries, and despised by the Royalists as poor imitations of God's creatures, they sell at premium prices to the European aristocracy and bring in much-needed revenue to the Parliamentary cause.

Chapter 11

In which are described the religious, political, magickal and mechanical upheavals afflicting England, Wales and Scotland during the 17th century, together with a gazeteer of people, places customs and curiosities

"If you would understand anything, observe its beginning and its development."

– Aristotle

Introduction and a Note to Players

This chapter is your guidebook to life in the 17th century. If you are not sure where you are going, or what you will find when you get there, this chapter should help.

We look at the history, geography and organisation of life in the Kingdom of England and Wales; and then in the Kingdom of Scotland. England and Wales are treated separately to Scotland because they, like Scotland, comprise a single kingdom; and because events in Scotland have taken a different turn and culture has a different flavour to that south of the border. This

information, along with the advice on running campaigns, pre-generated NPCs and the other tools in Chapter 13, should give Game Masters enough background to run *Clockwork & Chivalry* adventures in England and Wales, or Scotland.

In both cases, we start with the history and the events that have led to the current Civil War; give some background about significant historical personalities; and then about influential individuals that dominate political life now. Then there is an overview of cultural life and attitudes; followed by a look at the geographical landscape, region by region.

We then take a brief look at other lands, and finally, at science, magick and how the *Clockwork & Chivalry* universe actually works.

As mentioned, this is a guidebook. Players don't need to know everything about the *Clockwork & Chivalry* world to play. In fact, most Adventurers know little of the world

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around them. Most people of the time aren't well-travelled or particularly educated, and the few that are still have skewed ideas about things (education usually being a combination of theology and ancient classics). Maps are inaccurate, superstition is rife and many people exist much as their ancestors did in medieval times, but perhaps with less certainty about their place in the world. Descriptions in the Professions and Factions sections have more than enough information for most Adventurers to be getting on with - the purpose of this guide is to add extra flavour for those who want it.

The British Isles

The British Isles (which includes two major islands - the larger isle shared by the kingdom of England and Wales, and the kingdom of Scotland and the smaller, yet still substantial, isle of Ireland; as well as over 5,000 smaller islands) lie off the northwest coast of Europe, with only 35km of sea separating them from mainland France at the closest point. Weather in the British Isles is temperate, with extremes of cold and heat being rare (the harsh winter of 1645/6 is an exception). Snow rarely stays for more than a few weeks, and summers are notable for rainy spells, particularly in the north. Britain is a wet and windy island, with nowhere more than 100km from the sea.

England and Wales

The population of England is, roughly, just over five million; about 400,000 of whom live in London, the largest city in western Europe. England has land borders with Scotland to the north and Wales to the west, and is larger than its neighbours (about 81,000 square km). Ireland lies to the west, separated from England by the Irish Sea. The Atlantic Ocean is to the west, North Sea to the east and English Channel to the south. Most of the country is comprised of low hills and plains, with uplands in the north and south-west. Administratively, England is divided into counties, which in turn are divided into hundreds (relics of a bygone Saxon age).

Adventure seeds and random tables pertaining to England and Wales can be found in Chapter 13.

English History and the Road to War

There are those who say that the causes of the Civil War can be traced back to the Norman Conquest in 1066, or even to the Synod of Whitby in the 8th century, when the Roman Catholic Church triumphed over local Celtic Christianity. But a cause a little closer to the present is King Henry VIII's break with the Catholic Church in 1533.

HENRY VIII AND THE ENGLISH REFORMATION



On the European mainland, the Church was in crisis. The Protestants, led initially by Martin Luther, had split with the authority of the Pope in Rome. At the outset of the Protestant Reformation, Henry VIII was an enthusiastic supporter of Catholicism, writing an anti-Lutheran book which caused the Pope to give him the title "Defender of the Faith". But when his first wife, Catherine of Aragon, failed to give him the hoped-for male heir, Henry's appeal to the Pope for a divorce was rejected. Under the guidance of his advisor Thomas Cromwell (a distant ancestor of Oliver Cromwell), the king broke with the Catholic Church and, declaring himself head of the Church of England, annulled his marriage with

Catherine, and married Ann Boleyn.

What followed was an upheaval in the traditional English way of life which would have repercussions for centuries to come. Henry, notably profligate and always short of money, saw an opportunity to fill the royal coffers at the expense of the Church. The Dissolution of the Monasteries, which saw the closing down and selling off of hundreds of religious properties, was a massive change in a cultural institution which had existed in the country for centuries. Though there had been complaints of corruption in the Church, it had also been a source of charity for the poor, the homeless and the sick. In the north of England, the Pilgrimage of Grace, a mass popular revolt (though led by local nobles), was ruthlessly crushed. Church lands were sold off or given to Henry's associates to buy their loyalty.

Though the King himself had relatively conservative views on the role of the church, the break with Rome led to an influx of Lutheran ideas into the new state-sanctioned Anglican Church. In the manner of the Puritans in later years, many old religious feast days were abolished and the reading of the bible in English was encouraged (previously it was the job of the clergy to read and interpret the Latin bible for the masses). Some welcomed the new religious atmosphere, but others resented the breaking down of traditional customs and beliefs.

EDWARD VI



When Henry VIII died in 1547 (having married six times in his life), his son Edward, aged 9, took the throne. Edward Seymour, the Duke of Somerset, was made Lord

Protector, and the Reformation continued. Churches were stripped of their glorious trappings, stained glass windows smashed, colourful murals whitewashed over, statues and icons removed and burned. Rebellions against the new ways continued, particularly in East Anglia (later to be a Puritan stronghold in the Civil War) and Devon – all were ruthlessly crushed.

But Edward was a sickly child and died in 1553 at the age of only 15. There was some dispute over who should follow him, and for nine days his cousin Lady Jane Grey was Queen, but finally his half-sister Mary became the new monarch.

“BLOODY” MARY



Henry VIII's daughter by his first wife Catherine, Mary had never subscribed to the ideals of the English Reformation but remained a staunch Catholic. When she took the throne, she set about reversing the policies of the previous two monarchs. Keen to keep the country Catholic and prevent her Protestant sister Elizabeth taking the throne after her, she married Phillip, son of the Catholic Holy Roman Emperor Charles V, who was later to become King Phillip II of Spain. Many feared that England was to be relegated to a vassal state of the Spanish Empire.

In an effort to stamp out Protestantism, Mary used the heresy laws to put to death hundreds of prominent Protestants, mostly by burning. Many more left the country to escape the “Marian Persecutions.” Protestant pamphlets were distributed in England criticising England's link with Spain, particularly after Mary agreed to support that country in a war against France. The war

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went badly, and England lost the port of Calais, its last remaining possession on the mainland of Europe.

Mary never bore a child, and died at the age of 42 in 1558. She was succeeded by her Protestant half-sister Elizabeth.

THE ELIZABETHAN AGE



Elizabeth was the daughter of Henry VIII's second wife, Ann Boleyn. She ruled for forty-five years. She returned England to being a Protestant nation and her reign is seen from the perspective of the 17th Century as a Golden Age. It was in her time that great playwrights such as William Shakespeare and Christopher Marlowe flourished, the heresy laws were abolished, and the great (and somewhat bloodthirsty) adventures of Sir Francis Drake and Sir Walter Raleigh took place.

English Catholics went from being a major force to a minor threat, the "enemy within" - the big threats were from external Catholic forces such as Spain. In 1558 the Spanish Armada, a huge invasion fleet, set out to attack England. A combination of bad weather and English attacks scattered and broke the fleet, and this failure on the part of the Spanish was seen as a great victory for England and a sign that God was on their side.

Elizabeth never married, but kept up the image of the "Virgin Queen" until her death. By the end of her life, the English Reformation was complete, and there was little chance that England would ever return to Catholicism. She refused to name her successor and her advisors were forced to choose a new monarch. They chose James VI of

Scotland, who had a fair claim to the throne, being the son of Mary Queen of Scots, a cousin of Elizabeth. On Elizabeth's death in 1603 he became king of both countries.

JAMES I & VI



James I & VI of England and Scotland was something of an intellectual, with decided views on the Divine Right of Kings. He wrote two books on this subject, as well as several others, including *Daemonologie*, a book on witch-hunting. He had plans to unite England and Scotland under his reign, with one Parliament, an idea both the English and the Scots Parliaments disliked.

James was generally popular, as England was largely peaceful and prosperous under his reign. One blot on the record was the Gunpowder Treason Plot. On 5 November 1605, a Catholic by the name of Guy Fawkes was discovered in the cellars beneath the Parliament House with 36 barrels of gunpowder, intending to blow up both king and Parliament the following day. This plot led to clampdowns on Catholics through the Recusancy Laws, which prevented Catholics from holding certain positions of authority (e.g. lawyer, doctor) and fined them £60 or one third of their lands if they did not attend sacrament in their local Anglican church at least once a year. It also led to a new English custom, that of burning Guy Fawkes in effigy on a bonfire on November 5 each year.

James was keen to promote conformity of belief within the church and sponsored the production of a new English bible, known ever after as the King James Bible.

Many Puritans felt persecuted by his insistence on conformity, an intimation of trouble to come. James died in 1625 and was widely mourned.

Note: James's rule is considered from a Scottish perspective on p.310.

CHARLES I AND THE BEGINNINGS OF THE CIVIL WAR



James' son Charles shared his father's belief in the Divine Right of Kings, but was less willing to make compromises for the well-being of the nation. He refused to accept the "interference" of Parliament in his affairs. One of the first acts of his reign was to marry Henrietta Maria, daughter of King Henry IV of France, much to the dismay of many in the country, who disliked the idea of a Catholic queen, and feared that Charles would convert to Catholicism too. Charles never did convert, but under the influence of the Archbishop of Canterbury, William Laud, he increasingly favoured a "High Church" form of Anglicanism, reintroducing much of the ritual, pomp and ceremony which had been abolished from the church in the time of Edward VI.

During this period, a series of reverses in foreign wars did little to enhance his reputation. In support of his new French allies, he declared war on Spain, and put this war in the charge of his close friend (and, some say, lover) George Villiers, Duke of Buckingham. A series of defeats led to Buckingham becoming so unpopular that he was

assassinated in 1628, to much public rejoicing.

A man of extravagant tastes and strong opinions, the king fell out with Parliament in 1629 over tax and religious issues, and dismissed it, ruling without it for the next nine years. During this time he instituted a new "ship tax" in order to pay for the navy he felt he needed for his military ventures. Normally restricted to taxing coastal towns, Charles extended the tax to the whole country, leading to protests throughout England.

It was at this time that a group of prominent Alchemists, seeing trouble brewing and keen to protect the monarchy from an increasingly rebellious population, formed the Invisible College, dedicated to using magick to protect the king and the institution of monarchy in the country.

In 1637, Charles, in an effort to continue the plans of his father to impose conformity on religious belief, introduced the *Book of Common Prayer* in Scottish churches, causing mass riots and protests throughout Scotland among the Presbyterian majority. Things went from bad to worse and culminated in the first Bishop's War between the king and Scotland - but Charles' financial woes got the better of him and he was forced to a truce.

In the summer of that year, Charles was finally obliged to recall Parliament in order to raise funding; but no agreement could be reached and Parliament was dismissed again almost immediately, causing more popular unrest. In the autumn the second Bishop's War broke out, with the Scots taking Newcastle and York. Charles was again forced to recall Parliament in an attempt to get funding for this war - their first act was to impeach Archbishop Laud for high treason, the second to pass a law saying that the king could no longer dismiss Parliament. One of the king's friends and advisors, Thomas Wentworth, the Earl of Strafford (a staunch advocate of the Divine Right of Kings) was also charged with treason, and the king was forced to sign his death warrant, something he always afterward regretted.

In 1641, Parliament published the Grand Remonstrance, a catalogue of wrongs the king was supposed to have done, among which was his support for the "vile, satanic, popish and corrupt art of alchemy." A Catholic rebellion against English rule in Ireland was rumoured to have the covert backing of the king, who many Puritans now suspected of being a secret Catholic. When the king asked for funds to suppress the rebellion, Parliament was suspicious that the funds were actually to be used for alchemical research. Rumours reached the king that Parliament intended to impeach Queen Henrietta Maria as a traitor and that his cousin Prince Rupert was to be tried as a witch.

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The king had uncovered evidence that a number of Members of Parliament were involved in funding secret research into clockwork war-machines, and he moved to have them arrested. In January 1642, he burst into the House of Commons (where Parliament meets) with an armed guard of soldiers and Alchemists and attempted to arrest the guilty parties; but they had received a tip-off and fled the building.

This unprecedented action on the part of the king was the beginning of the end for the monarch. A storm of rioting in London meant that he was forced to flee, as Parliament took control of the city. The king headed north, and on 22 August 1642, raised the royal standard at Nottingham. The Civil War had begun.

WAR!

Following the king's flight from London, much of the country had been caught up in debate and confusion over which side they should take in the increasingly inevitable-seeming war. Many English cities, and the Royal Navy (which the king, ironically, had spent so much tax money improving) sided with Parliament, while the more traditional rural areas sided with Charles. Much of the country remained neutral, with many areas forming groups of Clubmen to protect their communities from both sides.

The king set up his capital at Oxford, with his court followers taking over many of the halls of Oxford University, where Alchemists were becoming increasingly important. Prince Rupert of the Rhine was asked by the king to become leader of a group of Battle Alchemists and took the job with pride.

Meanwhile, secret clockwork workshops, safe in Parliament-supporting Cambridge, could now work openly, and began construction in earnest, turning out prototype Iron Horses and beginning work on the first of the Leviathans, "Faith". Cromwell, at that time a little-known Member of Parliament, persuaded John Wilkins to take a teaching position at Cambridge University, where he could pass on his extensive knowledge of clockwork technology.

Two weeks after the king first raised his standard, the Earl of Essex led a Parliamentarian army northward toward Northampton, picking up supporters along the way - including a detachment of cavalry led by Oliver Cromwell (on normal horses, as Iron Horses were still experimental and unreliable, and winding stations did not yet exist to support them). By September, Essex was fielding an army over over 25,000 men.

The first major skirmish of the Civil War was the Battle of Powick Bridge, when a troop of Royalist cavalry, accompanied by a couple of Battle Alchemists, met with an equal number of Parliamentarian horsemen at a crossing of the River Tame near Worcester. The Parliamentarian forces, shocked and terrified by the unexpected rising of an Undine from the river, fled in disarray and Prince Rupert, the Royalist commander, was hailed as a hero. Both sides retreated to lick their wounds, and Essex called for an urgent prioritising of clockwork research, so that future battles would not be so one-sided.

The king headed north with his army, and in October 1642, the first pitched battle of the war took place at Edgehill in Warwickshire. Both sides had intended to field their new technologies, but in the end it was an entirely traditional affair. Prince Rupert could find nowhere in the vicinity with good enough laboratory facilities for the creation of new Philosopher's Stones, and Cromwell's detachment of Iron Horses ran down before it even reached the battlefield. The outcome of the battle was inconclusive, with both sides claiming victory.

The war went on, with neither side able to gain complete success. The Battle Alchemists concentrated on designing a standard "portable laboratory" which would allow production of Philosopher's Stones and potions in the field, while Cromwell formed his "Ironsides", a group of Iron Horses, and began the programme to convert wind- and water-mills into winding stations. The Scots, who had at first supported Parliament, disliked their allies' new clockwork war-machines and withdrew from the conflict, leaving Parliament with few allies in the north of England; while they managed to scrape a victory at Marston Moor and take York, the north-west of England remained firmly in the hands of the Royalists, with the exception of besieged Parliamentarian Manchester.

In January 1645, Parliament passed the Self-Denying Ordinance, which forced all members of either of the Houses of Parliament (Commons and Lords) to lay down their commands so that the army could be reorganised; the New Model Army gave out command positions by merit rather than social class. Sir Thomas Fairfax was made its Captain-General, and Cromwell put in charge of the newly-formed New Model Army Clockwork Division, whose winding stations were now spreading throughout Parliamentarian-controlled territory.

In Oxford, Alchemists were being trained and sent out to the armies as fast as they could learn spells, each of them equipped with a mobile laboratory; new spells were formulated, and potions created in huge numbers to hand out to the most trusted troops.

By June of 1645, the stage was set – ahead lay the Battle of Naseby and the events which would turn the world upside-down.

Note: For details of the Battle of Naseby and its aftermath see pp.8-14.

Important People

OLIVER CROMWELL



Born 1599.

Lord Protector of the Commonwealth of England, Wales and Ireland, known as the “Mainspring” to his fellows in the New Model Army Clockwork Regiment, Cromwell has set himself up as effective king of a large portion of the country. Born a minor member of the Gentry and little more than a yeoman farmer until he came into an inheritance, Cromwell has risen from Member of Parliament for Huntingdon in Cambridgeshire, through captain of a troop of Iron Horses, to general of the New Model Army and now ruler of half the country. His decision to try the king for treason came as a shock to many, though his supporters in the New Model Army were all in favour of the move. A strict Puritan, his first acts as Lord Protector have been to abolish Christmas (along with mince pies and plum pudding) and other religious festivals and to clamp down on the theatre and other “frivolous” entertainments – his attempts to “heal the moral health of the nation” have met with hostility in

some quarters, with Christmas riots taking place in London. Despite his dour political style, he is said to be something of a childish joker in private, enjoying pillow-fights with his advisors. His support for democratic reform has apparently died out now that he is in charge, and the Levellers within the NMA fear that once the Royalists are dealt with, they will be next.

RUPERT OF THE RHINE



Born 1619.

Cousin of the late King Charles I, Prince Rupert is de facto ruler of the Kingdom of England, Wales and Ireland until such time as it is safe for Prince Charles to return from overseas and take up his throne as Charles II. This effectively means that Rupert should be called Lord Protector, but since this is a title Cromwell has taken for himself, the Cavalier Alchemist prefers to be known simply as Prince Rupert. A handsome and dashing young man not long past his 27th birthday, Rupert’s titles include Count Palatine of the Rhine, Duke of Bavaria, Duke of Cumberland, Earl of Holderness and Premier Battle Alchemist. He has led the fight against Parliament since the first days of the war, his flamboyant and impetuous style endearing him to many, but occasionally causing problems when his rash acts in battle have landed his men in trouble. Not the most brilliant Alchemist from a technical point of view, his genius lies in seeing the potential of spells and potions on the battlefield. His time as a soldier in the Thirty Years War in Europe has made him a very experienced warrior for his age. When not out making war on Parliament, he is usually to be found in his court at Oxford, where his

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sardonic wit has made him enemies as well as friends. He is genuinely loyal to the Prince-in-Exile and has resisted occasional attempts to persuade him to declare himself king.

PRINCE CHARLES

Born 1630.

The fifteen-year-old heir to the throne of England, Wales and Ireland and (separately!) Scotland, is currently living in Paris with his mother, Queen Henrietta Maria. At the age of fourteen, he fought in the early stages of the war, and was for a brief time the official commander of Royalist forces in the West Country. But when Charles I was executed in 1645, he was smuggled out of England, first to Jersey and then to France, where the royal family have been given shelter by Cardinal Mazarin who rules on behalf of Charles' cousin, the eight-year-old King Louis XIV. Hearing reports of the Civil War from a distance, the young Charles has already begun to realise that much of his father's troubles stemmed from his intransigence, and has vowed that when he reclaims his throne (an event he has never seriously doubted), he will be more conciliatory with his rivals and enemies and more tolerant of dissenting religious beliefs.

"FREEBORN" JOHN LILBURNE

Born 1614.

An Agitator and until recently a commander in the New Model Army, Lilburne is best known for his belief in "freeborn rights" - those that are everyone's inalienable birthright; freedom from slavery, bondage or vassalage. He has been in and out of prison many times for writing and distributing unlicensed pamphlets (in the days before censorship broke down) on the subject of political and religious freedom. Though associated with the Levellers, he claims that they do not go far enough, wanting only a levelling of property rather than a levelling of *all* freedoms. He fought with distinction for the New Model Army, but as clockwork technology spread, he began to rebel against the mechanised, controlling society which Cromwell intends for England. In 1645, after Naseby, he visited the weapons shops of Cambridge and was appalled by what he saw. He wrote a pamphlet, *On the Monstrous Army of Clockwork*, which led to his arrest on charges of treason. He is currently imprisoned in the Tower of London awaiting trial, from where he continues to write seditious pamphlets, which are smuggled out and published by sympathetic visitors.

GERRARD WINSTANLEY

Born 1609.

Winstanley is the founder of the Diggers movement, though he prefers to be thought of as a "True Leveller". Born in Lancashire, he moved to London in 1630 where he worked as a member of the Merchant Tailor's Guild. With the onset of the war, he lost his job and moved to Surrey, working on the land as a cowherd. Together with a group of like-minded Christians who believe that the Earth is a "Common Treasury" for everyone, he has squatted land and built a commune, which has become a model for similar settlements in other parts of the country. He argues that "In the beginning of time God made the Earth. Not one word was spoken at the beginning that one branch of mankind should rule over another."

Unlike Lilburne, Winstanley sees the potential of clockwork machinery to free people from much of the drudgery of working the land, though his poverty-stricken followers (most of whom are refugees who have lost what little they had in the war) seem unlikely to get their hands on any clockwork technology in the foreseeable future.

Life in England and Wales

CLASS

Primarily the most influential class of people are the landowners, deriving most of their money from rents and tithes. In itself, the landowning class is divided between those who own many vast estates throughout the country and those with estates in only a few local parishes. Although the wealthier men might have more influence in the affairs of the nation, the local landowners hold great sway in their own local area. Titles are important, but English Nobles have less qualms about dabbling in business and industry than some of their equivalents abroad, from mainland Europe.

Some of the land is owned and farmed by individual Farmers. There is diversity in both size and profitability

of these farms; between pastoral and arable farming; and between those small Farmers who are confident enough to see themselves as gentlemen, and those who prefer to see themselves as honest yeomen. There are also many Peasants who own nothing, seeking work as farm labourers where they can find it, living as vagrants when they can't.

In towns there is often a small, very powerful and wealthy elite, who hold the important decision-making positions. Greater regulation over the past few decades means that the legal, teaching and medical professions offer some career opportunities for a growing "professional" class and many dispossessed country folk still dream of seeking their fortunes in the exotic (well, at least to them), sprawling City of London. See pp.20-3 for further information on social class.

CRIME AND PUNISHMENT

Justice is administered by local magistrates and Justices of the Peace (JPs); more serious (and capital) crimes are tried by a visiting judge at the assizes.

Common petty crimes include vagrancy (petty, although serious repeat offenders might still be hanged), which has increased due to the enclosure of the common land, and economic and political upheaval (see Vagabond p.79). Vagrants can be whipped and returned to their own parishes, where the poor are divided into those who can work (and who are expected to do so), and those who can't. Parish relief might be delivered in the form of financial aid and orphans might be placed with a master to be taught a trade, the less lucky ending up in a "corrective" institution or workhouse.

Generally, punishments for serious crimes include branding and other mutilations (such as cutting the tongue, cropping the ears etc.) and the death penalty, usually by hanging, or in cases of rebellion or treason, "hanging, drawing and quartering", and, although now rare, by burning. More petty crimes may be punished by a monetary fine, public whipping, being placed in the stocks, etc. Pressing is used to extract confessions, and witches face their own bizarre tests - in the form of being "searched and watched" (see Witch Finder p.85). In fact, justice has become even more haphazard than usual. With the War, the assizes have been disrupted, judges unable or unwilling to attend. Many die in the prisons (or escape before trial). Also see Highwayman, Outlaw, Smuggler, Rook, Ruffian, Thief and Vagabond in the Professions chapter, for more information on some crimes and their punishments.

Many crimes are never actually tried in court. Some will

be saved by the compassion of their fellows, others will fall foul of local rough justice. Either way, many communities prefer to settle their own problems, and the authorities remain none the wiser.

CUSTOMS AND FESTIVALS

Many local areas have their own distinct customs and festivities. These vary wildly from place to place, but tend to have similar functions - some celebratory, others punitive; designed to bond together the local community. Public humiliation is used to show disapproval, such as "rough music", where pots are banged and mocking laughter rings in the ears of adulterers, cuckolds and the like. Harvest feasts, sheep shearing festivals and other jolly events bring people together. Sometimes sporting and dancing events are frowned upon by outsiders, but most parishes have their own versions of such pastimes. Adventurers will certainly have witnessed such activities and will probably even have participated in them.

FASHION

Much is made of the differences between the attire of the more Puritan Parliamentarians and the frivolous Royalists. The very words "Puritan", "Roundhead" and "Cavalier" were adopted at first as insults. In fact, people tend to dress according to their social status and occupation, rather than as a badge illustrating their espoused cause (so much so, that it is often hard to tell who is who). That said, the war has actually reinforced some division. There is certainly a world of difference between the flamboyant courtly clothes that Rupert's social clique prefer and the plainer attire of the average Townsman (and woman).

The archetypal male Cavalier sports long locks, possibly with pierced ears; wears a large collar (often with a lace trim) and large cuffs; a braided coat; full breeches, stockings and boots. More outrageous styles might be adopted by the truly bohemian, using silks and furs and styled in a manner that harks back to the time of Elizabeth. Plenty of trimmings emphasise the wealth and style of the individual, and a large feather might be worn on a wide brimmed, fancy hat. Wealthy ladies dress in full skirts, with pretty petticoats; wear dresses (usually of velvet, satin and/or silk), cut low, and finished with fine trimmings; sport intricately embroidered gloves; have their hair tied back, with ringlets allowed to fall forward; and the true aristocratic lady wears a mask in public, to protect her modesty.

The average Parliamentarian Townsman wears plainer

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clothes. A plain hat, perhaps sporting a buckle rather than feather; plain collars and cuffs; an altogether more functional attire, lacking the trimmings and fanciness of the Cavalier. Some have their hair cropped short, the fashion which led to the term "Roundhead". Puritan goodwives wear simple dresses, often of dull hues, with big white aprons; they sport plain hats, similar in style to their menfolk, or with a cloth bonnet to cover the hair; and their low cut dress is worn with a high necked bodice.

Amongst the wealthier, there is still a fascination with rare imported goods; fruits, sugars, spices and the like, all of which fetch handsome prices. Small, disposable clay pipes are used for the consumption of tobacco, smoking being a common pastime. For more information on fashion see the Equipment chapter, p.195.

ECONOMY

The economy is mainly agricultural. The English obsession with the weather is caused by the fear of poor harvests and the misery that a series of such events can bring. Trade-wise, there are a lot of regional differences, which means that many of the market towns specialise in one particular trade. Aside from the hundreds of market towns, there are plenty of unofficial markets, often little more than stalls crammed in the back of an alehouse, but they still do a large amount of business.

Much of the economy depends on the wool and cloth industries - the primary exports from England. These industries have caused mixed farming, in some areas, to be replaced with sheep and cattle estates. The result has been the dispossession of many of the rural poor, no longer required in the less labour-intensive work. This has caused many to migrate to find work in the towns (and particularly the city of London) or to remote, less inhabited areas, to squat and attempt to scratch a subsistence living. The importance of the wool and cloth industry cannot be overstated, and yet it is also the cause of much economic fragility. When demand falls in mainland Europe, the effect is unemployment and misery in large geographical areas that have come to depend on the trade.

Until the very recent developments in clockwork technology, England has been seen as industrially backward compared to its neighbours on mainland Europe. Blast furnaces are used to manufacture iron, although Parliament still imports a large quantity from Sweden, the better grades available from there more suited to the needs of the clockwork engineers. Coal for Parliament has come sporadically from the northeast -

often hampered by the War and the Scottish and Royalist occupations of Newcastle, but new clockwork machines have seen the first deep mines opening nearer the Parliamentary heartlands, mostly in South Yorkshire. The yield from these new mines has impressed Cromwell; however the human costs have been terrible, miners being unused to the hazards of such work.

With the abolishment of serfdom (in the last century), people have become more mobile - some people move, perhaps to find land to squat in order to survive; some, perhaps seeking tenure with a master to learn a trade; or often people just moving to set up home and start a family - though usually not too far from the village of their birth. Yet many of the rural poor will never travel more than a couple of miles from home, living as the generations before them, working their land in a similar manner to their ancestors.

Direct and indirect tax is being levied to pay for the war, most efficiently in London where the war chests are brimming despite the massive costs of conventional and clockwork armament. Of course, it is not all one way traffic, some of the money is pumped back into the economy, paying manufacturers and, if they are really lucky, the soldiery. The Royalists have not been as efficient in garnering revenue, although attempts are being made to remedy this now that the war has become more static. For more information on the economy see the Equipment chapter, p.193.

EDUCATION

For the Gentry, and above, schooling often starts in the home. Tutors are employed in such households, preparing the child for schooling and a university education. For the less fortunate, opportunities are more limited, but are certainly generally better than they were for their medieval predecessors. Talented children might be taught to read and write, perhaps by local clergy or in a "petty" school. Some go to school for just long enough to learn to read but leave before the teaching of writing begins, as reading is seen as a useful skill whereas writing is all but useless in most trades. For the lucky, they might then be offered a place at a Grammar school, learning alongside wealthier classmates, where they might master Latin. Certainly schooling is haphazard, quality and conditions ranging from the nonexistent, to the chronic, to the excellent; but there have at least been some improvements in the overall standards of, and access to, education. Literacy is correspondingly higher than in the previous century (partly due to the Protestant emphasis on bible-reading), although for most labourers, craftsmen, rural workers and women, literacy is not seen

as essential – about a third of the population can read.

HOUSING

Architecture varies according to wealth and locality, but the prevailing fashion is for timber-framed buildings. The extremely wealthy commission mansions which hark back to a classical style, influenced by the great architect, Inigo Jones. The exact materials used, for all but the most expensive buildings, will be determined by what is available locally (e.g., As to what timber to use; whether to thatch, use tiles or slates for roofing, etc.). Of course, the very poor will often live in little more than makeshift shacks, or in London, tenements built by speculative landowners.

TRANSPORT

Although there have been some improvements to the roads, they remain dismal in many areas. Often pitted, muddy, dangerous and lacking adequate signage, it often pays to hire a local guide (and hope that he or she is not in the employ of local robbers). Carts may suffice for transportation of produce to local markets, but the waterways and seas provide a better option for shifting large amounts of goods. Carriages are available to hire for the more affluent, although they are almost impossible to come by in many places since the start of the War. Horses still provide the swiftest means of transport, but again, most have been sequestered by the military. For more on Transport see the Rules and Systems chapter, p.173 and the Equipment chapter, p.201.

TOWN LIFE

Most towns are fairly small; very few have populations of over 5,000 people. Aside from the capital, London, most people (and excluding London, over 95%) do not live in towns, but in the countryside. The conditions for those who do live in towns are often unsanitary – narrow streets are clogged with dirty waste, and at night there is no lighting so the streets are dark and dangerous. Timber-framed houses increase the risk of fires, and the often cramped housing increases the intensity of miasmas and the spreading of disease. Law and order is hard to maintain, and the local men of influence run affairs as they desire, positions gained through entitlement and position in the local guilds etc. Abuse of the system and the widening of the already prevailing poverty, means riots threaten. Still, the towns offer a variety of enticements; preferment for the Gentry; a

wider choice of goods and markets; and an escape from the prevailing parochial mentality.

WITCHES AND MAGICKS

Before the explosion (figuratively and literally) in academic and practical alchemy, there was still a widespread belief in magick. In recent times, most people have become ever more frightened of magick being employed for foul means. Many Protestants (Puritans, Presbyterians and the like, especially) often see Catholicism as employing magicks – due to the veneration of relics, chanting of incantations, and the like. Since the absence of Catholicism as the established religion, many people feel more vulnerable, as they don't have the "protection" of the church, but are rather left alone with their God – a mighty test of personal faith in such superstitious times.

For many, the main fear from magick is fear of the Witch's curse. Unlike in Scotland (and many other European nations), those accused of witchcraft in England tend to be isolated old women, blamed for causing maleficent magick. Often, a disaster is blamed on such a scapegoat, their actual magickal prowess irrelevant. Many, including the wise and powerful, rail against the Witch, and recently there has been a campaign which has been more European in nature. Matthew Hopkins and others have started to uncover networks of Witches, who have confessed to unholy compacts with the devil. Whether all these networks are real, or some are merely a means of the Witch Finder feathering his own nest, is the subject of much speculation in the Witch-crazed press (also, see Witch Finder, p.85). No-one doubts the power of one Witch, however. It is believed that Cornwall is riddled with Witches and ruled, behind the scenes, by the enigmatic Witch Queen.

Then there are the "white magicians". Most won't admit it, but they have faith in these wise men and women, whom seem to work magick, be it as healers or advisers. In England, these people tend to be safe, protected by the communities in which they live. Whether they have any actual magick, other than a good knowledge of herbalism and a sympathetic manner is another question. For more information on Witches, Warlocks, Cunning Men and Wise Women, see the Witchcraft chapter, p.241.

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COUNTIES OF ENGLAND AND WALES

While the counties are marked as largely controlled by one side or the other, there will be pockets of resistance, besieged towns, uncontrolled border areas and zones where skirmishes continue within each county.

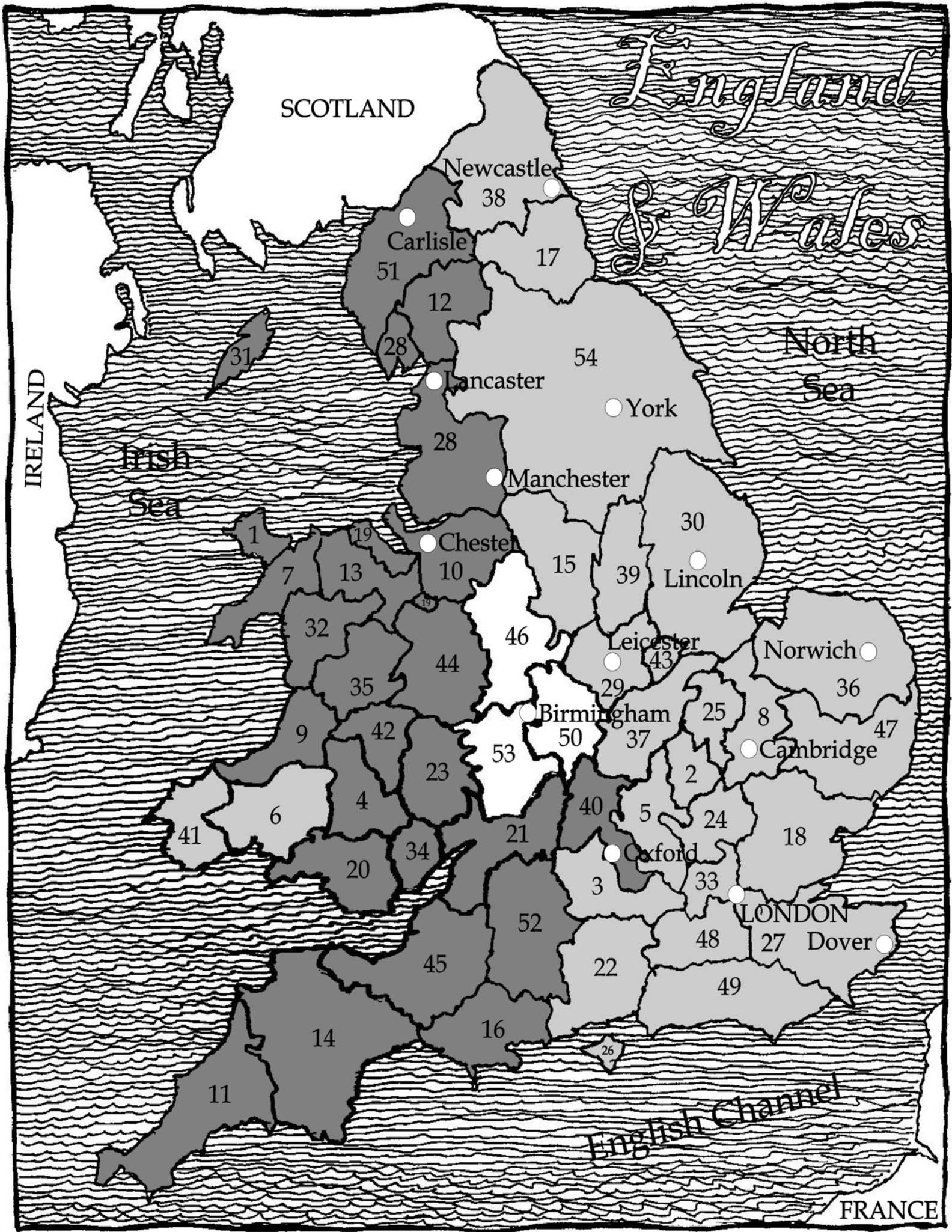
Light grey areas are largely controlled by Parliament.

Dark grey areas are largely controlled by Royalists.

The three counties marked in **white** form the Debatable Lands (see p.305).

County	Map No.	County Town	Control
Anglesey (Wales)	1	Llangefni	Royalist
Bedfordshire	2	Bedford	Parliament
Berkshire	3	Abingdon	Parliament
Brecknockshire (Wales)	4	Brecon	Royalist
Buckinghamshire	5	Aylesbury	Parliament
Carmarthenshire (Wales)	6	Carmarthen	Parliament
Carnarvonshire (Wales)	7	Carnarvon	Royalist
Cambridgeshire	8	Cambridge	Parliament
Cardiganshire (Wales)	9	Cardigan	Royalist
Cheshire	10	Chester	Royalist
Cornwall	11	Truro	Royalist
Cumberland	12	Carlisle	Royalist
Denbighshire (Wales)	13	Ruthin	Royalist
Devon	14	Exeter	Royalist
Derbyshire	15	Derby	Parliament
Dorset	16	Dorchester	Royalist
County Durham	17	Durham	Parliament
Essex	18	Administered from London	Parliament
Flintshire (Wales)	19	Mold	Royalist
Glamorganshire (Wales)	20	Cardiff	Royalist
Gloucestershire	21	Gloucester	Royalist
Hampshire	22	Winchester	Parliament
Herefordshire	23	Hereford	Royalist
Hertfordshire	24	Hertford	Royalist
Huntingdonshire	25	Huntingdon	Parliament
Isle of Wight (part of Hampshire)	26	Winchester	Parliament
Kent	27	Maidstone	Parliament

County	Map No.	County Town	Control
Lancashire	28	Lancaster	Royalist
Leicestershire	29	Leicester	Parliament
Lincolnshire	30	Lincoln	Parliament
Isle of Man	31	Douglas	Royalist
Merionethshire (Wales)	32	Dolgellau	Royalist
Middlesex	33	Administered from London	Parliament
Monmouthshire (Wales)	34	Monmouth	Royalist
Montgomeryshire (Wales)	35	Montgomery	Royalist
Norfolk	36	Norwich	Parliament
Northamptonshire	37	Northampton	Parliament
Northumberland	38	Bamburgh	Parliament
Nottinghamshire	39	Nottingham	Parliament
Oxfordshire	40	Oxford	Royalist
Pembrokeshire (Wales)	41	Pembroke	Parliament
Radnorshire (Wales)	42	New Radnor	Royalist
Rutland	43	Oakham	Parliament
Shropshire	44	Shrewsbury	Royalist
Somerset	45	Taunton	Royalist
Staffordshire	46	Stafford	Debatable
Suffolk	47	Ipswich	Parliament
Surrey	48	Guildford	Parliament
Sussex	49	Chichester	Parliament
Warwickshire	50	Warwick	Debatable
Westmoreland	51	Appleby	Royalist
Wiltshire	52	Wilton	Royalist
Worcestershire	53	Worcester	Debatable
Yorkshire	54	York	Parliament



SCOTLAND

England

Wales

Newcastle

38

Carlisle

51

17

12

28

54

Lancaster

North Sea

York

28

Manchester

Irish Sea

30

Chester

10

15

39

Lincoln

1

7

13

32

44

46

Leicester

Norwich

36

35

42

23

53

Birmingham

25

Cambridge

47

9

4

20

34

21

40

5

2

8

41

6

4

23

53

40

5

2

8

Oxford

18

LONDON

48

27

Dover

FRANCE

English Channel

IRELAND

11

14

45

16

52

22

49

26

Regions

LONDON

The capital of all England before the Civil War, and still the largest city in western Europe, with a population of 400,000, London sprawls beyond its original medieval walls, hovels spreading to the east, the wealthier homes being built to the west. The ancient city is situated in the south-east of England, on the river Thames, fed by the rich market gardens of the Thames Valley. London's defences have been strengthened, a ring of fortifications, ramparts and ditches now surrounding the city.

Much of the wool trade, outward bound for the northern European markets, goes through London. Most of the nation's imports also come through the city. Before the king's, and now Rupert's, relocation to Oxford, all of the nation's most significant governmental and legal institutions were located in London - they still are as far as the Parliamentarians are concerned. Despite the overall loyalty to the Parliamentary cause, London is as riven as everywhere - Royalists and neutrals are numerous enough to have caused serious disturbances when Cromwell announced himself Protector. Religious sects abound, but so do those who fear them.

It is the wealth of London that pays for the Parliamentary war effort. However, the trade routes that London's wealth is reliant on are often disrupted by the Civil War. The burden of taxation, needed to fund the military, is becoming unbearable for many. Londoners also pay with their lives, many of the serving Parliamentary soldiery coming from the city.

People still flock to London - some to beg for poor relief; some to learn a trade and make their fortunes; and some arrive from abroad, fleeing persecution. Yet despite the wealth in the city, most of the inhabitants live in poor dwellings, riddled with hunger and disease, in stark contrast to the palatial homes of the rich. Coal has become very scarce, and what coal there is, is being diverted to the Cambridge Workshops and the Birmingham Gun Quarter, meaning that many freeze to death in their shacks in the grip of winter.

Despite Puritan hostility toward theatre and some church music, secular cultural life is still rich in Puritan-dominated London. Despite the absence of the Court there are a host of activities on offer. The London printing presses pump out a hugely diverse, popular and

intellectually-charged range of publications. Although the theatres are shut, the parks and gardens are a marvel to behold; shops offer a host of wares; and carriages can still be hired to travel about town. Pipes have been installed, ensuring that the population (or at least those able to afford it) have access to water.

No town in England comes close to rivalling London - be it in size, grandeur, scale of the sprawling slum-lands, criminal opportunity, or a host of other ways. For the first-time visitor from any other area of England, London offers a bewildering array of sights and experiences which will never be forgotten. Of course, many Londoners know this and are happy to lord it over their less sophisticated countrymen.

THE SOUTHEAST AND EAST

The southeast is rather overshadowed by the English capital, London. Rolling chalk downs stretch south of the capital; to the north and east of London lies East Anglia, consisting mainly of flatlands; the hilly Chilterns run in a line to the northwest, from Oxfordshire, through Buckinghamshire, Bedfordshire and Hertfordshire. The area has a true mix of agricultural methods and landscapes - sheep and arable farming in the east, supplying the hungry London markets; market gardening in Kent, Hertfordshire and the Thames valley; large forested areas in the Kentish and Sussex Wealds.

The new Royalist capital of Oxford is also located in the region, over to the west. Aside from Oxfordshire, which is Royalist, the other Counties are predominantly Parliamentary, (although many local Lords have different ideas). The Royalists have campaigned into the counties of Hampshire, and even into Sussex, but there have been few actual battles in the most extreme south and east, due to the solid Parliamentary support in those areas.

Lincolnshire, Norfolk, Huntingdonshire, Cambridgeshire, Suffolk, Hertfordshire and Essex formed the powerful Eastern Association. The agricultural wealth of these areas was pumped into equipping and financing the army. Although now superseded by the less parochial New Model Army, many of the better regiments from the Eastern Association moved over to the NMA.

Naseby, the site of the battle in which the king was captured, is in Northamptonshire - the area for miles around the battlefield has become known as the "Tainted Lands", grim tales being told of ghostly sightings and a tortured landscape, made toxic due to the concentration of alchemical magicks that were deployed that fateful

day.

Note: There is more information on the Tainted Lands in *The Alchemist's Wife*, Volume I of the *Kingdom & Commonwealth* campaign.

Matthew Hopkins and John Stearne are spearheading a campaign of terror throughout East Anglia – determined to root out a network of Witches believed to inhabit the area (mainly in Sussex, Essex and Norfolk, rather than in Cambridgeshire). Some are cynical, thinking he is profiting from the misery he is causing, other are not so sure and wonder at the number of culprits he has found. Are they just the tip of the iceberg?

THE SOUTHWEST

A large region, scarcely populated in some areas. Mostly rural and isolated, dominated by moorland in the West Country (which is virtually impenetrable in places) and with long coastlines, it is comprised of the counties of Cornwall, Devon, Somerset, Gloucestershire, Wiltshire and Dorset.

The southwest of England is predominantly Royalist. That said, Plymouth and Bristol are awash with Parliamentary sympathisers, having fought bitter sieges already, and like the rest of England nothing is

clear-cut, people remaining divided by various religious, political and personal animosities. Of course, many isolated rural communities in the southwest have little concept of the affairs of the outside world – seeing people as foreign and odd if they are from the next village, let alone the next county.

Things were tough in the southwest before the war; reliance on the cloth trade means that continental changes of fashion can be as hazardous as more general economic crises, and inflation and taxation have all taken their toll. Many make their living from the sea, coastal villages sustaining themselves from fishing, smuggling and even wrecking. Ciders, apple tarts and cream all help cheer the heart.

In Cornwall, the extreme southwestern peninsula, Sir Ralph Hopton leads an army of Cornish levies for Rupert, but they are unwilling to fight outside of that county. It is widely believed that Lord Hopton is in the thrall of the enigmatic Witch Queen – Hopton's wife is believed to be dying of a curse, retaliation for her bravery in standing up to the sorceress. Still, Hopton has retained some independence; Sir Richard Grenville, the other local commander of note, has been declared a traitor and is being hunted. It is believed that he has been acting in some nefarious plot on behalf of the wicked enchantress



Sidney Sussex College, Cambridge

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and that Prince Rupert has found him out. Meanwhile, the drunken Lord Goring has taken charge of Devon for Rupert. In practice this is a demotion, earned for his failure to get to Naseby in time to assist the king.

Note: There is more information on Cornwall and the Witch Queen in *Thou Shalt Not Suffer*, Volume II of the *Kingdom & Commonwealth* campaign.

WALES AND THE WEST

Bordered by England to the east, the Atlantic Ocean and Irish Sea to the west, and the Bristol Channel to the south, Wales is a small, mountainous country (13,000 square km). The highest mountains are in the north, the Snowdonia range; then in the centre there are the Cambrian Mountains; and finally to the south, the Brecon Beacons. The population is approximately 300,000. The English Counties of Cheshire, Shropshire and Herefordshire (as well as Gloucestershire, which is in the southwest of England) all border Wales.

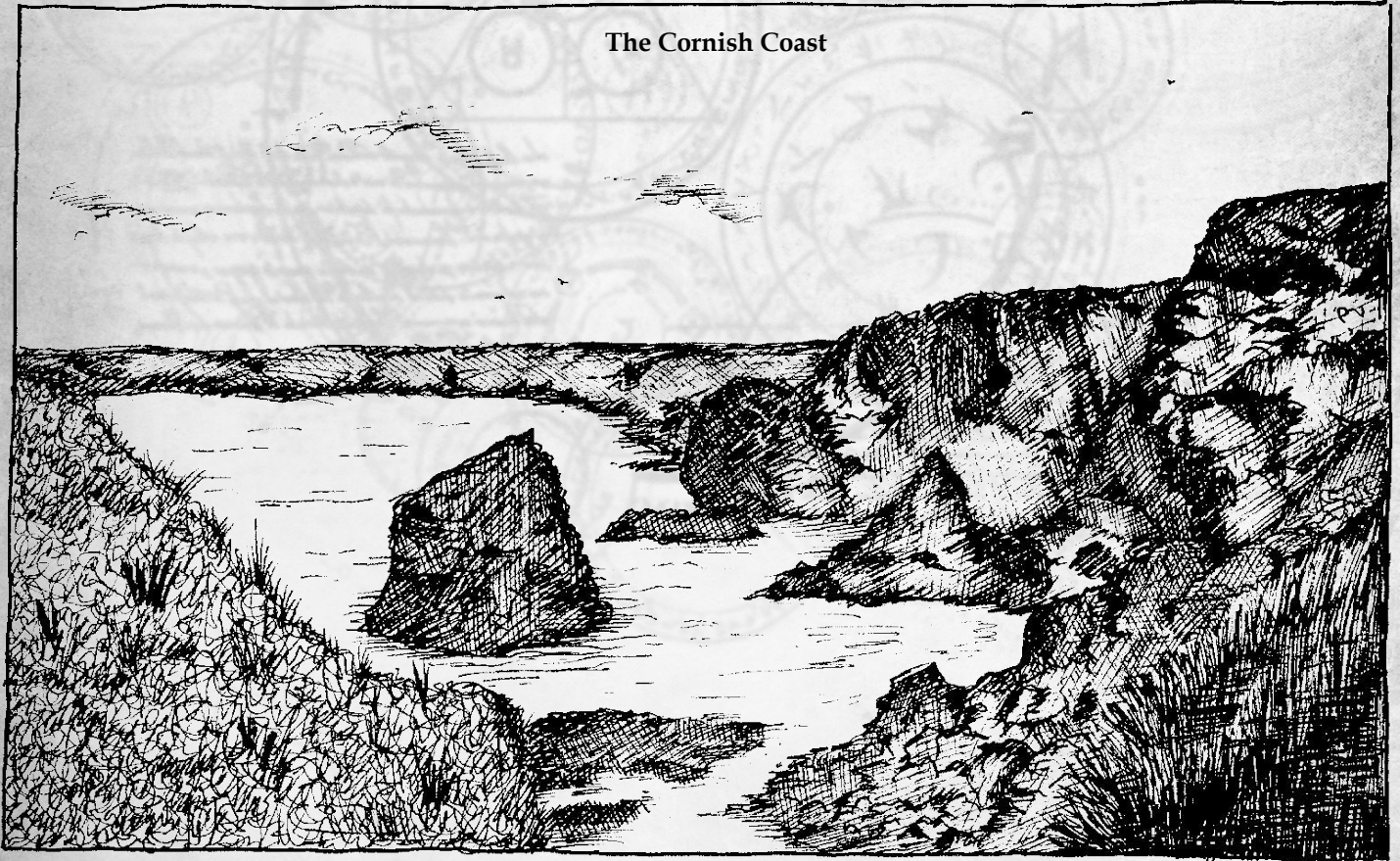
Wales is influenced by its Celtic past and many Welsh dream of a return to independence, harking back to Owyn Glyndwr's revolt, which happened over two

hundred years ago. Before that there had been a history of fierce resistance to invasion - struggles against Roman, Saxon and Norman forces; struggles eventually ended by Edward I, who finally beat the Welsh (admittedly with the help of many of the Welsh who didn't feel Llewelyn ap Gruffydd, the last prince of an independent Wales, spoke for them). Occupied by the English since the 13th century, Wales was officially incorporated into "England and Wales" by Henry VIII and some of the repressive laws, designed to crush further resistance, lifted.

A distinctive culture is kept alive, partly by harpists and bards who wander the land passing on old stories as they travel. Administration in practice is managed in England though - in Bristol, for the south; in Shrewsbury, for the centre; and in Chester for the north - the nearby English counties all (largely) siding with the Royalists as well.

There are some wealthy and influential Catholics in Wales who support Rupert. The worship in the more rural areas is often akin to Catholicism as well, although usually nominally Anglican; traditional practices continuing almost untouched by the Reformation. The Puritans in the more affluent areas lap up reports, published in propaganda pamphlets, of Catholic worship

The Cornish Coast



at shrines accompanied by devilish magical ceremonies (the Puritan take on iconography and incantation). Puritan and radical thought has spread into Wales, largely from Bristol, but the English (and particularly the Parliamentary English) tend to see Wales as a superstitious backwater.

At the outset of the Civil War, Wales was predominantly Royalist. Most of the large landowners supported the king (although there were some powerful exceptions), and in rural areas at least, the tenants and workers were expected to follow their Lord into battle.

However, in the more affluent areas there is support for Parliament, and as with England, families and communities are divided. Rowland Laugharne in the south and Thomas Myddelton in the north led successful campaigns in Wales for Parliament. But most of the ground they took has since been lost, and the events at Naseby have allowed the Royalist forces to consolidate their hold on the majority of the country. Parliamentary

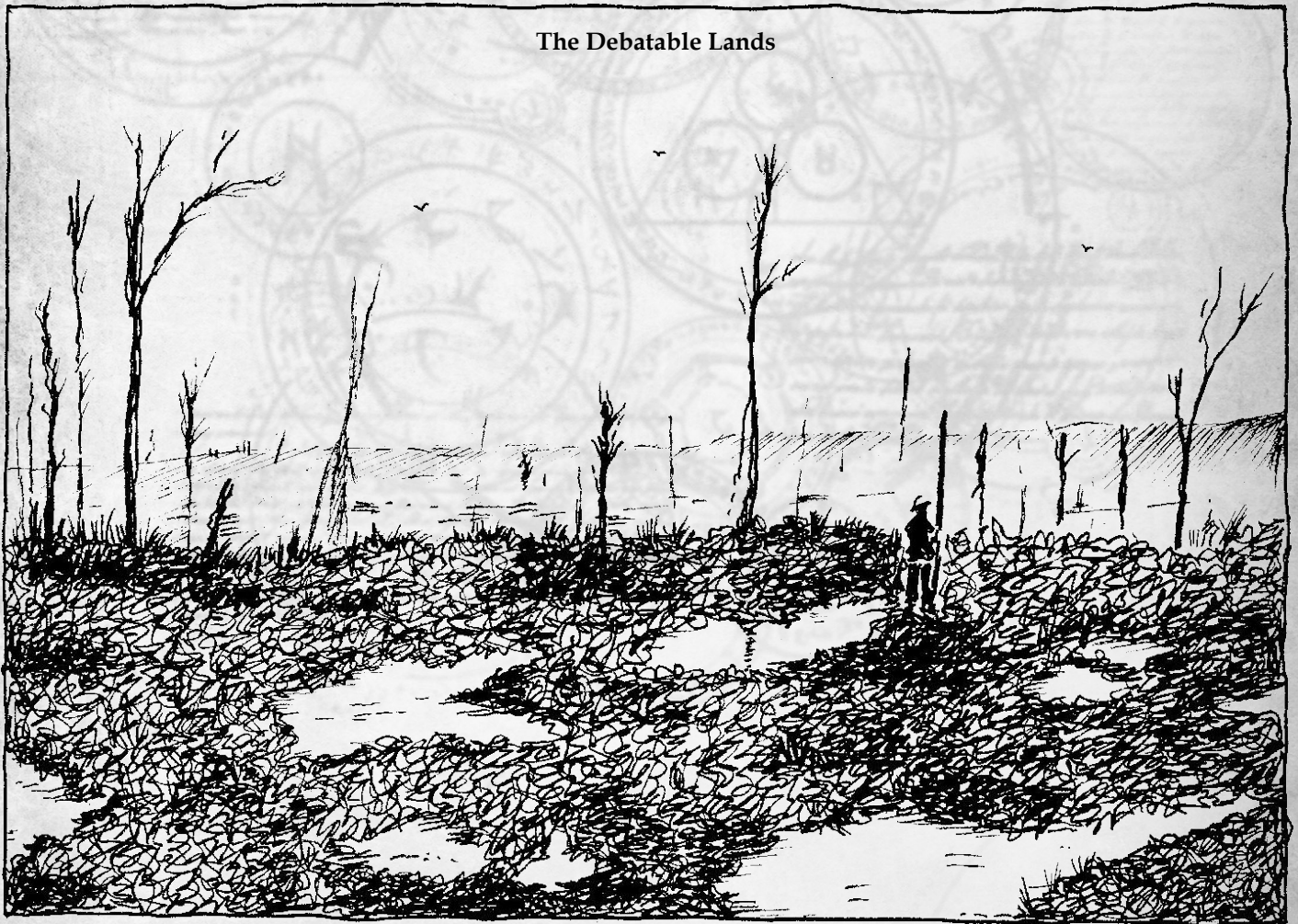
forces still hold out in Pembrokeshire, where fighting and siege warfare continues.

Rupert's campaign in Wales is led by Charles Gerard - an impressive, and ruthless, soldier. Gerard may have taken back most of Wales for the Royalists, but at the cost of the goodwill of the populace. Even before the Civil War there was a tradition of disobedience and unruliness, particularly in the south where the Clubmen Faction are strong, Gerard's methods have helped further fuel this discontent. The Clubmen are led by the local gentry, the heads of a so-called "Peaceable Army". So, despite being largely Royalist, conflict, unrest and intrigue are never far from the surface in Wales.

THE DEBATABLE LANDS

The Debatable Lands was a term originally used to describe the disputed strip of land between England and Scotland in the last century. Now it has come to mean the lawless area in the West Midlands, where neither Rupert

The Debatable Lands



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or Cromwell are heeded. Just to the west of Birmingham a vicious pitched battle has raged since Naseby. England is now used to sieges, but this one has taken a nastier turn than usual. Unlike the customary state of affairs, where rules are agreed and those conducting the siege may even meet for parley, this siege is characterised by a continual determined effort to murder each other.

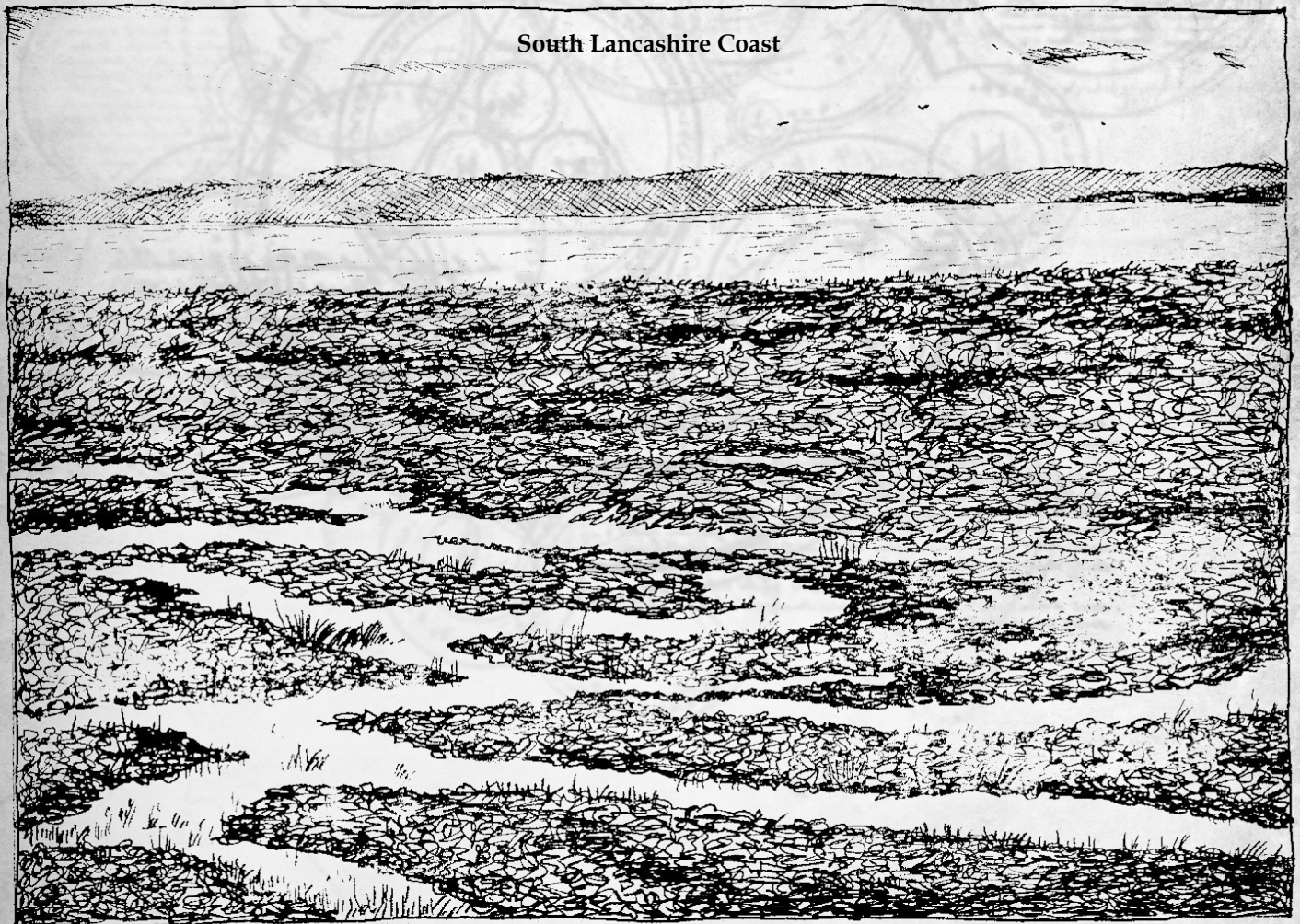
The Royalists are led by the Alchemist, Colonel Joseph Wagstaffe, the seventh son of Sir Richard Wagstaffe. Joseph is an enigma. A turncoat (having fought originally for Parliament) and personable enough in his manner, he can quickly turn cruel and capricious.

The Parliamentarians fight under Sir John Gell, a soldier determined to hang on to the Birmingham Gun Quarter. Sir John is thought by many to be seeking to create something of his own power base, rather than having the good of the general Parliamentarian cause in mind. He has begun developing clockwork technology of his own, and it is unclear whether the maverick Iron Horse-riding

dragoons that have been seen locally are in Gell's service, or have been sent by Cromwell to arrest him.

In order to maintain such ferocious hostilities, both sides have taken to scouring the landscape, causing terrible misery to the inhabitants. Not only have they stolen food and stores, they have also forced menfolk to take up arms and fight. The result is that outside the scene of the battle and the main sphere of the actual fighting, the folk of Worcestershire, Warwickshire and Staffordshire have formed formidable Club gangs, ready to fight off the scavenging troops. Such is the anger at the depredations that some of the Clubmen want to go further and take the battle to their enemies.

Note: There is more information on the Debatable Lands in *No Man's Land*, Volume III of the *Kingdom & Commonwealth* campaign.



THE NORTHWEST

A somewhat backward region, largely separated from the east of the country by the Pennine Mountains, the land varies from the flat lowlands of south Lancashire (with extensive marshes around the coast) to the craggy mountains and deep lakes of north Lancashire, Cumberland and Westmorland. Too rainy and hilly for much in the way of arable crops, the majority of agriculture is sheep-farming.

The northwest, particularly Lancashire, has traditionally had a large Catholic population, even in these times of Protestant faith. Consequently, the area is mainly controlled by the Royalists, though there are many Parliamentarians, particularly in the towns. The largest town in the area, Manchester (in Lancashire), still holds out for Parliament, its defences led by a German mercenary and veteran of the Thirty Years War called Johan Rosworm - he claims he's only doing it for the money, but has refused an offer of three times the pay to go over to the Royalist side. The inhabitants hope for rescue via Parliament-held Yorkshire, but getting Leviathans and Iron Horses over the high passes of the Pennines would be difficult and the current cease-fire means that the Mancunians' hopes are probably forlorn.

Lancashire is infamous for its Witches, particularly in the area around the notorious Pendle Hill in the east of the county. Those accused of witchcraft are taken to the imposing castle at Lancaster for trial and, if found guilty, are hung on a high moor outside the town. Sometimes the legal paperwork gets lost and the accused are left languishing in the castle dungeons until they succumb to some foul miasma.

The port of Liverpool has strong ties with Ireland, and Lancashire is seen by Parliament as a dangerous "back door" through which a Catholic army could be brought to support the Royalist cause.

Cumberland and Westmorland are nominally Royalist, but much of the area is so remote that there are places where the inhabitants haven't even heard there is a war on, much less decided which side to support!

The main landowner and military commander in the area is the Earl of Derby (see p.98).

THE NORTHEAST AND EAST MIDLANDS

The northeast comprises of the counties of Northumberland, Durham and Yorkshire (running from north to south). Below them again lies the East Midland counties of Derbyshire, Nottinghamshire and

Leicestershire. Separated from the west by the Pennines, Scotland lies to the north of the region. Generally low and flat (and very cold in winter, for England at least) it becomes more hilly inland, although like much of England the landscape varies, the large County of Yorkshire, for example, boasting hills, dales, lowlands and moors, etc.

Early in the war the Scottish ranged down into the northeast, tying up Royalist forces; although they were initially unable to take the rich prize of Newcastle. Newcastle and Durham are rich in coal; coal coveted by Cromwell. Although Parliament only narrowly scraped a victory at Marston Moor, Lord Newcastle and his unit were broken. Unable to continue to maintain a significant presence in the Northeast, squeezed between the Scots and Parliament, the Royalists ceded the rich prize of the port of Newcastle, scurrying across the Pennines to regroup.

The East Midlands have been broadly brought under the Parliamentary heel, but the lines through to Birmingham are not clear. Newark and Leicester are in Royalist hands and Derbyshire only held by Parliament through the force of will of Lord Gell.

Nottingham Castle (where Charles first raised his standard, but now in Parliamentary control), is built on a cliff-top above an extensive cave system, which is inhabited by Vagabonds, tanners and other low types who have dug homes out of the soft rock. Recently people have begun disappearing, and rumours are going round that Ghouls have taken up residence in the deeper caverns. Nottinghamshire remains heavily forested, and Outlaws still stalk through the forests, as they did hundreds of years ago, in the days of Robin Hood.

Scotland

Bordered by England to the south, the Irish Sea and Atlantic Ocean to the west and north, and the North Sea to the east, Scotland is a largely mountainous kingdom of roughly 49,000 square km). A land of mountains, rivers and lochs; the remote Highlands and Islands are to the north and west; below them range the Grampian Mountains; south of the mountains lie the Central Lowlands; and finally to the south once more, bordering England, the Southern Uplands. The population of Scotland is about one million.

Adventure seeds and random tables pertaining to Scotland can be found in Chapter 13.

Most Factions and Professions from the relevant chapters

Chapter 11: Background

are available to Adventurers hailing from Scotland, although the cultural emphasis, precise details of everyday work and job title might be somewhat different; for instance, many Lords might describe themselves as Clan Chiefs, etc.

Scottish History

The Scottish have waged a bitter and successful struggle for independence for hundreds of years. Their culture is different to that of the English. Scotland has its own distinct Parliament, legal system, customs and social hierarchy.

With its distinctive Pictish roots and a Gaelic culture, the Scottish people live in an independent country with their own strong identity. The relationship between Scotland and England has always been a troubled one, the Scottish have been fighting, on and off, for centuries, for their independence. The English have been tested likewise, Scottish raiders often marauding into the north of England, and the "Auld Alliance" between Scotland and France a further threat. The most recent of the frequent conflicts between England and Scotland, the two Bishops' Wars, were a major contributory factor in the current Civil War - outright rebellion in Scotland was the immediate cause of the breakdown of Charles' I personal rule.

Scotland has its own laws and customs, separate to those of the English. There are educational opportunities in Scotland, at least for the sons of the wealthy. There are Universities in Aberdeen, Glasgow, St Andrews and Edinburgh. However, for the masses poverty is excruciating, education is sparse and aspirations are low.

In the Highlands, there is still some support for the old religion, Catholicism. The Lowlands, the most prosperous and more populated area, is largely Presbyterian. The majority supported Parliament at the outset of the War, although the Marquis of Montrose raised an army for the king. Montrose led his forces, small but bolstered by an Irish contingent, on a dazzling campaign, which helped release the grip of the "Covenanters" on the Highlands and drew them away from England. Eventually, the Parliament-supporting Covenanters have managed to get the upper hand, finally securing the northeast of England for Parliament and breaking Montrose's army, although it's a tenuous hold, made more fragile by the wavering of Scottish support for their English allies. Montrose still fights a guerrilla war against the Campbell clan in the Highlands.

Support for the English Parliamentary cause has drained away in response to Cromwell's purging of Presbyterian members of the English parliament and his opposition to religious conformity. Many Scots are disquieted by the power of both alchemy and clockwork, concerned about the implications to their independence such advances pose, wondering if they should look over the sea toward the continent for allies once more. In essence, as England has settled to a more static War, divided east and west, Scotland has also decided to wait and see. For now.

ORIGINS

Originally, there was no concept of a single unified Scottish nation. In ancient times there were many settlements, as nomadic peoples began farming and looked to hill forts for their protection. When the Romans invaded Britain, the far north, the area now known as Scotland, was a frontier too far for the legions. Partly due to resistance, and partly because the effort didn't seem worth the rewards, the Romans built walls (Hadrian's and the Antonine Wall) to defend their northern border from the barbarians beyond (people the Romans referred to as Caledonians).

A KINGDOM

When the Romans left Britain, the area now described as Scotland was occupied by a mixture of peoples: generally Picts to the north and east, Britons to the south and Gaels to the west. The Picts were the most powerful group, but their ruling class adopted Gaelic customs and the Pictish identity largely disappeared from history. By the end of the 9th century the area became known as Alba - the land of the Scots. The land was blighted not only by internal strife, but also by the depredations of the raiding Norsemen. Vikings settled the many islands off the coast of Scotland, often purging them of their original inhabitants. A massive battle in the 10th century, Brunanburh, saw the Scots unite with the Vikings and Britons against the Angles and Saxons. This battle was inconclusive, technically probably a loss for the Scots, but it was costly enough that the Angles thought twice about assuming they could simply take over the northern territory.

In 1057 Malcolm defeated Macbeth, founding the Canmore dynasty. The subsequent Canmore kings split their time between suppressing their own unruly people and fending off demands by the English crown to be recognised as overlords of Scotland (in 1072 Malcolm had signed the Albernethy Submission - declaring him the

English king's man - a submission which would haunt Scotland's rulers for generations to come). By the 13th Century a border was established with England which has largely been accepted as the boundary between the two nations - although Scotland has variously tried to claim counties from northern England, and the English monarchy, southern, or even all, Scotland.

WHOSE CULTURE?

Despite having a king, Scotland could hardly be called unified. The Isles, a powerful maritime and trading force descended from the Vikings, looked to Norway as their overlords. The north and west of Scotland was Gaelic, and local chieftains there were more interested in their own power bases than a greater Scotland. Meanwhile, in the Lowlands and south, the Canmores allowed (and even encouraged) Norman allies, with their Anglo-Saxon servants, to settle.

Over time, the Islands returned to Scottish control - but only via the Lord (or King) of the Isles - the leader of the mighty Donald clan who had to be subdued in turn. Similarly, Gaelic culture waned - the "Scots" language (with its Anglo-Saxon roots) becoming the dominant language (although tens of thousands of Gaelic speakers remain in the far west).

THE STRUGGLE TO REMAIN INDEPENDENT

The Scots have always had to stave off the attentions of the English - but when the Canmore line died out in the 13th century there was a succession crisis that threatened to lead to puppet rule at best, total annexation at worst. Edward I beat the Scots at Dunbar and imposed the humiliating "Ragman Roll" on the Scots - demanding that all influential Scots acknowledged their submission to the English king.

In the Gaelic north, resistance began. The persecution by the English, if anything, helped crystallise Scottish identity and they rallied behind William Wallace, the obscure younger son of a minor noble. Wallace was eventually defeated, but not before bloodying the English's noses. Where Wallace refused to compromise, other Scottish nobles were not so proud, and by 1305 Scotland was a region of England, the nobles divided between supporting the English and fighting for Scottish independence. But Wallace's grisly end acted less as a warning and more as inspiration to rebellion. When Robert Bruce (the seventh in a line of Robert Bruces) was

declared king, backed by the Scottish Bishops (who feared that the Scottish Church would lose its independence), he kicked out the English garrisons and, following the Battle of Bannockburn, it seemed independence was secure once more.

THE AULD ALLIANCE

If the English were the "Auld Enemy", the French were the old allies of the Scottish. From the end of the 13th to the middle of the 16th century the French and Scottish had a pact to support each other if invaded by England. The French didn't always honour the deal and religious differences have caused the old alliance to dissolve, but the English are forever suspicious of the two powers being in cahoots.

THE STEWARTS (STUARTS)

Through marriage into the Bruces, the Stewarts (or Stuarts as they have become known in England) ascended to the Scottish throne in the 14th century. Over time, the Highlands and Islands descended into chaotic infighting, while the Stewarts became the undisputed kings of Scotland. They married into the Tudor dynasty, bringing them nearer to the English line of succession. They changed their name to Stuart (more acceptable to the English as it was less French).

MARY QUEEN OF SCOTS 1542-1587 (REIGN IN SCOTLAND 1542-1567)

Mary left Scotland as a little girl, having already been crowned queen of Scotland, and, after being raised at the French Court, married Francois, an heir to the French throne. Mary had been brought up realising that one day she might be queen of England (if Elizabeth I died without issue), Scotland and France (through her marriage). Francois indeed became king of France in 1559, but tragedy struck. Francois died and Mary was exiled from court. Returning to Scotland, Mary, a Catholic, found that the Reformation had moved apace, and she had some implacable enemies. Foremost among these was John Knox, the misogynist firebrand whose tracts recommended the flame for blasphemers; execution for adulterers; and death to all Catholics.

On return to Scotland, Mary married her cousin, by whom she had a son, James (the future King of England and Scotland, James I and VI). But Henry was murdered and Mary married his rumoured killer, Bothwell. Elizabeth I announced the Stewart succession void, until

Chapter 11: Background

Mary could be cleared of involvement in her husband's murder. Bothwell was exiled and Mary imprisoned, first in Scotland, and then in England. She was executed after a long imprisonment for her part in a plot to assassinate Elizabeth.

JAMES VI (JAMES I OF ENGLAND) 1566-1625 (REIGN IN SCOTLAND 1567-1625)

When his mother, Mary Queen of Scots, was forced to abdicate, James, aged one, became King James VI of Scotland. Little James had a difficult upbringing, but came through it his own man. By 1583 he had increasingly begun to take control of his own affairs (before then he was buffeted between a variety of guardians, who were often hostile to each other's interests, even after he had taken the reigns of government in 1581). As King, James was successful in reconciling some of the conflict between the various Scottish Lords; he participated in Scottish witchcraft trials; and he established himself, as monarch, presiding over the Scottish Kirk. He also supported steps designed to erode the Highland and Gaelic culture and was successful in assuring his succession to the English throne.

When James assumed the throne of England, in 1603, it was a mixed blessing for the Scots. On the one hand, their royal line had succeeded to the prestigious English throne, on the other, they feared that they would be subsumed by England, inferior partners under their shared king. After three hundred years struggling for independence, the Scots had reason to be concerned. Likewise the English, happy enough that the succession had not led to conflict, were suspicious of the Scottish courtiers accompanying James. James wanted a law passed to guarantee equal union between the two nations, but neither partner was keen and the measure failed. James also tried to reintroduce an episcopal system (with Bishops) to the Scottish Kirk, a move that was resisted north of the border. Despite this, James managed to avoid plunging either of his kingdoms into conflict, either internally or with each other. His son was not so lucky.

Note: James's rule is considered from a English perspective on p.292.

THE REFORMATION IN SCOTLAND

The Reformation swept through Scotland, particularly

the Lowlands and Borders, at a perhaps surprising pace. The teachings of the Calvinist reformers, preached by firebrands like Knox, appealed to both a rebellious spirit (Scotland's links with its old ally France were weakened and the tales of Bloody Mary's reign in England didn't help), as well as the usual hostility to tithes and church wealth. The reformers also had some success in converting Lowland and Border Gentry, many of them who also had lands in England.

The official break with Rome came in 1560, the Scottish Parliamentary Committee responsible promising a return to the values of the early (pre-Catholic) church; a redistribution of church wealth to the ministry, schools and the poor; and the break with Papal authority and Catholicism. In the event, although the early reformed church was more independent than the English one, a lot of the wealth was lost to the nobles, and in its early form it was quite incoherent. Nevertheless, it was a reformation that took place largely independently of the crown. The seeds were sown and from the outset Presbyterianism in the form of Kirk sessions began to emerge as the main contender with the Episcopalian (with Bishops answerable to the king) model.

Power swung back and forth between the emerging Presbyterian movement and the Episcopalians. Generally uneasy compromise prevailed, the Presbyterian courts were recognised, but the King (James) could select Bishops and Archbishops. When Charles upset this, he not only prompted the Covenant, but led to the dissolution of Bishops, the throwing out of the Prayer Book and the establishment of the Scottish Church and General Assembly as Presbyterian bodies.

The Presbyterians look to Elders within each community to take the lead. These Elders form a Presbytery. Decisions are made by these Elders, representatives of whom also sit on the General Assembly of the Scottish Church.

RECENT HISTORY

Scotland has been at the heart of the current conflict – events in Scotland caused the Civil War and the Scots may yet play a large part in the eventual outcome of the crisis.

SEEDS OF CONFLICT

From the outset, Charles I seemed to go out of his way to offend the Scots. He only reluctantly attended his coronation as King of Scotland, and in the event brought along a host of English Bishops who conducted an

Anglicised service. If this seemed a bad omen, it only got worse.

He ordered St Giles, Edinburgh's High Kirk, to be re-established as a Laudian-styled cathedral, appointed new Bishops and introduced an Anglican Prayer Book. The Presbyterians felt they had swapped a Pope for a king. The idea that the king, his corrupted courtiers and a foreign Prayer Book could replace individual struggle for salvation was seen by the numerous Presbyterians as putting their very souls in peril of damnation.

LAUD'S LITURGY

The new Prayer Book was to be used in all Scottish church services. Such an attempt to introduce Anglican conformity was doomed from the start. On the day the Prayer Book was to be formally adopted some congregations made their anger known - Bishops were pelted and beaten and riots broke out. Charles was initially unaware of how high feelings were running; his advisors kept the truth from their king.

THE COVENANT

In 1638 the Covenant was drafted. A weighty legal document, it contains a direct promise to God to defend Presbyterian practices for all eternity. Within months, thousands had signed up. Most signed enthusiastically, others no doubt in order to avoid censure from their communities. The Covenanters hoped that the king would also sign - an unrealistic hope to say the least. But all along their core intention was not to overthrow their king, but rather gain his support for the Covenant. Of course, in large swathes of Scotland (e.g., the Highlands) people didn't care about the Covenant or Presbyterianism in general.

THE BISHOPS WARS 1639-40

Charles declared war on the Covenanters. He hoped to subdue them quickly. Instead the Covenanters, led by experienced soldiers returned from European wars, quickly subdued the anti-Covenanter towns in Scotland. Charles hesitated at the border. The Covenanters invaded northern England, quickly scattered Charles' army and took Newcastle and Durham.

Humiliated, Charles had to ask his Parliament for money, to pay for the war and to pay compensation to the Scots. He also had to ask the Scottish for assistance in subduing the rebelling Irish. His attempts to quickly bully the money out of Parliament while ignoring their demands led to Civil War.

THE SOLEMN LEAGUE AND COVENANT

The Scots didn't immediately launch into the English Civil War. But, with the evidence of devilish Royalist alchemies, and with Charles pressing for his supporters in Scotland to take up arms, it was only a matter of time. What sealed the deal for the Covenanters was the formation of a new Covenant - the Solemn League and Covenant which bound the Parliamentarians to their programme. The English Parliament signed up to the adoption of the Kirk system throughout England, Wales and Scotland in return for the Covenanters' military aid. 20,000 men headed off to fight against the Royalists, for King Jesus. When they saw the clockwork monstrosities that Cromwell deployed, many of them lost the stomach for the English Parliamentary cause. This was compounded by the death of Charles at Naseby. The Covenanters had hoped their king would relent - they certainly hadn't wanted him dead. While the Parliamentarians now believe they need no king, the Covenanters' ideals are dependent on having one - be it one that tamely accepts their beliefs.

As it became apparent that Cromwell had no intention of abiding by the Covenant (its attempt to introduce conformity of worship is fiercely opposed by his supporters), the alliance dissolved. Now, the Covenanters have two preoccupations. Firstly, they are attempting to impose a uniform, Presbyterian state in Scotland. Secondly, they are having to contend with their own Civil War - Royalist, or at least anti-Covenanter, forces are at large.

THE RULE OF THE SAINTS

The Covenanters are attempting to build a Republic of Jesus Christ. Where they hold sway (which is generally in the populous Lowlands) the Kirks are imposing laws aimed at preparing the land for the return of Jesus. They believe that Jesus's return is imminent, and that he deserves to find a perfect Scotland awaiting him. Already convinced they have the finest religious system in the world, the Presbyterians are concentrating on rooting out any remaining sinfulness or scandal amongst their neighbours.

Where the fundamentalists hold sway, harsh penalties are being imposed on sinners - children are imprisoned for failing to honour their parents; Witch burnings are common; mass executions occur every day; homosexuals are actively hunted; Christmas, Easter, theatre and secular music have been banned; and men, women and children are flogged, nailed to posts by their ears or have holes bored through their tongues, all for the slightest

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infractions. People are publicly denounced for drinking, dancing, cursing, or simply having too much fun! In such areas, non-Presbyterians are largely keeping their heads down, hoping the madness will pass.

THE ROYALIST CAUSE IN SCOTLAND

Not everyone is as keen to support the foundation of the Presbyterian state. For some it is a matter of loyalty to their king; even some Presbyterians are unhappy that the Covenanters have taken up arms against the Royalists, although since the withdrawal of the Covenanters back into Scotland, their case has been weakened. For others, conflict has offered an opportunity to settle old scores.

In the Highlands, a campaign of resistance against the Covenanters has won some dazzling successes. Relying on hit and run guerrilla tactics (tactics in which the Scots are well-practised) and manoeuvrability over distance (that has led to the rebels appearing, as if from nowhere, having force-marched deep into Covenanter territory) the Covenanters have struggled to bring them to battle and are unwilling to send their forces deep into the Highlands where they are liable to be cut to pieces.

When fighting, the Highlanders use the "Highland Charge" - as they close in, they let off a final musket round before hurling themselves forward, yelling as they hurtle into the enemy lines; the fearsome rush invariably causes their enemies to break in panic.

Led by Montrose, and assisted by the MacDonalds, as well as numerous other Clans, the Royalists are a thorn in the Covenanters side, a constant reminder that not everybody in Scotland shares their dream.

Important People

JAMES GRAHAM, THE FIRST MARQUESS OF MONTROSE

James Graham, the First Marquess of Montrose, originally supported the Covenant due to concern about the imposition of Bishops. However, Montrose is vehemently opposed to the formation of a Presbyterian state - a Royalist, he believes the clergy should worry about religious affairs, and the king, law and order. Montrose is a bitter enemy of Argyll (see below) and has fought a brilliant campaign of resistance, leading an alliance of Irish and Highlander troops, against the



Covenanters. He was considering massing his forces and heading south, but Charles' death has convinced him to be wary of leaving his Highland strongholds; instead he seeks to avenge his king and make life as difficult as possible for Argyll and the Covenanters.

ALASTAIR MAC COLLA MACDONALD



A Catholic from Ireland, Alastair and his men have joined with Montrose to fight the Covenanters. Alastair's ambitions are to wreak a bloody havoc on his hated enemies, the Campbells, and to restore the MacDonald clan as Kings of the Isles. Sometimes operating with Montrose, sometimes leading his own independent force (supplemented with Highlanders and fellow MacDonalds), Alastair shows no mercy to his victims - he and his troops raping, murdering and burning as they go. Unfortunately for the Royalist cause in the

Highlands, this policy has led to potential supporters uniting to fight against them.

CHARLES II



While Rupert is happy for the heir to stay safely out of the way, the Scots have declared Charles II their king, and hope he will return soon to receive his crown. The Lowlanders want him to sign the Covenant, so they can rally behind him and invade England. If successful, they can remove the Witch-Prince, Rupert, expel Cromwell and his mechanical idols, and impose proper order throughout the land. Of course, Charles himself has his own plans. On the one hand he wishes to appear willing to compromise in order to secure his throne, on the other he trusts Rupert to represent his case in England and is unwilling to be beholden to his Scottish supporters. That said, if he can secure the support of the Scottish army and march with them, in effect opening a second front against Cromwell, the war might be finished and he could get on with restoring the fortunes of his dynasty.

ARCHIBALD CAMPBELL, 1ST MARQUIS OF ARGYLL

A rich and powerful man, Argyll is the Clan Chief (MacCailein Mor) of the Campbells, leader of the Covenanter army, and virtually head of the country, as leader of the Kirk Party in the Scottish Parliament.



Before the conflict began, Argyll tried to warn Charles I of the consequences reforming the Kirk system. These warnings fell on deaf ears. The king moved against the Campbells. This alienated Argyll, driving him firmly into the Covenanters' camp, one which he now leads. Argyll ordered his clansmen to plunder and burn the Royalist Highland clans and secured towns and castles, for the Covenanters, throughout the Lowlands. Argyll is a ruthless soldier and unafraid to use cruel methods. His bitter rival is Montrose, who still fights a guerrilla war against the Campbells.

As well as leading the army, Argyll has been instrumental in developing the strictures imposed by the Rule of the Saints and in developing the Solemn League and Covenant, that seemed to promise the Kirk system in England if the Parliamentarians won. Although he has been careful to work closely with the Presbyterian Elders, many suspect he has another agenda - to take the throne, or to promote Campbell interests above all others. The Campbell clan lost many men at the Battle of Inverlochy, seriously weakening them. Since then, Argyll has exacted a bloody revenge on the MacDonald clan, whom he sees as instrumental in the defeat. Since Charles's death, Argyll and the Kirk Party have become divided from Cromwell and his Independent Parliamentarians in England, as it has become clear Cromwell doesn't intend to stand by the agreement. This has meant the Covenanters are more or less confined to Scotland, aside from raiding against the Royalist forces in England.

Life in Scotland

CLANS

In some ways the concept of Clan is a simple one - a large, extended, powerful family, and all those that reside on the family's lands. But this does not begin to evoke the variety and scale of the Clan system and its structures. Clans have their individual traditions, rivalries and allegiances. Clan Chiefs may adopt families, and many people settled on his land might change their name to match their leader's. Likewise other, unrelated, families might settle into the Clan, with the Chief's permission. The Chief has legal powers over his Clan members, including his own kin. Disputes within a Clan tend to be settled by the Clan Chief, aided by a selection of the Clan Gentry. Where the dispute is between two Clans, often a third party might be called to arbitrate - although finding a neutral party is not always easy.

There have been various Clan conflicts over the years, some amounting to veritable wars in which a succession of battles have been fought, sometimes over centuries (such as the feud between Clan Forbes and Clan Gordon). In an attempt to bring some unity, Clan Chiefs are required by the Scottish Privy Council to regularly attend in Edinburgh - but although this has led to some Chiefs neglecting their estates, it hasn't noticeably lessened hostilities. The Civil War has led to an outbreak of hostility between Clans with territorial ambitions and long-standing deep-seated hostility toward their rivals.

Many of the Clan Chiefs claim descent from ancient tribal dynasties. Due to the inability of the Scottish crown to impose order throughout Scotland for much of its history, these powerful groups, who might claim Celtic, Norse or Pictish ancestors, have held sway in certain areas for centuries.

The Clan Chief will often be a peer (if his ancestors have formerly been recognised by the crown), his senior Gentry are called Lairds. The more influential Clan Chiefs often hold extensive titles, and possibly estates, away from their main Clan stronghold (possibly even south of the border, in England).

ECONOMY

Scotland is generally poorer than England. The farmland is largely (although not universally) poorer and the Highlands are overpopulated. Considering that fact, mineral wealth is scarce, and the remoteness of the region means it lacks easy and cheap trade routes. There are often scarcities in Scotland and life for many is grindingly hard. The economic system is effectively a feudal one in many areas. In the urban areas the poor live in horrific conditions, while the wealthier Scots are still often poorer than their English counterparts. Most Scots are engaged in either farming or fishing. The Highlands tend to favour pastoral farming, the Lowlands, growing more, but not enough, arable. Farmers are often bonded tenants, allocated small strip farms, and there are far fewer larger village-sized communities, most people living amongst a handful of other farming families, paying rent and protection to their overlord. Those in such a situation consider themselves better off than the lowest of the low, the landless rural poor, who are less in demand in Scotland and always on the brink of destruction.

EDUCATION

The Scottish Gentry and townsfolk (particularly in the Lowlands) believe a good education is important. Back in the 15th century, a law was passed designed to ensure all sons of Baronial, or substantial freeholder, households, should be sent to attend Grammar Schools. This not only increased literacy among the wealthy, but was also aimed at giving an education outside of narrow Clan interests to the powerful, yet more remote, noble families. Over the past fifty years more and more educational provision has been instituted, and at present the aim is a school in every parish, founded on Covenanter principles. So, although school is not free or universal (and hardly a factor for the rural poor), the attitude toward education is favourable, particularly amongst the Presbyterian and Covenanter majority, and the provision better than that available in wealthier England.

Scotland also boasts five Universities - in St Andrews, Glasgow, Aberdeen and Edinburgh. Most are predominantly Presbyterian in outlook. St Andrews is the oldest, relatively small, and was where Knox was educated. Aberdeen boasts two Universities - one of which, Marischal, is considered more reforming, the other, King's, more traditional. Edinburgh is the newest addition, and the only one established post-reformation

(and therefore not originally established by Papal bull).

ROYALTY IN SCOTLAND

Prior to the Civil War, the Scottish had different expectations than the English about the role of a monarch. Less inclined to believing that their king or queen has a God-given right to rule, they believe their monarch more akin to being "first amongst equals". Whereas the English were subjects of the crown (until the current rebellion) the Scots believe that their monarch only reigns with the consent of the people (a view supported by the Arbroath Declaration sent to the Pope by the Scottish nobility in support of Robert the Bruce's claim to the throne).

The Scottish attitude toward Royalty is also tempered by a history of absentee monarchs, infant kings and queens, the struggle for independence from England, large swathes of virtually ungovernable territory in the region and internal struggles for the throne. It is perhaps unsurprising that the fate of Charles I has caused less paroxysms in the Scottish psyche than the English one. That said, the Scots can trace back a long line of rulers and many of the Covenanters would like to add a king's signature to the document to give it increased legitimacy.

SCOTTISH LAW

Scottish law is a mixture of ancient custom (Celt and Norse), civil and common law and some Anglo-Norman law (due to the Norman influences in the court of the earlier Scottish monarchy). There is less of a basis in Roman law, due to the independence of the Scots from Roman authority in ancient times, although ecclesiastical law has previously been influenced by Rome and in many ways Scottish advocates are more in tune with mainland European practices than their English counterparts. Canon law has been replaced by Commissary Courts. The Scottish Parliament is responsible for producing statute, and at present, this is not ratified by a monarch, because there isn't one!

Clan Chiefs have legal jurisdiction over their own internal Clan affairs, as described in the Clan section below.

THE SCOTTISH PARLIAMENT

The Scottish Parliament, which is currently situated in Edinburgh, is comprised of representatives from the Three Estates (senior clergy, the Lairds and the burgh commissioners). The whole of Parliament meets together

(unlike in England) and much of its work is carried out through various committees. Currently, without a monarch presiding, Parliament (and the army) is the authority. The fundamentalist Kirk party, under Argyll, hold sway, and the Rule of the Saints is, for now, government policy. Parliament is presently considering its position on its former Parliamentary allies from England and the possible return of Charles II.

WITCHCRAFT

In Scotland the laws governing Witchcraft are different to those in England. Witches are prosecuted under the Witchcraft Act of 1563. The law declares being a Witch or consulting a Witch a capital offence. Unlike the English, the Scottish are more generally enthusiastic about Witch-hunting, and when they catch them they are more prone to using torture to extract a confession. The Scottish burn their Witches. Many of the Lowland and Border Scots believe Witchcraft is rife in the Highlands, where they consider the population to be practically pagan. As for the Islands, it is common knowledge that many of the Islander women know a little magick.

Regions

THE ISLANDS

There are many inhabited islands off the coast of Scotland, including the Hebrides, stretching along the west side of the mainland, and the Orkneys and the Shetlands to the north. Some are fortified, boasting a castle, or at least a tower, and many are home to ancient ruins. The Hebrides, Orkneys and Shetlands were colonised by the Norwegians in the 8th and 9th centuries, in some cases the original inhabitants virtually wiped out, and the Norse cultural connection is still not dead. The Orkneys and Shetlands were acquired by Scotland, through the Norwegians defaulting on a financial deal, in the 15th century. The Hebrides moved to Scottish control earlier, in the 13th century - well, in theory - but in reality there followed hundreds of years of inter-Clan warfare both on the Outer Hebrides and in the Kingdom of the King of the Isles on the Inner Hebrides. The crown managed to reduce the power of the Islanders, but they still have fierce Clan and Island identities. Gaelic is the language of the Hebrides, while the Shetlanders and Orcadians speak a mixture of Norn and Lowland Scots.

HIGHLANDS

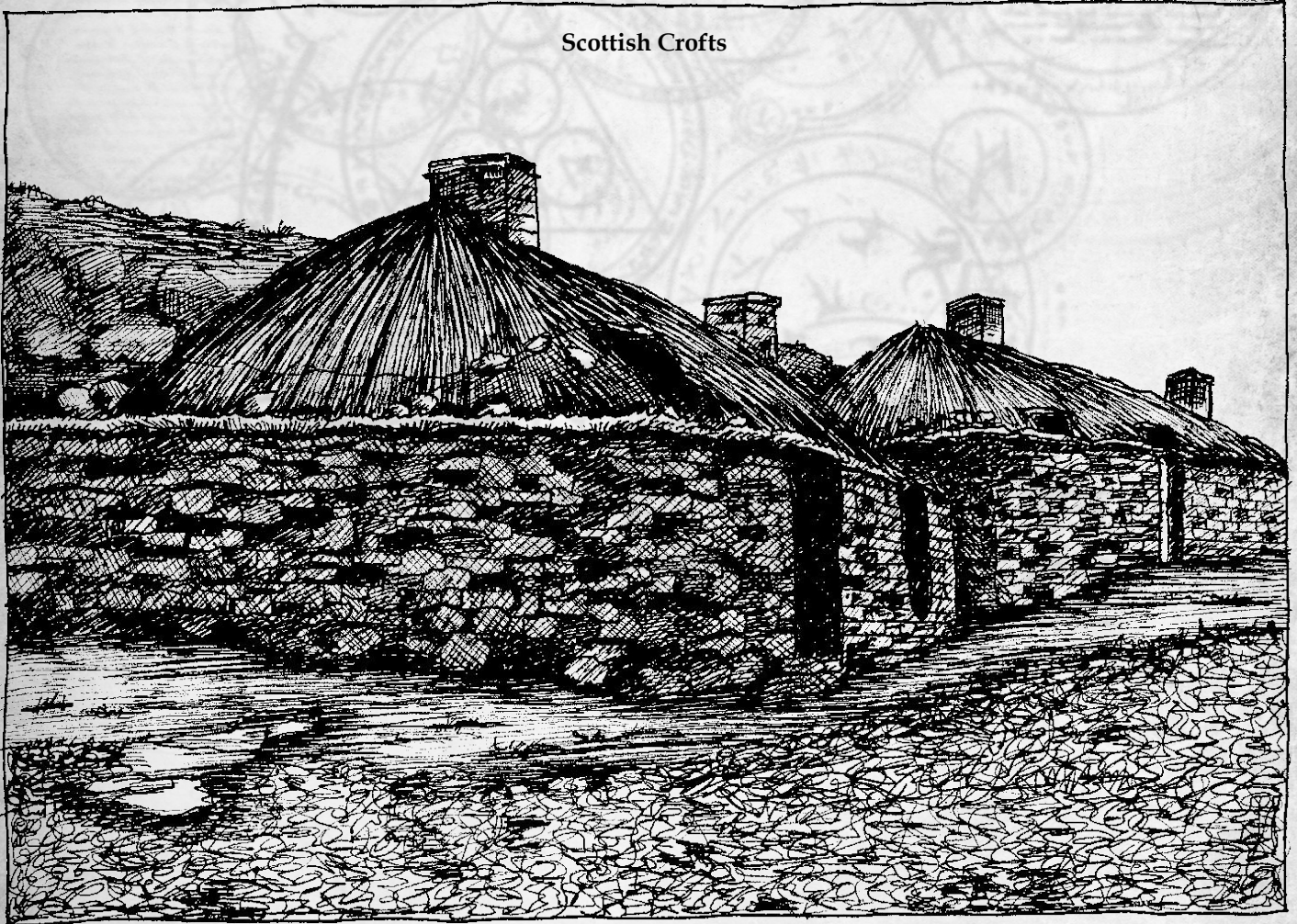
A mountainous area (although there are some low-lying exceptions) the Northwest Highlands are to the north and west, the Grampian Mountains stretch across the south. Life is not easy and farming is mainly pastoral, the land only really fit for grazing. A vast array of lochs (used to refer to lakes and inlets) and a huge coastline mean that fishing is a vital industry. Poverty is widespread, and the protection of a strong Clan fairly essential for survival.

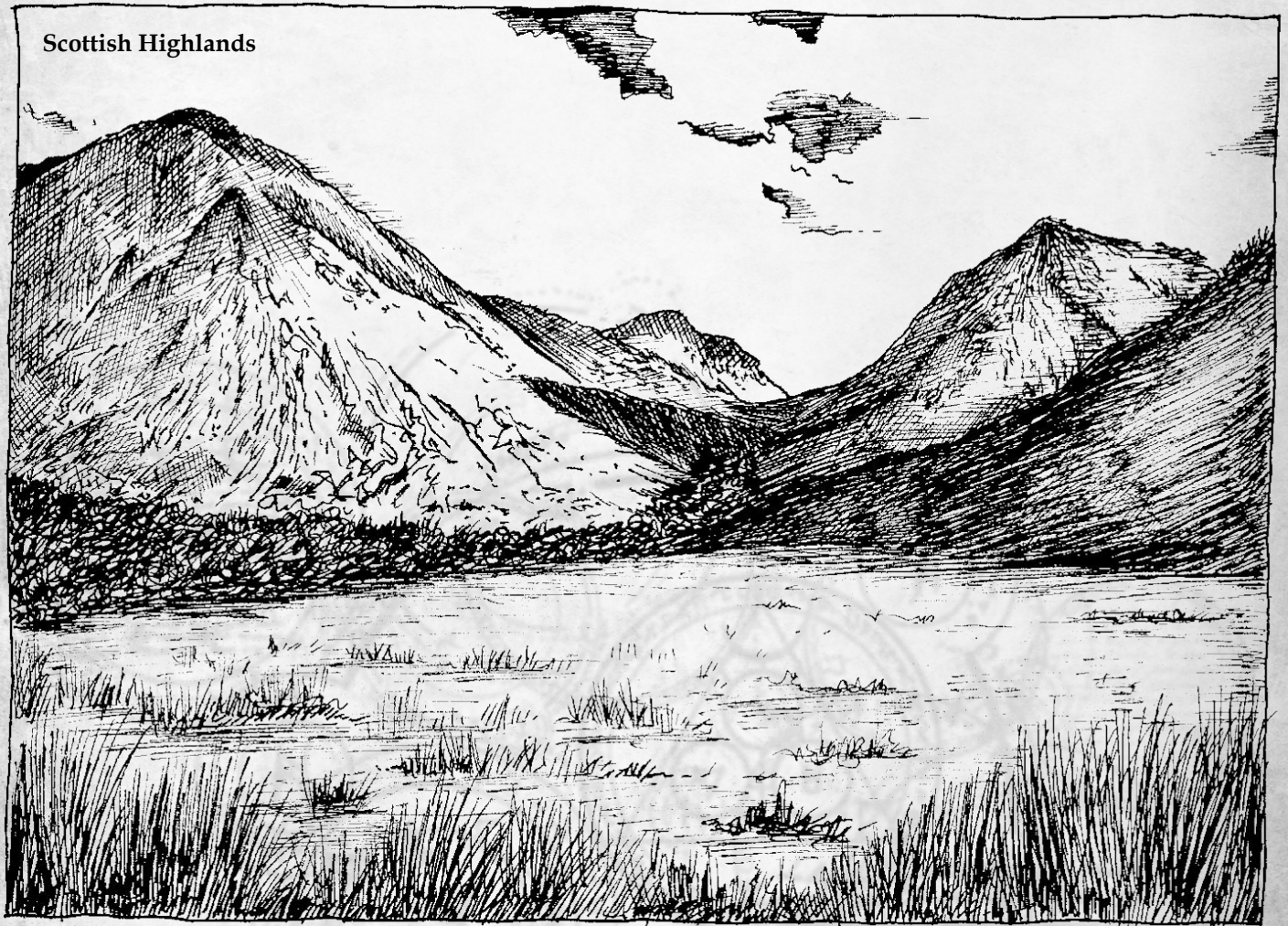
The relationship with the neighbouring Islands, lying off the Highland coast, is a complex one. Although the Island and Highland Clans have often clashed, there has also been a history of Clans spanning across the water and allegiances and agreements between the two. The Islands are not a unified group any more than the Clans of the Highlands are, and when the King of the Isles lost

power to the Scottish monarchy, many Highlanders found themselves also disadvantaged.

As the Lowland Scots have more or less dispensed with Gaelic, and due to the increasing characterisation of the Highlanders as more primitive and savage than their southern neighbours, the division between Highlanders and the rest of Scotland has grown somewhat over the last few generations. Religion in the Highlands is a mixed bag - some areas are still Catholic, others mix old-fashioned Christian rituals with more ancient traditions. The majority of Highlanders still speak Gaelic. The lack of Gaelic-speaking Presbyterian (Scottish Church) missionaries, and the increasing marginalisation of Highland culture has meant that this trend hasn't really been countered. The Burgh of Inverness, a port and market town, is considered the capital of the Highlands. Inverness is situated near the River Ness and is home to many old battle sites.

Scottish Crofts





Scottish Highlands

LOWLANDS

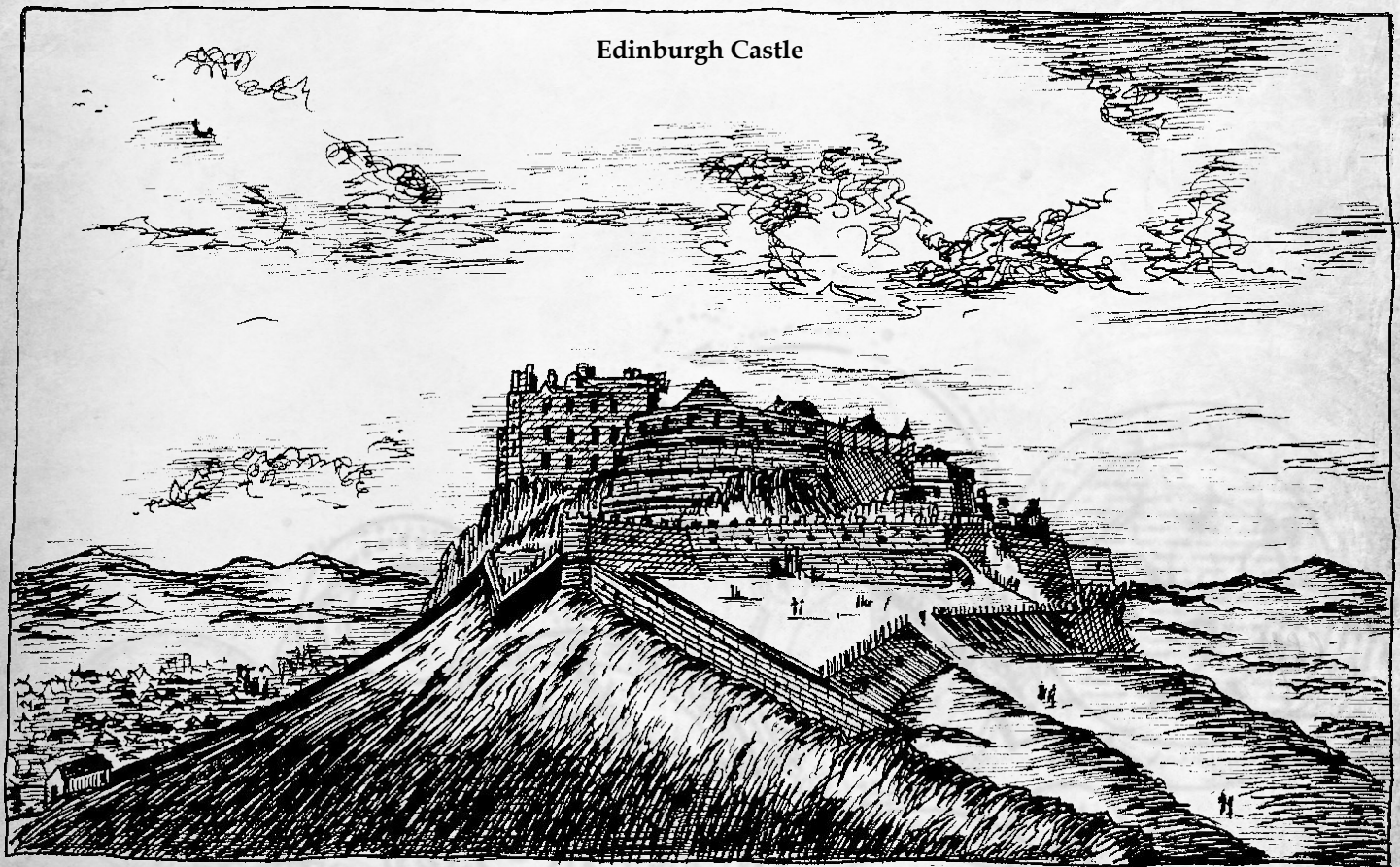
Although termed the Lowlands, this description defines the area from the Highlands, as opposed to being geographically descriptive. To the north, the Central plains stretch across the country and up along the east coast; to the south, the Southern Uplands stretch down toward the border. Although as filled with exceptions as anywhere else in these troubled times, the population are largely Presbyterian and speak Scots as opposed to Gaelic. The area has been the seat of power for Scottish royalty, and most of the grain produced in the country is grown there (although it is often not enough for the requirements of the population).

Practically all of the larger towns (or burghs) in the country are in the Lowlands, including Glasgow, Edinburgh, Stirling and Aberdeen. The burghs are small compared to many other European towns and cities, the largest, Edinburgh, perhaps only numbering 25,000

inhabitants. That said, Edinburgh seems busier - its population are confined within the city's defensive walls, and with building land scarce, they are crammed into tall buildings, many having eleven, or more, floors. These buildings create dark warrens, which are breeding grounds for plague miasmas.

BORDERS

Strictly speaking, the border area (or Scottish Marches, as it is also known) refers to territory in both Scotland and England. A hilly area, the Scottish Uplands are in the north, and the Cheviot Hills to the south. The land is mostly used for grazing, a factor in the pattern of theft and kidnap that for centuries characterised border life. Often one group or another would raid over the border (in either direction) and steal the livestock of the other, and when confronted deny all knowledge of the deed. Some families took to building towers in order to defend themselves from the raiders. Some of the larger Clans



have castles as their headquarters. The Clans are often divided, engaged in bitter feuding or joined in allegiances designed to wipe out a third party.

The border between England and Scotland is an old one, and despite claims on the opposing territories being made by both sides, throughout the ages, the border itself has remained relatively stable (although the occupants would disagree - the line might be a relatively stable one, with the exception of Berwick, but life along the borders is often extremely hazardous). Both sides have often clashed along the borders, and border raiding has been a perennial problem - some Clans specialising in, and making their living off, reiving (raiding). The local Clans (who have a less traditional organisation than the Highland Clans) exploited the lack of authority that either country could exercise along the border, and both English and Scottish monarchs actively encouraged such

activity at times, allowing the Reivers to suppress their neighbours for them. When James VI took control of the throne of both countries he tried to subdue the Reivers and many were simply strung up in mass executions. The Reivers could no longer simply swap allegiances and hop over the border to escape justice.

With the advent of Civil War, many of the Reiver Clans have started up again, using the breakdown of local authority as an excuse to return to their old activities.

Map Of Scotland

The map of Scotland shows the areas in which the major clans hold sway; there are many smaller clans whose territories cover areas too small to show on this map.

Scotland



Highlands

Lowlands

Atlantic Ocean

IRELAND

ENGLAND

○ Glasgow

○ Edinburgh

○ Aberdeen

Morgan or MacKay

Sutherland

Sinclair

Innes

Keith

Leslie

Forbes

Gordon

Robertson

Duncan

Murray

Campbell

Cameron

Chattan

Ranald MacDonald

MacKenzie

Grant

Fraser

MacKenzie

MacLeod of Lewis

Donald

MacLean

MacDonald

Scott

Douglas

Ferguson

Ireland

The third largest island in Europe, Ireland has a population of around one and a half million people. It is located to the northwest of continental Europe and lies west of England (from which it separated by the Irish Sea). The vast Atlantic Ocean stretches out from Ireland's west coast. A ring of coastal highlands and mountains surround a low central plain. Green and lush, rapid deforestation is changing the look of the Irish landscape.

With a distinctive Gaelic culture, which developed its own system of law, Ireland is a Catholic country with an extremely troubled recent history. Since Norman times English rulers have tried to assimilate Ireland into their sphere, with varying success. Many of the original Norman settlers quickly inter-married with the Irish nobility and adopted Gaelic customs; English rule was in effect often more technical than practical.

However, in Tudor times everything changed. Wars asserting the Tudor right to rule in Ireland were followed by the creation of "Plantations", areas where Protestant settlers were installed in an attempt to Anglicise the Irish. This forced settlement was accompanied by laws that discriminated against the existing inhabitants. Rebellion was frequent and these initial Plantations in Munster and Connaught floundered. The Stuart age brought even harsher laws and a more successful enforced settlement of the province of Ulster, as King James recruited his fellow Scots to settle and fight in Ireland.

The colonisers of Munster and Ulster became wealthy, but under Charles, as in so many areas, policies were adopted that ended up alienating everyone, the Irish, the old "English" Irish and even the Protestant settlers. By 1641 however, this peculiar alliance had broken down and the Irish rebelled. Tales of atrocities (exaggerated or not) against the Protestant Planters have fuelled hatred against the Catholic Irish. Many English Protestants already see the Irish as Papist savages. The English nation is wracked with panic that an ungodly horde of Irish are going to descend on them any minute. The Irish meanwhile see the English as merciless conquerors who must be resisted at all costs.

Europe

Europe is a relatively populous part of the world, dominated by a Christian civilisation divided into many countries and territories. Cold and wet to the north, hotter to the south; temperate to the west, more continental to the east; the population is approximately 70 million (excluding Russia). The Great European Plain sweeps from the Atlantic in the west to the Ural Mountains in the east. At the south of this Plain mountain ranges sweep from Spain (in the west), all the way across to the Balkans (through France, Switzerland, Italy, Austria and Transylvania).

War has been raging through Europe since 1618. Most of the war has taken place in Germany, although it has spilled into other areas, and most of the European powers have been involved (England less than most, after some ignominious failures). The toll in Germany has been devastating, casualties from warfare, starvation and disease reaching genocidal proportions. Religion was the spark. What began as a conflict within the Hapsburg Empire quickly drew others into the fray, the war eventually rekindling the conflict between France and the Hapsburgs, and resulting in a general power grab.

The Danish and Swedish scrambled to increase their territory in the northern states; the Spanish to defend their colonies abroad (Dutch and Italian); and Catholic France eventually joining with the Protestants, in order to protect itself from being squeezed by the Spanish and Holy Roman Hapsburgs (although only after having to fight its own Civil War). Alliances shift and Factions are at war with each other in their own countries. It is unsurprising that many in England were slow to take up arms and start the Civil War, they only had to look to the continent to see the misery such conflicts could bring. On the other hand, many English Faction leaders fought abroad, and have forged alliances and bonds with their contemporaries overseas. The French Cardinal, Mazarin, is working hard to bring the war to an end, and the tide seems to be turning against the Hapsburgs, but the fighting continues.

Many of the European heads of state are watching the conflict in England nervously. The Hapsburgs and Papacy are alarmed - appalled by the clockwork abominations; the reports of witchery and magicks; and frightened by the execution of a "legitimate" monarch. The Protestant powers are equally concerned, although they have made some attempts to negotiate for the clockwork technology, Sweden offering Parliament more

of its precious iron in return for some basic designs. Whatever the scruples and intentions of the European powers, it is certain that among the many mercenaries and refugees living in England having come from the continent, there are spies from every power, anxious to find out what they can and take any information home to their own political masters.

Despite the war, Amsterdam is still the primary trade centre. The northern Baltic and southern Mediterranean trade routes are the most lucrative - goods shift between the two, often raw materials and grain from the north and luxuries and spices from the south. Piracy is a constant threat. Pirates from north Africa not only capture and sink ships, they also raid the coast, taking slaves. They particularly harry the Mediterranean and Portuguese coasts, but have been known to occasionally venture further north, as far as England, Ireland and even Iceland.

The New World

Although the Vikings reached the New World centuries before, it was only after Columbus' expedition that Europeans made serious efforts to explore and colonise the Americas. The Spanish and Portuguese have rich extensive colonies throughout South America. The English colonies have a population of perhaps 50,000 and are less established. English colonists have settled in three main areas - Virginia and Maryland; The Lesser Antilles in the Caribbean; and in New England.

Many left England to go to the Americas due to disagreements over religion. About 20,000 Puritans fled persecution in Charles' reign - although many have succumbed to disease. There are also economic motives, money has been invested by the wealthy in the hope that new trade and markets can be developed. These investments haven't really paid off. Trade between England and the New World has not yet become as significant as many in London would have hoped. Imported tobacco and sugar is still quite rare and the settlements are precarious.

Disease (which has taken an even more terrible toll on the native population), hostility from the indigenous people and the plans of rival European powers have the potential to finish off the colonial experiment. Indeed previous attempts to colonise by the English, in the last century, failed. Much of the work is done by indentured servants, many of them English Farmers dispossessed by the enclosure of their land - freedom and the chance to start again the reward after a few years punishing labour.

Many of the settlers in the New World are proud of their independence. Although an English colony, they value the freedom they have, so far away from home, to worship and live as they please. Many English non-conformists plan to leave for the Americas if their side loses the war.

Science and Magick

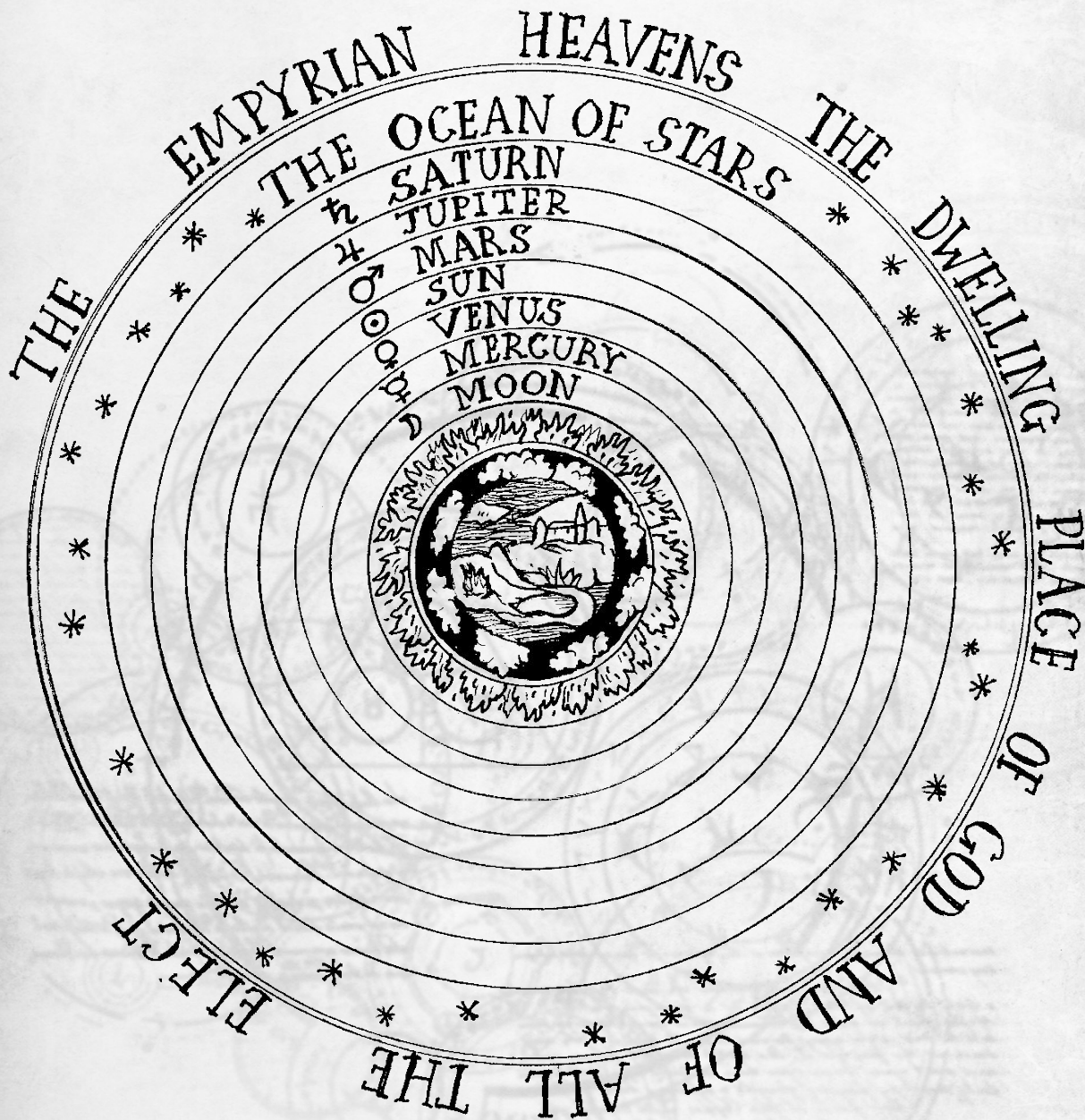
The view of how the world works as taught in universities has not changed in hundreds of years. Laws of science described by Aristotle in the 3rd century BC are still current, and recent advances in scientific, mathematical and technological techniques have only strengthened these theories.

In 1543, Copernicus proved mathematically, in his *On the Revolution of the Celestial Spheres*, that the Earth is the centre of the Universe, and that the Sun, Moon and Planets revolve around it. The Polish astronomer was widely feted by the Catholic Church for his proofs, and there are rumours that he will be made a saint. Galileo's invention of the telescope only confirmed Copernicus' mathematics, as he was able to see the sunlight glinting off the crystal spheres, while his experiments into the laws of motion have confirmed Aristotle's observations.

In 1620, the English philosopher Sir Francis Bacon wrote the *Novum Organum*, in which he not only described the "experimental" or "scientific" method for the investigation of the natural world, but showed how he had used it in order reliably to create Philosopher's Stones for the first time in the history of alchemy. This has led to a flowering of this ancient art, the discovery of new spells which can, for the first time, be cast with reasonable certainty of success, and the creation of a multitude of magickal potions.

Scientists such as John Wilkins (see Clockwork chapter), working in England using Bacon's empirical methods, have built on the work of such pioneers as the French physicist René Descartes and the Englishman John Locke, to create a Mechanical Philosophy which is capable of producing highly advanced clockwork mechanisms beyond anything previously possible.

Though the Scientific Alchemists and the Mechanical Philosophers are very much at odds with each other (the Alchemists claiming the clockwork engineers mock God with their creations, which the Mechanical Philosophers insist that the Alchemists are drawing on the powers of Satan), both base their science on the new understandings of the interactions of the four elements of



Aristotelian physics made possible by Bacon's pioneering work.

The confirmation of Aristotle's theories has led to a resurgence of academic work within the universities, which had previously been suffering a slow decline, despised by many thinkers as old-fashioned and out of touch with reality. This is one of the reasons that alchemy has become associated with the Royalist cause, as it tends to be the upper classes which can best afford a university

education. The science of clockwork, on the other hand, closely allied as it is with a "hands on" approach to construction has, with the encouragement of the Mechanical Preachers, become something of a field of study for the lower orders, a discipline for artisans and craftsmen, despite the teaching of Mechanical Philosophy at Cambridge University. And so alchemy and clockwork are divided by politics, religious belief and class differences, making a synthesis of the two sciences unlikely in the foreseeable future.

From being something of a backwater of intellectual and technical pursuits in Europe, England has now leapt to the forefront; the Dutch Protestants have been petitioning Cromwell for access to clockwork technology, while the Holy Roman Emperor Ferdinand III and Phillip IV of Spain send their spies to try and discover the secrets of both clockwork *and* alchemy. It is not known how the newly-inaugurated Pope, Innocent X, feels about clockwork and alchemy, and Catholic monarchs are reluctant to invest too much in either science in case he brands it heretical. Protestant opinions on the continent tend to line up with the Puritan beliefs in England, that clockwork is acceptable but alchemy is some kind of evil sorcery – a belief strengthened by the greater belief in Witches in Europe. So far, no-one has used either science on the battlefields of Europe, but it is only a matter of time.

For more information on the history and workings of alchemy and clockwork, see the respective chapters.

How the Universe works

The sphere of the World lies at the centre of the universe – the one fixed point around which the Heavens revolve. Around the World, attached to concentric crystal spheres, circle the heavenly bodies; firstly the Moon, then the planets Mercury and Venus, then the Sun, then the planets Mars, Jupiter, and Saturn – and finally the outer sphere to which the stars are affixed. What is beyond the sphere of the stars is unknown, but it is thought by many to be the abode of God.

The Heavenly Spheres are all made up of the heavenly element known as Aether (see below), but everything below the orbit of the Moon (known as the Sublunary Sphere) is made of the elements of the mortal realm, Earth, Water, Air and Fire. Many Christians believe that

the worldly elements are fundamentally corrupt, which is why mankind is sinful.

THE FIVE ELEMENTS

Each of the four worldly elements has its natural location; if displaced, it will seek to find its way back to its proper place.

- Earth's natural place is at the centre of all things – it will always fall downwards to the centre of the World.
- Water's natural place is above Earth, which is why Earth will sink through it and why it will fall through the Air as rain to seek its natural position.
- Air's place is above Water, which is why it will bubble up through Water to seek its proper place.
- Fire's place is above the air, which is why flames rise.
- Earth and Water naturally move toward the centre of the universe (i.e. the centre of the World) in a straight line due to their inherent gravity; Air and Fire move upwards due to their inherent levity.
- Above the four mundane elements is Aether, of which the sun, moon, planets and stars are made. It's natural movement is circular, which is why the heavenly bodies circle around the World.

It is worth remembering that the elements do not rise or fall because of some outside force pulling or pushing them – they move of their own accord, due to their need to seek their proper place. This is not to suggest that the elements have souls – only humans have souls – but they are moved by their internal desires, in the same way that animals are.

The elements appear in their most motivated forms when they are summoned by Alchemists as Elementals. At least, that is what the Alchemists say; the Puritans claim that Elementals are actually demons or devils from Hell, taking on Elemental form in order to corrupt those who summon them.

Chapter 12

*Which is a bestiary of creatures both
mundane and extraordinary that may be
encountered in the British Isles*

"Animals...are destitute of reason, and...it is nature which acts in them according to the disposition of their organs..."

- Rene Descartes - *Discourse on the Method of Rightly
Conducting the Reason, and Seeking Truth in the Sciences*, 1637

The British Isles of the 17th century aren't teeming with strange or monstrous creatures. Even mundane dangerous creatures are fairly thin on the ground. That does not mean that Adventurers will never encounter a wild animal or fantastical foe. Although some of the more sceptical sophisticates of the London coffee house scene might scoff at tales of the more bizarre and wondrous legendary beasts such as the dragon or the sea serpent, most people believe in their existence beyond British shores, and undoubtedly some might still lurk in the remotest corners of their own land.

CREATURE CHARACTERISTICS

Creatures have Characteristics much as any other characters. If for any reason a creature is missing a characteristic, the effect of this is noted. Two scores are given for each Characteristic. The first is the dice range that can be rolled to randomly determine an individual's Characteristics. The second, in brackets, is the score of an average individual of that species. This average score is

used to calculate the rest of the attributes (HP, MWL, etc.), so that creatures can be used quickly. If randomly rolling Characteristics, the creature's Attributes will need to be adjusted accordingly, using the standard rules in the Character Creation chapter.

A creature with a randomly determined INT is considered sentient - it is a rational creation capable of logical thought and self-determination. A creature with a fixed INT (any INT listed as a single number, rather than a die roll) is not sentient. Fixed INT creatures operate solely on instinct rather than logic or intuition.

Some creatures have natural armour, which is listed. This does not provide any penalty to DEX for combat order, unless the description states otherwise.

CREATURE SKILLS

Like other characters, Creatures have skills. Combat skills have the damage listed, including any damage modifiers and details for the attack used, in brackets next

to the attack's name. Unless otherwise noted, a creature with multiple attack forms will only get to make one attack per combat round.

Creatures and Major Wounds

Non-humanoid creatures suffer Major Wounds in much the same way as humans. If a creature is humanoid in form (e.g. a ghoul) use the standard Major Wounds Table on p.169. For other creatures, use the following rule instead.

Creatures

BASILISK

STR 2D3 (4) CON 2D6+6 (13)
 DEX 2D6 (7) SIZ 1D3 (2)
 INT 3 (3) POW 1D6+12 (15)
 CHA 3 (3) DM -1D6
 HP 8 MWL 4 Move 16
 Gaze 100% (Death)
 Bite 30% (1D6-1D6+poison)

Armour: Scales 2/1

Skills: Athletics 60%, Dodge 30%, Persistence 60%, Resilience 70%, Stealth 40%, Survival 40%

The Basilisk's blood and bite are poisonous.

BASILISK VENOM

Type: Ingested or Contact

Delay: Instant

Potency: 65

Effect: 1D4 damage, applies -6 penalty to victim's CON

Duration: 6D10 minutes

Serious Wound: If the creature takes a Serious Wound, its Move rate is reduced to 1, and all skills suffer a -20% penalty. Flying creatures lose the ability to fly. Further Serious Wounds after the first cause further cumulative -20% penalties to skill levels (i.e. -40%, -60%, etc.).

Grave Wound: If the creature takes a Grave Wound, it must make an immediate Resilience roll or die. If it succeeds, it suffers the effects of a Serious Wound and must make another Resilience roll at the beginning of each subsequent combat round or die.

Creatures die automatically when their Hit Points reach a negative figure equal to their starting Hit Points, as with other characters.

Note: Alternative rules for dealing with Major Wounds for minor creature encounters can be found on p.346.



Chapter 12: Bestiary

There are many legends surrounding the Basilisk, most of them contradictory. All agree that it is a deadly creature with poisonous blood and a gaze that can kill with a single stare. Leonardo da Vinci said of it,

"This is found in the province of Cyrenaica and is not more than 12 fingers long. It has on its head a white spot after the fashion of a diadem. It scares all serpents with its whistling. It resembles a snake, but does not move by wriggling but from the centre forwards to the right. It is said that one of these, being killed with a spear by one who was on horse-back, and its venom flowing on the spear, not only the man but the horse also died. It spoils the wheat and not only that which it touches, but where it breathes the grass dries and the stones are split."

Some say that it can only be killed by hearing the crow of a cockerel, smelling the urine of a weasel, or being forced to gaze at itself in a mirror.

The creature described below shares some of the legends which have accrued to it over the centuries, but not all. Whether they exist in the wild as natural creatures, or are created by some magical process in lands unknown, is a matter of debate. There is a small but thriving trade in basilisks among Alchemists, and it is widely believed that they do indeed come from Cyrenaica in North Africa. Some of the more unscrupulous or paranoid Alchemists will use a basilisk to guard their laboratories while they are away – the more principled ones will take the trouble to leave a warning sign on the door!

While one of the deadliest creatures in existence, it is not

BOAR

STR 3D6+6 (20) CON 2D6+9 (15)

DEX 3D6 (10) SIZ 2D6+3 (10)

INT 5 (5) POW 3D6 (10)

CHA 5 (5) DM +1D2

HP 13 MWL 7 Move 16

Tusk 45% (1D6+1D2)

Armour: Hide 2/1

Skills: Athletics 25%, Dodge 55%, Perception 50%, Resilience 40%, Stealth 55%, Survival 50%, Track 25%

Boars are wild pigs which live in small groups (usually comprising of 2-12 individuals), and feed on roots and berries. Though shy, retiring creatures, who mainly come out at dusk to forage, the males can be fierce defenders of

quite as lethal as Leonardo would have us believe. The basilisk is about the size of a large cockerel, with scales like a snake and a mane of greasy black feathers along its spine. Its head resembles that of a cockerel with a sharp beak (capable of injecting venom) and a crest and wattles. Apart from that, they are remarkably varied. Some have four legs ending in the claws of a cockerel, others have two legs, some are more snake-like and have no legs at all. Some have bat-like wings and some have bird-like wings, though all are believed to be flightless.

Any close combat weapon hitting a basilisk loses one point of effectiveness for every point it inflicts on the creature. (e.g.. a sword that normally causes D8 damage will, after inflicting 3 points of damage to a basilisk, only be able to do D8-3 damage). If the weapon's damage reaches 0, it is destroyed. However, magical damage from a weapon (e.g. a sword with the spell For to Sharpen a Blade on it) will cause damage to the basilisk without being reflected, though the normal damage of the weapon will be. Ranged weapons are obviously not affected by this, though arrows, crossbow bolts and musket balls will be damaged in this way.

The basilisk's poison and corrosive blood are magical in nature, and lose their potency 1D3 minutes after leaving its body. Some Alchemists have tried to find a way of "fixing" the poison, but so far with no success.

A basilisk can kill with a single glance, once per round. This requires an Opposed Test of the basilisk's Persistence against the target's Resilience. If the target loses, death is instantaneous.



their territory.

Boars died out in England in the 13th Century, but James

I began reintroducing them in the royal hunting preserves and his son Charles continued this programme, so that they are once again common in many areas of England.

As with wolves, some boars may have been warped by the magical aftermath of the battle of Naseby. Such strange magical beasts might lurk in the forests of the Debatable Lands.

BROWN BEAR

STR 3D6+15 (25) CON 2D6+6 (13)

DEX 3D6 (10) SIZ 3D6+15 (25)

INT 5 (5) POW 3D6 (10)

CHA 5 (5) DM +2D6

HP 19 MWL 10 Move 16

Bite 60% (1D8+2D6)

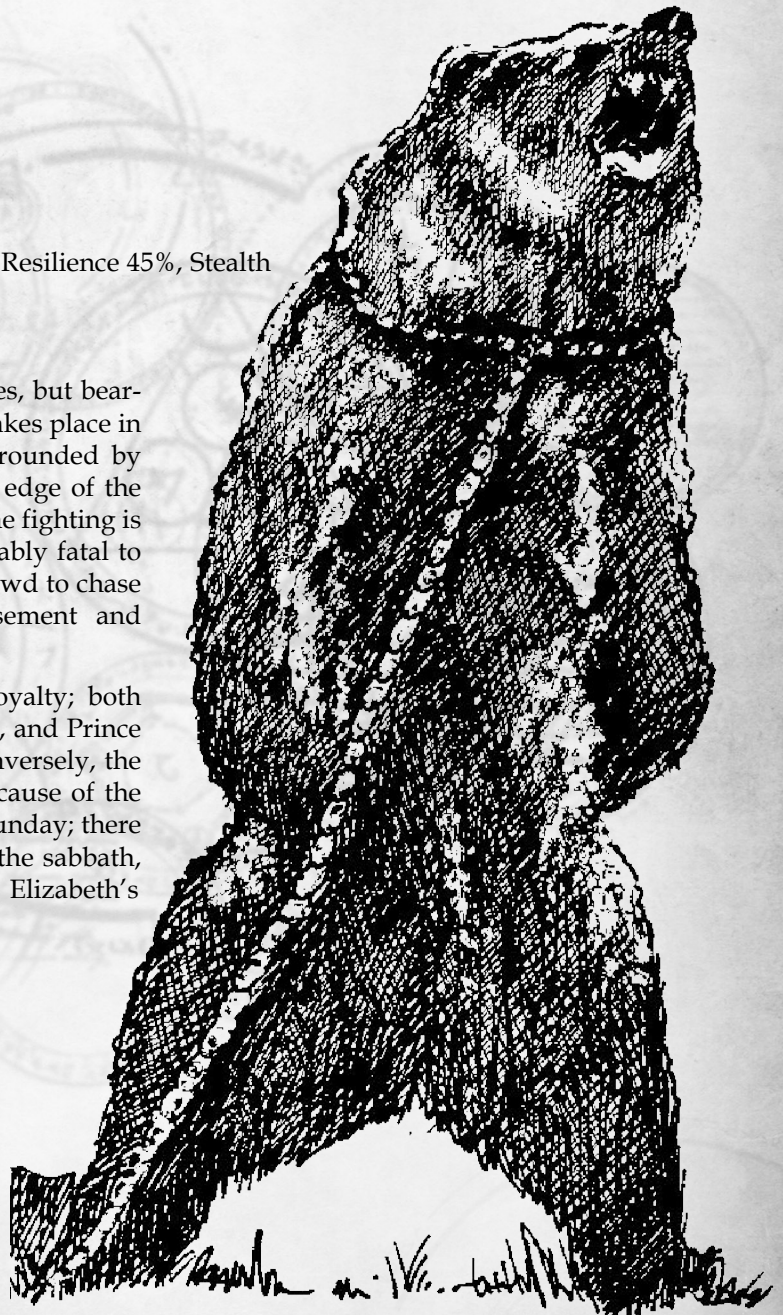
Claw 50% (1D6+2D6)

Armour: Tough Hide 3/1

Skills: Athletics 25%, Dodge 30%, Perception 50%, Resilience 45%, Stealth 15%, Survival 60%, Track 25%

There are no bears left in the wild in the British Isles, but bear-baiting is a common sport in England. It normally takes place in a "bear garden" - a high, round fenced area surrounded by tiers of seating. A bear is chained to a post at one edge of the pit, and a number of trained dogs are set upon it. The fighting is bloody, often fatal to many of the dogs, and inevitably fatal to the bear. Sometimes the bear is let loose into the crowd to chase people and animals, which causes much amusement and occasionally serious injury.

Bear-baiting has long been a sport enjoyed by royalty; both Henry VIII and Elizabeth were enthusiastic patrons, and Prince Rupert has been known to find it amusing too. Conversely, the Puritans consider it a sinful sport, not so much because of the cruelty, but because it commonly takes place on a Sunday; there are moves afoot in Parliament to get it banned on the sabbath, something they tried and failed to achieve during Elizabeth's reign, seventy five years ago.



CAT

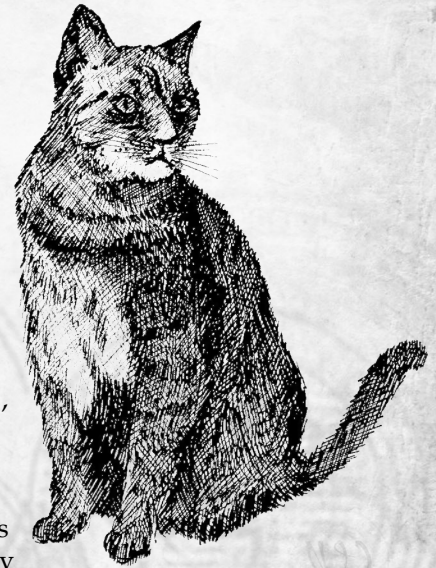
STR 1D4+1 (3) CON 2D6 (7)
DEX 3D6+6 (16) SIZ 1D4 (2)
INT 5 (5) POW 3D6 (10)
CHA 5 (5) DM -1D6
HP 5 MWL 3 Move 20
Bite 40% (1D4-1D6)
Claw 60% (1D4-1D6)

Armour: None

Skills: Athletics 75%, Dodge 60%, Perception 75%, Resilience 30%, Stealth 55%, Survival 40%

Domestic cats are often seen as sinister creatures, associated with witchcraft and sorcery. The vast majority of cats in England in this period are in fact working cats, at best semi-domesticated, which live in barns, farm outbuildings, warehouses and the like in order to keep down rodents and other pests. Cats have night sight (p.177). At times of plague they tend to be suspected of spreading it and are often rounded up and killed.

Cats *do* get used as familiars, by Alchemists and Witches. Their ability to climb and get into difficult spots makes them ideal spies - if a cat is sitting and staring in your direction, there may well be an Alchemist using the spell *For to See Through the Eyes of Another* looking at you.



DOG

STR 1D6+1 (4) CON 2D6+2 (9)
DEX 2D6+6 (13) SIZ 1D6 (3)
INT 5 (5) POW 3D6 (10)
CHA 5 (5) DM -1D6
HP 6 MWL 3 Move 20
Bite 40% (1D6-1D6)

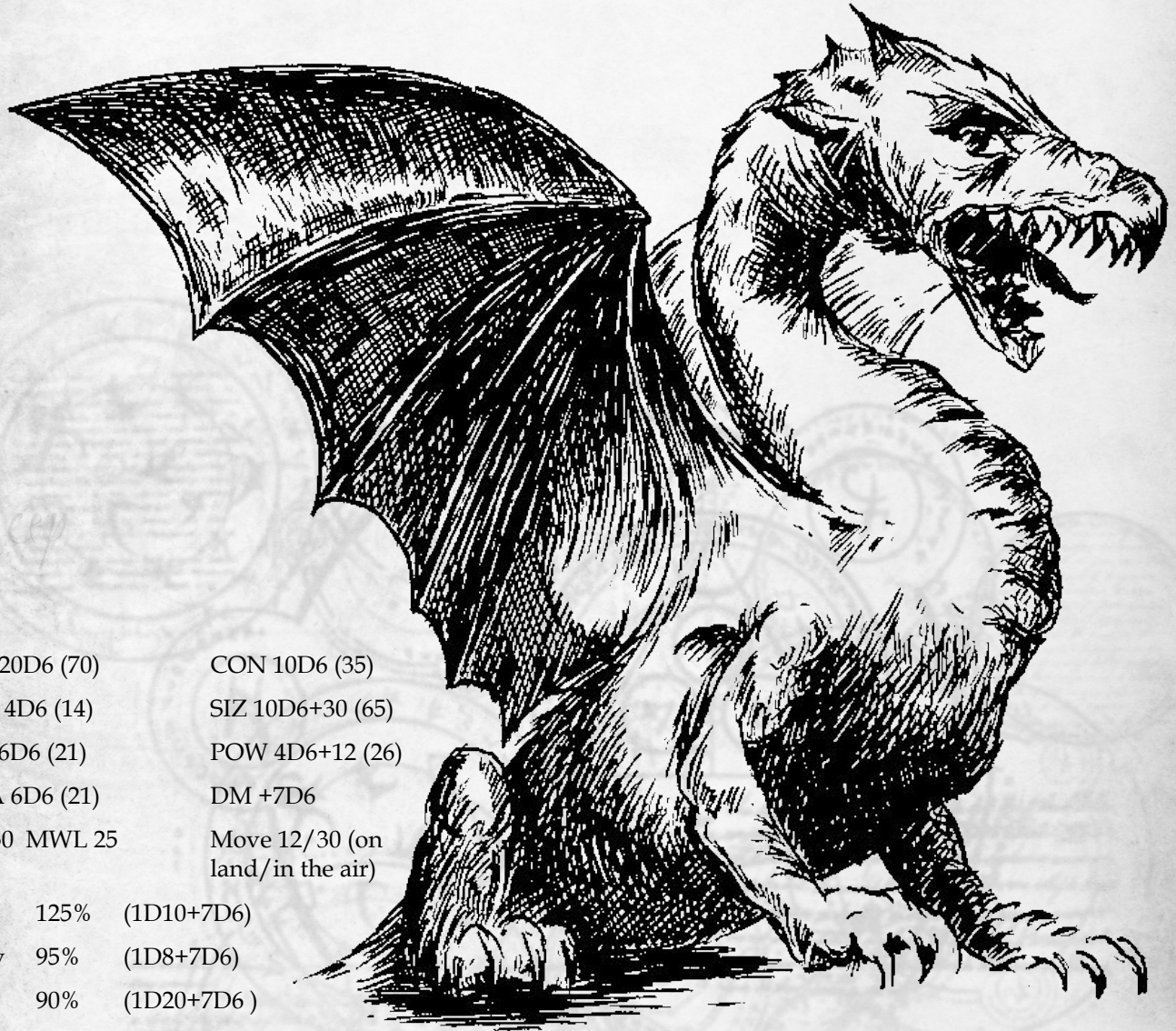
Armour: None

Skills: Athletics 60%, Dodge 30%, Perception 55%, Resilience 30%, Stealth 45%, Survival 30%, Track 75%

Dogs come in all shapes and sizes, from the smallest lapdog to the largest hunting dog. They are used for everything from rounding up sheep to guarding homes from intruders. Dogs have night sight (p.177). They are also used as familiars by Alchemists and Witches. Prince Rupert himself has a poodle (the full-size variety, not the

miniature!) called Boye, which he has trained to deliver spells for him in battles - the Parliamentarians have a price of £10 on its head. Breeds of dogs come as small as STR 1D3 and SIZ 1D3, or as large as STR 2D6+3 and SIZ 2D6+3; adjust other statistics (Damage Modifier, HPs etc) accordingly.



DRAGON

STR 20D6 (70)	CON 10D6 (35)
DEX 4D6 (14)	SIZ 10D6+30 (65)
INT 6D6 (21)	POW 4D6+12 (26)
CHA 6D6 (21)	DM +7D6
HP 50 MWL 25	Move 12/30 (on land/in the air)
Bite 125% (1D10+7D6)	
Claw 95% (1D8+7D6)	
Tail 90% (1D20+7D6)	

Armour: Dragon Scales 12/12

Skills: Athletics 120%, Dodge 30%, Lore (varies) 100%, Influence 150%, Perception 110%, Persistence 180%, Resilience 120%, Unarmed Combat 125%

If engaging in close combat, a dragon can make either a single tail attack, or two claw attacks, or one bite attack in a Combat Round.

Breathe Flame: The Dragon may breathe flame over an area as a Combat Action. The flame will cover a cone in front of the Dragon, which stretches for its POW in metres. At its furthest extent, the cone is equal to the creature's POW in width. Any creature caught in the flame suffers 4D6 fire damage, though APs count as normal and on a successful Dodge roll a character may dive for cover to halve this damage. The Dragon may only breathe flame once per hour. Further attempts to breathe flame within this time period require the creature to make a Resilience test, with a cumulative -25% penalty for every attempt.

Magick: Dragons do not need a Philosopher's Stone to cast spells, but have Elemental Casting (Fire) at 68%, an assortment of Fire spells at their disposal, and 26 Magic Points to spend on them; a Dragon regains MPs equal to its POW every 12 hours of rest.

Chapter 12: Bestiary

These giant reptilian creatures fly through the air using the thermals and can create their own thermals as needed, using their fiery breath. Dragons are very individual in their temperament. Some are evil cruel beasts. Others are solitary hoarding creatures. Some use their high intelligence to lord it over other lesser races.

Some believe there are no longer any dragons in England. That is not to say there never were, nor will be again. Numerous legends speak of dragons sleeping

beneath hills and in gloomy caverns. Who is to say that the magical disruptions caused by the current war will not waken one from its slumber to prey again upon the people of this already beleaguered land?

Some Alchemists claim that a Dragon's heart is in itself a Philosopher's Stone that recharges itself rather than crumbling away. If a Dragon could be found, many Alchemists would pay dearly for its heart.

ELEMENTAL

ELEMENTAL TABLE

MPs to summon	SIZ	Hit Points =SIZ	MWL =HP/2	Engulf % =SIZx5	Area of attack =SIZ/3	Damage	Move	Dodge %	Persistence	Resilience
Small Elemental										
1	1	1	1	1	1 sq m	1D6	15m	120	30	100
2	2	2	1	10	1 sq m	1D6	15m	120	30	100
3	3	3	2	15	1 sq m	1D6	15m	120	30	100
4	4	4	2	20	2 sq m	1D6	15m	120	30	100
5	5	5	3	25	2 sq m	1D6	15m	120	30	100
6	6	6	3	30	2 sq m	1D6	15m	120	30	100
7	7	7	4	35	3 sq m	1D6	15m	120	30	100
8	8	8	4	40	3 sq m	1D6	15m	120	30	100
Medium Elemental										
9-20	9-20	9-20	5-10	45-100	3-7 sq m	2D6	23m	90	60	100
Large Elemental										
21-49	21-49	21-49	11-25	105-245	7-17 sq m	3D6	30m	60	90	100
Huge Elemental										
50-99	50-99	50-99	25-50	250%	17-33 sq m	4D6	45m	30	120	100

DEX 2D6 (6)

Elementals are magical beings of raw elemental power. Elementals do not occur naturally, but are frequently summoned by Alchemists to do their bidding. As noted in the Alchemy chapter, elementals normally take humanoid form, but can be shaped to represent any creature the summoner can imagine. See p.236 for more details about elementals and their summoning.

An elemental's characteristics (aside from DEX), derived attributes, and skills are based on its SIZ, which in turn is based on the number of Magick Points the Alchemist puts into summoning the elemental. When summoning an elemental, look up the number of Magick Points put into the spell (on the Elemental Table) and calculate the rest of the elemental's attributes accordingly. Elementals have no STR, CON, INT, POW or CHA. DEX is always

2D6, whatever the elemental's SIZ. The statistics for smaller elementals, which are the most likely to be summoned by Adventurers, are already calculated in the tables; larger elementals will require a little simple arithmetic.

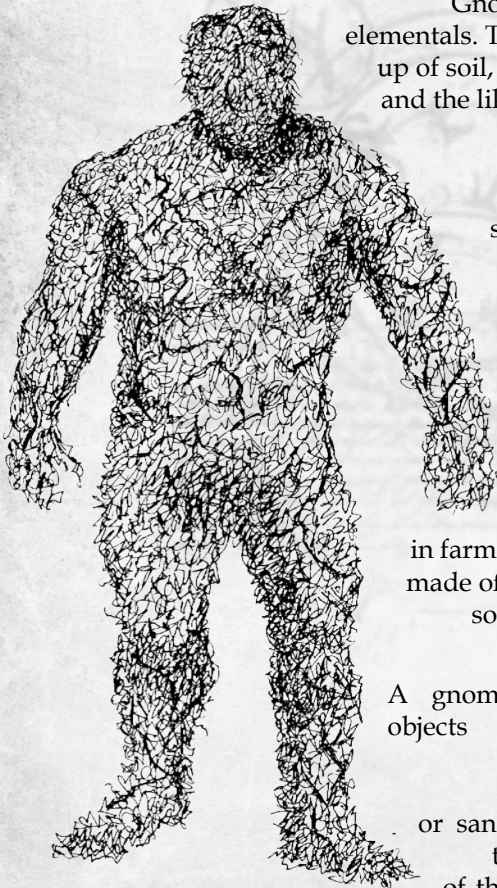
All elementals are immune to disease and poison.

Elementals attack by engulfing their enemies. All opponents within the area of attack are potential targets. Elementals use their Engulf skill, which is equal to their size times five, to hit the target, who then resists using Resilience.

Elementals have magical senses that allow them to 'see' invisible creatures such as immaterial spirits. They also gain +50% when detecting hidden characters.

Elementals themselves are almost invisible if they are within a larger body of their own element (e.g., a fire elemental in a bonfire or a water elemental in a lake). All elementals have the equivalent of a 90% Stealth when lying next to an environment of the same element as themselves.

GNOME



Gnomes are earth elementals. They are made up of soil, pebbles, sand and the like, depending on the local conditions - a gnome summoned on wild moorlands might be peaty with tufts of reeds for hair, while one summoned in farmland might be made of rich crumbly soil oozing with worms.

A gnome can carry objects or people through loose soil or sand, as long as the total SIZ of those carried is

equal to or less than the gnome's SIZ. The gnome cannot, however, provide air for a person, and unless the person being carried has some magical means of breathing, he may suffocate during the trip. A gnome can only carry an unresisting passenger in this manner. A gnome cannot travel through solid rock.

Gnomes often use their Engulf attack by burrowing through the ground and opening a pit beneath their intended victim. They can be used to dig tunnels to get troops into enemy strongholds or cause the collapse of enemy defensive walls.

SYLPH

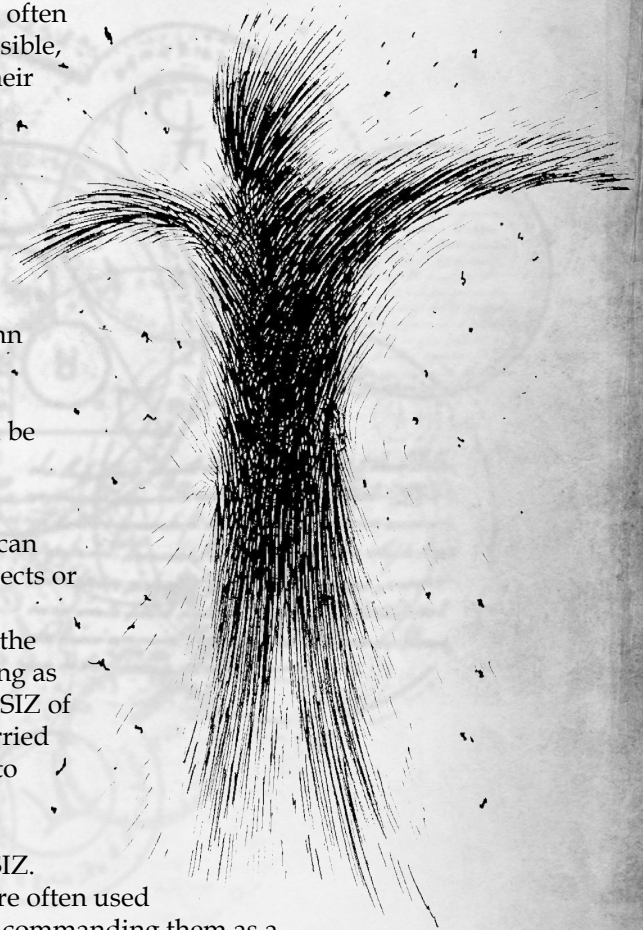
Sylphs are air elementals.

They are often barely visible, unless their blustery mass of human-shaped wind picks up dust or autumn leaves, in which they will be easily seen.

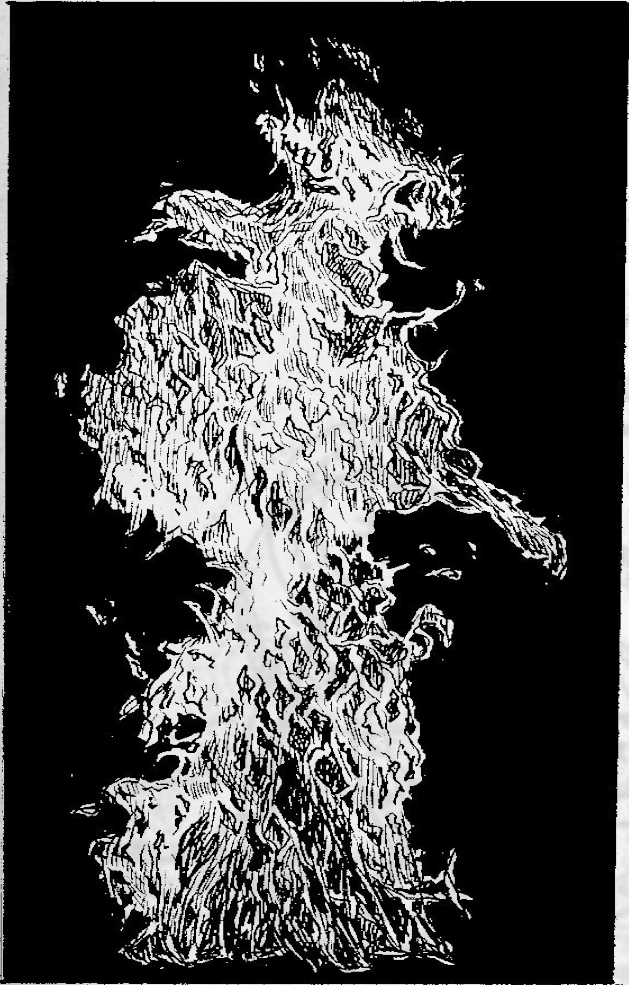
A sylph can carry objects or people through the air, as long as the total SIZ of those carried is equal to or less than the sylph's SIZ.

Sylphs are often used by those commanding them as a cheap and safe means of flight, and for dropping potion jacks and the like on enemy troops.

A sylph may also create a breeze or small whirlwind. Once per summoning, a sylph can cast the spell *For to Summon Up a Mighty Wind*, with a Magnitude equal to its SIZ (to a maximum of 8). This has no Magick Point cost.



SALAMANDER



Salamanders are fire elementals. They take the form of a mass of flame in a vaguely humanoid shape.

A salamander will ignite any flammable object it touches. It will heat (and eventually melt) metal, bake stone, set fires and, naturally, burn people. A salamander can be used to douse natural fires, so long as it has a cubic metre of SIZ equal to or greater than that of the fire. A salamander cannot douse other salamanders, nor can it extinguish any magickal flame. The salamander simply enters the fire and sucks it into itself.

Salamanders can float through the air at the same rate as they move on the ground.

UNDINE



Undines are water elementals. They take the form of a translucent mass of water in humanoid form, roiling and dripping as they move.

An undine can carry objects or beings through water, as long as the total SIZ of those carried is equal to or less than the undine's SIZ. It can carry things either underwater, to any depth, or along the surface for creatures who need air to breathe. Alchemists capable of summoning and commanding undines sometimes use them in the place of ships, sitting serenely atop the creature as it rushes through the water.

FERRET

STR 1D4+1 (3) CON 2D6+3 (9)
 DEX 2D6+6 (13) SIZ 1D4 (2)
 INT 5 (5) POW 3D6 (10)
 CHA 5 (5) DM -1D6
 HP 6 MWL 3 Move 20
 Bite 50% (1D6-1D6)

Armour: None

Skills: Athletics 40%, Dodge 60%, Perception 50%, Resilience 30%, Stealth 45%, Survival 30%, Track 50%



These members of the weasel family are frequently used by the lower classes for hunting rabbits, and by upper class ladies as fashion accessories – they are trained to lie draped around a lady's neck, where they eat lice from

her hair. They are also used as familiars by Alchemists and Witches.

GHOST

STR - CON -
 DEX - SIZ -
 INT 3D6 (10) POW 3D6 (10)
 CHA 3D6 (10) DM 0
 HP - MWL - Move 20
 Throw 50% (1D6)

Armour: -

Skills: Persistence 60% (plus any non-physical skills the person had in life at -20%)

Ghosts are a relatively common phenomenon in the world of *Clockwork & Chivalry*. They are usually tied to a particular place where a troubled death has occurred. Some of the battlefields of the Civil War are said to be haunted by entire ghostly armies that appear to march and fight again quite regularly. Scenes of murder are often haunted by their victims, and people who have died with an important task left undone (particularly a task tied to the needs of their Faction in life) will often haunt the place of their death.

Some ghosts appear to be harmless, merely repeating their last actions, or walking the same path over and over, accompanied by a chill in the air. But some ghosts can be more dangerous. Many can exhibit poltergeist



activity, throwing objects at people nearby with sometimes lethal force. They can also make themselves visible or invisible at will, and when visible manifest as translucent figures.

Ghosts are tied to the place of their death, and cannot

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move more than 10 x POW metres away from the spot.

Ghosts can lift and throw objects equal to their POW x 2, and their Damage Modifier is also based on POW x 2.

A ghost cannot be affected physically, but can be dismissed temporarily by someone with sufficient religious Righteousness. Any character who is a member of a religious Faction (Anabaptist, Catholic, Laudian, Presbyterian, Puritan, Ranter, Tinker) may make an Opposed test of Righteousness against the ghost's Persistence while invoking God. This is a full-round action. On one level of Success, the ghost is dismissed for 3D6 days and cannot manifest again in that time. On two levels of Success, the ghost is dismissed permanently and will never manifest again. On a Failure, the ghost remains. On two levels of Failure, the character loses 2D6 Righteousness Points and is terrified for 3D6 Combat Rounds - he may try to get as far away from the ghost as possible, or curl up into a gibbering ball; if in combat, he may still defend himself, but cannot attack.

The presence of a ghost can be detected with a successful Perception roll, even if the ghost is currently invisible - the character making the roll will feel a distinct chill and a feeling between the shoulder-blades that there is a presence nearby, though it will be impossible to tell

exactly where. Someone who has never previously encountered a ghost will only feel spooked, whereas anyone who has previously encountered a ghost will recognise the presence immediately.

A ghost who was an Alchemist or Witch before death can cast the spells it knew in life. Instead of spending Magic Points from a Philosopher's Stone, a ghostly Alchemist casting spells temporarily drains its POW. This POW is regained at 1 point per day for every day spent not manifesting. If POW reaches 0 the Ghost ceases to manifest, and cannot do so again until a point of POW has been regained (i.e. 24 hours later).

Becoming invisible is a free action and is instantaneous. Because the ghost is incorporeal, it is undetectable when invisible, except by the "creepy" feeling given by a successful Perception roll.

Ghosts are often confused and befuddled by their deaths. Consequently, although they retain any non-physical skills they had in life, they are at a -20% penalty to them. They can speak (in a ghostly whisper, usually, though sometimes in an eerie moan) but tend to be obsessive about their death and the reason for it - trying to have a rational conversation with a ghost is usually a waste of time.

GHOUL

STR 4D6 (14) CON 2D6+3 (9)
DEX 3D6 (10) SIZ 2D6+6 (13)
INT 3D6 (10) POW 3D6 (10)
CHA 1D6 (3) DM +1D4
HP 6 MWL 3 Move 15

Bite 50% (1D6+poison)

Claw 70% (1D4)

Armour: None

Skills: Athletics 40%, Dodge 40%, Persistence 30%, Resilience 50%, Stealth 60%, Unarmed Combat 45% (1D3)

All ghouls have a poisonous bite.

GHOU VENOM

Type: Ingested or Contact

Delay: 1D3 Combat Rounds

Potency: 22



Effect: The victim is completely paralysed for the duration of the poison being in their system.

Duration: 1D10 hours or until healing is administered that restores at least one hit point.

Ghouls are sinister creatures which feed on the bodies of the dead. They are often found on battlefields in the wake of a conflict. Some say they are people possessed by evil spirits, others that they are Camp Followers warped by too much contact with Alchemy. A third opinion has it that they are merely desperate people driven mad by hunger.

Ghouls are normally shy and nervous creatures who hide in holes and caves away from normal people but, if disturbed while feeding on the dead, they will fight frenziedly to prevent the loss of their meal. Their finger-

nails have become sharp and jagged talons, and their bite causes a wound to fester, causing paralysis in the manner of a poison.

Ghouls give out a blood-curdling howl when attacking. Everyone within a Ghoul's POW in metres is affected as if by the spell *For to Cause a Great Fear*, unless they can make a successful opposed test of Resilience against the Ghoul's Persistence. Those who successfully resist must do so every round for five more successive combat rounds, after which they are immune to a Ghoul's howling effects for a week.

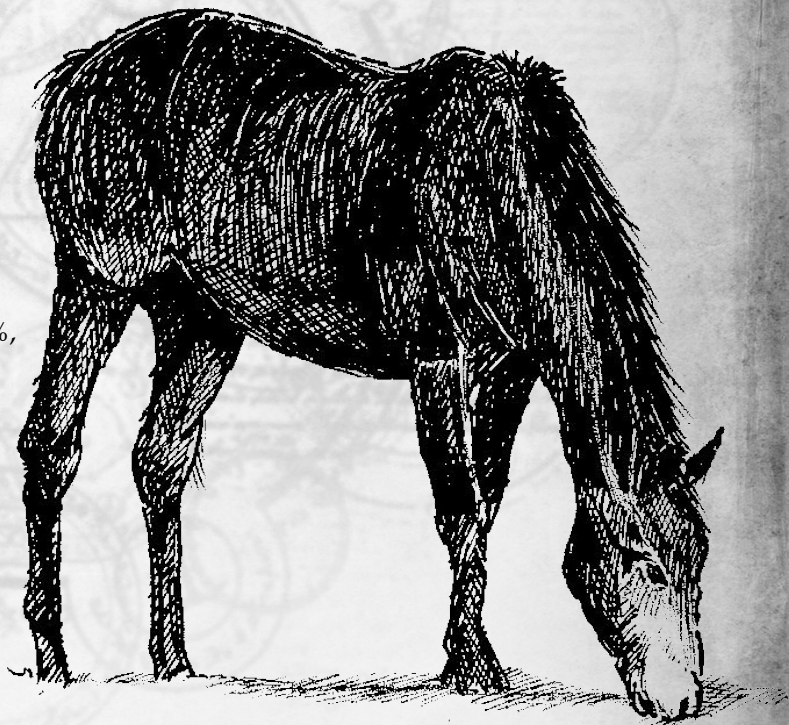
HORSE

STR 2D6+18 (25) CON 3D6+6 (16)
 DEX 2D6+3 (10) SIZ 2D6+18 (25)
 INT 5 (5) POW 3D6 (10)
 CHA 5 (5) DM +2D6
 HP 21 MWL 12 Move 24
 Kick 40% (Trained warhorse 80%) (1D6+2D6)

Armour: None

Skills: Athletics 75%, Dodge 40%, Perception 40%, Resilience 40%, Survival 20%

Horses are very common in England, and are the main beast of burden and form of transport. Most decent horses have been requisitioned by the various armies, so mules (a donkey/horse cross-breed) tend to be used for riding, pulling carts and carrying heavy loads. The attributes above are applicable for most horses - warhorses will tend to have higher than average STR and SIZ, cobs lower than average STR and SIZ, ponies minimum STR and SIZ, and Mules minimum SIZ.



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RAVEN

STR 1D3 (2) CON 2D3 (4)
DEX 3D6+6 (16) SIZ 1D4 (2)
INT 6 (6) POW 3D6 (10)
CHA 3 (3) DM -1D6
HP 3 MWL 2 Move 2/24 (on land/in the air)

Claw 40% 1D6-1D6
Bite 30% 1D4-1D6

Armour: None

Skills: Dodge 50%, Perception 60%, Sleight 40%, Stealth 50%



Large black carrion birds, they are often seen as birds of ill-omen as they gather on battlefields and around gibbets to pick the bones of the dead. They are generally

harmless to humans, but are sometimes used as Familiars by Alchemists and Witches, since they are relatively intelligent.

SEA SERPENT

The Sea Serpent comes in several size ranges:

HATCHLING

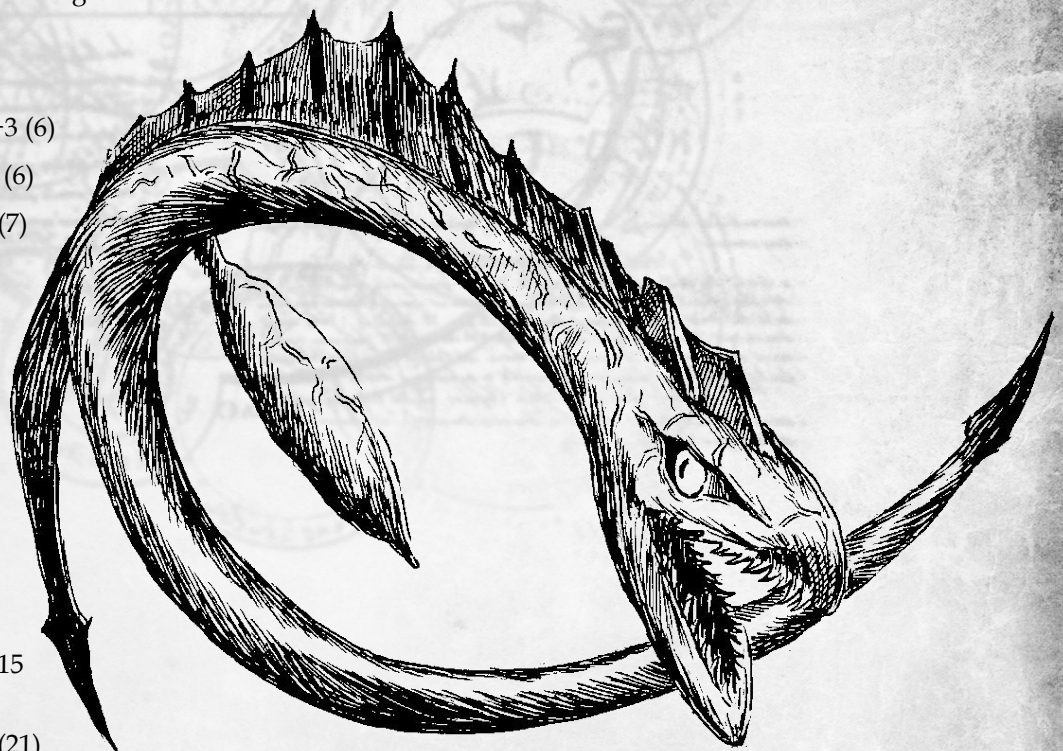
STR 2D6+6 (11) CON 1D6+3 (6)
DEX 6D6 (21) SIZ 1D6+3 (6)
INT 3 (3) POW 2D6 (7)
CHA 3 (3) DM -1D6
HP 6 MWL 3 Move 24
Bite 30% 1D4

Armour: None

Skills: Athletics 50%, Stealth 35%

ADULT

STR 8D6+30 (54) CON
4D6+21 (33)
DEX 2D6 (7) SIZ 6D6+15
(33)
INT 3 (3) POW 6D6 (21)
CHA 3 (3) DM +4D6



HP 33 MWL 17 Move 24

Bite 60% 1D6+4D6

Armour: Scales 5/2

Skills: Athletics 50%, Stealth 35%

LEVIATHAN

STR 12D6+50 (86) CON 6D6+36 (54)

DEX 2D6 (7) SIZ 10D6+39 (69)

INT 3 (3) POW 6D6 (21)

CHA 3 (3) DM +8D6

HP 62 MWL 31 Move 24

Bite 60% 1D6+8D6

Armour: Scales 8/4

Skills: Athletics 65%, Stealth 15%

"Those who sail up along the coasts of Norway...tell the remarkable story of how a serpent of fearsome size...resides in rifts and caves outside Bergen. On bright summer nights this serpent leaves the caves to eat calves, lambs and pigs, or it fares out to the sea and feeds on sea nettles, crabs and similar marine animals. It has long hair hanging from its neck, sharp black scales and flaming red eyes. It attacks vessels, grabs and swallows people, as it lifts itself up like a column in the water."

- Olaus Magnus, *Carta marina*, 1555

While relatively rare around the settled coastline of the British Isles, these giant sea snakes are relatively common in the Atlantic Ocean, where they are occasionally a menace to shipping crossing to the New World. Though they live mostly on other sea creatures, the larger ones

will occasionally mistake a ship for prey and attack, wrapping themselves around the hapless vessel and crushing it in the manner of a boa constrictor. Smaller ones will sometimes climb aboard a ship and attack sailors directly.

Occasionally one of these serpents will come up one of the larger rivers of England, and may be a hazard to shipping and livestock until killed; such an event is likely to be seen as an omen of the wrath of God.

A metre in length when first hatched, Sea Serpents grow at the rate of one metre every five years, up to a maximum length of 40 metres. The statistics above show a Sea Serpent at three stages of its life; as a hatchling, as a medium-sized serpent, and as a leviathan of the deep, a 40-metre creature.

SPARROW

STR 1D2 (1) CON 1D3 (2)

DEX 3D6+6 (16) SIZ 1D2 (1)

INT 2 (2) POW 1D6 (3)

CHA 5 (5) DM -1D6

HP 2 MWL 1 Move 1/20 (on land/in the air)

Claw 20% 1D2-1D6

Armour: None

Skills: Dodge 50%, Perception 50%, Stealth 50%



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These tiny brown birds (not much larger than a mouse) are mostly harmless. They are a common sight in town and countryside, hopping about and eating seeds and small insects, and flocks of them can be a pest in croplands. They have no song beyond a boring “cheep cheep” and are so ubiquitous and innocuous that few

people pay them any attention at all. This makes them ideal Familiars for Alchemists and Witches, as they very unlikely to be suspected of anything arcane. Their low INT makes them very hard to train however, so the correct spell *For the Domination of...* is needed to make use them.

STOORWORM

STR 12D6 (42) CON 3D6+12 (22)
DEX 2D6 (7) SIZ 12D6 (42)
INT 9 (9) POW 1D6+12 (15)
CHA 3 (3) DM +4D6
HP 32 MWL 16 Move 15
Bite 55% 1D10+4D6
Breath 100% Poison

Armour: Scales 7/3

Skills: Athletics 30%, Persistence 40%, Resilience 25%, Stealth 35%

Stoorworm breath is poisonous.

STOORWORM BREATH

Type: Inhaled

Delay: Immediate

Duration: 1 Combat Round

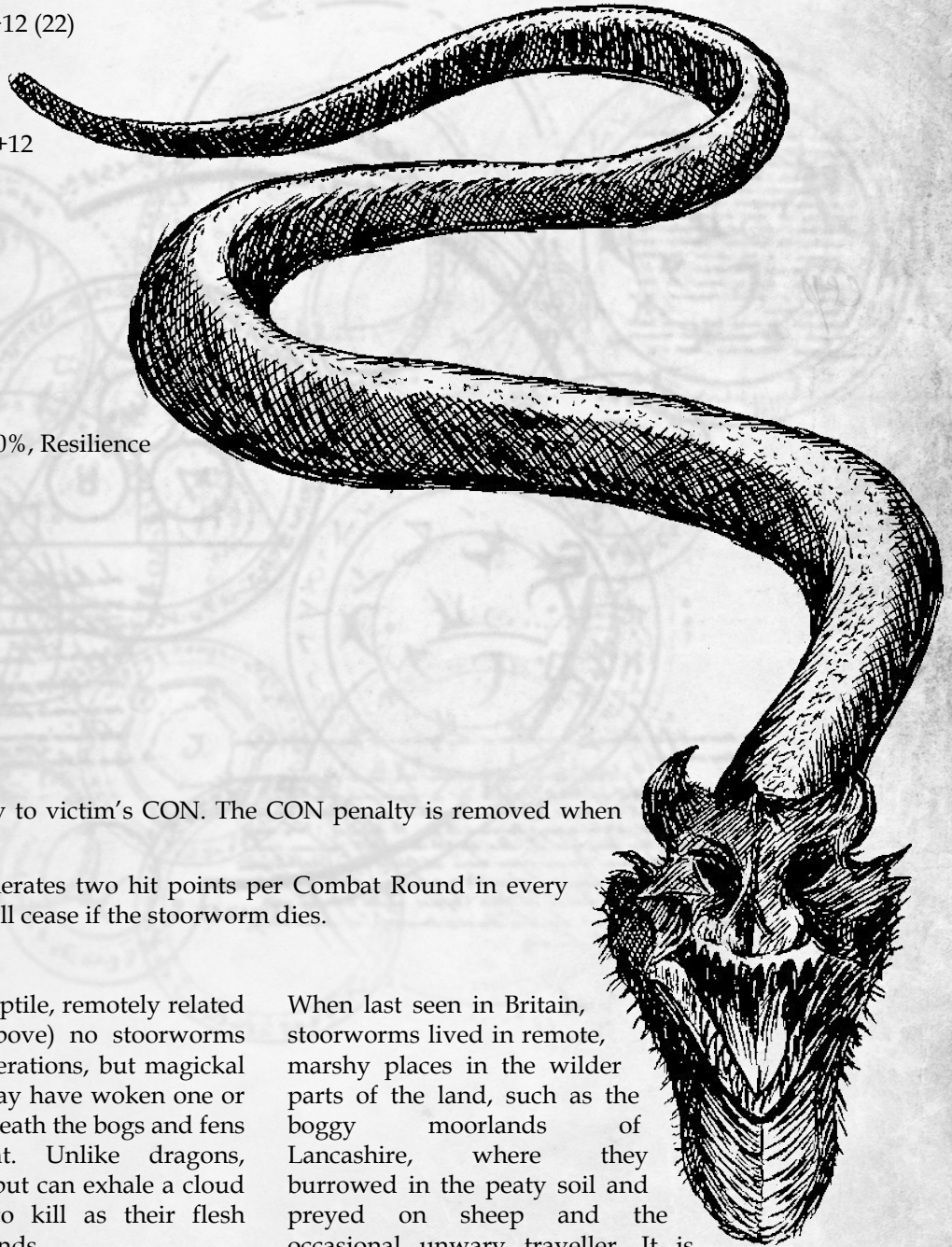
Potency: 72

Effect: 1D6 damage and -1 penalty to victim's CON. The CON penalty is removed when the HP damage is healed.

Regeneration: A stoorworm regenerates two hit points per Combat Round in every damaged location. Regeneration will cease if the stoorworm dies.

A stoorworm is a large, limbless reptile, remotely related to dragons. Like dragons (see above) no stoorworms have been seen in England in generations, but magical disruptions of the natural order may have woken one or more from their deep slumbers beneath the bogs and fens that are their natural habitat. Unlike dragons, stoorworms have no fiery breath, but can exhale a cloud of poison, and are very hard to kill as their flesh regenerates very quickly from wounds.

When last seen in Britain, stoorworms lived in remote, marshy places in the wilder parts of the land, such as the boggy moorlands of Lancashire, where they burrowed in the peaty soil and preyed on sheep and the occasional unwary traveller. It is also possible that some may be



sleeping beneath the marshy fenlands of East Anglia and may be woken by engineers' efforts to build drainage canals in the area.

Stoorworms look like gigantic snakes, twenty metres long, with crested heads like dragons; they are black or dark brown and usually covered with dark peaty soil.

They smell of sulphurous pond water and their eyes are a virulent scum-green.

A stoorworm can emit a cloud of poisonous gas once per round. The cloud remains for one round before losing its effectiveness.

WOLF

STR 3D6 (10) CON 3D6+3 (13)

DEX 3D6+3 (13) SIZ 2D6+3 (10)

INT 5 (5) POW 3D6 (10)

CHA 5 (5) DM 0

HP 12 MWL 6 Move 20

Bite 60% (1D8)

Claw 30% (1D4)

Armour: Tough Hide 3/1

Skills: Athletics 25%, Dodge 30%, Perception 50%, Resilience 45%, Stealth 15%, Survival 60%, Track 25%

Wolves are rare in England and extinct in more settled places. There are still small packs roaming wilderness areas, though they rarely attack humans, preying mostly on deer or domestic sheep. Rumours and broadsheet ballads speak of more dangerous wolves roaming the Debatable Lands; some say they have imbibed alchemical potions that leached into the rivers following the battle of Naseby, and as a result gained magical powers.

Games Masters wishing to surprise Adventurers visiting the Debatable Lands could give wolves any number of magical abilities. Examples include: a "super" strong wolf, a fearsome wolf with an ability that acts in the same way as the spell *For to Cause a Great Fear*, a fire-breathing wolf, etc.



Chapter 13

In which advice is offered to the Games Master

"...The Lords Day, commonly called Sunday is of late much broken and profaned by a disorderly sort of people in frequenting Taverns, Ale-houses, and the like, and putting to sale victuall and other things, and exercising unlawfull games and pastimes, to the great dishonour of God, and reproach of Religion..."

- *Speeches and Passages of This Great and Happy Parliament*, London, England, 1641

The following chapter gives advice to the prospective Games Master. If you are intending to run *Clockwork & Chivalry* you will hopefully find some of the following information and tools helpful. Once you have familiarised yourself with the game and game-world, you will then need to think about what sort of game you are intending to run. You might wish to start with some of the pre-written adventures for the setting, or you might want to design your own campaign, using the elements in this book to enrich and populate your stories, or you may want to use a combination of your own scenarios, in conjunction with some of the pre-generated NPCs and adventure hooks that can be found in the tables later in this chapter. You also might want to think about what your players might be expecting, and hoping for, and in particular, what sort of playing and campaign style would best suit them (if in doubt, ask them).

Games Mastering

Being the Games Master is more work than being a normal player in an RPG. People playing characters can turn up to the game, play and go home again. The Games Master has to do some advanced preparation in order to provide a story for characters to participate in.

No, let's put it another way. Being the Games Master is more *fun* than being a normal player in an RPG! If making up stories, concocting fiendish plots, thinking of weird and wonderful characters, and dreaming of fabulous places is your idea of fun, then being the Games Master is the best fun there is. The other players just turn up to the game, play and go home again - you get to play in between times too!

Some Games Masters spend as much time preparing for an RPG as they do actually running it, while others just jot down a few ideas on the back of an envelope and trust to their powers of improvisation. Some Games Masters use pre-written adventures (like the one in the back of this book or the *Kingdom & Commonwealth* campaign), while others make up their own. There's no one true way of Games Mastering, and a lot of Games Masters use a mixture of all three methods – often taking a pre-written adventure, tweaking and twisting it to better fit their own version of the game world and their players' preferences, then improvising madly when the characters go off in a direction they weren't expecting.

Games Masters are expected to know the rules, provide information about the game world, play the part of any non-player characters (NPCs – i.e., everyone in the world who isn't an Adventurer), and keep the plot going. This sounds like a rather daunting task, but as long as you're reasonably well-organized and can improvise if things don't go as you expected, you'll be fine.

There are two main styles of adventuring – plotted and sandboxed. Most adventures turn out to be a mix of these two styles, though quite where the balance lies will depend on your Games Mastering style. The adventures in the *Kingdom & Commonwealth* campaign are designed to be a mixture of the two, where plotted episodes lead to sections of the adventure that allow players more freedom of action, that in turn lead to another plotted section, and so on.

PLOTTED ADVENTURES

Plotted adventures have a structure much like a novel or a movie, and the players are taken through a number of scenes leading to an exciting grand finale. This type of adventure is easy to plot and run, as long as the players are co-operative. If the players decide they don't want to do what you expect them to do in a given scene, you're either going to have to make up something new and abandon your carefully made plot, or you're going to have to "railroad" your players back on track by making any options other than the ones you came up with seem unappealing.

If you know your players well, an adventure of this type can be quite easy to run, as you'll know the sort of things that their characters do in a given situation and can plan your plot accordingly. But be careful – the players should always have at least the *illusion* of free will! If they feel they're being pushed to go in a certain direction, they're likely to start making sarcastic comments like "The plot compass is pointing this way!" and the atmosphere will be lost.

One way around this is to prepare for multiple outcomes. In other words, if the party do A, then X will happen, if they do B then Y. The adventure branches in a different direction, but you are prepared, and later events can bring things back on track. Covering more than one possibility in this way is sensible, but does entail more work.

For instance, your Adventurers are on the trail of a dragon's heart, which is said to be a powerful magickal item, and is currently being kept under lock and key in the besieged Parliamentary town of Manchester. You've planned a scene where the Adventurers make friends with an Alchemist who can help get them into the town by summoning a gnome to burrow under the walls. Unfortunately, one of the Adventurers takes a dislike to the Alchemist and punches him on the nose. He goes off in a huff, and the Adventurers decide to climb over the walls in the dead of night. It's not the scene you planned, but by taking some guard statistics from the ready-made NPC tables later in this chapter, and having the Adventurers make some Climb tests, you can have an equally exciting scene and once they're in the town they'll be back on track, looking for the dragon's heart.

SANDBOX ADVENTURES

Sandbox adventures do not start off with a pre-determined plot – the Games Master decides on a few themes, some locations and a number of NPCs. He starts with a beginning scene, lets the Adventurers interact with his ready-made characters, and lets the story go where it will.

Sandbox campaigns can be much more open-ended than plotted adventures. Various Factions (both organisations and individuals) have their own motivations and agendas, and what happens will very much depend on how the Adventurers interact with them.

For instance, moving on the adventure mentioned above, assume that the Adventurers are now in besieged Manchester, looking for the dragon's heart. You could run Manchester as a sandbox. Create a number of characters with whom the Adventurers can interact – shop-keepers, an army commander, a local gentry family, a sect of Ranters – and some places – a couple of taverns, the New Model Army headquarters, a haunted church in whose catacombs the dragon's heart is hidden, etc. If each of the NPCs has some knowledge, or some reason for wanting to help or hinder the Adventurers, you can let the players interact with these people in any way they wish, and tie themselves in all sorts of knots that will generate further adventure situations.



ADVENTURES AND CAMPAIGNS

Campaigns are where role-playing can be at its most fun, as Adventurers grow and change over time, and the world becomes a living, breathing place with the Adventurers at its heart. As with a single adventure, it's important that the players feel they can have an effect on the direction of the campaign. As the Games Master, you need to have some idea of where the campaign *might* go, and some ideas for grand finales and the like – if you just make it up as you go along, it can easily fizzle out. Better to bring it to a grand finale with the possibility of carrying on afterwards if the players are still excited, than to let it fizzle out because you've run out of ideas and have the players drop out of the game because they're bored.

RUNNING THE GAME

OK, so you've got your first adventure planned. Time to try it out on your eager (or possibly bemused) players. You may have the phrase "No battle plan survives contact with the enemy" drifting through your head. Don't think like that! The players are just as keen to have a good time as you are. If this is your first RPG, they'll be willing to cut you some slack. If things get on top of you, suggest a short break while you get your notes in order. If you get a rule wrong, don't worry – admit it, and move on from there. If one of the players seems to know the rules better than you, suggest they help by explaining things when you get to a rule you're not clear about.

Don't be worried about making a fool of yourself – but don't feel you have to be silly, either. Some Games Masters will put on different accents for different NPCs and really ham it up – others will just say "He has a broad Yorkshire accent," and carry on speaking for him in a normal voice.

Remember to describe things. It's no use having an epic vision of a city under siege – sylphs flying overhead and dropping barrels of explosives on its crumbling walls, a massive gnome pounding at the gates with its mighty fists, hordes of pikemen and cavaliers embroiled in hand-to-hand combat – if all you tell the players is "You get to Manchester. It's besieged." On the other hand, five minutes of excruciatingly detailed description of Sergeant Mick "Miasma" Michaelson's privy is probably more than anyone needs to know. If art is more your thing than words, draw a picture – they're said to be worth a thousand words!

Try to keep the game moving. If someone wants to do some shopping for new equipment, by all means let them – but if everyone else is getting bored while one player browses the equipment chapter for a new gun, and you know they're not going to get to use the gun this session, suggest they can buy their equipment after the game's over, and get on with the scene at the courtly ball at Prendeghast House. If it seems like the game session is getting bogged down in discussing a rule you don't quite understand, remember that it's the story that's important, not the rules – make a decision (a fair one, of course) and move on. Some people love rules and will talk about them for hours, given the chance – others find them terribly dull and are likely to start talking about last night's TV if you don't get the problem out of the way quickly.

Above all, remember that it's *your* game. If there's something in the game that you don't like, whether that

be rules or background, change it or ignore it. If you think the clockwork creation rules are too complicated, replace them with a single Art (Clockwork Design) die roll to see if the Adventurer's invention gets made. If you think the world would be a better place if Prince Rupert and the Royalists were all Satanists, make it so!

MAKE NOTES

Making notes is a good idea. There's nothing worse than turning up to a session to find that everyone has a slightly different take on what happened in the last session, particularly if there's been a few weeks between sessions. As Games Master, you should probably make a few notes at the end of the evening, even if its only "Justice Cameron shot in the back by Noah, but escaped. Lady Belinda incensed. Adventurers now wanted for attempted murder." Sometimes players will make their own notes; if there's one person who does this all the time, and her notes are accurate, you can probably rely on them, and not bother yourself (though beware the day when she can't come to the game!).

PROBLEM PLAYERS

OK, sometimes there are problem players. But not very often. Mostly, everyone's there to have fun. Remember that you're the referee as well as everything else. If one of the players is talking too much and it's obvious that someone else finds it intimidating, gently ask the offender to stop for a minute and let others have their say. If one of the players is quiet, make sure you prompt them to speak (if they want to - some players have a great time and barely say a word, only coming to life when there are dice to roll and things to hit!). If someone keeps challenging your judgments, suggest (politely) that

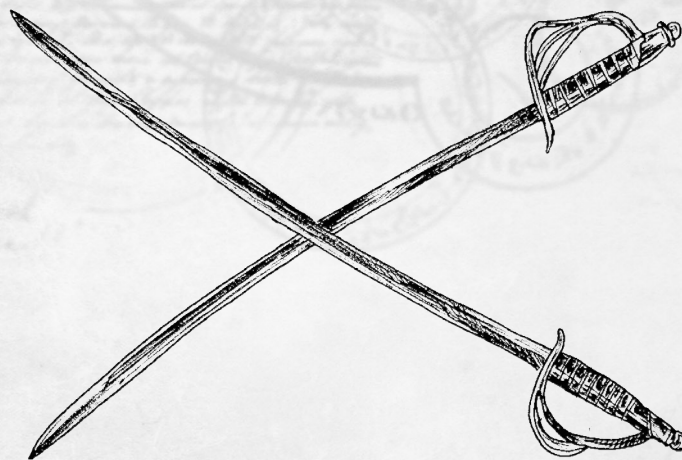
they run an adventure for the group - it'll give you a chance to play a PC, and might make the challenger appreciate the difficulties involved.

But don't worry about problem players unless they appear - as long as everyone's obviously having fun, and no-one feels left out, things will go swimmingly.

NON-PLAYER CHARACTERS

As the Games Master, you'll be playing lots of different characters (whether they be major villains, minor crooks, soldiers, strangers met in bars, rural families, radical agitators, or whatever) while the other players only have one character to play. Thankfully, you don't need to go through the whole character creation process for every character the Adventurers meet. Often, if they only have a speaking role and don't need to demonstrate any skills, your NPCs don't need stats at all. And even if they *do* need some numbers, most NPCs don't need every skill they have listed. As long as the ones they're likely to use in a scene are decided on, the rest can be ignored. There's no point in giving a gang of renegade soldiers a whole bunch of Lore and Craft skills, if their point in the scene is to attack the Adventurers and get killed. If it turns out later that one of the soldiers survives and offers to help the Adventurers mend their cart in return for his freedom, you can give him a Craft (Carts) skill then.

On pp.344-5 there are ready-made NPCs for you to drop into an adventure when you need them. They are all deliberately low-level, so as to be a challenge to beginning Adventurers. Boost their characteristics and skills when you want to provide more of a challenge, or as the Adventurers progress.



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CAVALRY			
Parliamentarian Dragoon	STR 11 CON 11 SIZ 11 INT 10 POW 10 DEX 11 CHA 10	DM 0 HP 11 MWL 6	
Close Combat 40%, Dodge 40%, Gun Combat 55%, Persistence 50%, Resilience 55%, Ride 60%, Unarmed Combat 50%			
Mortuary Sword 1D8, Carbine 2D6+1, Unarmed 1D3			AP 3/1
Royalist Scout	STR 11 CON 11 SIZ 11 INT 10 POW 10 DEX 11 CHA 10	DM 0 HP 11 MWL 6	
Close Combat 40%, Dodge 40%, Gun Combat 50%, Persistence 50%, Resilience 55%, Ride 60%, Unarmed Combat 50%			
Mortuary Sword 1D8, Carbine 2D6+1, Unarmed 1D3			AP 2/1
Heavy Cavalry	STR 11 CON 11 SIZ 11 INT 10 POW 10 DEX 11 CHA 10	DM 0 HP 11 MWL 6	
Close Combat 40%, Dodge 40%, Dual Weapons (Sword & Pistol) 40%, Gun Combat 50%, Persistence 50%, Resilience 55%, Ride 60%, Unarmed Combat 50%			
Mortuary Sword 1D8, Pistol 1D6+2, Unarmed 1D3			AP 4/2
Curassier	STR 11 CON 11 SIZ 11 INT 10 POW 10 DEX 11 CHA 10	DM 0 HP 11 MWL 6	
Close Combat 50%, Dodge 40%, Gun Combat 40%, Persistence 50%, Resilience 55%, Ride 60%, Unarmed Combat 50%			
Mortuary Sword 1D8, Carbine 2D6+1, Unarmed 1D3			AP 5/2
Harquebussier	STR 11 CON 11 SIZ 11 INT 10 POW 10 DEX 11 CHA 10	DM 0 HP 11 MWL 6	
Close Combat 40%, Dodge 40%, Dual Weapons (Sword & Pistol) 50%, Gun Combat 50%, Persistence 50%, Resilience 55%, Ride 60%, Unarmed Combat 50%			
Mortuary Sword 1D8, Carbine 2D6+1, Unarmed 1D3			AP 4/2
INFANTRY			
Infantry	STR 10 CON 11 SIZ 11 INT 9 POW 11 DEX 12 CHA 11	DM 0 HP 11 MWL 6	
Close Combat 50%, Close Combat (Polearms) 50%, Dodge 45%, Gun Combat 50%, Persistence 44%, Resilience 55%, Ride 64%, Unarmed Combat 50%			
Short Sword 1D6+1D2, Pike 1D8+1+1D2, Flintlock Musket 2D8+1			AP varies: 1/0, 2/1 or 3/2
NEW MODEL ARMY CLOCKWORK REGIMENT			
Driver	STR 11 CON 11 SIZ 11 INT 11 POW 11 DEX 13 CHA 11	DM 0 HP 11 MWL 6	
Close Combat 50%, Dodge 45%, Drive 50%, Gun Combat 50%, Mechanical Philosophy 40%, Mechanisms 50%, Persistence 50%, Resilience 55%, Unarmed Combat 50%			
Short Sword 1D6+1D2, Flintlock Musket 2D8+1			AP varies: 1/0, 2/1 or 3/2
Officer	STR 11 CON 12 SIZ 11 INT 11 POW 11 DEX 13 CHA 11	DM 0 HP 12 MWL 6	
Close Combat 55%, Dodge 45%, Drive 55%, Gun Combat 50%, Mechanical Philosophy 40%, Mechanisms 60%, Persistence 50%, Resilience 55%, Ride 50%, Unarmed Combat 50%			
Mortuary Sword 1D8, Carbine 2D6+1			AP varies: 2/1 or 3/2
BATTLE ALCHEMIST			
Alchemist	STR 10 CON 9 SIZ 10 INT 13 POW 12 DEX 11 CHA 11	DM 0 HP 10 MWL 5	
Alchemy 50%, Close Combat 35%, Dodge 45%, Elemental Casting (varies) 55%, Elemental Casting (varies) 45%, Gun Combat 35%, Persistence 50%, Resilience 40%, Unarmed Combat 50%			
Dagger 1D4+1, Rapier 1D8 or Pistol 1D6+2, 1D3 Philosophers Stones with 1D6 Magick Points in each.			AP: 0/0
NOTE: For ease, Battle Alchemists will be considered to have 2D4 spells from the Element spell list in which they have the higher (55%) score, and 1D4 spells from the Element spell list in which they have the lower (45%) score. So an Alchemist with 55% Elemental Casting (Fire) and 45% Elemental Casting (Earth) will have 2D4 Fire spells and 1D4 Earth spells.			

OTHER TRADES		
Farmer or Villager	STR 12 CON 11 SIZ 11 INT 9 POW 9 DEX 10 CHA 10	DM 0 HP 11 MWL 6
Close Combat 35%, Dodge 36%, Perception 55%, Persistence 38%, Resilience 49%, Survival 46%, Unarmed Combat 35%		
Dagger 1D4+1, Pitchfork 1D8, Unarmed Combat 1D3 AP 0/0		
Merchant	STR 10 CON 11 SIZ 10 INT 11 POW 10 DEX 10 CHA 10	DM 0 HP 11 MWL 6
Close Combat 35%, Commerce 50%, Dodge 20%, Evaluate 40%, Insight 40%, Persistence 35%, Resilience 22%, Unarmed Combat 25%		
Dagger 1D4+1, Unarmed Combat 1D3 AP 0/0		
Strongman	STR 16 CON 14 SIZ 15 INT 9 POW 9 DEX 11 CHA 11	DM +1D6 HP 15 MWL 8
Athletics 50%, Close Combat 35%, Dodge 50%, Persistence 38%, Resilience 49%, Unarmed Combat 55%		
Unarmed Combat 1D3+1D6 AP 0/0		
ROGUES		
Beggar or Vagabond	STR 9 CON 9 SIZ 10 INT 9 POW 9 DEX 12 CHA 10	DM 0 HP 9 MWL 5
Close Combat 35%, Dodge 36%, Perception 55%, Persistence 38%, Resilience 39%, Streetwise 46%, Unarmed Combat 25%		
Club 1D6 or Dagger 1D4+1, Unarmed Combat 1D3 AP 0/0		
Cottager or Outlaw	STR 10 CON 9 SIZ 10 INT 9 POW 9 DEX 10 CHA 10	DM 0 HP 10 MWL 5
Close Combat 35%, Dodge 36%, Persistence 38%, Resilience 29%, Survival 56%, Unarmed Combat 25%		
Club 1D6 or Dagger 1D4+1, Unarmed 1D3 AP 0/0		
Highwayman or Pirate	STR 12 CON 11 SIZ 11 INT 11 POW 9 DEX 13 CHA 12	DM 0 HP 11 MWL 6
Close Combat 45%, Dodge 45%, Gun Combat 50%, Perception 55%, Persistence 38%, Resilience 50%, Ride 50%, Unarmed Combat 35%		
Pistol 1D6+2, Rapier 1D8, Unarmed Combat 1D3 AP 0/0		
Ruffian	STR 12 CON 11 SIZ 12 INT 9 POW 9 DEX 10 CHA 10	DM 0 HP 12 MWL 6
Close Combat 45%, Dodge 40%, Persistence 30%, Resilience 50%, Streetwise 48%, Unarmed Combat 45%		
Cosh 1D4 or Cudgel 1D6/1D6+1 or Dagger 1D4+1, Unarmed Combat 1D3 AP 0/0		
Thief	STR 10 CON 10 SIZ 10 INT 11 POW 9 DEX 13 CHA 10	DM 0 HP 11 MWL 6
Close Combat 35%, Dodge 55%, Evaluate 50%, Perception 55%, Persistence 30%, Resilience 40%, Sleight 55%, Streetwise 55%, Unarmed Combat 35%		
Dagger 1D4+1, Unarmed Combat 1D3 AP 0/0		
WITCHES AND WISE WOMEN		
Satanic Witch	STR 10 CON 10 SIZ 10 INT 12 POW 12 DEX 10 CHA 10	MAG 4 DM 0 HP 10 MWL 5
Close Combat 30%, Dodge 40%, Perception 50%, Persistence 45%, Resilience 30%, Unarmed Combat 25%, Witchcraft 50%		
Dagger 1D4+1, Unarmed Combat 1D3 AP 0/0		
NOTE: For ease, Satanic Witches will be considered to have the spell <i>For to Give a Withering Look</i> , and 9 other Witchcraft spells chosen from those <i>not</i> marked with a *.		
Cunning Man/Wise Woman	STR 10 CON 10 SIZ 11 INT 12 POW 12 DEX 11 CHA 10 MAG 3/0	DM 0 HP 11 MWL 6
Close Combat 30%, Dodge 40%, Insight 50%, Healing (Herbalist) 50% or Witchcraft 50%, Perception 50%, Persistence 45%, Resilience 30%, Unarmed Combat 25%		
Dagger 1D4+1, Unarmed Combat 1D3 AP 0/0		
NOTE: For ease, Wise Women with the Witchcraft skill will be considered to have the spell <i>For to Give a Withering Look</i> , and 6 other Witchcraft spells chosen from those marked with a *.		

MINOR NPCs: OPTIONAL RULE

As written, combat in *Clockwork & Chivalry* is quite dangerous. Players will be reluctant to get into a fight if they don't have to. For a more cinematic, swashbuckling game, use the following rule:

When fighting minor NPCs, every Major Wound caused by the Adventurers is a Grave Wound. This means you can throw hordes of ghouls or blundering guards at the party with some hope of the Adventurers still winning the fight, as the enemy will be put out of action quite quickly. Save Serious Wounds for the major villains, who may live to fight another day – the master swordsman who beats the best fighter in the adventuring party and escapes; the mad Alchemist who carries on throwing spells despite being badly wounded; the mother dragon, whose half-grown hatchlings the Adventurers have hacked their way through, only to find the parent is an entirely different level of challenge.

Campaign Style

Clockwork & Chivalry provides a whole world of fantasy adventure, whatever your style of play. Here are some extra ideas on different directions in which you could take a campaign.

THE “DEFAULT” CAMPAIGN

The “default” *Clockwork & Chivalry* campaign assumes that the Adventurers are a mixed group of characters from a number of Factions, struggling to survive and make the world a better place in the face of fanatics of all types. This is the campaign as described on p.18, and is the campaign style developed in the adventures of the *Kingdom & Commonwealth* campaign published by Cakebread & Walton/Cubicle 7 Entertainment. The *Kingdom & Commonwealth* campaign tends to take a mixed approach to all the styles described below – giving Games Masters all the tools they need to run the game, while also allowing plenty of room to set the ambience you prefer and to emphasise the themes you feel work best.

THE HISTORICAL CAMPAIGN

Players and Games Masters who are interested in history can easily beef up the historical aspects of the game. Most

of the material in the book is based on real history; even the fantastical elements are based on the beliefs of the day, so wouldn't have seemed fantastical to an inhabitant of 1645. This means that you can easily take elements from historical sources to give you campaign ideas. There are many books, news sheets and political leaflets from the period available online or in your local library. Such sources can give you ideas for scenes, plots, incidents, even whole campaigns. Those of you who like a *really* historical campaign can remove clockwork, alchemy and witchcraft, change the events of the battle of Naseby back to what really happened, and you've got a perfectly good historical English Civil War RPG.

HIGH FANTASY/LOW FANTASY

Not all role-players feel confident playing a historically based game. For some, if history was never their thing at school, they might even want to run a mile. Ironically, the self same players are usually prepared to take in any amount of fictional history while immersed in a fantasy game world. If you have players of that persuasion, *Clockwork & Chivalry* can be played as pure fantasy. Play down the complex politics, and play up the evil witches, ghouls, and dragons. It can be run as a low fantasy setting, in which the Adventurers are trying to make a semi-honest living, struggling from one mission to the next, or it can be an epic quest to save the land from a marauding dragon, with lots of high-powered magick and mad mechanical devices.

GOOD AND EVIL

We've deliberately not said which side is right and which side is wrong in the Civil War. But if you want to turn *Clockwork & Chivalry* into an epic fight against evil, you could decide to have an evil Faction, be it large or small. Perhaps there is a conspiracy of Witches trying to take over the land (see *Thou Shalt Not Suffer*, volume II of the *Kingdom & Commonwealth* campaign for our take on that). Perhaps Alchemists really *are* summoning demons when they call up an elemental, as the Parliamentarians say – in your universe, Prince Rupert could become an evil dark lord, married to the Witch Queen of Cornwall, determined to rule the land with armies of ghouls and zombies. Or maybe Cromwell's clockwork becomes all-powerful and the Adventurers have to fight against a clockwork dictatorship ruled by fanatical stormtroopers in striding suits, where the sound of an Iron Horse strikes terror into the hearts of the people.

CLOCKPUNK

In much the same way that some elements of Steampunk are about imagining “what if?” technology had developed differently in Victorian times, so *Clockwork & Chivalry* asks the same question of the Stuart age. This book presumes that clockwork and alchemical technology is relatively recent, just beginning to transform society. There is no reason that this idea can’t be taken further. If experimenting with dystopias is your thing, there is no reason that the Protectorate might not have developed, in just a few short years, into a highly regimented authoritarian state regulated by the fanatical stormtroopers mentioned above, where everyone’s movements are tracked by Punching Machines, while Preachers exhort the Godly to augment themselves with clockwork body parts. Meanwhile Rupert could be creating his own, alternate society, where magick has become integral to all aspects of life, and those without magickal knowledge are reduced to serfdom under capricious magickal overlords.

SWASHBUCKLING FARCE

If you prefer a lighter approach, there are plenty of opportunities to play the game with tongue firmly set against cheek. It might be that your Adventurers enjoy bungling through every encounter, or they might just enjoy the odd moment of levity; either way there are plenty of opportunities for lightening the mood of the game. Such humour shouldn’t be forced, or it won’t be funny, but there is an abundance of ironic and peculiar situations, many based on real history, where superstition and ignorance led intelligent people to act in what to modern sensibilities seems to be a most strange manner, leading to bizarre and tragi-comic situations.

DEATH OR DIPLOMACY

Although most groups enjoy a mixture of fighting and interaction, *Clockwork & Chivalry* includes all the ingredients for games that focus mainly around diplomatic objectives and courtly intrigue, where actual fighting might be a rarity. Conversely, for those who enjoy lots of battles, the backdrop might be constant warfare and frequent encounters with violent foes.

HORROR

It takes little or no shifting around to play *Clockwork & Chivalry* as a spine-tingling horror game. 17th century life and superstition is the stuff of the macabre by modern standards – plagues, Witches, and civil war. The entire

landscape can be portrayed as a nightmarish hell – starvation, disease, and desperation leading to collective madness and hysteria. Add a few hidden menaces, chilling local legends, old gods and psychopathic personalities and you have a regular horrorfest.

ONE SMALL CORNER

Another way of bringing the world of *Clockwork & Chivalry* to your players is to concentrate on one small aspect of the world. Perhaps the Adventurers are a group of Cavaliers (with perhaps one Alchemist among them), who get up to deeds of derring-do much like the three musketeers, saving the honour of beautiful maidens and helping to bring Charles II to the throne. Or maybe they are a group of Witch Hunters, trying to rid their small corner of the world from evil; in such a campaign, you would beef up the dark horror element. For a military-style campaign, they could be the crew of a Leviathan, going on missions for the New Model Army. For a “post-holocaust” gang campaign, they could be a group of renegade soldiers who have stolen iron horses and must survive in the devastated war-torn landscape of the Debatable Lands – *No Man’s Land*, volume III of the *Kingdom & Commonwealth* campaign, has more on this. For a really unusual campaign, they could be members of a Digger community, trying to get along together, dealing with troublemakers in their midst and hostile outsiders who disapprove of their way of life.

Encounter Tables

The encounter tables below should give you some ideas for events that might happen to the Adventurers on their travels. They can be used in the middle of a game session if the Adventurers have wandered off your planned itinerary, or can be used to help plan an adventure before the session begins. Some of these encounters are straightforward. Others contain the seeds for a whole series of interactions, should you feel inclined to expand on them.

If you are using contemporary maps, such as those adapted for use in the *Kingdom & Commonwealth* campaign, the tables can aid you in fleshing out named locations that are not described in the main text, but mentioned in the published scenarios. Likewise, they can be used to randomly create a fantasy English landscape where the towns and villages may not be the same as real historical places.

The map on p.301 gives an indication of whether the party is adventuring in Neutral, Parliamentary or

Chapter 13: Games Master

Royalist territory. But remember, that is only a rough guide - the country is divided locally, as it is nationally, with different Factions sometimes rubbing along together and at other times engaged in bitter local feuds.

The main thing is to have fun with the tables. They don't have to be used religiously (unless you fail your Righteousness roll) - if you are playing the *Kingdom & Commonwealth* campaign, you will find the published adventures are already chock-full of random and wandering encounter options. Often you will want to use the tables to find out the size and wealth of a settlement and leave it at that. But if you are a glutton for punishing

your players, feel free to add in some of the adventure seeds. Likewise, if you simply want a pub with a gross name (reminiscent of the Feculent Egg or Strangled Kitten), or you want to find out exactly how cranky the landlord of that inn is, or if the party decide to chat to all and sundry as they progress along the road, these are the charts for you!

Some of the encounter tables are applicable throughout the British Isles. Where there is a difference between likely encounters according to region (i.e. between England and Wales, and Scotland), two sets of tables have been provided

1. GENERAL TRAVEL TABLES

1.1: TRAVEL - RANDOM LOCATIONS

For a truly random experience, roll on this table after every 5 km of travelling. Numbers in brackets refer to relevant tables.

1D20	Location
1-5	No encounter, the road stretches on...
6-9	Wandering Encounter (2.1-2.2)
10-11	Single Farm (3.1-3.3)
12-13	Roadside Inn (4.1-4.4)
14	Bridge (5.1-5.2)
15-18	Village (6.1-6.7)
19	Manor House (7.1-7.3)
20	Town (8.1-8.4)

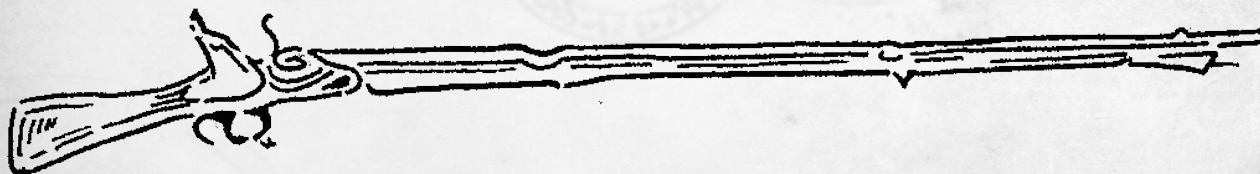
1.2: TRAVEL - LOCAL GEOGRAPHY

Note: The geography of England varies considerably from region to region, and within each region there are often considerable further variations. Likewise there are large stretches of unchanging landscape. But for random landscapes, use this table.

1D8	Landscape
1	Marshy flatlands
2	Flatlands
3	Rolling hills and narrow valleys
4	Rocky moorland
5	Woodland
6	Forest
7	Large hills and wide valleys
8	Steep high hills

1.3 TRAVEL - WEATHER

Use the weather table on p.176 to generate weather for your Adventurers' journey.



2. WANDERING NPC ENCOUNTERS

Roll 1D100 for wandering encounters and consult the column relevant to which loyalties are prevailing in the region being travelled through. Prevailing regional loyalties are mapped on p.301. Whether the group encountered take an interest in the party is at the discretion of the Games Master.

2.1: WANDERING NPC ENCOUNTERS - ENGLAND AND WALES

1D100	Parliamentarian	Neutral	Royalist
01-05	2D10 Parliamentarian Dragoons	4D10 Clubmen Infantry	2D10 Royalist Dragoons
06-10	2D10 Parliamentarian Cuirassiers	2D10 Clubmen Infantry	2D10 Royalist Cuirassiers
11-15	4D10 Parliamentarian Infantry	2D6 Mounted Clubmen	4D10 Royalist Infantry
16-17	2D6 Royalist Dragoons Raiders	2D10 Parliamentarian Dragoons Raiders	2D6 Parliamentarian Dragoons Raiders
18	2D6 Royalist Cuirassier Raiders	2D10 Royalist Dragoons Raiders	2D6 Parliamentarian Cuirassiers Raiders
19-20	2D10 Royalist Infantry Raiders	4D10 Parliamentarian/Royalist Cavalry Fighting	4D10 Parliamentarian Infantry Raiders
21-22	4D6 Clubman Infantry	4D10 Parliamentarian Infantry	4D6 Clubman Infantry
23-24	2D6 Clubman Infantry	4D10 Royalist Infantry	2D6 Clubman Infantry
25-26	1D6 Agitators	2D6 Highwaymen	1D6 Royalist Cavaliers
27	3D4 Iron Horse Riders	Clubman Lord with 3D20 Clubmen	3D4 Alchemists with 3D6 Guards
28	Regiment of 3D6x100 Parliamentarians	Army of 3D6x100 Clubmen	Regiment of 3D6x100 Royalists
29-30	2D6x10 Straggling Camp Followers	2D6x10 Straggling Camp Followers	2D6x10 Straggling Camp Followers
31-33	2D12 Outlaws	2D12 Outlaws	2D12 Outlaws
34	1D8 Ranters	1D8 Ranters	1D8 Ranters
35-36	Lady and 1D4 Retinue	Lady and 1D4 Retinue	Lady and 1D4 Retinue
37-38	Lord and 1D6 Retinue	Lord and 1D6 Retinue	Lord and 1D6 Retinue
39-41	4D6 Merchants (Disguised Smugglers)	4D6 Merchants (Disguised Smugglers)	4D6 Merchants (Disguised Smugglers)
42-46	4D6 Woodsmen	4D6 Woodsmen	4D6 Woodsmen
47-50	3D6 Foreign Mercenaries	3D6 Foreign Mercenaries	3D6 Foreign Mercenaries
51	1D3 Catholic Priests (disguised)	1D3 Catholic Priests (disguised)	1D3 Catholic Priests
52-54	1D6 Travelling Preachers	1D6 Travelling Preachers	1D6 Travelling Preachers
55-58	3D6 Hungry Dogs	3D6 Hungry Dogs	3D6 Hungry Dogs
59-63	1D20 Beggars	1D20 Beggars	1D20 Beggars
64-67	2D4 Highwaymen	2D4 Highwaymen	2D4 Highwaymen
68-74	3D6 Homeless Cottagers	3D6 Homeless Cottagers	3D6 Homeless Cottagers
75-79	2D6 Vagabonds	2D6 Vagabonds	2D6 Vagabonds
80-88	1D4 Farmers with carts	1D4 Farmers with carts	1D4 Farmers with carts
89-96	1D12 Merchants with carts	1D12 Merchants with carts	1D12 Merchants with carts
97-98	1D20 Entertainers	1D20 Entertainers	1D20 Entertainers
99-00	Witch Finder with 1D6 Watchers	Witch Finder with 1D3 Watchers	Witch Finder

2.2: WANDERING NPC ENCOUNTERS – SCOTLAND

1D100	Highlands and Islands	Lowlands	Borders
01-05	3D10 Royalist Highlander Infantry	2D8 Mounted Covenanters	2D8 Mounted Covenanters
06-09	2D10 Royalist Mounted Highlanders	3D6 Covenanter Infantry	3D6 Covenanter Infantry
10-12	2D100 Royalist Highlander Clan	2D100 Covenanter Regiment	2D100 Covenanter Regiment
13	2D8 Mounted Covenanters	2D10 Royalist Highlander Infantry Raiders	2D6 Royalist Cuirassiers
14	3D6 Covenanter Infantry	2D8 Royalist Mounted Highlander Raiders	2D8 Royalist Dragoons
15-16	2D6 Covenanter Mounted Highlanders	2D6 Covenanter Mounted Clansmen	2D10 Royalist Infantry
17-18	4D6 Covenanter Highlander Infantry	4D6 Covenanter Infantry Clansmen	4D10 Parliamentarian Infantry
19-24	3D10 Neutral Clansmen	3D10 Neutral Clansmen	2D10 Parliamentarian Dragoons
25-28	2D100 Neutral Clansmen	2D100 Neutral Clansmen	2D6 Parliamentarian Cuirassiers
29-30	4D6 Pillaging Clan Raiders*	4D6 Pillaging Clan Raiders*	4D6 Pillaging Border Raiders**
31-33	4D20 Pillaging Clan Raiders*	4D20 Pillaging Clan Raiders*	4D20 Pillaging Border Raiders**
34	1D4 Bards	1D4 Ranters	1D4 Ranters
35-36	Lady and 1D4 Retinue	Lady and 1D4 Retinue	Lady and 1D4 Retinue
37-38	Clan Chief and 4D6 Retinue	Clan Chief and 4D6 Retinue	Clan Chief and 1D6 Retinue
39-41	2D6x10 Stragglng Camp Followers	2D6x10 Stragglng Camp Followers	2D6x10 Stragglng Camp Followers
42-46	2D12 Outlaws	2D12 Outlaws	2D12 Outlaws
47-50	3D6 Foreign Mercenaries	3D6 Foreign Mercenaries	3D6 Foreign Mercenaries
51	1D3 Travelling Preachers	1D3 Catholic Priests (disguised)	1D3 Catholic Priests (disguised)
52-54	2D6 Merchants (Disguised Smugglers)	2D6 Merchants (Disguised Smugglers)	2D6 Merchants (Disguised Smugglers)
55-58	1D6 Catholic Priests with 2D6 Guards	1D6 Travelling Preachers	1D6 Travelling Preachers
59-63	3D6 Hungry Dogs	3D6 Hungry Dogs	3D6 Hungry Dogs
64-67	1D20 Beggars	1D20 Beggars	1D20 Beggars
68-69	2D12 Hungry Wolves	2D8 Hungry Wolves	2D6 Hungry Wolves
70-74	3D6 Homeless Cottagers	3D6 Homeless Cottagers	3D6 Homeless Cottagers
75-79	2D6 Vagabonds	2D6 Vagabonds	2D6 Vagabonds
80-88	1D4 Farmers with carts	1D4 Farmers with carts	1D4 Farmers with carts
89-96	1D12 Merchants with carts	1D12 Merchants with carts	1D12 Merchants with carts
97-98	1D20 Entertainers	1D20 Entertainers	1D20 Entertainers
99-00	Witch Finder with 1D6 Watchers	Witch Finder with 1D6 Watchers	Witch Finder with 1D6 Watchers

*Pillaging Clan Raiders are engaging in raiding a rival Clan. They might be Highlanders raiding the Lowlands, or Highlanders raiding a rival Highland Clan.

**Pillaging Border Raiders are engaged in heading to or from the border with England, prior to or following raiding there.

3. FARM TABLES

The countryside is peppered with individual farm houses. Some are poor tenancies, scratching a meagre living and hampered by crippling debts, others are thriving businesses supporting large and relatively prosperous families.

3.1: FARMHOUSE CONDITION

1D10	Farmhouse Condition
1	Virtually uninhabitable
2	Ramshackle
3	Mean
4	Poor but functioning
5-6	Average
7	Pleasant
8	Well stocked
9	Abundant
10	Suspiciously abundant



3.2: FARMER ATTITUDE

If you wish to merely describe the mood of the Farmer, roll on this table. Ignore this table if you want to run a longer or more in-depth encounter using an adventure seed (below) or simply roll again if the Farmer's mood doesn't seem to fit with the described event.

1D10	Farmer's Attitude
1	Miserable
2	Friendly
3	Suspicious
4	Aggressive
5	Bored
6	Deferential
7	Mean
8	Paranoid
9	Interested
10	Too sick to interact

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3.3: FARM ADVENTURE SEEDS

1D20	Adventure Seed
1	The farmhouse is deserted, except for a goat eating from the kitchen table. The farmer and his family are in the barn, eating from a trough. Witchcraft or madness?
2	The Farmer insists the party try his cider. Unfortunately the rats who've fallen in the brew (dazed by fumes as they scamper above the vats) haven't fully dissolved.
3	There is a fight going on. The farmer and a nearby neighbour are in a boundary dispute - but each man accuses the other of being a Catholic Spy.
4	The Farmer dislikes animals intensely. He will declare any pack mules, horses, etc., owned by the party to be "vermin" and offer to shoot them.
5	The Farmer is keen to marry off his six daughters. He will try to convince the party of their merits and will offer a small dowry to take them off his hands.
6	The Farmhouse fills up with slithering adders - they try to bite the party (while leaving the Farmer alone). After a few rounds they leave as quickly as they arrived.
7	The Farmer doesn't want folk on his land. To that end he constantly shouts "Get off my land!" until trespassers leave.
8	The Farmer has six sons and six daughters - they all try to run away to join the party for a life of adventure.
9	The Farmer isn't really a Farmer. If the party looks in the cowshed they will find a fully equipped workshop. He is a rogue Tinker who has fled Cambridge!
10	A former tenant Farmer haunts the place, and unless his bones are found and buried he will continue to do so. He was murdered by the current Farmer, his brother.
11	The Farmhouse is surrounded by Soldiers. They demand to search the place because they are looking for a fugitive. The fugitive is found in a nearby barn.
12	The Farmer is over-fond of his animals. His chickens share the kitchen, his dogs eat off his table, and he shares his bed with six piglets.
13	The Farmhouse is chocked full of wonderful fare. As the occupants share their sumptuous food with the Adventurers, Outlaws suddenly attack the farmhouse.
14	The Farmer asks the party to hunt down a wolf pack before the beasts eat all of his livestock.
15	The Farmer lost his son at Naseby. He will attempt to take his revenge on any Parliamentarian Adventurers.
16	The Farmer only grows chives and cress. He only eats chives and cress. He will try to convert the party to their merits and refuse to talk about anything else.
17	The Farmer offers the party a hog roast. He asks them to slaughter the hog - when they go to do the task, they find the beast is four foot tall at the shoulder and mad as hell.
18	The Farmer tries to sell the party "magick items": a goose that lays golden eggs, a sheep that grows golden (well, yellow) wool, and some magic beans.
19	The Farmer is convinced that the local Cottagers change into animal shape in the moonlight, and then steal his sheep.
20	The Farmer wants a wife. He will try to kidnap any female Adventurers.

4. INN TABLES

4.1: FOUL AND LEWD INN NAME GENERATION

The following table can be used to generate peculiar names for inns and taverns.

Roll on column 1, then column 2, then join the two words together, preceded by "The". For example, rolling "35" and then "40" produces the unappetisingly named pub "The Frothy Hiccup". Perhaps the beer there is overly fizzy!).

D100	Column 1	D100	Column 2	D100	Column 1	D100	Column 2	D100	Column 1	D100	Column 2
01	Addled	01	Appendage	26	Dying	26	Farmer	51	Leaking	51	Member
02	Angry	02	Badger	27	Engorged	27	Fart	52	Lecherous	52	Milk
03	Apoplectic	03	Baps	28	Fatty	28	Fornicator	53	Leprous	53	Monarch
04	Baffled	04	Batter	29	Fetid	29	Fox	54	Lusty	54	Monk
05	Beaten	05	Barrel	30	Fickle	30	Gentleman	55	Malevolent	55	Mushroom
06	Bedevilled	06	Beetle	31	Flaccid	31	Gland	56	Malodorous	56	Mustard-pot
07	Bewildered	07	Behind	32	Flapping	32	Grapes	57	Melancholic	57	Orifice
08	Breeding	08	Belch	33	Foaming	33	Gravy	58	Noxious	58	Pancake
09	Broken	09	Bishop	34	Fornicating	34	Groom	59	Odious	59	Peach
10	Bursting	10	Bladder	35	Frothy	35	Gutter	60	Paddled	60	Peasant
11	Busty	11	Blanket	36	Gaping	36	Hag	61	Panting	61	Pedant
12	Buxom	12	Bottom	37	Gaspig	37	Head	62	Pestilent	62	Periwig
13	Carnal	13	Bride	38	Gluttonous	38	Hedgehog	63	Phlegmatic	63	Pie
14	Celibate	14	Buns	39	Greasy	39	Helmet	64	Pickled	64	Pig
15	Choked	15	Butter	40	Gritty	40	Hiccup	65	Pissing	65	Pigeon
16	Copulating	16	Cavalier	41	Gushing	41	Hole	66	Poxy	66	Pizzel
17	Creamed	17	Cheese	42	Hairy	42	Hook	67	Puddled	67	Plums
18	Crinkled	18	Chicken	43	Hanging	43	Jelly	68	Pungent	68	Pocket
19	Crippled	19	Chop	44	Hungry	44	Jugs	69	Putrid	69	Pork
20	Curdled	20	Cockerel	45	Immoral	45	Kipper	70	Queasy	70	Prickle
21	Dancing	21	Cream	46	Irate	46	Lady	71	Rancid	71	Prig
22	Dangling	22	Cress	47	Jaded	47	Maid	72	Ravished	72	Protuberance
23	Defective	23	Dragon	48	Jellied	48	Mask	73	Reeksme	73	Pudding
24	Dizzy	24	Duck	49	Knitted	49	Maw	74	Repellent	74	Rascal
25	Drunken	25	Face	50	Lamentable	50	Meat	75	Repulsive	75	Rat

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D100	Column 1	D100	Column 2	D100	Column 1	D100	Column 2	D100	Column 1	D100	Column 2
76	Revolting	76	Ratcatcher	85	Stinksome	85	Spoonful	93	Unfortunate	93	Turnip
77	Rotten	77	Relish	86	Sugared	86	Stain	94	Unsavoury	94	Unguent
78	Runny	78	Rocket	87	Suppurating	87	Tart	95	Unwholesome	95	Urchin
79	Scabby	79	Rogue	88	Throbbing	88	Tickle-toby	96	Veneereal	96	Waif
80	Scaly	80	Roundhead	89	Tickled	89	Toadstool	97	Vexed	97	Whore
81	Shrunken	81	Sauce	90	Tossed	90	Trifle	98	Wanton	98	Worm
82	Sickening	82	Sausage	91	Trickling	91	Trousers	99	Wincing	99	Wound
83	Spent	83	Sack	92	Unctuous	92	Trout	00	Yeasty	00	Yolk
84	Spurting	84	Slattern								

4.2 SENSIBLE INN NAME GENERATION

For those who want something more sensible, here is a table of historical 17th century inn names.

3D6	Pub Name
3	King's Head
4	The Bear Inn
5	The Green Man
6	The Ship
7	Stag and Hounds
8	The White Hart
9	Ye Olde Man and Scythe
10	The Hatchet Inn
11	The Bell
12	The George and Dragon
13	The Golden Lion
14	The Bull
15	The Seven Stars
16	Coach and Horses
17	The Boar's Head
18	The Lamb and Flag

4.3: INNKEEPER ATTITUDE

If you wish to merely describe the mood of the innkeeper, roll on this table. Ignore this table if you want to run a longer or more in-depth encounter using an adventure seed (found in table 4.4), or simply roll again if the innkeeper's mood doesn't seem to fit with the described event.

1D20	Innkeeper's Attitude/Motives
1	Surly - unimpressed by the party and moody
2	Cheerful - possibly too cheerful
3	Suspicious - "who are you and why are you here?"
4	Working for a rival Faction (and spying on visitors)
5	Apathetic - "Whatever" *shrug*
6	Servile - pathetically fawns over party
7	Penny pinching - overpriced and mean portions
8	Overly protective (probably of wife/daughter)
9	Aggressive and confrontational
10	Conversational and gossiping - won't shut up
11	Wanting payment for information
12	On his/her last legs - old and poor
13	Attracted to a party member - a sleazy sort
14	Superior - believing all travellers are "riff-raff"
15	Seeking an opportunity to steal from the party
16	Wanting to fence stolen goods to the party
17	Creepy
18	Nervous
19	Stupid
20	Psychopath

4.4: ROADSIDE INN ADVENTURE SEEDS

Of course, sometimes the party might spend an uneventful night at an inn. On other occasions, the following table can be used to provide some excitement (or misery).

1D2 0	Adventure Seed
1	A constable from a nearby town is looking for an Outlaw - who coincidentally closely resembles one of the Adventurers.
2	The Inn is a Smuggler's den - the Smugglers might wish to hide from, attack, or deal with the party.
3	The Inn is a brothel - one of the girls has been robbing her clients, and somebody wants revenge.
4	A Spy (for the opposite power to the locally ascendant one) is staying in the inn. He or she is being hunted by Soldiers.
5	Soldiers ask the party to join them in a hand of cards. One of them cheats (rather badly).
6	A local recruiting Sergeant tries to recruit those at the inn - forcefully.
7	The inn is haunted by a mischievous ghost, who tries to turn the guests against each other.
8	The landlord's wife (or landlady's husband) takes a shine to one of the party, much to their jealous spouse's disgust.
9	Theobald Crapper, the Clockwork designer, is staying with his guards at the inn. He is attacked by assassins.
10	A local official decides to visit the inn and impose taxes on everyone staying there.
11	A tearful stranger offers the party a small fortune if they will hunt down a murderer, last seen skulking in nearby woods.
12	The inn is raided by a military requisitioning party with official papers ordering the seizure of weapons and food.
13	A self important Cavalier, Clarkson May, demands that all guests are turfed out of the inn so he can enjoy some solitude.
14	Local thugs are having a drink. After a few ales, the surly locals start taunting the party as "strangers from foreign parts."
15	The beer is sour and the food is bad. The locals decide to punish the landlord/lady and their family.
16	The Adventurers are just tucking into their meal when a dog lurches out of the kitchen and expires. The stew is poisoned.
17	Adamites are partying upstairs. They wonder if any of the Adventurers wish to join them for nude fun.
18	Puritans are staying at the inn. They are offended by frivolity. Then a group of Entertainers arrive to liven things up.
19	The inn is out of food and beer. Can the party sell them some?
20	Outlaws descend on the inn. They want to rob anyone there. The landlord/lady is in league with them.

5. BRIDGE TABLES

Various bridges span the streams and rivers of England.

5.1: BRIDGE TYPE

1D8	Bridge Type
1	Collapsed bridge, impassable
2	Tiny footbridge
3	Wide footbridge with toll-keeper
4	Walled bridge wide enough for a cart
5	Walled bridge, with toll-keeper
6	Wide bridge
7	Wide bridge with toll-keeper
8	Wooden bridge with rotten planks

5.2: BRIDGE ENCOUNTERS

1D20	Bridge Encounter
1-6	No incident
7-10	Road Wardens
11-13	Random NPC
14-15	Highwayman
16-17	Outlaws
18-20	Soldiers maintaining checkpoint

6. VILLAGE TABLES

6.1: VILLAGE SIZE

1D6	Village Size	No. of Dwellings
1	Tiny Hamlet	1D3+1
2	Medium Hamlet	1D4+4
3	Large Hamlet	4D6+2
4	Small Village	3D6+10
5	Medium Village	4D6+20
6	Large Village	3D20+30

6.2: VILLAGE PROSPERITY

1D8	Village Prosperity
1	Starving
2	Pitifully Poor
3	Poor
4	Subsisting
5	Pleasantly Stable
6	Thriving
7	Wealthy
8	Suspiciously Wealthy

6.3: VILLAGE ADVENTURE SEED

1D20	Adventure Seed
1	The local Cunning Man wishes to see the Adventurers. He offers them money to fetch some herbs from nearby Outlaw-infested woods.
2	Everyone in the village looks identical (although men are distinguishable from women, and the old from the young).
3	The local "guide" directs everybody the wrong way and gets hopelessly lost, always heading toward the most dangerous territory.
4	The village is at war with a neighbouring village. Once a week everyone goes to the village green (they alternate) and has a punch up.
5	The villagers are holding a "testing" festival - they throw strangers and authority figures off a river bridge - survivors are treated to dinner.
6	A group of ruffians turn up - they try to lead the villagers away - the local Lord has sold his villagers to white slavers!
7	Any young men are invited to race around the village bounds. The winner gets a fair maid's hand, the key to the village and a prize turnip.
8	The villagers have declared themselves independent of England and vowed to live by old Saxon law. The local nobles have been locked up.
9	A local Justice believes Papist spies are abroad. He insists any strangers to the area should be pressed with stones to make them confess.
10	There is smoke over the village. The villagers are strung up from trees, with a couple burning on pyres. Then the Witch Hunters spy the party.
11	The village is invaded by Soldiers, requisitioning food and weaponry. The locals plead with the party to intervene.
12	The village floods. It seems a local Farmer has made some changes to the drainage system on his farm, with unfortunate consequences.
13	The villagers are engaged in their yearly "lordly" ritual - a young (and capricious) simpleton is in charge for the day.
14	The villagers are going to burn a Witch, an old widow with a cosy cottage they want for themselves.
15	There is something odd about the locals. They all share distinctive features - overlarge eyes, webbed fingers, and a distracted demeanour.
16	The village is seemingly abandoned. At night the place is overrun by Ghouls.
17	The villagers are overly friendly. They will ply the party with strong liquor, try to overpower them, butcher them and put them in the pot!
18	The village has been raided by Parliamentarian and Royalist alike. Come nightfall, Clubmen attack any obviously partial Adventurers.
19	The village is in mourning - a seemingly senseless murder has taken place, that of the local preacher. The villagers suspect the local Lord.
20	The village is out of food and beer. Can the party sell them some? If not, they might just help themselves.

6.4: RURAL AREA NPC RESIDENTS - ENGLAND AND WALES

The following table is for random individual NPC rural inhabitants (whether living in an individual cottage or larger village). Most larger villages will have a tavern or inn, possibly several, even if sometimes they are little more than rooms in a villager's house. Anything bigger than a hamlet will have a little chapel. But for when you need an NPC on the fly, consult the table below. Roll first to determine the Profession on table 6.4, then roll to determine the NPC's Factional loyalties on table 6.6 below, if necessary. Certain Professions, such as Mechanical Preachers and Alchemists, are usually loyal to Royalist or Parliamentary Factions, all others roll on table 6.6 according to the generally prevailing regional loyalties.

1D100	Profession	Faction
01	Alchemist*	Royalist
02-10	Cottager	According to region
11-20	Craftsman	According to region
21	Cunning Man	According to region
22	Entertainer	According to region
23-72	Farmer	According to region
73-74	Highwayman	Royalist
75	Iconoclast	Parliamentarian
76	Mechanical Preacher**	Parliamentarian
77	Merchant	According to region
78-80	Outlaw	According to region
81	Physician (Herbalist)	According to region
82	Preacher	According to region
83-84	Smuggler	According to region
85-86	Soldier	According to region
87	Spy	According to region
88-90	Vagabond	According to region
91	Warlock	According to region
92	Wise Woman	According to region
93	Witch	According to region
94	Witch Finder	According to region
95-00	Woodsman	According to region

*In a Parliamentary or Neutral rural area the Alchemist would be operating secretly (and would have a hidden laboratory).

**In a Royalist or Neutral rural area the Mechanical Preacher would be operating secretly (and would have a hidden workshop).

6.5: RURAL AREA NPC RESIDENT TABLE - SCOTLAND

This table can be used to determine randomly encountered NPCs in Rural locations. Once the Profession is determined, then roll on the Scottish Faction Table (6.7) to determine the NPCs' Faction.

1D100	Profession	Faction
01-08	Cottager	50% Gang or According to region*
09-12	Craftsman	50% Guild or According to region*
13	Cunning Man	According to region
14	Entertainer	According to region
15-69	Farmer	According to region
70	Iconoclast	Covenanter
71-73	Merchant	50% Guild or According to region*
74-80	Outlaw	50% Gang or According to region*
81	Physician (Herbalist)	According to region
82	Preacher	According to region
83-84	Smuggler	According to region
85-86	Soldier	According to region
87	Spy	According to region
88-90	Vagabond	50% Gang or According to region*
91	Warlock	According to region
92	Wise Woman	According to region
93	Witch	According to region
94	Witch Finder	According to region
95-00	Woodsman	According to region

*Roll 1D100. If you roll 50 or under the NPC is in a Guild (or Gang) as appropriate to their Profession. If you roll over, roll on the Scottish Faction Table according to Region as usual.

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6.6: FACTION - ENGLAND AND WALES

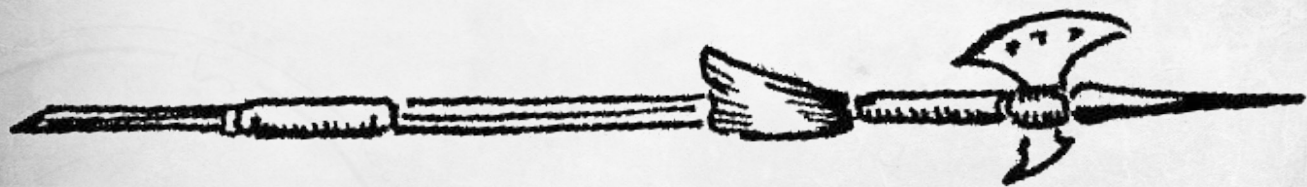
After determining Profession, roll on this table to determine Faction. Choose a column based on the prevailing regional loyalties appropriate to the area the Adventurers are travelling through. Certain NPCs (Highwaymen, Mechanical Preachers, Alchemists, Witches, Courtiers, etc.) roll on a column based on their Profession instead of the region (see the Faction column on tables 6.4 and 6.5 above, and the note below).

Note: **Alchemists** always roll on the Royalist Region column, adding +20 to the roll. **Mechanical Preachers** always roll on the Parliamentary Region column, adding +20 to the roll. **Witches** always roll on the Neutral Region column, adding +6 to the roll.

1D100	Royalist Region	1D100	Neutral Region	1D100	Parliamentarian Region
01	New Model Army	01-05	Puritan	01	Invisible College
02	Tinker	06-08	Anabaptist	02-08	Royalist
03	Leveller	09-10	Catholic	09-10	Catholic
04-10	Parliamentarian	11-13	Laudian	11-12	Laudian
11-12	Digger	14-20	Presbyterian	13-23	Guild
13-19	Puritan	21	Quaker	24-27	Digger
20	Anabaptist	22-30	Guild	28-29	Anabaptist
21	Quaker	31	Invisible College	30	Adamite
22-23	Clubman	32-40	Clubman	31-33	Clubman
24	Adamite	41	Leveller	34-38	Leveller
25-35	Guild	42	New Model Army	39-45	New Model Army
36-43	Laudian	43-55	Gang	46	Quaker
44-50	Catholic	56-60	Parliamentarian	47-70	Parliamentarian
51-55	Presbyterian	61-66	Digger	70-74	Presbyterian
56-60	Gang	67	Adamite	75-82	Puritan
61	Ranter	68	Ranter	83	Ranter
62-88	Royalist	69-74	Royalist	84-88	Gang
89	Satanist	75	Tinker	89	Satanist
90-98	Self Interest	76-98	Self Interest	90-98	Self Interest
99+	Invisible College	99+	Satanist	99+	Tinker

6.7: FACTION - SCOTLAND

1D100	Highland/Island	1D100	Lowland/Borders
01-03	Puritan	01-05	Puritan
04-70	Clan	06-30	Clan
71-76	Laudian	31	Laudian
77-85	Catholic	32	Catholic
86-87	Covenanter	33-84	Covenanter
88	Ranter	85	Ranter
89	Royalist	86-89	Royalist
90-99	Self Interest	90-99	Self Interest
00	Satanist	00	Satanist



7. MANOR HOUSE TABLES

7.1: NOBLE TEMPERAMENT

1D20	Noble's Attitude/Motives
1	Down to earth and jovial
2	Welcoming and hungry for news
3	Extravagant and generous
4	Manic and distracted by alchemical pursuits
5	Obsessed with clockwork trinkets
6	Injured by soldiers and fearful of strangers
7	Distracted and managing a house full of refugees
8	Arrogant, boastful and endlessly competitive
9	Rakish and hopelessly stupid
10	Abrupt, rude and impatient
11	Mean
12	Confused
13	Eccentric to the point of full-blown madness
14	Snobby - believing travellers are "riffraff" or worse
15	Spy (will try to gather information from party)
16	Impostor (perhaps a squatter or servant of the real owner)
17	Frightened (hiding a guilty secret)
18	Hiding someone (priest/escaped prisoner, etc).
19	Flirtatious
20	Psychopath

7.2: MANOR HOUSE SIZE

1D6	Manor Type
1	Large Farm
2	Small Manor
3	Medium Size Manor
4	Large Manor
5	Large Fortified Manor
6	Palatial Manor

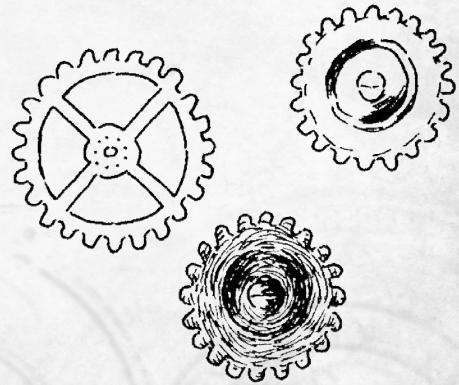
7.3: MANOR HOUSE ADVENTURE SEEDS

1D20	Adventure Seed
1	Everyone, apart from three cowering children, has been killed. Can the party take them to relatives in a nearby town?
2	The Lady of the house is spoilt - she demands the Adventurers entertain her - by dancing, wrestling, painting her portrait, etc.
3	Lord and Lady Botton-Topps are keen Satanists. Their latest sacrifice is delivered on the night the party stays.
4	The Lord berates his "idiot" son - he will beg the Adventurers to take the lad as a squire/assistant/student, etc.
5	If the party will defend the Manor from bailiffs, the Lady will reward them handsomely.
6	The Lord and Lady are accomplished and mischievous liars. They will give the party misleading information.
7	The Lord of the Manor is holding court - handing out medieval sentences to his tenants, which are brutally enforced by the sheriff.
8	The Lord claims to be the dead King, Charles. He demands everyone swear allegiance to him and kiss his ring.
9	There is a brand new extensive orangery - but anyone who steals the fruit turns the colour of the stolen foodstuff.
10	The Lord's son insists one of the Adventurers fence with him - he falls dead, from a seizure, during the bout.
11	The "Puritan" Lord and Lady look shifty, while Entertainers and prostitutes arrive for orgy night.
12	The place is full of secret doors, leading to underground tunnels, filled with traps, treasures and a Stoorworm.
13	The Manor seems to be a living thing. It tries to prevent the party from leaving (and bleeds if they try to hack their way out).
14	Overnight the Manor becomes entangled in vines and foliage. The owners are transformed into dusty skeletons.
15	The Lady of the Manor wants the party to murder her bullying husband so she can marry his brother.
16	The steward of the manor is an officious busybody who is spying for Cromwell.
17	A burglary takes place in the night. The steward is hoping the party will get the blame - but he has taken the valuables.
18	The residents are not the owners, rather wealthy squatters who have escaped the capital. They hold the staff captive.
19	The owner, an elderly Cavalier, is hoping somebody might cause him offence so he can challenge them to a duel.
20	Diggers arrive, demanding local common land returned to them. The owner of the Manor asks the party to disperse them.

8. TOWN TABLES

8.1: TOWN SIZE TABLE

1D6	Town Size
1	Overlarge Village
2	Small Town
3	Medium Town
4	Walled Market Town
5	Large High-walled Market Town
6	Fledgling City



8.2: TOWN ADVENTURE SEEDS

1D2	Adventure Seed
0	
1	Bored Mercenaries decide to take over the town and run it as their own feudal fiefdom.
2	An officious Mayor has had all the dishonest traders locked up. Now there are no shops and everyone's unhappy.
3	Rival pamphleteers are fighting - one is Parliamentarian and the other Royalist. The gathering crowd is taking sides.
4	A fire breaks out. A baker's apprentice is accused. Before his fate's decided, everyone needs to stop the blaze spreading.
5	Local apprentices are fighting. The Puritan foundry boys are battling with Presbyterian mercantile apprentices.
6	A Witch Finder believes there are Satanists at work in the town. He would like the Adventurers to help hunt them down.
7	Chronic food shortages mean food has quadrupled in price and people are destitute, starving, and desperate.
8	A family has fallen ill - everyone believes they have plague. Soldiers quarantine the town.
9	A force advances, preparing to lay siege to the town. The party will have to act quickly to avoid being trapped inside.
10	A pamphleteer is convinced the party are famous entertainers. He stalks them, refusing to accept any denials.
11	The town is enduring a lengthy siege. Conditions within are terrible. The party will probably not be allowed in.
12	The town is attacked by cavalry from the opposite Faction to prevailing local loyalties. The raiders are merciless.
13	The town officials have fallen out - they are divided between Royalist and Parliamentarians and are conducting a small war.
14	A papist Spy is being hunted by a mob. The Breton Merchant proclaims his innocence and begs the party for help.
15	The town is full of beggars trying to claim poor relief. The sheriff asks the party to get rid of them.
16	The local guilds and councils are taxing the poor so heavily that the people rise up and riot.
17	A pie maker has found a cheap and tasty meat source - he sets his burly butcher boys on any lone drunks.
18	Everyone is convinced that dogs spread plague. The party will be paid a shilling per dead dog they can rustle up.
19	The town Watchmen have absconded to fight in the war. The party are asked to step in and keep the peace for a while.
20	The town council decides to ban all entertainment. The confused constables try to arrest anyone who looks jolly.

8.3: TOWN AREA NPC INHABITANTS - ENGLAND AND WALES

This table is used to determine random town inhabitants. The town's location and main industry influence the population (e.g., a coastal town will have a larger population of Sailors, a university town will have more Scholars, etc), but when you need a quick random NPC, use the table below. The Faction column refers to which column should be used on table 6.6. After determining Profession, determine Faction by rolling on the appropriate column on table 6.6.

1D100	Profession	Faction
01	Agitator	Parliamentarian
02	Alchemist*	Royalist
03	Cavalier	According to region
04-10	Clerk	According to region
11	Courtier	Royalist
12-35	Craftsman	According to region
36	Entertainer	According to region
37	Highwayman	Royalist
38	Iconoclast	Parliamentarian
39	Journalist	According to region
40	Lady	According to region
41-43	Lady's Maid	According to region
44	Lord	According to region
45	Mechanical Preacher*	Parliamentarian
46	Member of Parliament	According to region
47-48	Mercenary	According to region
49-68	Merchant	According to region
69	Physician (Galenic)	According to region
70	Physician (Paracelsan)	According to region
71	Preacher	According to region
72	Rook	According to region
73-78	Ruffian	According to region
79	Sailor	According to region
80	Scholar	According to region
81-82	Smuggler	According to region
83-88	Soldier	According to region
89	Spy	According to region
90-92	Thief	According to region
93-95	Valet	According to region
96	Warlock	According to region
97-98	Watchman	According to region
99	Witch	Neutral
00	Witch Finder	According to region

8.4: TOWN AREA NPC INHABITANTS - SCOTLAND

This table can be used to determine randomly encountered NPCs in Rural locations. Once the Profession has been determined, then roll on the table 6.7 to determine the NPCs Faction.

1D100	Profession	Faction
01-02	Agitator	Covenanter
03	Cavalier	According to region
04-10	Clerk	According to region
11	Courtier	Royalist
12-35	Craftsman	According to region
36	Entertainer	According to region
37	Iconoclast	Covenanter
38	Journalist	According to region
39	Lady	According to region
40-42	Lady's Maid	According to region
43	Lord	According to region
44-48	Mercenary	According to region
49-68	Merchant	50% Guild or* According to region
69	Physician (Galenic)	According to region
70	Physician (Paracelsan)	According to region
71	Preacher	According to region
72	Rook	According to region
73-78	Ruffian	50% Gang or* According to region
79	Sailor	According to region
80	Scholar	According to region
81-82	Smuggler	According to region
83-88	Soldier	According to region
89	Spy	According to region
90-92	Thief	50% Gang or* According to region
93-95	Valet	According to region
96	Warlock	According to region
97-98	Watchman	According to region
99	Witch	Neutral
00	Witch Finder	According to region

*Roll 1D100. If you roll 50 or under the NPC is in a Guild (or Gang) as appropriate to their Profession. If you roll over, roll on the Scottish Faction Table according to Region as usual.

An Elementary Mistake

An adventure, in which our newly-forged heroes test their mettle

"...Alehouses, which are the nests of Satan where the owls of impiety lurk..."

- Richard Heyrick, sermon, 1649

The following is an adventure for a newly-formed party of 4-6 Adventurers. It can stand alone, but also forms the first episode of the *Kingdom & Commonwealth* campaign, which continues in *The Alchemist's Wife*. The majority of this chapter (beyond the Players' Information) is for the Games Master's eyes only. The Games Master should read through the whole adventure and be familiar with any rules needed to run a particular scene.

PLAYERS' INFORMATION

It is Christmas Eve, 1645. The winter has been hard, but Prince Rupert is determined that life should go on as normal in the Royalist capital, Oxford. A big Christmas celebration has been organised; there are to be stalls and entertainments in the streets, culminating in a fireworks display organised by the Alchemists of Oxford University. People have been drifting into Oxford all day, and the inns are filling up fast.

There are many reasons for you to be in Oxford. You may have come into the city for the celebrations, either from nearby Royalist lands, or from over the border in the Parliamentarian territories. Maybe you are here to enjoy the fun, or perhaps you have come to rant against the sinful entertainments on display.

Whatever your reasons for being here, you have discovered that

finding lodgings is almost as difficult as Mary and Joseph found it in Bethlehem all those years ago. You haven't had to resort to a stable, but the Jolly Magpie Inn is probably less comfortable than bedding down on a pile of straw.

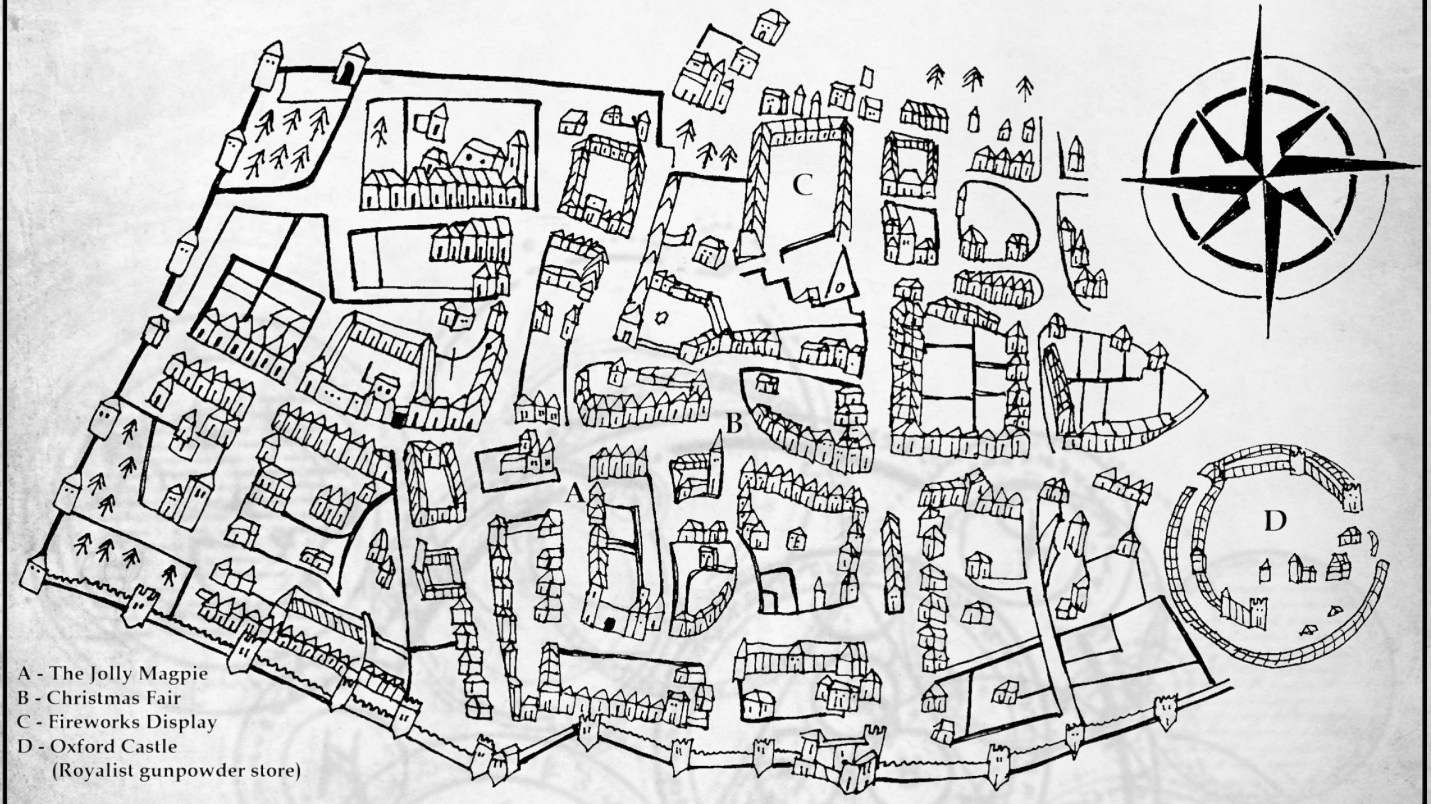
Having secured a room to sleep in (shared with several others), you find yourselves jammed together around a table in the corner of a rowdy tap-room, waiting to be served your evening meal. If you have not met before, now's the time to get to know one another; if you're already friends, you've probably got news and gossip to catch up on.

If you're going to be playing in this adventure, **stop reading now!** Games Masters, read on...

GAMES MASTER'S INFORMATION

The early part of this adventure, *A Right Royal Do*, is a series of vignettes that should give you a taste of the *Clockwork & Chivalry* world. If you know your players, you'll probably know what sort of game they like - run the events you think they'll enjoy and skip any you think would bore them. When you think they've had enough of this sort of thing, move onto the next part of the adventure, *Light Up the Sky*.

Oxford



"KINGDOM & COMMONWEALTH"

If you are intending to run "An Elementary Mistake" as a precursor to the *Kingdom & Commonwealth* campaign, then the Adventurers will be in Oxford to meet with Sir Reginald Perkinson. The details are not necessary for the running of this adventure and their appointment with Sir Reginald is not for a couple of days. The following "hooks" will get the Adventurers into the game more easily:

Parliamentarian Adventurers - Parliamentarian Adventurers may have been asked to visit Oxford by their patron, Henry Ireton. Henry Ireton is the Commander of the Parliamentarian Horse cavalry and a close friend of Sir Reginald Perkinson (a Royalist Alchemist), despite their being ostensibly on opposite sides of the conflict. He will have asked Parliamentarian Adventurers to send his regards to Sir Reginald while they are in Oxford.

Royalist Adventurers - Royalist Adventurers may work directly for Sir Reginald Perkinson, or they may be one of his trusted friends or contacts or an employee of one of these friends.

Other Adventurers - Other Adventurers may have come to Oxford for a myriad of reasons. Perhaps they wish to visit other party members to whom they are connected; perhaps they are in the employ of Sir Reginald, Henry Ireton or one of their fellow Adventurers; or perhaps because they are looking for work, etc.

All Adventurers - All Adventurers should be bound to at least some of their fellow party members through connections generated during character creation (see p.26). Even if they are on opposite sides of the conflict, there is an uneasy truce prevailing for the moment, and their links to the other party members should be at least strong enough for them to be happy to associate with each other and probably solid enough for them to trust each other.

The party find themselves staying at the Jolly Magpie even if they live in Oxford. Oxford residents will either be staying there in order to meet up with their friends in the party, or because they have been temporarily evicted from their own homes which have been sequestered as billets for Prince Rupert's men (or if the accommodation is more exclusive, members of his court).

A Right Royal Do

The following episodes should begin with the Jolly Magpie, but can then be run in whatever order the Games Master thinks best.

THE JOLLY MAGPIE

The Adventurers may not know it yet, but they're lodging in the only Levellers' pub in Oxford. The Levellers usually try to keep a low profile in Royalist territories (though there are plenty of them about), but people have been celebrating all day, tongues have been loosened by alcohol, and things are about to kick off.

If the players ask for more details about the Magpie read the following:

"The Magpie is a low-ceilinged dive, the air filled with fug from the clay pipes that almost everyone seems to be smoking. A multitude of decorative tankards and jugs hang from hooks in the ceiling. The toilet facilities consist of a chamber pot in a corner of the room, so tobacco isn't the only odour in the air."

Perceptive Adventurers may notice that the ceiling is peppered with pistol-shot marks.

If they ask about the patrons read, or paraphrase, the following:

"The barkeeper, a grizzled, brawny old fellow, wearing a stained leather apron, is polishing a tankard with a grimy cloth. A large group of men are drinking at one end of the inn, occasionally breaking into laughter at a shared joke. A smaller group are seated by the bar, flamboyantly dressed; they are quieter, whispering amongst themselves. A pamphlet seller is trying to peddle his wares, but seems to be having a hard time of it."

Have the Adventurers make a Perception roll. Anyone who succeeds notices that a fair number of the alehouse's patrons (although not the smaller quiet group near the bar) are wearing a sea-green ribbon somewhere about their clothing. If the players don't know what this means, a successful Culture (Own) roll at -25% (no penalty for New Model Army Faction members) will give them the information that a green ribbon signifies Leveller sympathies. Obviously Leveller Faction members will know straight away what the ribbons mean, without a roll.

There are several characters with whom the Adventurers may interact in the Jolly Magpie:

ROB HAMMET



Profession: Barkeeper

Age: 55

Faction: Self Interest (Defence of Inn)

RP: 67

STR 13 CON 13 SIZ 13 INT 11 POW 9 DEX 11 CHA 10

DM +1D4 HP 13 MWL 7 AP 2/1

Skills: Dodge 64%, Gun Combat 85% (Flintlock Pistol 1D6+2), Persistence 42%, Resilience 47%, Unarmed Combat 79% (1D3 +1D4)

Quote: "We'll have no trouble here. Now drink yer drinks and behave!"

The owner of the bar, Rob Hammet, is a bald, burly man in his fifties, a retired Mercenary who fought in the Thirty Years War. He doesn't mind a good clean brawl, but if anyone draws a weapon, he has a brace of pistols under the bar that he's not afraid to use. His long leather apron offers him a little protection.

JEFFREY GREGSON

Profession: Agitator

Age: 20

Faction: Leveller

RP: 65

STR 11 CON 10 SIZ 12 INT 12 POW 10 DEX 9 CHA 12

DM 0 HP 11 MWL 6 AP 0/0

Skills: Close Combat 38% (Dagger 1D4+1), Dodge 37%, Oratory 50%, Persistence 60%, Resilience 38%, Unarmed Combat 38% (1D3)

Quote: "Students! Pah, worthless parasites the lot of 'em! Yer babies can't eat fine words."

Gregson is something of a troublemaker. He's always

Adventure: An Elementary Mistake

stirring up the local Guild apprentices against Oxford students, whom he sees as useless parasites, and useless Royalist parasites at that. Since Oxford became the *de facto* Royalist capital, he's been keeping one step ahead of the local Watch, but on his home ground in the Jolly Magpie, he feels safe enough to express his opinions openly.

TODD DEAKINS

Profession: Ironmonger

Age: 26

Faction: Leveller

RP: 50

STR 15 CON 13 SIZ 14 INT 10 POW 9 DEX 12 CHA 9

DM +1D4 HP 14 MWL 7 AP 0/0

Skills: Close Combat 48% (Dagger 1D4+1+1D4), Dodge 32%, Persistence 37%, Resilience 53%, Unarmed Combat 52% (1D3+1D4)

Quote: "Alright, posh lad. You look like you've never done a proper days work in your life!"

Deakins is a new convert to the Leveller cause. He's a muscular, wiry individual with something of a chip on his shoulder about anyone who doesn't work as hard as he does. He imagines that anyone of higher social class than him spends their days lounging round on silk cushions, reading poetry and eating oranges.

RANULPH (AKA ROSALINDE) PERKINSON



Profession: Cavalier

Age: 19

Faction: Royalist

RP: 68

Hero Points 1

STR 12 CON 11 SIZ 10 INT 13 POW 10 DEX 17 CHA 13

DM 0 HP 11 MWL 6 AP 0/0

Skills: Athletics 48%, Close Combat 67% (Rapier 1D8), Disguise 70%, Dodge 68%, Gun Combat 67% (Flintlock Pistol 1D6+2), Insight 30%, Perception 56%, Persistence 67%, Resilience 49%, Stealth 89%, Unarmed Combat 29% (1D3)

Quote: "God save Prince Rupert!"

Rosalinde Perkinson is the headstrong daughter of Sir Reginald Perkinson. With her brothers dead and her mother gone, Rosalinde is enjoying a new-found freedom. Her father is uncertain how best to deal with Rosalinde, usually doing his best to indulge her. A passionate supporter of the Royalist cause, Rosalinde believes her brothers were deceived into turning coat and joining the Parliamentarians. She thinks the crumbling of natural bonds has turned son against father, causing in the end nothing other than grief and hatred. Of course, Rosalinde doesn't acknowledge that her own behaviour causes her father no end of worry. She dresses at times as a man, roistering around the town with Cavalier dandies, picking fights with Parliamentarian-supporting townfolk. Rosalinde is a capable fighter, an expert tracker and a mistress of disguise. Passionate about her beliefs, her impetuosity often leads her into danger. Her high Disguise skill means she can pass as a man, and when outfitted appropriately she seems to be a handsome boy, rather than the attractive young woman she appears when dressed in her courtly gowns. Currently masquerading as "Ranulph", she has accidentally wandered into a Leveller establishment and is beginning to think she has bitten off more than she can chew. If a brawl breaks out, she will be the first to draw her sword (poor etiquette in a good, clean fisticuffs fight), as her Unarmed Combat skill is poor but her Close Combat skill is excellent.

Rosalinde is an important character in the *Kingdom & Commonwealth* campaign, so should not be killed in the following brawl. She has a single Hero Point that can, in dire necessity, be used to save her life.

LEVELLER BRUISERS (10)

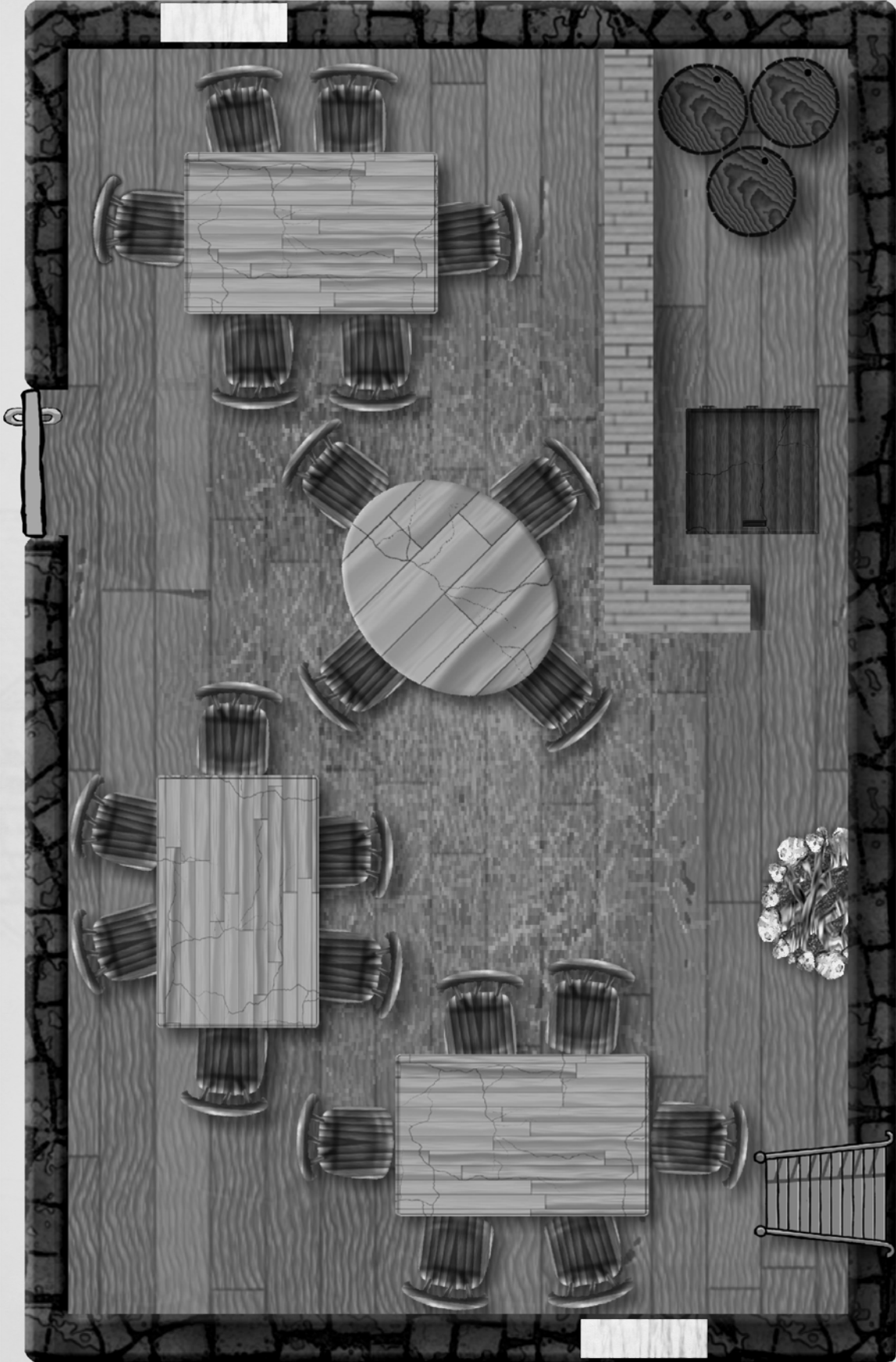
STR 11 CON 12 SIZ 11 INT 10 POW 10 DEX 11 CHA 10

DM 0 HP 12 MWL 6 AP 0/0

Close Combat 46% (Dagger 1D4+1), **Dodge** 40%, **Gun Combat** 50%, **Persistence** 50%, **Resilience** 55%, **Ride** 60%, **Unarmed Combat** 40% (1D3)

These are assorted Magpie regulars, of various shapes, sizes and ages (all male). They are sympathetic to the Leveller cause, some more from the prospect of a good scrap, with students, Royalists, and anyone else of a higher class, than from any deep political motivations. If a brawl breaks out, they'll keep it to fists and feet, but if

The Jolly Magpie



someone else draws a weapon, then the knives will come out.

ROYALIST DANDIES (3)

STR 11 CON 11 SIZ 11 INT 10 POW 10 DEX 11 CHA 10

DM 0 HP 11 MWL 6 AP 0/0

Close Combat 60% (Rapier 1D8), Dodge 40%, Gun Combat 50%, Persistence 50%, Resilience 55%, Ride 60%, Unarmed Combat 50% (1D3)

These young Cavalier blades are all somewhat smitten with Rosalinde Perkinson, and will defend her to the death at the slightest sign of trouble. They're trying to put a good face on it, but they're actually rather nervous about being in the Jolly Magpie - this was Rosalinde's plan and is not their idea of a good time.

HOLIER-THAN-THOU ROBINSON



Profession: Journalist

Age: 20

Faction: Puritan

RP: 66

STR 10 CON 9 SIZ 10 INT 14 POW 10 DEX 12 CHA 9

DM 0 HP 10 MWL 5 AP 0/0

Skills: Dodge 59%, Persistence 56%, Resilience 32%, Unarmed Combat 28% (1D3)

Quote: *"Licentiousness and Debauchery! Thou suckleth at the devil's own teat, I say!"*

Holier-Than-Thou (Holier to his friends, if he had any, which he hasn't) is a journalist. Holier is in the Jolly Magpie to sell his Puritanical Penny Pamphlet, "The Righteous View", which rails against sinful ways, and in particular the drunken debauchery that takes place in

this very alehouse. He will go around the pub trying to sell his paper. He will be mocked by the Royalists and the Levellers alike, although some of the more religiously inclined Levellers will look a little uncomfortable at this. If any of the party takes exception to Holier, then the barman will demand to see the pamphlet. When Rob realises that the pamphlet is hostile to his tavern, he will throw Holier out. If fighting breaks out and Holier hasn't been thrown out by Rob, he will hide, occasionally preaching from under his table against the sinfulness of alcohol and the temptations of the flesh.

A TOAST

Let the Adventurers get acquainted with each other (if they're not already) and size up the other people in the alehouse. Have them encounter Holier, and send him off with their jeers ringing in his ears, or his pockets jingling as they enthusiastically hand him their pennies. Then interrupt whatever they're doing by having Gregson go up to the bar. He bangs on it with his tankard for attention and launches into a speech. He's obviously more than a little drunk, but so is everyone else in the place, and the Levellers will cheer his every word.

"It's Christmas! And everyone out there [he waves drunkenly with his tankard] will be celebrating Jesus Christ, and toasting little Charlie the Second over the water. But I say... I say... A toast! A toast to Honest John Lilburne, and the King's executioner, whoever he might have been. You with me? Honest John and the King's executioner!"

The Levellers in the place will all repeat the toast: "Honest John and the King's executioner!" But any Adventurers with Royalist sympathies must make a Righteous Will test if they wish to avoid challenging this toast.

It's up to you as the Games Master how the other characters respond to your players' challenge, but whatever they do, the Leveller sympathisers are likely to jeer and hoot in derision. They're too drunk and too set in their Leveller ways to be easily swayed by opposing points of view.

If none of the Adventurers make the challenge, then "Ranulph" will. She will challenge Gregson to a duel, to be fought outside. At this, all the Levellers will hoot with derision; they are not at all impressed by Cavalier notions of honour, particularly from someone they see as a Royalist milksop.

If one of the Adventurers is defending the King's honour, "Ranulph" will side with them. At some point in the

Adventure: An Elementary Mistake

argument, one of the Levellers will take things to the next level by attempting to shut up the ranting Royalist by pouring a pint of ale over his or her head. This is a general signal for a brawl to break out, and the Levellers will lay into the Cavaliers and any Adventurers who are on their side.

RUNNING THE BRAWL

As soon as a brawl starts, the game goes into Combat Rounds. All the NPCs in the alehouse will be fighting with Unarmed Combat skill. The Levellers will lay about them merrily, using improvised weapons such as tankards and bar stools, as will the Royalist Dandies at first. The Dandies will attempt to keep Rosalinde behind them – but if any of the Levellers, or the Adventurers, get past the Dandies, Rosalinde will draw her rapier to defend herself. In the following round, the Levellers will all draw knives and the other Dandies will draw their swords.

Play out the combat with one NPC against each Adventurer, while merely describing what's happening elsewhere in the room. If the Adventurers are fighting against the Dandies, their breaking through and threatening Rosalinde will kick off the drawing of weapons. If the Adventurers are fighting the Levellers, describe each round how the other Levellers are pushing back the Dandies. The Adventurers may be wondering why the rest of the Dandies are defending Rosalinde – as far as they're concerned, if they know her name at all, they think she's Ranulph – but there isn't much time in the middle of a fight to discuss this. On the third round, if the Adventurers haven't threatened Rosalinde, and the Levellers aren't in a position to do so, Rosalinde will draw her sword and enter the fight anyway.

Seeing through Rosalinde's Disguise: Rosalinde is pretty good at pretending to be a man – she can certainly talk the talk. But any character fighting her has a chance of seeing through her disguise. They may make an Opposed Perception or Insight test against her rolled success of 21 on a Disguise skill of 70. If she is identified as a woman publicly, she will fight all the harder. Adventurers who already know Sir Reginald gain a +20% bonus (even if they have met Rosalinde before, her disguise is good enough to fool them).

Calming things down: It's possible the Adventurers will attempt to calm things down. Once weapons are drawn, an Influence or Oratory roll can be made. Roll opposed rolls against the Persistence of Jeffrey and "Ranulph"; if either of them is persuaded, they will order the others to put down their weapons.

Battered and Bruised: Although the Levellers are spoiling for a fight with some Royalists, and Ranulph/Rosalinde may make the fight a whole lot more hazardous due to drawing her rapier, on the whole the intention of the Levellers will not be to cause serious harm to anyone (unless of course one of their own has been seriously injured or incapacitated).

Important Note: Remember, if playing the *Kingdom & Commonwealth* campaign, Rosalinde should not be killed in this encounter, although she may have to escape with seriously bruised pride.

TIME, GENTLEMEN, PLEASE

After one round of fighting with weapons, if no Adventurer has calmed things down, Rob the landlord will pull two pistols out from behind the counter. He will point one at the Adventurer who seems most proactive in the fight, and one at the leader of the opposing faction (Jeffrey or "Ranulph"). He will roar "Drop your weapons, or by God, I'll blow your damned heads off!" "Ranulph" and Jeffrey will drop their weapons on their next action – if the Adventurer doesn't on his turn, the landlord *will* fire – but he'll fire at one of the hooks in the ceiling. A large and heavy pewter tankard will fall and hit the weapon hand of the Adventurer in question (he's done this before, and is good at it!). The Adventurer must make a Resilience roll or drop his weapon. The other NPCs will drop their weapons on seeing their own leader has done the same. Chances are, if the Adventurers haven't already, they will on noticing this.

Once everyone is calmed down, Rob will roar "Right! Out of here, the lot of you! If you've got beds here, you can come back after midnight, but I'm not having you wrecking any more of my alehouse this evening."

He will accept no arguments, and the Adventurers will be forced out into the cold Christmas Eve night without their evening meal. Whichever side the Adventurers fought on will give them a fond farewell and be on their way; the other side will be off before the fight can continue outside.

The Adventurers can continue to the next event of the evening.

Christmas Fair

The streets of Oxford are thronged with people this evening, despite the cold and the thick flakes of snow falling from the night air. Nobles and their hangers-on and bodyguards mingle with the lowest Vagabonds begging and stealing from the many stalls that line the thoroughfares. There are musicians playing and singing in the hopes of a few farthings; stalls sell hot chestnuts, rat-on-a-stick (meat is scarce in the current war economy!) and roast pigeon. An urchin may try to pick their pockets.

TIMOTHY BUNKEM

Profession: Thief

Age: 11

Faction: Gang

RP: 40

STR 8 CON 9 SIZ 7 INT 12 POW 10 DEX 14 CHA 11

DM -1D4 HP 8 MWL 4 AP 0/0

Skills: Dodge 67%, Evaluate 57%, Persistence 20%, Resilience 18%, Sleight 84%, Stealth 54%, Unarmed Combat 22% (1D3)

Quote: "I'm so sorry, sirs. I'm a starvin' orphan. Please 'ave mercy."

Although he looks like any number of the waifs that survive on the streets, Timothy is probably the best child Thief in town. He runs with a Gang of fellow child pickpockets. If given half a chance (such as in the press of the crowd around the food vendors), Timothy will attempt to pick an Adventurer's pockets. If caught, Timothy will look forlorn, tears streaming down his muddy little face. He will beg for forgiveness, and attempt to escape. If handed over to the authorities Timothy may still escape the noose - his Gang might bribe the Gaoler to turn a blind eye and let him escape, or he might be able to run during the confusion caused by events later in the evening.

A THEATRICAL EVENT

The Adventurers may be attracted by the sounds of laughter and cheering coming from ahead. A crowd is gathered around a makeshift stage where some sort of comedy is being performed. As the Adventurers get closer, read the following -

You see a man, dressed as a Puritan, his face disfigured with huge fake warts. A large clockwork key is sticking out of his back. He is marching about the stage, sword in hand. He is obviously a parody of Oliver Cromwell, and is

accompanied by two men in New Model Army uniforms, riding hobby-horses with heads made to look like the heads of clockwork Iron Horses. They are facing a group of Cavaliers led by a dashing leader who is obviously supposed to be Prince Rupert - he holds a large rock in one hand and a sword in the other.

As the Adventurers watch, the Cromwell character advances on the Rupert character:

"I am Clockwork Nol, Tick-Tock King of All England! Already I have banned Christmas! Soon I shall ban smiling! All food except porridge will be outlawed!" He advances on Rupert, as if to fight him, but his movements become slower and slower, as though his clockwork is running down. The two New Model Army soldiers rush forward shouting "He's running down, he's running down! Wind him up, wind him up!" But they cannot get near him as the Cavaliers start to chase them around the stage and Cromwell stands in an awkward position, utterly still.

The crowd, many of whom are from out of town (the more devout locals are staying at home in their beds), love it and laugh and cheer. But anyone on the Parliamentarian side must make a Righteous Will test to avoid protesting. Puritans in particular will be incensed at such a theatrical display.

Assuming one of the Adventurers does protest, play it by ear. No real harm should come to the Adventurers - in fact many of the crowd will see this all as part of the evening's entertainment, and the performers will mock the person in question, with "Clockwork Nol" taking the protester's side and trying to get him to agree to more and more outrageous things; "So, do you not agree, sir, that laughter is the work of the devil? That oranges are the fruit of Satan, their sweet juice designed to tempt us into lasciviousness?" etc. If things turn ugly, the crowd will begin throwing things at the Adventurer and he will be chased through the crowd.

The Games Master may wish to run any argument between a Parliament-supporting character and the actor playing "Clockwork Nol" as a Debate using the Righteousness rules. If so, the actor is a Royalist with 54 Righteousness Points.

LIGHT UP THE SKY

The Adventurers head in the direction the crowd is going, toward the firework display. It is in a square, one end of which has been cordoned off, where a big bonfire is burning, and a circle of white powder has been laid out in front of it. Behind the fire, traditional fireworks have



been ranged, and these are to be set off at a distance by a bevy of Oxford University Alchemists who are standing in upstairs windows around the far side of the square.

As the Adventurers approach, someone waves to them from some steps leading up to one of the houses. It is Sir Reginald Perkinson, an eccentric local Alchemist and probable friend of some of the Royalists in the party; he's peering over the crowd, and asks if any of them have seen his daughter Rosalinde - he forbade her to come out tonight, convinced she'd get into some sort of trouble, but she slipped out anyway.

From these steps, the Adventurers have a good view of the fireworks display over the heads of the crowd. A booming voice (using the spell *For to Cause a Person to Speak with Authority*) announces "In the name of His Royal Majesty King Charles II, let the fireworks commence!" A single bolt of lightning crackles down from the night sky (the spell *For to Conjure a Bolt From the Blue*), setting light to a fuse connected to a number of fireworks, and fountains of silver sparks gush into the night sky. At the same time, six paper hot air balloons rise in formation, glowing from within and dropping showers of coloured sparks - red, orange, yellow, green, blue and purple. The crowd gasps and "oohs" and "ahs" - none of them have ever seen anything like this before. Then two more lightning bolts crackle down, and the first rockets rise into the snowy sky, bursting overhead in huge multi-coloured balls of light.

Now comes the grand finale. What's supposed to happen is that a 3 cubic metre Salamander (see p.332) is to be

summoned from the bonfire into the magick circle using the spell *For the Summoning of a Salamander*. The Salamander would be shaped (using *For the Shaping of a Salamander*) into a huge flaming phoenix, which would fly off over the heads of the crowd - signifying the inevitable rebirth of royalty from the ashes of the dead kingdom.

It's at this point that things start to go wrong. There is a plot afoot...

THE PARLIAMENTARIAN PLOT

Unknown to anyone, a pro-war faction within the Parliamentarian ranks is determined to restart the conflict. Somehow, they have learned something of the principles of alchemical magick and know that the first person to break the magick circle enclosing a summoned Elemental is the one to command it.

The student Alchemists are all casting their spells from windows on the far side of the firework display from the place where the Salamander is summoned, and are thus unable to intervene when things go wrong.

Fireworks are still rising, but in front of them, flame starts to flow from the fire into the magick circle and form into a huge humanoid figure made of flame. It is slim, with long limbs, and towers 4 metres tall. The crowd gasps and falls back a little. At that moment, an old man dressed in Puritan garb (all black, with a wide white collar and wide-brimmed hat), breaks through the barrier holding back the crowd and marches toward the circle. He is ranting:

"See how the Royalists summon demons to do their bidding! Truly they are the spawn of Satan, minions of the Anti-Christ, Papists and fornicators all! But they will see the righteous wrath of the Lord! Yea, he will smite them down, here in this depraved den of debauchery, where the weasels of wantonness capriciously cavort with the stoats of sin!"

As he is saying this, he is moving toward the magick circle, and as he reaches its edge, he turns as though to berate the crowd. A couple of Watchmen run toward him. But as he turns, the old Puritan scuffs away the edge of the magick circle, freeing the Salamander from its captivity. He seems to mutter something under his breath; he's actually giving the Salamander a command to go set fire to the Royalist gunpowder stockpile! Then he raises his hands to the night sky:

"Tonight, Oxford will burn!"

The Salamander surges out of the magick circle, engulfing one of the Watchmen in flames and setting him on fire, before running with great strides toward the crowd, who panic and scatter screaming in all directions. The other Watchman tackles the old man to the ground, but it is too late, the Salamander is loose.

VOLUNTEERED

Any Alchemist in the party will know that the Puritan must have broken the magick circle; he will also know that the Puritan must have given the Salamander a command, otherwise it would just have returned to the bonfire from which it was summoned. If there are no Alchemists in the party, Sir Reginald will give them this information. Already, several people who failed to get out of the way are burning, while others attempt to extinguish the flames. The fireworks are still going off behind the huge bonfire - there is no way the other Alchemists can get to the Salamander in time, blocked by the bonfire, barriers, and pyrotechnic display. It's up to Sir Reginald and the Adventurers.

"We must stop it, before it causes untold damage!" Sir Reginald cries. He asks Alchemist Adventurers if they have the spell *For the Dismissal of a Salamander*. If so, he will charge them with the casting of it. *"But first we must catch it."* He reaches into a belt pouch and brings out a number of Philosopher's Stones, one for each of the party and says,

"Each of you must hold one of these, and we must form a circle around the Salamander, no more than two arms-lengths apart. Elementals fear Philosopher's Stones and will not approach you. We can then cast a spell to dismiss it. Come on!"

If any of the Adventurers argue about whether they should be doing this, he will point out that the other Alchemists cannot get there because they're stuck on the other side of the cascading fireworks. As they are arguing, the Elemental swerves to one side and disappears up a side-street. Anyone familiar with Oxford will realise that it's heading for the Royalist gunpowder store, and that if it gets in there, the resulting explosion could take out half the town.

Sir Reginald will begin running after the Salamander, and it's to be hoped that the Adventurers will follow him. Otherwise it will be a very short adventure ending in a bang!

SIR REGINALD PERKINSON



Profession: Alchemist

Age: 57

Faction: Self Interest (Peace)

RP: 62 Hero Points 1

STR 10 CON 12 SIZ 11 INT 16 POW 15 DEX 12 CHA 14

DM 0 HP 12 MWL 6 AP 0/0

Skills: Alchemy 82%, Close Combat 51% (Rapier 1D8), Dodge 26%, Elemental Casting (Fire) 76%, Elemental Casting (Earth) 59%, Influence 78%, Persistence 61%, Resilience 41%, Unarmed Combat 28% (1D3)

Spells: *For to Breathe Like unto a Dragon, For the Dismissal of a Salamander, For to Cause the Conflagration of a Blade, For to Bring the Touch of Healing, For the Ignition of a Consuming Flame, For to Mend a Broken Body, For the Summoning of a Salamander, For the Warming of the Mortal Frame*

Carries a 6 point Philosopher's Stone, with access to more.

Sir Reginald is a Royalist Alchemist, secretly working with other influential individuals to prolong the peace that has broken out following the devastation at Naseby. He is limited in what actions he can take in this regard, mainly confining himself to correspondence with like-minded people. Sir Reginald is extremely wealthy, genial and generous. However, his geniality hides the incredible strain he is under. He lost his wife and both of his sons in tragic circumstances, and finds himself attempting to bring up an unruly daughter on his own. His main concern is her safety. He craves a more peaceful and stable world, in which she might settle down and put her family's troubled past behind her.

DEATH FROM THE SHADOWS



The Salamander is moving at a fairly sedate 15 metres per Combat Round, and is about 50 metres from the Adventurers, so they will be able to catch up with it in three rounds if they sprint (at 30 metres per round).

The streets are clearing rapidly as everyone runs away from this fiery creature stalking the night lanes. Occasionally its shoulders brush the overhanging eaves of the closely-packed buildings, setting small fires; but everyone is too scared of the Salamander to put out the fires while it is nearby. It is out of sight of the Adventurers, but as they run across the now deserted square in the intermittent light of the continuing fireworks, they can see the orange glow of its presence on the walls of buildings.

But there are other dangers in the shadows. Unknown to the Adventurers, Parliamentarian agents are prepared for people pursuing the Salamander; a group of Parliamentarian thugs, led by a mysterious masked man, begins to take pot-shots at the characters from the side-alleys.

PARLIAMENTARIAN VOLUNTEERS

STR 11 CON 12 SIZ 11 INT 10 POW 10 DEX 11 CHA 10

DM 0 HP 12 MWL 6 AP 2/1

Close Combat 45% (Sabre 1D6+1), Dodge 40%, Gun Combat

40% (Flintlock Pistol 1D6+2), Persistence 40%, Resilience 45%, Unarmed Combat 35% (1D3)

In fact, the Parliamentarians are not regular soldiers, but keen volunteers from within the town. All work locally in ordinary trades and are militantly anti-Royalist. They have been armed with flintlock pistols and sabres by the mysterious masked stranger and have been told to attack anyone trying to stop the Salamander - they realise how important it is for their cause to destroy the Royalist powder store. They are wearing padded leathers and rough helmets affording them a small amount of protection.

RUNNING BATTLE

There is one less Parliamentarian than there are Adventurers (not including Sir Reginald)

As the Adventurers run to catch up with the Salamander, each volunteer will take one shot at them, then tuck his pistol back in his belt, draw his sword and run to attack. They will do their best to cut off the Adventurers from the Salamander, and it will be up to the Adventurers to make sure that at least three of them get to the Salamander before it gets to the gunpowder store.

The Salamander will reach the gunpowder store in five combat rounds if not stopped. The Salamander will veer away from anyone holding a Philosopher's Stone, so the party has at least some protection from its attacks.

While the combat is going on, have the Adventurers make a Perception test at -20%. Anyone who succeeds will see a dark figure wrapped in a black cloak, with a black scarf covering the lower half of his face, watching from the shadows. If any of the Adventurers approach, he will be gone by the time they get to the spot.

Important Note - Sir Reginald can be injured, but should not be killed if you are planning to play the *Kingdom & Commonwealth* campaign. He has a single Hero Point that can be used to save him from certain death.

BEATING THE SALAMANDER

The Salamander is a fearsome foe - see p.330-2 for its capabilities. It can take damage from normal weapons, but whether anyone wants to risk getting close enough to try is a matter of some (probably not much) debate. A Salamander cannot be hurt by normal water, though it would lose 1 HP per round if caught in the effects of a spell *For to Raise a Great Fog*, or 2 HP per round in a spell *For to Cause a Great Downpour*. If an Undine is summoned, the Salamander will need to succeed at a Persistence test, otherwise it will be distracted from its

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mission and begin fighting its deadly Elemental foe. Other Elementals will not distract it from its purpose, though it will attack anyone or anything that attempts to prevent it attaining its mission of setting fire to the Royalist gunpowder store.

The Adventurers will be able to "herd" the Salamander, as it will attempt to stay 1 metre away from any Philosopher's Stone waved in its direction. Once three or more Adventurers get in a circle around it with Philosopher's Stones, it will cower between them.

If Sir Reginald is still in the fight, he will be able to cast *For the Dismissal of a Salamander*. He has Elemental Casting (Fire) at 76%. Alternatively, one of the Adventurers can cast the spell. Otherwise, the party will be forced to get rid of it by other means.

SUCCESS!

Assuming the Adventurers succeed, they may want to return to any of the Parliamentarians left alive to question them. Returning to the scene, however, the Adventurers will find that the wounded have had their throats cut from ear to ear. If the Adventurers managed to capture any alive, they will have only the scantiest knowledge of the plan - they were all fanatical Parliamentarians, but were told little; they were recruited by a mysterious man dressed in black, who told them only that they would be striking a blow against the Royalists.

Sir Reginald points out that if news gets out that this was a Parliamentary plot, it is likely that Prince Rupert will feel obliged to retaliate, and the war will intensify again - it is probably best if they give the impression that this was all a horrible accident caused by the mad Puritan preacher. He will use his spell *For to Breathe Like unto a Dragon* to incinerate the Volunteers' bodies, to make it look like they were victims of the Salamander. Any living Parliamentarians will promise not to breathe a word in exchange for their lives.

As the church bells ring for midnight and the beginning of Christmas Day, Sir Reginald suggests they all go to church and thank God for their survival.

FAILURE!

If the Adventurers fail to stop the Salamander getting to the gunpowder store, it will go up in a massive explosion; assuming the Adventurers are fairly close by when this happens, have them make a Dodge roll to take cover. If they do so, they will lose 1D4 HP; if they fail

they will lose 1D10. (The spending of Hero Points might be a good idea at this point!) The bodies of the Parliamentarians will be mangled in the explosion, there will be a huge crater, and many of the wooden buildings around will be set alight.

The Adventurers will be rescued by people coming to put out the fires. Sir Reginald points out that if news gets out that this was a Parliamentary plot, it is likely that Prince Rupert will feel obliged to retaliate, and the war will intensify again - it is probably best if they give the impression that this was all a horrible accident caused by the mad Puritan preacher. As the church bells ring for midnight, Sir Reginald will suggest they all go to church to thank God for their narrow escape.

If you are intending to run *The Alchemist's Wife*, the first volume in the epic *Kingdom & Commonwealth* campaign for *Clockwork & Chivalry*, then the party will also be invited to Sir Reginald's house for dinner and a meeting within the next day or two.

Rewards

Adventurers should get three Improvement Points at the end of this adventure. In addition the Adventurers should be awarded Hero Points, as appropriate to their actions (see p.190).

Christmas is a holiday period lasting 12 days, and the Adventurers should have time to rest up and recuperate before their next adventure.

The Naked and the Dead

A curious incident in rural parts

"I'll slay more gazers than the basilisk."

- William Shakespeare, *Henry VI, Part 3*

Here is an adventure (which can best be described as a deadly romp) set in a small village somewhere in Parliamentarian-controlled lands. The adventure stands alone and can be played in a single session, but can easily be slotted into your own campaign, or into *The Alchemist's Wife*, the first volume of the Kingdom & Commonwealth campaign.

The Dead

The Adventurers are travelling together through the Parliamentarian lands when they come upon a small church on the outskirts of a village. Read or paraphrase the following to the players:

You have been travelling along the country lane for a couple of hours when you come to a small stone-built church with a square tower, set in its own graveyard, a few minutes walk from the next village. The door is ajar, and you notice that all the windows appear to have been smashed from the inside, leaving shards of coloured glass scattered on the grass.

Have the Adventurers make Perception rolls. On a success they will notice that it seems very quiet - there

are no birds singing, and the sound of bleating sheep, which has been a constant background to their journey, is now absent. At the side of the path leading up to the church door, several dead songbirds lie on the ground with their legs in the air. There is not a mark upon them.

Assuming the Adventurers decide to look in the church (it doesn't matter if they don't, they can come back later), this is what they see:

When you enter the church, a scene of utter devastation meets your eyes. The windows are all smashed; the altar rail has been toppled and lies chopped and splintered on the floor; and several painted statues of saints have been cast down from their alcoves and are now broken. An intricate mural of the Last Judgment has been defaced with whitewash, and there is a scattering of bent golden candlesticks and a crumpled communion cup near the altar. Sprawled in the aisle is a middle-aged Priest, obviously dead, with a look of utter horror on his face.

A Culture (Own) roll will tell the Adventurers that the damage is probably the work of Iconoclasts (see the Profession description on p.52) - though they are not known for killing priests in cold blood.

The priest has probably been dead for a day at most, though there are no wounds on him, only a look of utter horror on his face.



Searching the church further will reveal little of interest, except in two places:

Office: This is probably the priest's vestry; there are several ornate silk priestly robes hung up here, and a desk, its drawers open and contents scattered about the room (only boring notes for sermons and the like). There is also a bookshelf, which looks as though it has been emptied recently; a couple of books of theology are scattered on the floor, but the rest are gone.

Laboratory: An unusual feature in a church, this is obviously an Alchemist's laboratory. It too has been smashed, the contents of flasks and bottles puddled on the floor. In the middle of the room is a smashed crate with soiled straw in the bottom and a scattering of corn, as though some animal or bird had been kept in it. A Difficult (-20%) Perception roll will allow an Adventurer to find two unbroken potion jacks, containing a potion *For to Sharpen a Blade* (Magnitude 6) and a potion *For to Cure a Disease or Counteract a Poison*.

Backstory

This is what has happened. Yesterday, a Puritan Iconoclast by the name of Zeal-for-the-Lord Harrison,

and a couple of his assistants, visited the church and began smashing the place up. They were especially incensed that the Priest (the Reverend Richard Holmdyke, a Laudian) was dabbling in alchemy - a mostly respectable Profession in Royalist lands, but outlawed here. They smashed up the laboratory, including the crate. Inside the crate was a Basilisk (see p.325), which the Reverend had recently bought, at great expense, from a gypsy. The Basilisk fled from the violence of the Iconoclasts into the church hall, only to meet the priest coming in the other direction. Killing the hapless vicar with its deadly gaze, it fled into the countryside, where it has been killing things ever since.

Village of Fear

When the Adventurers leave the church and head for the village, they will see several dead sheep in the fields, as well as more dead birds, a number of dead rodents and a dead dog. In the village, the chimneys are all smoking, as though people are at home, but there is no-one about. The curtains of all the windows are drawn, or if the house is too poor to afford curtains, cloth or wooden boards have been hastily put over the insides of the windows. If the Adventurers call out in the street, no-one will answer - the curtains won't even twitch. If they knock on the door of a house, the first couple they try won't reply (though they may hear muttering within), but at the third house, a voice from behind the door will call out, "*Have ye seen the Devil's Chicken?*"

Whatever the reply, the man on the other side of the door will begin a rant:

"Aye, the Devil's Chicken, I tell ye! Seen it with me own eyes, I did. With four legs, and a tail like unto the tail of Satan himself! 'Tis a punishment on this poor village for its sinful ways! It'll kill you, soon as look at you! You'd better come in, mean miserable sinners though ye be, lest the vengeance of the Lord be upon ye!"

He will open the door just wide enough for the Adventurers to slip through, though any horses or mules they have will be left to the mercies of the "Devil's Chicken." Any character with the Alchemy skill or Lore (Zoology) or similar will, on a successful Difficult roll (-20%), be able to identify the "Devil's Chicken" as a Basilisk, though they will know little more than that, other than that they are reputed to be extremely dangerous, poisonous in some way and able (so it is believed) to kill with a glance.

The Adventurers' host is Repentance Halliwell, a devout Puritan shoemaker (Righteousness Points: 78). He is a

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tall, stoop-shouldered, gaunt-faced man with grey hair. His cottage is full of shoe-making equipment and pieces of cut leather. His wife Constance, a demure, rotund little woman, says very little, though she will occasionally admonish her husband with a gentle "Oh, Repentance," if he becomes too righteous. She offers the Adventurers pease porridge (a plain but wholesome porridge made from split peas with small pieces of bacon in it), while they can ask questions to find out what has been going on.

Repentance blames it all on the vicar and his ungodly ways:



"A Catholic and a Witch, he were! Not that there's much difference, if you want my opinion. What with his robes and incense and fancified gold candelabras, not a proper man of God at all. And then the potions he used to make – noxious vapours coming from the vestry at all times of the day and night. Devilish, it were! Almost sent for the Witch Finders more than once, I did. But then that proper Godly man turned up yesterday – Zeal-of-the-Lord Harrison – Iconoclast General he called himself, reckoned he had orders from Cromwell to purify the churches of their heathenish popery. Had a couple of assistants with him, proper young men, all righteousness and muscles. Off they went to the church to cleanse it of its devilish trappings. Well, a lot of us proper Godly folk cheered 'em on, though some folk stayed in, hidin' like. We could hear the smashing and banging from here, quite warmed the heart it did. But then it all changed. There were screaming come from the church, and then the three of 'em came galloping back through the village on their horses as though the Devil 'imself were on

their heels. "Lock your doors," they shouted, "shutter your windows! Satan's curse is abroad!" An' off they went.

And that's when the dying started. I saw the beast with me own eyes, though it didn't see me, thank the Lord. Nasty scraggly thing, like a chicken it were, but with four legs, an wings like a bat, and a slimy serpent's tail. One of the village dogs went for it, and it raised its tatty wings and glared, and the dog just dropped dead. We've been hidin' ever since. There's no-one in the village knows what to do, we're not learned folk. Only one with any proper book-learning were the vicar – unless you count Crazy Giles. He knows everything about everything, though he's tormented by demons something rotten. How do you fight the Devil's Chicken?"

Under the Gaze

It should be apparent to the Adventurers that they're going to have to sort out the situation; either that or run away and leave the village to its own devices. Some of what Halliwell said may have raised the ire of some of the characters – any Catholics or Laudians will have to make Righteousness tests to avoid getting into an argument with him. But things shouldn't get too heated, what with a Basilisk waiting outside to kill everyone.

If no-one else thinks of it, Halliwell will suggest that there may be something in the vicar's library which will tell them how to deal with such a beast. When the Adventurers reveal that the library was empty (assuming they know this), the shoemaker will immediately suspect

"...that Crazy Giles. He were always trying to get in the church and steal the vicar's books. Book mad he is. Well, just plain mad, really. Believes every word he reads, even if it contradicts what he read the day before."

The village is arranged in a square, the cottages surrounding a village green, with a duck pond in the middle. (The church is a little way out of the village, as the original tiny old church burned down in the last century. A much larger new one was built, outside the village, where there was more space). Giles lives across the village green from Halliwell, so the Adventurers will have to either cross the open space or creep round the edge of the green to get to his house.

RECRUITING OTHERS

The Adventurers (either before or after visiting Giles) may want to recruit other villagers to help them hunt down the Basilisk. Halliwell and his wife say they are

much to old for that sort of thing, and can't be persuaded. Anyone making a successful opposed Persuade roll (Difficult, -20%) against the villagers' Persistence of 80% (it's so high due to their, probably sensible, fear of the Basilisk!) will get 3D6 young men to come out of their houses. Its a small village, so further successful rolls will not add to this total. After getting information from the books at Giles' house, if they failed in their earlier recruitment attempts, they can make another roll without the penalty, as long as they sound like they know what they're talking about. Games Masters may give a bonus if the plan sounds particularly convincing.

AVOIDING THE BASILISK

The Basilisk is currently asleep, in a barn, on the edge of the village closest to the church, but of course the Adventurers don't know this. The trip to Giles' house should be a fraught affair. There seem to be dead creatures everywhere, as well as live creatures which look a lot like Basilisks when seen out of the corner of the eye. The Adventurers could use up quite a lot of powder and shot killing innocent hens before they reach their destination.

The Naked

When the Adventurers knock on Giles' door, they will be confronted by a short, tubby, hairy and completely naked man, who gives them a welcoming, joyful smile and attempts to hug them! This is "Crazy" Giles Whimshurst, a somewhat deranged Scholar who retired to the village from Cambridge, to live with his aged mother (now dead) after a having a breakdown at university. He would be the "village idiot" except that he's far too clever. As Halliwell said, he believes everything he reads. Just now, he's read a pamphlet about the Adamites (see the Adamite Faction on p.93) which he found among the vicar's books, and he's become a convinced convert to the cause.

"Come in, come in, my friends! My home is yours. I shall bring you beer. But surely, you must feel constricted and uncomfortable in all that clothing. Come, cast off your worldly trappings, and let us be as the Lord God made us!"

It is, of course, extremely unlikely that anyone will take him up on this offer - even a Ranter is only likely to strip off in order to make some sort of political point, and there's not really a reason for that here. Other than that, nakedness is a *very* big taboo in 17th century England!



Luckily for the Adventurers, due to Giles' mental condition he only has 4 Righteousness Points in the Adamite faith, and while he seems very passionate about it, can be converted to another faith quite easily (using the Righteousness rules) - at which point he will become very contrite and rush off to put some clothes on.

His little cottage is filled with books, stacked in teetering heaps, with only narrow walkways to get between them. Once the problem has been explained to him, he will be fascinated and begin pulling books from various piles; some of them are the vicar's and some his own, but they are all bestiaries of one sort or another. Giles is easily distracted and will appear to be studying the topic in question only to suddenly say, "I say, did you know that pelicans feed their young by pecking their own breasts to give them blood?" or "To think that barnacle geese grow from barnacles, who'd have thought it?" It will be up to the Adventurers to find the information they need.

Alchemy, Lore (Aristotelian Science), Lore (Zoology), Lore (Africa), INTx2, or any other skill the player can persuade the Games Master to accept, can be used to find information about Basilisks. Adventurers can make a roll every 15 minutes, and each successful roll gives one piece of information from the following list:

- The Basilisk can inject poisonous venom with its beak.*
- The Basilisk can kill you just by staring at you.*
- The Basilisk can be killed by hearing the cry of a cockerel.

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- The Basilisk can be killed by the smell of weasel urine.
- The Basilisk can only be harmed by a magically-treated weapon.
- The Basilisk has corrosive blood.*
- The Basilisk can be killed by making it stare at itself in a mirror.
- The Basilisk can only kill you with its gaze if you make eye contact with it - if you only look at it in a mirror, you're safe.

Those marked with a * are definitely true (see p.325) - the others may be true or false at the Games Master's discretion. If the Games Master wants to run a game in which the Adventurers spend their time hunting weasels for their urine, go ahead - there's probably someone in the village with a ferret, but will that do the job? Feel free to come up with any other real or imaginary facts about the Basilisk - it could be that the players have read the entry on Basilisks and think they know what they're getting into, in which case some new true facts may be entertaining (Basilisks are irresistibly attracted to freshly-laid hens' eggs, Basilisks can only be killed by a male Natterjack Toad, etc.).

Whatever resources the Adventurers think they need can probably be procured in the village, whether it's mirrors (or highly polished pans, more likely), toads, or volunteers (see Recruiting Others, above), though collecting them may take a while.

If you can get your characters sneaking around the hedgerows, peering into mirrors, carrying bottles of weasel urine and crowing like cockerels, this will make for an interesting confrontation when the Iconoclast returns at the end of the next scene!

It's possible, of course, that one or more of the Adventurers are Alchemists themselves, in which case, if they're caught casting spells in Parliamentary territory, they could be in serious trouble.

Hunting the Devil's Chicken

Once the Adventurers have gathered their resources (and possibly a group of villagers willing to help), it will be time to hunt the Basilisk. How this goes depends entirely on what sort of plan the players came up with. Bear in

mind that the Basilisk is *very* dangerous and could kill most of the party if you're not careful. If the Adventurers have some villagers helping them, it might kill one of them first, giving the players some warning as to quite how deadly it is.

When the hunt begins, the Basilisk is just waking from sleep in a barn on the edge of the village nearest the church. It will head toward the village looking for food. Despite its lethal nature, it prefers the same sort of foodstuffs as chickens eat - seed corn, vegetables, scraps, etc. The Basilisk is actually quite nervous of this strange environment; it was brought up in captivity in far off Cyrenaica, has spent most of its life in a box, and is not used to the English countryside. Its response to anything it sees as a threat is to spread its tattered wings menacingly and gaze at it - which is usually fatal. If the threat seems too overwhelming, however, it will attempt to escape. It cannot fly, but can flap in an ungainly fashion over low hedges and the like, and its small size means it can squeeze through narrow gaps in hedges, into henhouses, through carelessly left-open windows, through barns filled with animals, etc.

The Basilisk should lead the Adventurers a merry chase (though a potentially lethal one) around the village. This is likely to be a deadly serious hunt from the point of view of the Adventurers, but a ludicrous romp for their players. Play it out for as long as your players are enjoying themselves, with hairs-breadth escapes on the part of the Adventurers *and* the Basilisk, and just when it seems that the Adventurers are about to triumph, interrupt them with the following:

Suddenly, you hear a terrific metallic roaring. The hideous clanking noise comes from the road leading out of the village.

Some of the Adventurers may recognise the noise as the sound of the Iron Horses of the New Model Army Clockwork Regiment.

Whose Side Are You On?

The Iconoclast, Zeal-for-the-Lord Harrison, has gone off to the next town, donned his other money-making "hat" and returned as a Witch Hunter, with a squad of New Model Army Soldiers, determined to root out all signs of witchcraft in the village. There are three of the large clockwork two-wheeled Iron Horses (see p.277); each of

them normally carries two Soldiers, though one of those has been replaced by Harrison for this mission.

The Adventurers may be expecting help from the New Model Army, but this is not to be forthcoming. At the sound of the Iron Horses, the Basilisk panics and flees if possible (killing if necessary). If the Adventurers are in the middle of combat, the sound of the Iron Horses will require them to make a Persistence roll to avoid being distracted, allowing the Basilisk to get away. Even if the Adventurers manage to kill the Basilisk, Harrison will have a story ready.

The Iconoclast-turned-Witch Hunter is determined to uncover evidence of witchcraft, as he is paid for every Witch he turns in. The Adventurers are bound to be doing something which could be construed as witchcraft, whether it's wandering around with mirrors, toads and magic potions, or apparently sacrificing a deformed chicken to Satan. Harrison will point at the Adventurers and cry out, "Seize the Witches - I want them alive for hanging!"

The Soldiers will shut down their Iron Horses, draw their swords and leap into the fray. Harrison is not much of a fighter and will stay at the back, out of the way. If the Basilisk is still alive, it will no doubt cause complications, and it is even possible that Crazy Giles will have another conversion to Adamite beliefs and run naked through the conflict, calling for peace and love.

The NMA Soldiers will be attempting to subdue rather than kill the Adventurers; the Adventurers may not be so cautious.

There are any number of ways this fight could go, depending on your players. For instance:

- If the Adventurers can capture Harrison, the Soldiers will hold off and listen to their explanation of events.
- If the Adventurers are captured, the villagers will probably stick up for them and the Soldiers will release them, though they will have made an enemy of Zeal-for-the-Lord Harrison, who may return in a future episode.
- If the Basilisk is still free and kills someone else, the Soldiers can be persuaded to change sides and help hunt it down.
- If the Adventurers kill all the soldiers, they will likely be hunted across the county as murderers (and Witches too, if Harrison has anything to do with it).

The best possible result is that the village is saved, the Soldiers end up on their side, and Harrison's accusations are proved to be untrue. In that case, some of the

villagers (after laying out their dead vicar in the church for later burial) will have a celebration party for the Adventurers. This may be rather more than the Puritan members of the community can put up with (particularly Repentance Halliwell) and they will wax loud and long about the sinfulness of drinking, dancing, singing, and anything else that's fun. Crazy Giles will probably make a fool of himself in some way. Harrison will storm off in disgust, plotting to take his revenge on the Adventurers at a later date.

Survivors should be given three Improvement Points and a Hero Point.

NPCs

For Zeal's companions, use the New Model Army Clockwork Regiment Driver statistics on p.344. If the villagers are helping the Adventurers, use the Villager statistics on p.345.

ZEAL-FOR-THE-LORD HARRISON



Profession: Iconoclast

Age: 33

Faction: Puritan **RP:** 68

STR 12 CON 11 SIZ 10 INT 13 POW 15 DEX 11 CHA 14

DM 0 HP 11 MWL 6 AP 0/0

Skills: Close Combat 42% (Rapier 1D8), Dodge 69%, Gun Combat 32% (Duelling Pistol 2D4+1), Influence 67%, Oratory 59%, Persistence 45%, Resilience 32%, Unarmed Combat 25% (1D3)

REECE BUCKINGLAND

Nationality: English **Homeland:** Cambridgeshire **Age:** 26

Gender: Male **Hero Points:** 2

Social Class: Townsman **Profession:** Spy

Religion: Puritan

Faction: Parliamentarian **RPs:** 36

STR: 13 **CON:** 11 **SIz:** 10 **INT:** 18 **POw:** 9 **DEX:** 16 **CHA:** 15

HPs: 11 **MWL:** 6 **Damage Modifier:** 0 **Move:** 15m

Combat Order: 14 **Spellcasting Order:** - **APs:** 2/1

Common Skills: Athletics 29%, Close Combat 69%, Culture (Own) 66%, Dance 31%, Dodge 37%, Drive 35%, Evaluate 63%, First Aid 54%, Gun Combat 62%, Influence 70%, Insight 52%, Lore (Regional) 71%, Perception 52%, Persistence 23%, Ranged Combat 34%, Resilience 42%, Ride 35%, Sing 24%, Sleight 66%, Stealth 64%, Swim 24%, Unarmed Combat 39%

Advanced Skills: Beliefs (Catholic) 46%, Beliefs (Parliamentarian) 36%, Culture (French) 46%, Gambling 37%, Language (English) 86%, Language (French) 43%, Lore (Geography) 46%, Streetwise 44%, Track 29%

Armour: Buff coat (sleeveless) (Light 2/1)

Weapons: Dagger (**Skill:** 69% **Size:** S **Damage:** 1D4+1)

 Pistol (Flintlock) (**Skill:** 62% **Damage:** 1D6+2 **Range:** 5m **Loading:** 3)

 Unarmed (**Skill:** 39% **Size:** S **Damage:** 1D3)

Wealth: 20 shillings

Equipment: 3 sets of clothes (2 common, 1 fine), one week's rations, bedroll, healer's kit

Reece joined the trained bands as a youngster and was quickly singled out by his commanding officer, due to his razor sharp wits. He was referred to meet with Henry Ireton, who saw the lad's potential and recruited him to undertake spying missions. As Reece already knew a little French, courtesy of his mother, Ireton schooled him in the ways of the Catholic church and set him to hunting Catholic Spies. Reece was happy enough to do as he was told for a while, and even had some notable successes. Posing as a French Merchant, he helped entrap many covert Catholics.

Reece began to be troubled by the job - he had little sympathy for Catholicism, but began to wonder if the people he was exposing were so devilish, after all. Many of them seemed little different from anyone else, aside from their preferred form of worship. Reece decided to face up to his misgivings, and told Ireton of his newfound reservations. To his surprise, Ireton was sympathetic, possibly just because he didn't want Reece to go about his work in a half-hearted manner. Whatever the reason, Ireton told Reece that he would find him a more suitable role. Reece is fiercely loyal to Henry Ireton, in fact he trusts the man far more than he does Cromwell, who he thinks has got far too big for his boots.



NORA MILLER

Nationality: English

Homeland: Wardington

Age: 23

Gender: Female

Hero Points: 2

Social Class: Townswoman

Profession: Smuggler

Religion: None

Faction: Digger

RPs: 54

STR: 11 **CON:** 12 **SIZ:** 11 **INT:** 13 **POW:** 7 **DEX:** 11 **CHA:** 11

HPs: 12 **MWL:** 6

Damage Modifier: 0

Move: 15m

Combat Order: 10

Spellcasting Order: -

APs: 1/0

Common Skills: Athletics 26%, Close Combat 62%, Culture (Own) 56%, Dance 22%, Dodge 55%, Drive 38%, Evaluate 64%, First Aid 34%, Gun Combat 32%, Influence 62%, Insight 62%, Lore (Regional) 71%, Perception 55%, Persistence 44%, Ranged Combat 24%, Resilience 52%, Ride 18%, Sing 18%, Sleight 66%, Stealth 54%, Swim 23%, Unarmed Combat 29%

Advanced Skills: Beliefs (Diggers) 55%, Commerce 44%, Disguise 73%, Gambling 30%, Language (English) 74%, Lore (Geography) 26%, Mechanisms 24%, Streetwise 48%

Armour: Soft Leather Jerkin (Very Light 1/0)

Weapons: Hairpin Dagger (**Skill:** 62% **Size:** S **Damage:** 1D4+1)

Pistol (Flintlock) (**Skill:** 32% **Damage:** 1D6+2 **Range:** 5m **Loading:** 3)

Unarmed (**Skill:** 29% **Size:** S **Damage:** 1D3)

Wealth: 15 shillings

Equipment: 2 sets of clothes (common), one week's rations, bedroll, razor

Nora is dedicated to helping a Digger community. Although she has little wish to actually live such a secluded life herself, she stayed in the commune while "lying low" for a while, and decided that they were good people. Knowing that Nora was restless, and that she had a way of "finding" resources, the community have charged her with gathering supplies and garnering allies. Nora despises rich people, but she maintains a few wealthy contacts. She nursed a wealthy Royalist back to health, after he had contracted plague, and won his gratitude. Likewise, she has heard that Sir Reginald is trying to forge a peace, and wonders if this might extend to helping safeguard the Diggers. Nora often disguises herself as a man while travelling, and few see through the disguise.



SIR KENELM PARTINGTON-SMYTHE

Nationality: English

Homeland: Oxfordshire

Age: 28

Gender: Male

Hero Points: 2

Social Class: Noble

Profession: Cavalier

Religion: Catholic

Faction: Catholic

RPs: 50

STR: 12 **CON:** 5 **SIZ:**14 **INT:** 10 **POW:** 9 **DEX:** 12 **CHA:** 11

HPs: 10 **MWL:** 5

Damage Modifier: +1D4

Move: 15m

Combat Order: 9

Spellcasting Order: -

APs: 3/1

Common Skills: Athletics 56%, Close Combat 73%, Culture (Own) 50%, Dance 28%, Dodge 28%, Drive 51%, Evaluate 21%, First Aid 22%, Gun Combat 83%, Influence 67%, Insight 24%, Lore (Regional) 53%, Perception 30%, Persistence 48%, Ranged Combat 22%, Resilience 54%, Ride 72%, Sing 50%, Sleight 23%, Stealth 22%, Swim 47%, Unarmed Combat 28%

Advanced Skills: Art (Featherwork) 20%, Art (Poetry) 20%, Beliefs (Catholic) 43%, Courtesy 40%, Craft (Taxidermy) 22%, Language (English) 71%, Lore (Ornithology) 20%, Oratory 30%

Armour: Steel Breast Plate and Back Plate (Medium 3/1)

Weapons: Pistol (duelling) (**Skill:** 83% **Damage:** 2D4+1 **Range:** 10m **Loading:** 2)

Dagger (**Skill:** 73% **Size:** S **Damage:** 1D4+1+1D4)

Rapier (**Skill:** 73% **Size:** M **Damage:** 1D8+1D4)

Unarmed (**Skill:** 28% **Size:** S **Damage:** 1D3+1D4)

Wealth: 400 shillings

Equipment: 3 sets of clothes (2 common, 1 expensive), one week's rations, flask of good wine, 600 shillings' worth of expensive jewellery, a riding horse

Sir Kenelm is a bluff, jovial fellow. The younger son of a minor Lord, he was debilitated through illness as a child. Never really fully recovering, Sir Kenelm decided to learn the arts of war regardless and, despite his weak, though portly, frame, has conditioned himself as best he can. He is a staunch Catholic, although he keeps his beliefs to himself, by and large. His religion is a matter of family tradition, and a private affair, so although he will not betray his Faction, he is not looking to convert the confused masses that seem to have turned their back on the Old Faith.

Despite his privilege, Sir Kenelm doesn't look down on anyone. He is polite and helpful and will always seek to aid a damsel in distress, believing in the knightly virtues of yore. He rallied to Charles' flag at the outset of war, but retired following his injury. He is convinced that the war is madness, holds no malice against anybody, and just wishes the clock could be put back to simpler times. He is a reasonably close friend of Sir Reginald Perkinson, through his military service, although he has not met the Alchemist's family. Sir Kenelm is obsessed with creating the fanciest hats in Christendom. To this end he collects feathers, and is always on the look out for rare, beautifully plumed birds that he can shoot out of the sky.



Reference Tables

DAMAGE MODIFIERS

STR + SIZ	Damage Modifier
1-10	-1D6
11-15	-1D4
16-25	+0
26-30	+1D4
31-45	+1D6
46-60	+2D6
61-75	+3D6
76-90	+4D6
Every additional +15	An additional +1D6

DIFFICULTY AND HASTE MODIFIERS

Difficulty	Time Taken	Test Modifier
Very Easy	Ten times normal time	+60%
Easy	Five times normal time	+40%
Simple	Double normal time	+20%
Normal	Normal time	+0%
Difficult	–	-20%
Hard	Half normal time	-40%
Very Hard	–	-60%
Nearly Impossible	Almost instantly	-80%

RIGHTEOUSNESS CONTESTS

Adventurer/Opponent	Critical	Success	Failure	Fumble
Critical	Highest roll wins. Winner gains 1D10 RPs.	Adventurer wins. Adventurer gains 1D10 +10 RPs.	Adventurer wins. Adventurer gains 1D10 RPs Opponent loses 1D10 RPs.	Adventurer wins. Adventurer gains 1D10+10 RPs. Opponent loses 1D10+10 RPs.
Success	Opponent wins. Opponent gains 1D10+10 RPs.	Highest roll wins. Winner gains 1D10 RPs.	Adventurer wins. Adventurer gains 1D10 RPs, Opponent loses 1D10 RPs.	Adventurer wins. Adventurer gains 1D10 RPs. Opponent loses 1D10+10 RPs.
Failure	Opponent wins. Opponent gains 1D10 RPs. Adventurer loses 1D10 RPs.	Opponent wins. Opponent gains 1D10 RPs. Adventurer loses 1D10 RPs.	Debate cannot continue due to outside interruptions.	Debate cannot continue as Opponent runs out of ideas and loses 1D10 RPs.
Fumble	Opponent wins. Opponent gains 1D10+10 RPs. Adventurer loses 1D10+10 RPs.	Opponent wins. Opponent gains 1D10 RPs. Adventurer loses 1D10+10 RPs.	Debate cannot continue as Adventurer runs out of ideas and loses 1D10 RPs.	Debate cannot continue as both struck speechless and both lose 1D10 RPs.

FATIGUE LEVELS

Level of Fatigue	Effects
Fresh	None
Winded	All skill tests (including further tests to resist Fatigue) suffer a -10% penalty.
Tired	All skill tests (including further tests to resist Fatigue) suffer a -20% penalty. Movement suffers a -2m penalty. -2 to combat order.
Wearied	All skill tests (including further tests to resist Fatigue) suffer a -30% penalty. Movement suffers a -2m penalty. -2 to combat order.
Exhausted	All skill tests (including further tests to resist Fatigue) suffer a -40% penalty. Movement is halved. -5 to combat order. Character must make a Persistence test every minute or fall unconscious for 1D6 hours.
Debilitated	All skill tests (including further tests to resist Fatigue) suffer a -50% penalty. Movement is halved. -10 to combat order (if this is 0 or less, the character can only defend). Character must make a Persistence test every minute or fall unconscious for 1D6 x 2 hours.

CLOSE COMBAT SITUATION MODIFIERS

Situation	Skill Modifier
Target is helpless.	Automatic critical
Target is prone or attacked from behind.	+20%
Attacking or defending while on higher ground or horseback.	+20%
Attacking or defending while prone.	-20%
Attacking or defending while on unstable ground.	-20%
Attacking or defending while underwater	-40%
Defending while on lower ground or against mounted foe.	-20%
Fighting in partial darkness.	-20%
Fighting in complete darkness.	-40%

INTIMIDATE/PERSUADE MODIFIERS

Situation	Enemy's skill modifier
The enemy group is still at full numerical strength, but some members of the group have taken wounds. An individual has taken wounds.	+40%
The enemy group outnumbered the Adventurer's side, but have had 25% or more casualties. An individual has lost 25% or more of his or her Hit Points.	+20%
The enemy are outnumbered by the Adventurers.	No modifier
The enemy are outnumbered by the Adventurers and some members of their group have taken wounds.	-20%
The enemy group has taken more than half its number as casualties. An individual has lost half or more of his Hit Points or has seen half his group incapacitated by the Adventurers.	-40%

RANGED COMBAT SITUATION MODIFIERS

Situation	Skill Modifier
Wind¹	
High wind	-20%
Fierce wind	-40%
Hurricane	Attack automatically fails
Target movement¹	
Target has moved 10m or more since last combat round	-20%
Target has moved 30m or more since last combat round	-40%
Target Visibility¹	
Target obscured by smoke, mist, or is in partial darkness	-20%
Target is obscured by thick smoke, fog, or is in darkness	-40%
Target is above SIZ 20	+20%
Target Condition¹	
Target is helpless	+20%
Target is prone	-20%
Attacker Condition²	
Attacker is prone	-40%
Attacker is underwater ³	-20%
Attacker is on unstable ground	-20%
Attacker is blinded	-50%

¹ Modifiers within these sections are not cumulative. However, modifiers from different sections are cumulative. Therefore, shooting at a target within a mist that has moved more than 10m since the attacker's last Combat Action imparts a -40% penalty.

² Attacker condition modifiers are cumulative.

³ Only thrown weapons may be used underwater. Bows and other projectile weapons will automatically miss if fired underwater, and black powder weapons will obviously not work at all.

Reference Tables

COMBAT RESULTS SUMMARY

Attacker	Defender's Reaction	Result
Fumble	No need to roll	Attacker fumbles and rolls on appropriate fumble table.
Failure	No need to roll	Attacker fails to hit defender.
Success	Fumble	Attacker hits, defender takes damage rolled minus armour points and rolls on appropriate fumble table.
Success	Failure	Attacker hits, defender takes damage rolled minus armour points.
Success	Success	If Dodging, defender avoids the attack. If Parrying, then if attacker's weapon smaller or equal in size to defender's weapon, all damage avoided. If Parrying weapon is a rank smaller, half damage is done. If Parrying weapon two ranks or more smaller, no damage can be avoided.
Success	Critical	Defender avoids attack and takes no damage, even if Parrying with smaller weapon.
Critical	Fumble	Attacker does maximum damage and ignores defender's armour. Defender rolls on appropriate fumble table.
Critical	Failure	Attacker does maximum damage and ignores defender's armour.
Critical	Success	Attacker does maximum damage and ignores defender's armour.
Critical	Critical	Attacker hits, defender takes damage rolled minus armour points.

LIGHT AND DARKNESS

Environment	Example	Effects
Brightly Illuminated.	Blazing summer day.	None.
Illuminated.	Heavily candle-lit room, overcast day, within radius of illuminating item.	None.
Partial Darkness.	Misty day, brightly moonlit night, within 3 x radius of illuminating item.	-20% to vision-based Perception tests.
Darkness.	Foggy day, room lit only by the embers of a fire, within 5 x radius of illuminating item.	-40% to vision-based Perception tests and all combat skills. Movement rate halved.
Pitch Black.	Windowless room with stone walls, cavern far underground.	No sight-based Perception tests possible. Gun Combat and Ranged Combat attacks only hit on a critical success. Close Combat skills at -60%. Movement rate at one quarter of normal.

ILLUMINATING ITEMS

Item	Radius
Candle or embers of a fire	1m
Lantern or flaming brand	3m
Campfire	5m
Bonfire	10m
Spell for the Illumination of Darkness	10m, but unlike mundane light, does not illuminate at all beyond its radius.

FIRE AND HEAT

Damage source	Example	Damage per combat round
Flame	Candle	1
Large flame	Flaming brand	1D4
Small fire	Camp fire, cooking fire	1D6
Large fire	Scalding steam, large bonfire, burning room	2D6
Inferno	Inside a blast furnace	3D6

CLOSE COMBAT FUMBLES

This table should be used when a fumble is obtained with any Close Combat skill.

1D20	Result	Effect
1-3	Falter	Lose next action, whether a Movement Action, a Combat Action or a Reaction.
4-6	Drop weapon	Weapon falls 1D4 metres away.
7-9	Lose balance	Lose next 1D3 actions, whether they be Movement Actions, Combat Actions or Reactions.
10-12	Stumble	Trip and fall prone. Forfeit next Combat Action and Movement Action. All Reactions at -20% penalty.
13-14	Hit ally	Accidentally strike a nearby companion for normal rolled damage. If no ally within range, hit self instead.
15-16	Break weapon	The weapon strikes the ground, a wall, or similar surface capable of causing damage, and breaks. It must be repaired by the appropriate craftsman before it can be used again.
17-18	Hit self	Inadvertently hit self for normal damage, including Damage Modifier.
19-20	Unlucky	Roll twice on this table.

GUN COMBAT FUMBLES

This table should be used when a fumble is obtained with Gun Combat skill.

1D20	Result	Effect
1-3	Disoriented	Lose next action, whether a Movement Action, a Combat Action or a Reaction.
4-6	Drop weapon	Gun falls 1D2 metres away and goes off, discharging harmlessly into the ground.
7-9	Jammed	Mechanism jams. Requires 3 combat rounds and a Gun Combat roll to get it working again.
10-12	Hang fire	Gun fails to fire, but will go off unexpectedly 1D3 combat rounds later.
15-16	Shoot ally	Accidentally shoot a nearby companion for normal rolled damage. If no ally within range, shoot self instead.
17-18	Shoot self	Inadvertently shoot self for normal damage.
19-20	Explosion	Gun explodes, doing maximum damage to character. Gun cannot be repaired.

Reference Tables

RANGED WEAPON FUMBLES

This table should be used when a fumble is obtained with any Ranged Combat skill.

1D20	Result	Effect
1-3	Disoriented	Lose next action, whether a Movement Action, a Combat Action or a Reaction.
4-6	Drop weapon	Weapon falls 1D2 metres away.
7-9	Snare weapon	Weapon caught in your clothing. Spend a round getting it free.
10-12	Lose weapon	Bow string breaks, or weapon lost (for duration of combat) when thrown.
13-14	Damage weapon	Weapon breaks. It must be repaired by the appropriate craftsman before it can be used again.
15-16	Hit ally	Accidentally hit a nearby companion for normal rolled damage. If no ally within range, hit self instead.
17-18	Misfire	Inflict normal damage on self.
19-20	Unlucky	Roll twice on this table.

NATURAL WEAPON FUMBLES

This table should be used when a fumble is obtained with Unarmed Combat skill, or when a creature with natural weapons (teeth, claws, etc.) fumbles.

1D20	Result	Effect
1-3	Hesitate	Lose next action, whether a Movement Action, a Combat Action or a Reaction.
4-6	Numb limb	Limb is paralysed until a successful Resilience roll is made, starting next round.
7-9	Entangle self	Spend a round sorting self out. Lose Combat and Movement Actions and Reaction.
10-12	Damage self	Injure self by hitting opponent's Parrying weapon, armour, tree, ground, etc. Do normal damage to self including Damage Modifier.
13-14	Stumble	Trip and fall prone. Forfeit next Combat and Movement Action. All Reactions at -20% penalty.
15-16	Dislocate limb	Do maximum damage to self.
17-18	Hit ally	Accidentally hit a nearby companion for normal rolled damage. If no ally within range, damage self instead.
19-20	Unlucky	Roll twice on this table.

FIRST AID TABLE

Injury	Treatment
Unconsciousness	A successful First Aid test can revive an unconscious character, though a penalty may apply to a character who is drugged or intoxicated.
Minor injury	A successful First Aid test on minor injuries (loss of Hit Points) will heal 1D6 Hit Points.
Serious Wound	A successful First Aid test on a Severe Wound will heal 1D6 points, but will not remove the effects of the Severe Wound unless all Hit Points are restored.
Grave Wound	First Aid cannot remove the effects of a Grave Wound, though it will restore 1D6 Hit Points. A successful First Aid roll followed by 8 hours complete rest will restore a Gravely Wounded character to 0 Hit Points.

MAJOR WOUNDS TABLE

Units die of Attacker's roll	Serious Wound (If half original HPs lost in one blow)	Grave Wound (If HPs drop below 0, or are already below 0)
1 Face	You are hit in the face, and receive a permanent scar.	You have lost an eye and your face is permanently scarred. All perception rolls at -40%, lose 4 points of DEX and 1 point of CHA permanently. You are at -20% to all skill rolls due to shock, and must make a Resilience roll each round to stay conscious until you receive medical attention.
2 Head	You are concussed. All skills involving mental processes become -20% until Hit Points back to full. This includes Perception, Persistence, and all Lore, Culture, Beliefs and Craft skills.	Your skull is cracked, you get a bullet in the brain-pan, or your head is severed from your neck. You are killed instantly.
3 Left Leg	Your left leg is disabled (broken or paralysed). Your Move is reduced to 1m until Hit Points back to full.	Your left leg muscles are badly cut/mangled, your leg bone is shattered or your limb is severed. You fall prone, and can only crawl at 1m per round. Lose 2 points of DEX and 2 points of STR permanently. You are at -20% to all skill rolls due to shock, and must make a Resilience roll each round to stay conscious until you receive medical attention.
4 Right Leg	Your right leg is disabled (broken or paralysed). Your Move is reduced to 1m until Hit Points back to full.	Your right leg muscles are badly cut/mangled, your leg bone is shattered, or your limb is severed. You fall prone, and can only crawl at 1m per round. Lose 2 points of DEX and 2 points of STR permanently. You are at -20% to all skill rolls due to shock, and must make a Resilience roll each round to stay conscious until you receive medical attention.
5 Ribs	You have broken some ribs. All skills are at -40% until Hit Points back to full due to intense pain.	Your chest is caved in, leading to a gasping, agonising death. You can attempt a dying speech, but it's likely to come out as a rasping gurgle.
6 Stomach	You receive nasty stomach wound. Lose 1 hit point per round due to blood loss until medical attention received.	You suffer a devastating stomach wound and die from shock and blood loss.
7 Heart	Your heart stops in shock! You lose consciousness for next D10 rounds, fall prone and cannot move. Your Fatigue level is Wounded until you your Hit Points are back to full (see p.178)	Your heart stops in shock! It doesn't start again. Your time is up.
8 Back	You have suffered a back injury. All skills at -40% until Hit Points back to full due to intense pain.	Your spine is broken. You are paralysed from the neck down. You will live, but your adventuring days are likely over. You are at -20% to all skill rolls due to shock, and must make a Resilience roll each round to stay conscious until you receive medical attention.
9 Left Arm	Your left arm is disabled (broken or paralysed). You automatically drop any held items. Your arm remains useless until your Hit Points are back to full.	Your left arm is badly broken or completely severed and becomes useless permanently. Automatically drop any held items. Lose 1 point of DEX permanently. You are at -20% to all skill rolls due to shock, and must make a Resilience roll each round to stay conscious until you receive medical attention.
0 Right Arm	Your right arm is disabled (broken or paralysed). You automatically drop any held items. Your arm remains useless until your Hit Points are back to full.	Your right arm is badly broken or completely severed and becomes useless permanently. Automatically drop any held items. Lose 1 point of DEX permanently. You are at -20% to all skill rolls due to shock, and must make a Resilience roll each round to stay conscious until you receive medical attention.

Reference Tables

PHILOSOPHER'S STONE MISHAPS

Roll failed by	Mishap
1-15	Leak of dizzying miasmas. Make a Resilience roll. On a failure, you fall unconscious for 1D6 hours. On a Fumble, the effects last for 1D12 hours.
16-30	Minor leak of noxious vapours. Make a Resilience roll. On a failure, you are at -25% to all skills for 1D6 days, due to poisonous effects. On a Fumble, the effects last 1D12 days.
31-45	Minor explosion. You take 1D6 burns damage and a Serious Wound to one of your arms (roll randomly to see which arm).
46-60	You accidentally summon a Medium-sized Elemental. Roll 1D4: 1-Earth, 2-Air, 3-Fire, 4-Water. The Elemental, if not controlled, will behave in the manner appropriate to its type (see pp.330-2).
61-75	Major leak of noxious vapours. Make a Resilience roll. On a success, treat as a minor leak (see 16-30 above). On a failure, you lose 1D4 CON permanently (remember that this amount will also be lost from all CON-based skills and Hit Points may go down). On a Fumble, you lose 1D6 CON permanently. Anyone else who is in your laboratory must make the same Resilience test too.
76-99	Distracted by thinking about what you will be doing with this Stone, you accidentally set off one of your own spells. Choose a spell from your list at random; this spell is cast at maximum effect on yourself, using up all the Magick Points in the Stone you are creating.
00 Fumble	Major explosion! You and anyone else within 10m of the furnace take the number of MPs in the Stone you are creating +1D4 in damage; or 1/2 the number of MPs in the Stone +1D2 if you make a successful Dodge roll. Those effected will take a Serious or Grave Wound if the damage is enough. All the laboratory equipment and the Philosopher's Stone you were creating are destroyed.

SPELL CASTING FUMBLES

Dice roll	Result
Success	The Philosopher's Stone grows too hot to touch. You lose 1D6 Hit Points and take a Serious Wound to the hand that was holding the Stone. The Stone takes 1D6 combat rounds to cool sufficient for you to pick it up again.
Failed by 1-20%	Result as Success, above, plus the Philosopher's Stone loses twice the number of Magick Points it would have done had the spell been cast successfully. If MPs are reduced to 0, the Stone is destroyed.
Failed by 21-40%	Result as Success, above, plus the spell has the opposite of the intended effect. Weapon spells may be cast on the nearest enemy's weapon or decrease an ally's weapon damage, Healing spells cause wounds, etc. Be creative, but the GM's decision is final. The Philosopher's Stone loses the number of Magick Points it would have done had the spell acted normally.
Failed by 41-60%	Result as Success, above, plus you cast the wrong spell. Choose one at random from the spells you know, or pick the one that would be most embarrassing/disastrous/unexpectedly impressive in the current situation. Your Philosopher's Stone loses the number of Magick Points it would have lost if the spell had been cast correctly.
Failed by 61-80%	Result as Success, above, plus, you accidentally summon a Medium-sized Elemental, of the same type as the Elemental Casting you were attempting. The Elemental, if not controlled, will behave in the manner appropriate to its type (see pp.330-2). Your Philosopher's Stone loses the number of Magick Points it would have lost if the spell had been cast correctly.
Failed by 81%+	Your Philosopher's Stone explodes! You and anyone else within 10m of you take the number of MPs in the Stone you are creating +1D4 in damage to the hand holding the Stone (or a random hit location for bystanders); or half the number of MPs in the Stone +1D2 if you make a successful Dodge roll. Those effected will take a Serious or Grave Wound if the damage is enough.
Fumble (99-00/00)	Your Philosopher's Stone explodes, setting off a chain reaction, which destroys other nearby Stones. Result as for the entry above, but the same also happens to every other Philosopher's Stone within 10m of the caster.

CLOCKWORK DEVICE OPERATOR FUMBLES

1d20	Result	Effect
01-03	Distracted	Operator accidentally turns device off. Loses a Combat Round before being able to resume movement.
04-06	Out of Control	If mobile, the device veers from intended course, 50% chance it veers to the left, 50% chance it veers to the right.
07-09	Mechanical Failure	Device suffers a Mechanical failure. Roll 1D6 - 1-4 Minor, 5-6 Major.
10-12	Lose Armour	If the device is armoured, lose 1D3 points of armour, as it clatters from the machine.
13-14	Injure Limb	Operators limb gets entangled in the clockwork workings for 1D6+2 damage.
15-16	Jolted	All riders/occupants of device take 1D4+2 damage.
17-18	Crashed	Device crashes causing crash tests/damage to all occupants and device. All riders/occupants must make a Dodge roll. If the device is travelling at Slow speed, failure causes 1D6 HP damage. Success causes character to be stunned for one Combat Round. If the device is travelling at Fast speed, failure causes 3D6 HP damage. Success reduces damage to 1D6 HP. The device itself loses HPs equal to its speed in metres (ignoring APs) and must check for damage on the Damage Effects tables over the page.
19	Unfortunate	Roll twice, ignoring any rolls of 19 or 20.
20	Jinxed	Roll three times, ignoring any rolls of 19 or 20.

CLOCKWORK DEVICE DAMAGE REPAIR

Damage Level	Damage Type	Repair Time	Cost
Minor Mechanical Failure	Simple problem. No component damage.	On a Critical Success, one combat round; on an ordinary success 1D6 +4 minutes.	N/A
Major Mechanical Failure	One component severely damaged.	1D2 hours per Complexity Level of device.	5%
Multiple Mechanical Failures	Many components severely damaged.	50% of the standard build time.	25%
Global Mechanical Failure	Whole device severely damaged.	75% of standard build time.	50%
Smashed	Beyond repair.	N/A	N/A

CLOCKWORK DEVICE DAMAGE EFFECTS

Effects of sustaining a loss of Hit Points in combat are as follows:

Hit Points Lost	Effect
up to 25% of total	Causes a Minor Mechanical Failure
up to 50% of total	Causes a Major Mechanical Failure
up to 75% of total	Causes Multiple Mechanical Failures
up to 100% of total	Causes Global Mechanical Failure
200% of total	Causes device to be irreparably "Smashed"

For the effects of each damage type consult Damage Effects table below.

Damage Level	Effect
Minor Mechanical Failure	<p>All Minor Mechanical Failures render the device difficult to operate/drive, give a -20% penalty to future skill tests until repaired, and reduce speed by 25%.</p> <p>In addition, make an immediate roll on a 1D20: 1-16 no further effect 17 lose Fast speed setting, if two-speed device 18 lose steering function 19 lose 1 point of Armour 20 damage is to main function, machine stops dead until repaired</p> <p>If the roll is not applicable then there is no further effect.</p>
Major Mechanical Failure	<p>All Major Mechanical Failures render the device hard to operate/drive, give a -40% penalty to future skill tests until repaired, and reduce speed by 50%.</p> <p>In addition, make an immediate roll on a 1D20: 1-10 no further effect 11-13 lose fast speed setting, if two speed device 14-15 lose steering function 16-17 lose 1D3 points of Armour 18-20 damage is to main function, machine stops dead until repaired</p> <p>If the roll is not applicable then there is no further effect.</p>
Multiple Mechanical Failures	<p>All Multiple Mechanical Failures render the device very hard to operate/drive, give a -60% penalty to future skill tests until repaired, and reduce speed by 75%.</p> <p>In addition, make 1D3 immediate rolls on a 1D20: 1-8 no further effect. 9-10 lose Fast speed setting, if two speed device. 11-12 lose steering function. 13-14 lose 2D6 points of Armour. 15-20 damage is to main function, machine stops dead until repaired.</p> <p>If the rolls are not applicable then there are no further effects.</p>
Global Mechanical Failure	Machine loses all functions and stops dead.
Smashed	Machine loses all functions and is irreparably damaged.

RECOMMENDED READING AND VIEWING

BOOKS

Bull, Stephen - *"A General Plague of Madness": The Civil Wars in Lancashire, 1640-1660*. Very readable, and an invaluable resource for a campaign set in Lancashire.

Coward, Barry - *The Stuart Age: England 1603-1714*. A comprehensive look at the Stuart Age, covering religious, economic, political, intellectual and social aspects of the period.

Dumas, Alexandre - *Twenty Years After*. Sequel to *The Three Musketeers*, which has the heroes (a little older now) in England, trying to save Charles I from execution.

Hill, Christopher - *The World Turned Upside Down: Radical Ideas During the English Revolution*. Classic book about the political and religious Factions of the Civil War period.

Osprey Publishing - *Soldiers of the English Civil War Vols. 1 & 2*. Osprey publish lots of other excellent books about English Civil War battles and troops.

Purkiss, Diane - *The English Civil War: A People's History*. Good on customs, beliefs and interestingly odd characters.

Worden, Blair - *The English Civil Wars*. A brief and readable guide to the history of the period.

MOVIES & TV

The four-part C4 TV series *The Devil's Whore* shows a great swathe of English Civil War life, from the royal court down to the Digger communities and is well worth a watch to get a feel for the period. Not suitable for children, though.

For a full-blown 17th century action movie, with ghouls and witches galore, try *Solomon Kane*. Slightly before the Civil War, but very inspiring for its action scenes. This is the one to show your players if they're doubtful about playing C&C!

There's not a great deal of drama directly connected with the English Civil War that can be recommended. *Oliver Cromwell* has some good actors in it and looks the part, but takes major liberties with the history and politics. *Witchfinder General* is just plain bad, in a Hammer Horror sort of way. The movie *Winstanley* is worth a watch if you want to see a very realistic depiction of the life of the first Digger community, but is not for the impatient.

For a good, entertaining, documentary look at everyday life in the 17th century, try the BBC documentary series *Tales from the Green Valley*, which recreates a year in the life of a farm - everything is covered from food to clothes to customs, as well as agricultural techniques.



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