

LOCKWORK & CHIVALRY



RUNEQUEST II

CLOCKWORK & CHIVALRY

by Ken Walton & Peter Cakebread

Art Credits

All original artwork and page border by Tim Rigby.

Cover and logos designed by Gary Buckland.

Alehouse map by Peter Cakebread.

Map of England by Ken Walton, based on a map in the Public Domain.

All other artwork from Wikipedia Commons and in the Public Domain.

Layout by Ken Walton

Copyright

Clockwork & Chivalry © 2010 by Cakebread & Walton. All rights reserved. Reproduction of this work by any means without the written permission of the publisher is expressly forbidden. This material is protected under the copyright laws of the United Kingdom. This product is a work of fiction.

RuneQuest is a trademark (TM) of Issaries Inc. Used under license from Mongoose Publishing. All rights reserved.

Printed in the USA.





Dedication

To Diggers everywhere!

Ken: To all the role-players who have suffered my GMing over the years.

Pete: To Mum and Dad, Molly, Ruby, Tallula and of course, Marie.

Acknowledgements

Special thanks to Greg Stafford, Charlie Krank, Steve Perrin and all at Chaosium and Issaries for creating RuneQuest, and to Matthew Sprange and all at Mongoose for reviving it (twice!) It was that well-known 17th Century Alchemist, Sir Isaac Newton, who said he achieved his work by “standing on the shoulders of giants.” Well, so are we... thanks, guys! Special thanks to Angus and Dominic at Cubicle 7, and Matthew at Mongoose Publishing for their support. Thanks to the Tuesday Night Folks (Bil Bas, Marian Hughes and James Walkerdine) and the League of Ratcatchers (Nicola Cakebread, Andy Dodgshun, Pete Murphy and Spanna Redfearn) for play-testing and many nights of role-playing over the years. Thanks to Andy Baxter for web support and Tim Rigby and Gary Buckland for their artistic heroics. Thanks for SoftMaker for the TextMaker word processor. And finally, thanks to the many historians and enthusiasts who have gathered and analysed the history of the period, without whom there would be no game.

Historical Note

Observant readers will notice that we have taken some liberties with the history of England in this game. We've also taken some liberties with the geography, physics, chemistry and biology too. Quite apart from the fact that there were no alchemists and clockwork war machines in the Civil War, many of the events have been shuffled about, edited, compressed and warped out of all recognition in the quest for a better game world. People wanting to know what *really* happened in England in the mid-17th century should take a look at some of the books in the bibliography – it's every bit as weird and wonderful as the *Clockwork & Chivalry* world, just a bit less magickal.

A Note on Measurements

While the *RuneQuest II* game mechanics are metric, don't forget that the adventurers will be thinking in miles, yards, feet, inches, gallons, pints, etc., as the metric system wasn't invented until 1791 by those revolutionary Frenchies.

Contents

INTRODUCTION , in which the gentle reader is first introduced to a world turned upside-down	4
CHAPTER I: CHARACTERS , in which we seek to discover the sundry influences which work upon a person's life and lead him on the road to adventure	13
CHAPTER II: FACTIONS , in which are described the treasonous and heretical beliefs of the sundry factions and schisms of this sadly divided land	57
CHAPTER III: MISCELLANEA , in which sundry information is collated for the edification of the interested reader	89
CHAPTER IV: ALCHEMY , in which the secret arts of the Alchemists are finally writ down for all the world to see	111
CHAPTER V: CLOCKWORK , in which the craft of the Mechanical Philosophers is revealed to the eyes of the curious	128
CHAPTER VI: BACKGROUND , in which are described the religious, political, magical and mechanical upheavals afflicting England during the Seventeenth Century, together with a gazeteer of people, places customs and curiosities	154
CHAPTER VII: AN ELEMENTARY MISTAKE , in which our newly-forged heroes test their mettle	174
INDEX	189
CHARACTER SHEET	190



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 Parliamentarian 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 too.

Introduction

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 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 magickal potions to help the war effort; while 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 came an event that shook the country to its core. At the battle of Naseby, the clockwork forces of the Parliamentary leader Oliver Cromwell first gathered *en masse* against the Royalists' Battle Alchemists, under the leadership of Prince Rupert, King Charles' cousin. 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 which 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 Parliamentary 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 you need to play

You'll need a copy of Mongoose Publishing's *RuneQuest II* rules, the usual dice and pencils, and a photocopy of the *Clockwork & Chivalry* character sheet at the back of this book for each player. (You can also download a character sheet, which is available from our website at: www.clockworkandchivalry.co.uk).

If you want a ready-made adventure campaign, look out for *The Alchemist's Wife* which follows on from the starting adventure in this book. Further supplements detailing the background of the *Clockwork & Chivalry* world will also be arriving shortly. The *RuneQuest II Arms and Equipment* supplement from Mongoose Publishing could come in useful for your game too.

Differences from standard RuneQuest II

Although this game uses the *RuneQuest II* rules, there are some differences you should be aware of before beginning play:

- The standard Cultural Backgrounds from *RuneQuest II* have been replaced with Social Classes, and there is a completely new set of Professions to replace those in the core rulebook.
- Adventurers have a completely new Attribute, Righteousness Points.
- Adventurers may have more Background Connections than in the standard *RuneQuest II* rules.
- Cults are replaced by Factions which work in a slightly different way and are closely

tied to the Righteousness rules (see p.57).

- Magic works completely differently! Adventurers do not have Magic Points, and the standard *RuneQuest II* magic systems do not work in the *Clockwork & Chivalry* world. They are replaced by Alchemy, which utilises spells from the Common Magic system (as well as adding some new ones) but with very different game mechanics.
- Black powder weapons are common in the *Clockwork & Chivalry* world and there are some suggestions for new Combat Styles involving them.
- There are very few fantastic monsters, and no non-human intelligent races in *Clockwork & Chivalry*.
- There are no Heroic Abilities in *Clockwork & Chivalry*.
- There's lots of Clockwork!

Of course, all these things are at your own discretion. If you want to populate England with Gloranthan beasts from the *RuneQuest II Monster Coliseum* and have the Archbishop of Canterbury casting Divine Magic spells, we won't stop you – but we tend to think life's complicated enough in the *Clockwork & Chivalry* world already!

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.

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 in 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 Parliamentary army appeared ill-prepared. Whereas the Royalists were formed in blocks and lines, the Roundheads appeared to be struggling to organise themselves. Parliamentary 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 of 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 men 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 Parliamentary 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. Akin to solid blocks of metal when seen from the front, like warships on wheels from the side, the three Leviathans, "Faith", "Hope" and "Charity" 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, each Leviathan broke an entire enemy regiment within seconds of impact. The drivers aimed for the mass of pike-men, cannons opening up from gun-ports to sweep the sides, as the Leviathans remorselessly crushed any who stood in their path. The roar of the cannons, 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 as they broke, Cromwell unleashed the next phase of his brilliant yet cruel plan.

The already shattered regiments were now set upon by brutal, fast moving, smaller machines. They appeared as parodies of warhorses to the quivering enemy soldiery, but larger and with the punch of a battering ram. Balanced on two spiked wheels which 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 machine's 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 which 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 seemed to be 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 Parliamentarian 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. They 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 Parliamentarian 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 cannons 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 held a small reserve of Iron Horses. He was 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 Parliamentary 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 cavalymen. 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 as they slithered and skidded away, attempting to get out from under this unnatural rain, which would surely 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 Parliamentary 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 Parliamentary 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 Parliamentary field army.

While Rupert and his Alchemists concentrated on the flanks, this cavalry began to assault the Parliamentary foot. The pikes bristled and muskets flashed, but the Royalists stopped very close to their opponent's lines. Despite receiving casualties from the Parliamentary 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, which burst in gouts 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 which seemed to spit five glowing bullets with each shot. Dogs were unleashed by Rupert's handlers, and as they ran through the Parliamentary flanks, they suddenly exploded in goutts 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 Parliamentary 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 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. When it finally came to a halt, and 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; although whether the shock was due to the Clockwork horrors; the loss of their compatriots and the King; or at the sight of the carnage that the Battle Alchemists themselves had perpetrated, was hard to tell.

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, a potential Alchemist and Witch. A summer storm over the Parliamentary 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 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.

Chapter I

In which we seek to discover the sundry influences which 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

Creating an Adventurer for *Clockwork & Chivalry* is very similar to creating a standard *RuneQuest II* Adventurer. This chapter notes briefly where the similarities lie, and describes the differences when they occur.

- **Characteristics:** These should be generated as normal, using one of the methods described in *RuneQuest II* p.8.
- **Attributes:** Use the rules in *RuneQuest II* pp.8-11, but ignore Magic Points – Adventurers in *Clockwork & Chivalry* do not have Magic Points. There is a new Attribute, Righteousness Points, which is described later in this chapter.
- **Common Skills:** basic values should be calculated in the normal way (*RuneQuest II* p.12), but you may wish to look at the Miscellanea chapter of this book to discover new uses of these skills in the

Clockwork & Chivalry world.

Once the above steps have been taken, players should switch to the rules below to continue creating their Adventurers.

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 *RuneQuest II*. 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.

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.

A Note on Age

In standard *RuneQuest II*, Adventurers begin play between the ages of 17 and 20. Adventurers in *Clockwork & Chivalry* can be any age, but all begin as novice characters, unless the Games Master rules otherwise. Older characters may have more years, but they have no more experience of 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 of 40 or over are, however, still subject to aging rolls.

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. Finally, each Social Class lists Starting Wealth; roll to see how many shillings you have with which to buy equipment at the start of the game.

Peasant

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.

Townsmen

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 which 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.

Middle Class

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 – although since the ownership of land is to a great extent a measure of status, many people in this class aspire to acquiring land and – if they can manage it through a good marriage or the buying of a title – membership of the aristocracy. 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

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

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. There 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 your were forced into, and relish the prospect of doing something new.

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.

A note on gender

The Seventeenth 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 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 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

Social Classes

Peasant

Common Skill Bonuses	Combat Styles	Advanced Skills	Starting Money
<p>All Peasant Adventurers gain the following bonuses:</p> <p>+30% to <i>Culture (Own), Evaluate, Influence, and Lore (Regional)</i></p> <p>+10% to <i>Athletics, Brawn, Dance, Drive, First Aid, Perception, Sing and Resilience</i></p>	<p>Peasant Adventurers choose two Combat Styles from the following and gain a +10% bonus to each:</p> <p><i>Bow, Dagger, Sling, Staff, Unarmed</i></p>	<p>All Peasant Adventurers gain the following Advanced skills:</p> <p><i>Language (Native) +50%, Lore (any), Survival</i></p> <p>In addition, Peasant characters choose three Advanced skills from the following:</p> <p><i>Boating, Craft (any), Lore (any), Play Instrument</i></p>	<p>3D6 x 25 shillings</p>

Townsmen

Common Skill Bonuses	Combat Styles	Advanced Skills	Starting Money
<p>All Townsman Adventurers gain the following bonuses:</p> <p>+30% to <i>Culture (Own), Evaluate, Influence and Lore (Regional)</i></p> <p>+10% to <i>Drive, First Aid, Perception and Resilience</i></p>	<p>Townsman Adventurers choose two Combat Styles from the following and gain a +10% bonus in each:</p> <p><i>Black Powder Weapons, Dagger, Pike, Unarmed</i></p>	<p>All Townsman Adventurers gain the following Advanced skills:</p> <p><i>Language (Native) +50%, Lore (any), Streetwise</i></p> <p>In addition, Townsman characters choose three Advanced skills from the following:</p> <p><i>Commerce, Craft (any), Gambling, Influence, Play Instrument</i></p>	<p>4D6 x 25 shillings</p>

Middle Class

Common Skill Bonuses	Combat Styles	Advanced Skills	Starting Money
<p>All Middle Class Adventurers gain the following bonuses:</p> <p>+30% to <i>Culture (Own), Evaluate, Influence and Lore (Regional)</i></p> <p>+10% to <i>Insight, Persistence and Ride</i></p>	<p>Middle Class Adventurers choose one Combat Style from the following and gain a +10% bonus in it:</p> <p><i>Black Powder Weapons, Dagger, Sword, Sword and Pistol, Unarmed</i></p>	<p>All Middle Class Adventurers gain the following Advanced skills:</p> <p><i>Art (any), Language (Native) +50%, Lore (any)</i></p> <p>In addition, Middle Class characters choose three Advanced skills from the following:</p> <p><i>Commerce, Courtesy, Craft (any), Gambling, Play Instrument, Streetwise</i></p>	<p>4D6 x 75 shillings</p>

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



Social Classes

Gentry

Common Skill Bonuses	Combat Styles	Advanced Skills	Starting Money
<p>All Gentry characters gain the following bonuses:</p> <p>+30% to <i>Culture (Own), Evaluate, Influence, and Lore (Regional)</i></p> <p>+10% to <i>Insight, Perception, Persistence and Ride</i></p>	<p>Gentry Adventurers choose two Combat Styles from the following and gain a +10% bonus in each:</p> <p><i>Black Powder Weapons, Dagger, Sword, Sword and Pistol, Unarmed</i></p>	<p>All Gentry Adventurers gain the following Advanced skills:</p> <p><i>Art (any), Language (Native) +50%, Lore (any)</i></p> <p>In addition, Gentry characters choose three Advanced skills from the following:</p> <p><i>Commerce, Courtesy, Craft (any), Oratory, Seduction</i></p>	<p>4D10 x 50 shillings</p>

Noble

Common Skill Bonuses	Combat Styles	Advanced Skills	Starting Money
<p>All Noble characters gain the following bonuses:</p> <p>+30% to <i>Culture (Own), Evaluate, Influence, and Lore (Regional)</i></p> <p>+10% to <i>Insight, Perception, Persistence and Ride</i></p>	<p>Noble Adventurers choose two Combat Styles from the following and gain a +10% bonus in each:</p> <p><i>Black Powder Weapons, Dagger, Sword, Sword and Pistol, Unarmed</i></p>	<p>All Noble Adventurers gain the following Advanced skills:</p> <p><i>Courtesy, Language (Native) +50%, Lore (any)</i></p> <p>In addition, Noble characters choose three Advanced skills from the following:</p> <p><i>Art (any), Commerce, Craft (any), Oratory, Seduction</i></p>	<p>4D10 x 100 shillings</p>

in historical reality, go for it. The Professions below marked with an asterisk (*) will 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!

Agitator

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 Agitators, now other regiments have followed suit.

Primarily, Agitators are part of the Roundhead army structure, popular figures whom 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



Chapter I: Characters

Professions

Note that Professions marked * are only open to women if they are disguised as men.

Profession	Social Class	Common Skill Bonuses	Advanced Skills
Agitator	Peasant, Townsman, Middle Class	Influence +15%, Lore (Regional) +15%, Persistence +15%, Unarmed +10%	Beliefs (Own), Beliefs (Other), Oratory, Lore (Politics)
Alchemist	Middle Class, Gentry, Nobility	Evaluate +10%, First Aid +5%	Alchemy, Elemental Casting (Any), Elemental Casting (Other), Lore (Aristotelian Science), Lore (Other)
Camp Follower	Peasant, Townsman	First Aid +10%, Lore (Regional) +15%, Resilience +15%, Sing +15%	Survival Select One: Play Instrument, Seduction, Streetwise
Cavalier*	Gentry, Nobility	Pick any two Combat Styles, receiving both at +10% bonus. Influence, +15%, Lore (Regional) +5%, Dance +5%, Ride +20%	Courtesy Select Two: Art (Poetry), Lore (Art), Lore (Noble Families), Oratory, Play Instrument
Clerk*	Townsman, Middle Class, Gentry	Influence +15%, Insight +10%, Lore (Regional) +5%, Persistence +15%	Art (Writing) Select One: Lore (Law), Oratory, Teaching
Cottager	Peasant	Athletics +5%, Brawn +10%, Lore (Regional) +10%, Resilience +10%	Survival
Courtier	Gentry, Nobility	Influence +15%, Lore (Regional) +5%, Perception +5%, Sleight OR Dance +5%	Select Two: Courtesy, Lore (Art), Lore (Noble Families), Lore (Politics), Oratory, Play Instrument
Craftsman	Peasant, Townsman, Middle Class	Evaluate +20%, Influence +5%, Persistence +5%	Craft (Any) Select One: Craft (other), Engineering, Mechanisms
Entertainer	Peasant, Townsman, Middle Class	Dance +10%, Lore (Regional) +5%, Sing +10%	Art (Any) Select Two: Art (Other), Disguise, Oratory, Play Instrument (Any), Play Instrument (Other)
Farmer	Peasant, Gentry	Athletics +5%, Brawn +10%, Driving +5%, Lore (Regional) +10%, Resilience +10%	Craft (Farming)
Journalist	Townsman, Middle Class	Insight +10%, Lore (Regional) +15%, Persistence +15%	Art (Writing), Lore (Politics) Select One: Courtesy, Craft (Printing), Lore (Theology), Streetwise
Lord/Lady	Nobility	Black Powder +10%, Sword +10%, Influence +10%, Persistence +5%, Riding +5%	Select Two: Courtesy, Culture (other), Dance, Language (Own), Lore (any), Play Instrument
Mechanical Preacher	Peasant, Townsman, Middle Class, Gentry, Nobility	Evaluate +5%, Lore (Regional) 5%	Art (Clockwork Design), Craft (Clockwork), Lore (Mechanical Philosophy), Oratory, Teaching
Member of Parliament*	Gentry, Nobility	Influence +15%, Lore (Regional) +5%, Perception +5%	Lore (Politics), Oratory



Chapter I: Characters

Professions

Note that Professions marked * are only open to women if they are disguised as men.

Profession	Social Class	Common Skill Bonuses	Advanced Skills
Mercenary*	Peasant, Townsman, Gentry, Nobility	Pick any two Combat Styles, receiving both at +10% bonus. Select Three: Athletics +10%, Evade +10%, Driving +10%, Evaluate +10%, Resilience +10%, Riding +10%, Unarmed +10%	Lore (Tactics) Choose One: Artillery, Engineering, Lore (Siegeworks)
Merchant	Middle Class	Evaluate +20%, Influence +5%, Lore (Regional) +5%	Commerce, Language (Other), Lore (Logistics), Shiphandling
Outlaw	Peasant, Townsman	Athletics+15%, Lore (Regional) +10%, Perception +10%, Stealth +10% Pick any two Combat Styles, receiving both at +10%	Survival, Track
Physician (Galenic)	Middle Class, Gentry, Nobility	Evaluate +5%, First Aid +20%, Lore (Regional) +5%, Perception +10%	Alchemy, Courtesy, Elemental Casting (Earth), Healing (Galenic)
Physician (Herbalist)	Peasant	Evaluate +5%, First Aid +20%, Lore (Regional) +5%, Perception +10%	Healing (Herbal), Lore (Plants)
Physician (Paracelsan)	Townsman	Evaluate +5%, First Aid +20%, Lore (Regional) +5%, Perception +10%	Healing (Paracelsan), Streetwise
Preacher	Peasant, Townsman, Middle Class, Gentry, Nobility	Influence +15%, Lore (Regional) +5%, Persistence +10%	Beliefs (Own), Lore (Theology), Oratory
Sailor	Peasant, Townsman, Gentry	Athletics +10%, Lore (Regional) +5%, Resilience +5%, Swim +10%	Select Two: Boating, Culture (Other), Language (Other), Shiphandling
Scholar	Middle Class, Gentry, Nobility	Culture (Own) +10%, Evaluate +5%, Lore (Regional) +5%, Persistence +10%	Lore (Any) Select One: Alchemy, Lore (Other), Lore (Mechanical Philosophy), Lore (Aristotelian Science)
Smuggler	Peasant, Townsman, Middle Class	Evaluate +10%, Insight +5%, Lore (Regional) +15%, Perception +10%, Sleight +10%	Commerce, Streetwise Select Two: Courtesy, Disguise, Gambling, Shiphandling
Soldier*	Peasant, Townsman, Middle Class, Gentry, Nobility	Athletics +15%, Brawn +5%, Evade +5%, Resilience +5% Pick any two Combat Styles, receiving both at +10%	Lore (Tactics) Select One: Artillery, Engineering, Lore (Siegeworks)
Spy	Peasant, Townsman, Middle Class, Gentry, Nobility	Evade +5%, Insight +5%, Lore (Regional) +5%, Perception +5%, Persistence +5%, Sleight OR Stealth +5%	Select Two: Disguise, Beliefs (Other), Culture (Other), Language (Other), Track

Chapter I: Characters

Professions

Note that Professions marked * are only open to women if they are disguised as men.

Profession	Social Class	Common Skill Bonuses	Advanced Skills
Thief	Townsmen	Athletics +10%, Evaluate +10%, Perception +10%, Sleight +10%, Stealth +10%	Select One: Disguise, Mechanisms, Streetwise
Vagabond	Peasant	Lore (Regional) +10%, Perception +10%, Persistence +10%, Resilience +10, Stealth +10%	Streetwise, Survival
Valet/Lady's Maid	Townsmen	Insight +10%, Lore (Regional) +5%, Resilience +10% Choose Two: Brawn +10%, Drive +10%, First Aid +10%, Ride +10%, Unarmed +10%	Choose Two: Art (Any), Courtesy, Craft (Any), Lore (Any), Play Instrument, Track
Watchman*	Townsmen	Brawn +15%, Club +20%, Lore (Regional) +10%, Resilience +15%, Sword +15%, Unarmed +10%	Lore (Law), Streetwise
Witch Finder	Peasant (Searcher or Watcher), Townsmen (Searcher or Watcher), Middle Class, Gentry	Influence +15%, Insight +10%, Lore (Regional) +10%, Perception +15%, Ride +15%, Sleight +15%	Lore (Witchcraft), Oratory, Track
Woodsman	Peasant	Athletics +10%, Axe +10%, Brawn +10%, Lore (Regional) +5%, Resilience +5%	Survival

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 rank and file 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

"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, often seen as a way of conning money out of the gullible. In reality, it was always more than that; 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 which 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 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 Parliamentary 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 time and money 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

“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 with 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*

*True, a new mistress now I chase,
The first foe in the field,
And with a stronger faith embrace,
A sword, a horse, a shield.
I could not love thee dear, so much,
Lov'd I not honour more.*

Going to Warre (abridged)

– Richard Lovelace (Cavalier poet)

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



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 seek her favour and protection; if somebody insults your honour, you 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, fine cape and fancy clothing, setting 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 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 deep down 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

Chapter I: Characters

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, tell exciting tales about and worthy of admiration.

*Clerk**

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, over burdened 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 or Mistresses dealings with other worthies; or perhaps managing 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; maybe responsible for military procurement or charged with sieving through sensitive reports, perhaps suppressing bad news or highlighting critical information to your superiors. It maybe 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.

Cottage

There is a law which 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

As a Courtier, you may have (or had) a role as a functionary in royal governance; perhaps placed

within the House of Commons or Lords, to smooth over hostility and promote the interests of the former King, possibly as a Secretary or Advisor; or perhaps as a senior attendant to a member of the royal family; maybe you are a Courtesan, 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 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 which, although impeded by the Civil War and the King's death, you still harbour. You may hold information and secrets of vital importance; or which 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

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.

privations; and the enemy so close; it is hard to relax, although 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



Ranks

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

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; perhaps 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 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

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" and are allowed to set up their own shop. Women are not allowed entry to Guilds, but may ply their craft



Rowdy Apprentices

Of course, 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.

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 struggled, 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 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 they 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, by 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

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.

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 specialising in any one of a number of available metals) or grinder; shipwright or sail-maker; a cooper or wheelwright.

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 did not admit women, though it was permitted for a woman to take over a business on the death of her husband and run it until she remarried or a son was old enough to take over; so there were actually a fair number of women working in the crafts.

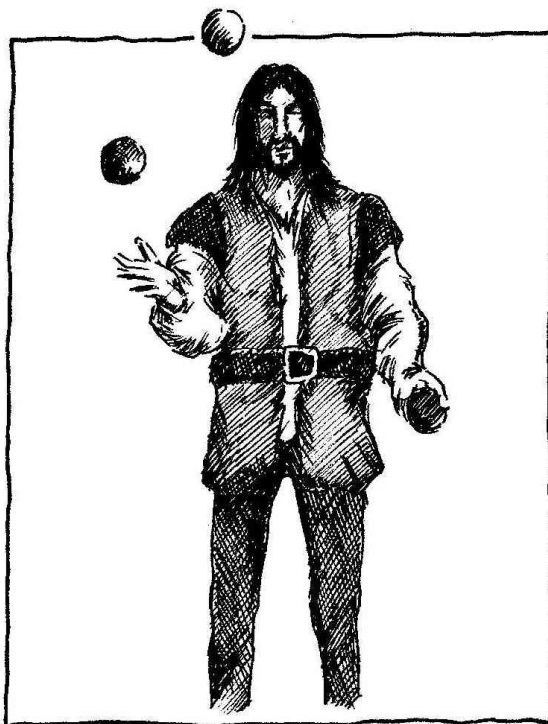
Entertainer

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, you entertain 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



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.

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.

Farmer

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 which 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 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 which 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 never been away from your little corner of the countryside and simply wish to broaden your horizons and add to your experiences.

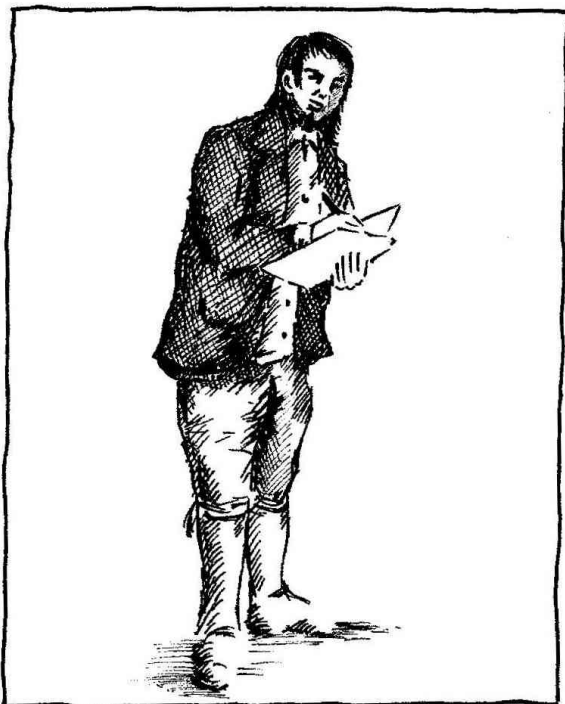
Journalist

You are a writer whose stories fill the pages of the new news-sheets which 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



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.

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?



Lord/Lady

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; the ruling dynasty in the region you hale 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 land-holdings.

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.

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.



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 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.

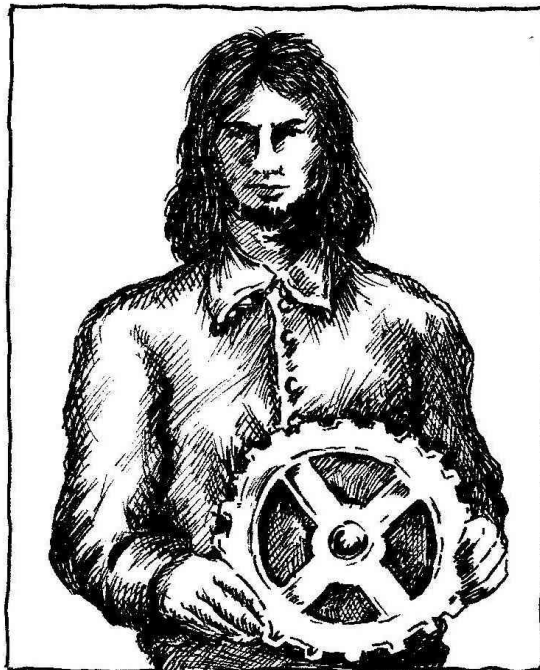
Mechanical Preacher

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 growing network of Winding Stations that are spreading 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; weapons with which you hope to sweep away the Royalist foe.

You are however, primarily an engineer, not a



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 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.

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

Member of Parliament*

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



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, it's 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.

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

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).



London.

The Parliamentarian Commons is now comprised of political and religious cabals that vie for power. If a Parliamentarian 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 bumbling 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 thing 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 Parliamentarian 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 which 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.

Mercenary*

"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



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.

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?



Merchant

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 Mayor, 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

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.



profiteer. In the chaotic war economy, you may find yourself struggling to find a market, but it is unlikely. 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

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). They in turn, 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).



or spices; or you might be a fish, fruit, pie or confectionery wholesaler. 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 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 substantial quantities or for a substantial profit, a Merchant will be involved.

Outlaw

“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 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*

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

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	Despondant, 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, which 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 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 which 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 which 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.

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 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

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 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

A follower of the teachings of the sixteenth 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 previous page). 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

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 meddling 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.

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 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.



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.

Sailor*

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

Naval Matters

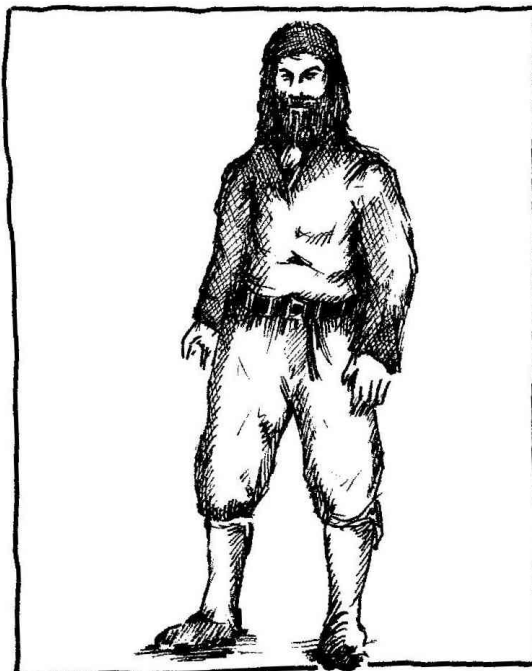
Over the past hundred years there have been a series of improvements made to some of the bigger and more vital rivers (such as the Thames) to aid navigation and facilitate trade.

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.

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).

Scholar

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 seventeenth 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

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 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, mean that anyone uttering such sentiments will likely suffer a miserable fate. Locals speak in hushed whispers of the increasing incidence of strange flashing, 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.

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 Magicks).

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 which will further compress the energy which 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).

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

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

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.



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 which might leave you dangling at the end of a rope. That said, you would have to be spectacularly unlucky 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.

Soldier*

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 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

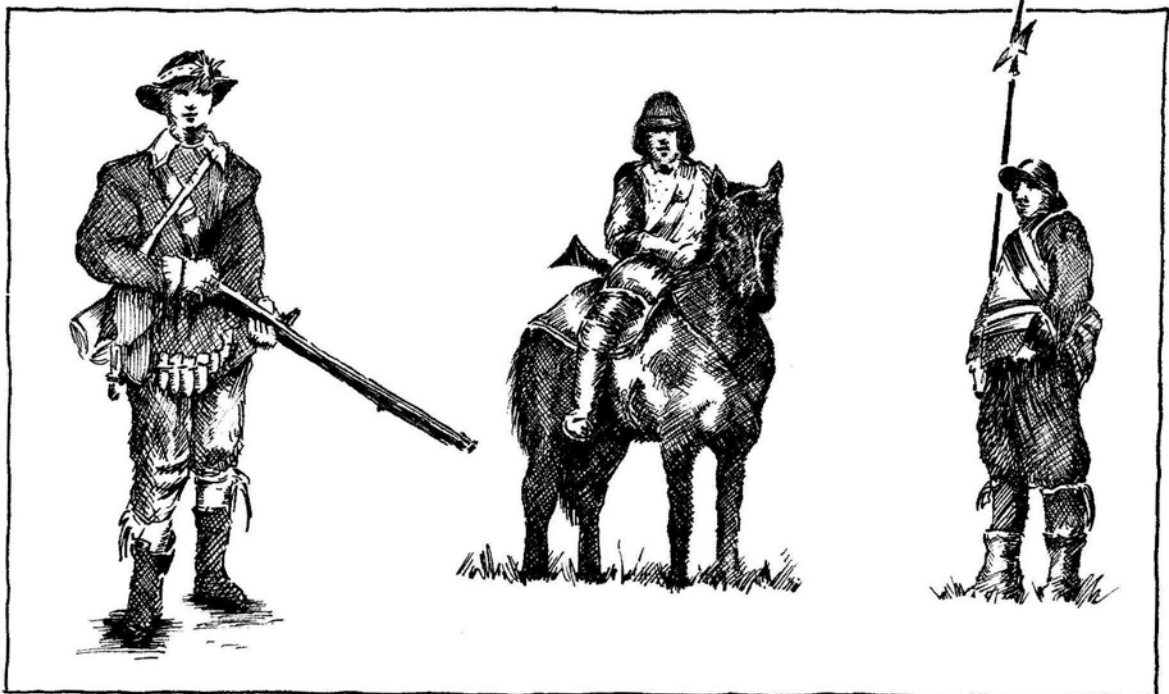
Local Militias

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.

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, taking the first opportunity that has 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 Soldier (and it is no cheap matter).



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, ordinary townfolk rising to commands, opportunities hitherto unheard of presenting themselves to the talented.

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 are similarly attempting to do you harm. Blinded by smoke, you ready your home-made shot, pour powder into the pan, lower your musket and fire 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 Clockwork Regiment of the New Model Army.

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

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; or perhaps you 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; perhaps breaking and entering, or subtly slipping away at a gathering, 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

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



Chapter I: Characters

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 have 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.

Vagabond

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, sacked 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

Punishment

If caught, you may be whipped, consigned to the pillory or stocks, or if your robbery was with extreme violence, upon the highway or of a particularly heinous nature, hung. 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.



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

"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



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.

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 to lend a hand in a pinch, 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, a 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 raised with your Master and a 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 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*

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

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.

The Watch

In the Thirteenth 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.

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, turning a blind eye on gate duty, or in return for giving the nod to



local Thieves, perhaps 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 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 Finder

"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, living 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

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.

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, local people of influence thinking 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 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 investigator or a hoaxer; a legal expert or an enthusiastic amateur. Whoever you are, your zealotry should be great and your attitude constantly vigilant.

Woodsman

You likely live on the fringes of society. Most of your life you have spent coppicing, felling and chopping tees for your Lord. A sizeable 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.

Faction

One of the most important aspects of your Adventurer in the 17th Century England of *Clockwork & Chivalry* is to what Faction you belong. In fact, Factions are so important that they've got a chapter to themselves. Have a look through the Factions chapter, 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 which 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.

Continuing Adventurer Creation

Once a player has chosen Social Class, Profession and Faction, and worked out Righteousness Points, Adventurer Creation returns to the standard *RuneQuest II* rules as follows:

- **Free Skill Points:** Characters get 250 Free Skill Points as described in *RuneQuest II* p.20.
- **Community:** Family should be generated as described in *RuneQuest II* p.20.
- **Allies, Contacts, Enemies and Rivals** (*RuneQuest II* pp.21-2) could be characters from within Allied or Enemy Factions, or could be more personal. Each Faction describes two or three characters who would make suitable Allies, Contacts, Enemies or Rivals for Adventurers, and if two players choose the same character, this could form part of a Connection (see *RuneQuest II* p.25), but players are also, of course, encouraged to make up their own.
- **Background Events:** A couple of the entries (numbers 12 and 78) are not suitable for the *Clockwork & Chivalry* background, but everything else fits in very nicely.
- **Connections:** Characters can 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. Background Connections are an integral part of the process of character creation in the *Clockwork & Chivalry* universe, as they provide some of the glue bonding together any adventuring party. This is particularly

when the adventuring party is made up of members of a number of rival Factions, ties of love and community sometimes overcoming political and religious differences. In a change from standard *RuneQuest II*, Adventurers may have more than two Connections with other members of the party and the accompanying skill bonuses. It is recommended that each Adventurer has one less connection than the total number of characters in the party.

- **Final Stages:** As has been said before, Magick works differently in the *Clockwork & Chivalry* universe. Alchemists begin play with 6 Magnitude worth of spells, Galenic Healers with 3 Magnitude (see Alchemy chapter for more details). Other characters have no Magick. See below for notes on Names and Equipment.

Names

Choose a name which 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.

Equipment

Adventurers begin play with the list of equipment in *RuneQuest II*, p.27. The second part of the list applies to anyone of the Gentry or Nobility Social Class.

They also, of course, begin play with the money from the Social Class table (p.16) 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 in *RuneQuest II* and the Equipment table in this book (p.93). There is also a fair amount of *Clockwork & Chivalry*-specific equipment in that chapter.

Adventuring Groups in *Clockwork & Chivalry*

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. Having said that, no-one sees 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 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 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 more 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 belong to either the Parliamentary 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 Parliamentary Leviathan crew. They could be a group of Clubmen or Diggers, defending their community from both sides.

However, characters probably belong to a number of differing Factions, who despite their differences, are tied together by bonds of family, friendship and common interest. 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.

As previously mentioned, this is a game about Community, and it is important that players should make use of the Connections rules on p.25 of the *RuneQuest II Core Rulebook* 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. Gentry would visit their friends for tea and cakes, even though one was besieging the town that the other 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 initial adventures published for *Clockwork & Chivalry* (and the one in this book) are written assuming that the Adventures 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.

Chapter II

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, in which many people hold passionate beliefs in a variety of theological and ideological systems, 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 a Adventurer's roll for good or poor argument and/or roleplaying. 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

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.

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 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

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.



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 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.

For 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



which 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 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 roleplay 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 which 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.

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 which 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 the character.

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. (Many of these more radical sects will be covered in forthcoming supplements).

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.

Anabaptist History

Anabaptist thought developed over a hundred years ago, one of the strands of the Protestant Reformation. Many Anabaptists have been martyred over the past century for their faith, although the worst purges occurred abroad, in mainland Europe. In England, Anabaptists follow on from the tradition of the medieval Dissenters, rejecting the established church and its trappings. Anabaptist ideas have had a lasting influence. Anabaptists are not especially numerous; however, many of your non-conformist principles have been accepted by the Parliamentary, Puritan and other more radical Factions.

Although most Anabaptist congregations share all of the above central beliefs, they are not entirely uniform. Some, for instance, are not pacifists; others will work with civil authorities, on rare occasions, even actively supporting them; others believe Christ was not born to a woman, but rather, miraculously created. However, all believe that baptism should be an adult and voluntary decision.

If you stray from the True Faith too much, you might be excluded from your congregation. If so, you will be peacefully ejected and other Anabaptists will shun you until you have repented.

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 which espouse a form of socialism; but your radicalism probably has a spiritual, rather than moral or political, emphasis.



Anabaptist NPCs

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.



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.

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 people 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

Recusants


"Recusant Catholics" are those who refuse to conform to the established religion. Primarily, it includes all those who refuse to attend church and also refers to long standing Catholic noble dynasties. Catholics are forbidden to bear arms, attend Catholic services, can be fined if they refuse to attend Protestant services and face a variety of prohibitions which 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.

Indulgence from the Church.

- **Wisdom of the Church Fathers:** You believe that the combined wisdom of generations of Church Fathers on biblical interpretation and knowledge of how the world works 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.

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 Catholics are a significant minority in your region (or, in rural pockets in Cumberland and Lancashire, a majority) and are well represented locally. If so, you may have avoided persecution up to now. But who knows how

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.

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 Nobleman, 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 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.

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

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.



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 Royalist and Parliamentarian, but have involved Clubmen, taking on one of those two forces.

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.

In some areas, Clubmen are informally organised. People from local shires, standing together; peasants hurriedly moving from place to place to 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, have 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.

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.

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 waste-ground. 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 -

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.

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 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,



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.

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.164).

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 which 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: Younger daughter of a prominent Parliamentarian 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 seditious 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.

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: Parliamentarians, Royalists

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 which 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, become 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 which 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 which 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

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.



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.

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, it will be 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 which 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; 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. Guilds members 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; perhaps a misunderstanding of simple initiation and bonding ceremonies; or maybe 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 Hobb: 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 Frottleshaw: 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 which 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.

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 of 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 which 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 which 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 which 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 it's 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 which 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 to the Invisible College or given false leads into harmless areas of research.

Hubert De'Blasey: Hubert appears to be a bumbling old fool. He lives alone, apart from a couple of old retainers, on a small estate, surviving on a modest inheritance. In conversation, Hubert will always appear vague and confused. It is all an act. In fact, Hubert is a senior member of the Invisible College and reputedly a close advisor to Prince Rupert himself. Hubert spent his youth travelling abroad, searching for and purchasing esoteric



items. On returning to England he donated his collection to Oxford University, on the condition no-one would find out the identity of the benefactor and that he could borrow anything from the University collection on request. Hubert has full access to any resources at Oxford, as a result of this secret pact and is using them to aid his Magickal researches.

Laudian

- **Anyone can earn salvation** – Predestination is a heretical notion.
- **Church authorities must be obeyed** – The church hierarchy should be revered – Archbishop, then Bishops at the top; 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 which 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

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 which 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.

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 that 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.

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.

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 which 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.

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 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

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. All heady radical talk, but some of your leaders are more open to compromising these principles than others.

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.164).

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 another tyrant has merely replaced the King. 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

Thomas Green: 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.



Richard Overton:

Richard studied at Cambridge before working as an actor and playwright.

Richard is a keen pamphleteer, spreading his

messages which promote equality, while raging against the Laudian, Presbyterian and Royalist Factions. 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.

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

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, Cromwell swearing 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”.

Chapter II: Factions

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 which 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

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, and he has hopes of gaining a political appointment in the Lord Protector's government.



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.

Parliamentarian

- **A Monarch should listen to Parliament** – When they fail to do so, rebellion is the consequence.
- **Parliament should have privileges** – in order for Members to 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 which seemed to encourage Papist ways (while preventing other types of non-conformity); and the excesses of Charles' court, excesses which continued even though the Treasury was depleted; 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 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 Townsman, then you may enjoy the excuse the War has afforded, to stand up to your betters; apprentices have even been freed from their terms of indenture, if willing to take up arms for Parliament. Perhaps you helped secure London for Parliament – 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 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 which will consider your interests more carefully, and hopefully – once the War is over – not swallow up so much of your money in taxes.

If 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 Shottforth:

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 Parliamentarian 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.

Freedom-From-Satan Pringle: Freedom is a pie-seller and keen supporter of Parliament. He believes that Parliament is standing up to the Royalists in order to restore decent Saxon values that were demolished by the Normans. This is the one point he remembers from a speech he witnessed, by John Lilleburne, some years before. Freedom inspects anyone for signs of "Norman-ness" and exhorts all good men to join the army and fight for Parliament. Most point out that Freedom himself hasn't joined up, a point which he ignores as he has no intention of losing his pie-selling pitch.

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 (for example, 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; the reintroduction of altars and finery; and the long-standing imposition of a Prayer Book, which you found unacceptable.

Unlike the Independents, you want a reformed prayer book; synods (committees of priests) to



replace bishops; and a compulsory national church with a system of parishes.

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 their voice in government. Parliament had previously promised that a Presbyterian church system would be adopted throughout England, a promise made to their Scottish allies. 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 cannons who 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

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.



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.

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, 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; 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

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.



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.



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 maybe 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

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, 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.

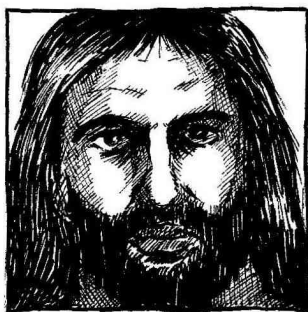
Enemies of the Ranters (of which there are many) stereotype your Faction. They accuse you of immorality, holding orgies, and other wanton behaviour. This is generally not the case; even the allegations of nudity at meetings are often a confusing of Adamite meetings with Ranter gatherings – you are more 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

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.



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 him 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.

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

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 Parliamentarian 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.



Sir Isaac Haston: 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.

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 covert 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 as 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 which 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 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 which 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 Witchfinder 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. If a member, you are a highly skilled Clockwork Engineer and Designer, or an extremely wealthy or influential sponsor.

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.

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.

Eventually, Clockwork devices will be developed which 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



Chapter II: Factions



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 it's 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 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 which 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 III

In which sundry information is collated for the edification of the interested reader

“...More what you’d call guidelines than actual rules.”

– Captain Hector Barbossa, *Pirates of the Caribbean: The Curse of the Black Pearl*

This chapter collects together a number of items useful to *Clockwork & Chivalry* players and Games Masters which are not found in the *RuneQuest II Core Rulebook*, as well as discussing adaptations of the *RuneQuest II* rules for this setting.

Skills

This section should be used in conjunction with the Skills chapter in *RuneQuest II* pp.30-47

New uses for old skills

Some skills have new uses in the *Clockwork & Chivalry* world, as described below.

Art (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, below) or suffers a -40% penalty.

See the Clockwork chapter for more details.

Craft (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, below) or suffers a -40% penalty. A well-equipped workshop (such as those at Cambridge) will add a +10% bonus to the roll. See the Clockwork chapter for more details.

Drive

This is the skill used to control Clockwork vehicles as well as carts and the like. A character must have the Mechanisms skill to get a Clockwork vehicle going, but once it is travelling, it is the Drive skill which determines whether he can control it.



Healing (Type)

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. *Real* witches are a different thing entirely, and will be covered in a future supplement.

Paracelsan Healing: Paracelsan Physicians follow the teachings of the sixteenth 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.

Lore (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.

Lore (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.

Mechanisms

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 Drive skill is needed to control them once they are going. This skill can also be used, with a -50% penalty, by anyone with no knowledge of Black Powder Weapons, to attempt to load and fire any gunpowder weapon.

Ride

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.

New Advanced Skills

These new skills are available in the *Clockwork & Chivalry* world.

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.

Artillery (INT+DEX)

This skill covers the loading, aiming and firing of cannons, 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 is 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. Each Faction is a separate skill. 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.

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 for more details.

Weapon Skills

See Combat, below.

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 a divided people.

In the *Clockwork and Chivalry* universe it is assumed that many 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 and 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, 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 - Miasmas are covered in this section. A Miasma is carried in polluted air. Such air contains a bad smell which 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!

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. They will be covered more fully in a future supplement, but a list of such conditions has been included. These conditions are also sometimes attributed to astrological influences. Of course, in addition, Hellish Forces are considered able to cause illnesses which might otherwise be attributed to a Miasma or an Imbalance of the Humours. Indeed, a Physician trying to treat a Miasma may decide that his inability to help his patient is due to Hellish Forces at work!

Imbalance of the Humours - For the purposes of *Clockwork and Chivalry*, an Imbalance of the Humours will be blamed for a variety of conditions which are also 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.

Miasmas

See *RuneQuest II* pp. 55-6 for details on how diseases work. All these Miasmas can be dispelled using the Dispel Miasma spell.

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.

Application: Inhaling (Miasma)

Onset Time: 1D20 Hours

Duration: 1D6 Days

Resistance Time: Daily

Potency: 50

Resistance: Resilience

Conditions: Fever, Nausea

Antidote/Cure: Healing – use of Healing (Herbal) gives a +20% bonus. Cure Disease potion or spell.

Black Death

Characterised by haemorrhages under the skin (which cause darkened patches to appear over the body) and swollen lymph glands which form buboes; pneumonia then develops, which may cause death.

Application: Inhaling (Miasma)

Onset Time: 1D6 days

Duration: 1D8 days

Resistance Time: One Resistance roll at the end of the Onset Time and one halfway through Duration.

Potency: 80

Resistance: Resilience

Conditions: The victim contracts a Fever, suffers internal Bleeding, Nausea and in the the end, Death.

Antidote/Cure: A successful Healing roll (with a +20% for Healing (Galenic) will allow the patient to make an immediate Resistance roll. Cure Disease spell or potion.

Flux or Bloody Flux

Victims suffer chronic diarrhoea and abdominal pain.

Application: Inhaling (Miasma)

Onset Time: 1D4 days

Duration: 1D12 days

Resistance Time: Daily

Potency: 55

Resistance: Resilience

Conditions: The victim suffers from Fever, Nausea and chronic diarrhoea.

Antidote/Cure: Healing, with a -20% penalty for Healing (Paracelsan) which is more likely to make the patient feel worse! Cure Disease potion or spell.

Gaol Fever

Victims first develop a fever, sometimes a rash, then delirium sets in.

Application: Inhaling (Miasma)

Onset Time: 1D8+6 days

Duration: 1D12 weeks

Resistance Time: Once at the onset, then every week.

Potency: 70

Resistance: Resilience

Conditions: A rash covers the body and the victim suffers Exhaustion, Fever, Nausea and Hallucination. If untreated or not resisted, then Death will occur at end of duration.

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 Resistance rolls as usual; with Paracelsan medicine, the patient must make a final Resistance roll to see if the cure kills him instead! Cure Disease potion or spell.

The Small Pox

The victim suffers a variety of symptoms including; fever, excruciating aches and



blistering pock-marks.

Application: Inhaling (Miasma)

Onset Time: 1D10+6 days

Duration: 1D4 weeks

Resistance Time: One Resistance roll at the end of the Onset Time and then weekly.

Potency: 50

Resistance: Resilience

Conditions: The victim develops a rash at the end of the onset time. The subject then develops Agony and Fever, with the accompanying Nausea. If a Resistance roll is not passed, the condition can result in Death. Survivors will often (75%) be left with pock marks for life.

Antidote/Cure: A successful Healing roll will allow all further Resilience rolls to be made with a +25% bonus.

Hellish Forces

These ailments can only be cured with a Cure Disease potion or spell.

Dropsy

The victim displays a build up of fluid in the effected region. The severity will be determined by where the dropsy strikes, and to what extent, e.g., 'dropsy of the eye' will likely be far less alarming than 'dropsy of the brain'.

Falling Sickness

The victim suffers from seizures, which may be minor, only noticeable through close observation; or may cause shaking, paralysis and even death.

King's Evil

A skin condition that can sometimes kill. A monarch's touch is the best cure.

Palsy

Victims find that the effected area stops working and loses all motion. If an organ necessary to life itself, the victim is in real trouble, otherwise the effected part becomes disabled, possibly permanently.

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.

Others

In addition, Hellish Forces may be responsible for other conditions listed under 'Imbalances of the Humours' and 'Miasmas'.

Imbalances of the Humours

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 who 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 Cure Disease potion or spell. 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 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.



Equipment

Item	Description	ENC	Cost
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 from tiny portable machines to large vehicles, though for the largest machines a fully-equipped workshop is also needed.	2	75 SP
Gunner's Kit	All the necessities for a user of Black Powder Weapons. 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.	1	50 SP
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. Herbal Healer's Kit: Contains herbs dried and fresh, jars of ointment and poultices and pestle and mortar for grinding and crushing herbs, as well as the usual bandages and surgical tools. Paracelsan Healer's Kit: Contains numerous chemical compounds (particularly mercury, sulphur and salt) as well as pestle and mortar and flasks and alembics suitable for purifying and extracting chemical substances, as well as the usual bandages and surgical tools.	1	150 SP
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".	-	1 SP
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.	2	70 SP
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!)	Not Applicable	500 SP
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.	15	200 SP
Technical Drawing Kit	A set of pens, rulers, protractors, etc., used for the design of Clockwork Devices. Among these tools is a slide rule, a set of interconnecting rulers made of brass and wood which can be used to make complex calculations. This is something of a "badge of office" for Mechanical Preachers, who often wear them on their hat bands when they are not in use.	1	50 SP

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. Stomach ache 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 effects women who have just given birth; **Decrepitude**, which afflicts the elderly; and the **Great Pox** which only effects the sexually active and is generally seen as divine punishment for licentious behaviour. Other conditions predominantly effect 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.

Currency

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).

However, for ease of conversion with standard *RuneQuest II* coinage, coins have been converted as follows:

RuneQuest II	Clockwork & Chivalry
Lead Bit (LB)	Farthing
Copper Penny (CP)	Penny
Silver Piece (SP)	Shilling
Gold Crown (GC)	Pound (£)

This means there are five Farthings in a Penny, ten Pence in a Shilling and twenty Shillings in a Pound. This will drive historians and purists crazy, but the alternative is some convoluted mental arithmetic or a completely new price list for every item in the *RuneQuest II* Equipment chapter. Players should feel free to talk in English money when role-playing but use *RuneQuest II* coinage for out-of-character

equipment buying.

Weapons of the Civil War



The following list of weaponry and armour is by no means exhaustive and many of the melee, and even ranged, weapons listed in the *Mongoose RuneQuest II Core Rulebook* are suitable for use in the *Clockwork and Chivalry* universe. Where Weapons and Armour are shown in **bold** use the statistics from the *RuneQuest II Core Rulebook*.

Close Combat Weapons

Some weapons like the **Club** are among the most prevalent of all - early 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. **Poleaxes** (or pollaxes) 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 would carry and fight with **rapiers** rather than the more military mortuary sword described below.

Mortuary sword: Double-edged, basket-hilted, a meter long and straight; the Mortuary Sword is the sword of choice for most Cavalry soldiers. The basket hilt adds 1AP to the limb wielding it.

Pike: The pike is 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,



Close Combat Weapons

Weapon	Damage Dice	STR/DEX	Size	Reach	Combat Manoeuvres	ENC	AP/HP	Cost
Mortuary Sword	1D8	9/7	M	M	Bleed, Impale	2	6/10	200 SP
Pike	1D8+1	5/5	L	VL	Impale, Stand Fast	3	3/8	40 SP

Black Powder Weapons

Weapon	Damage as gun	Damage as club	Range	Load	STR/DEX	Size ¹	ENC	AP/HP	Cost
Duelling Pistol	2D4+1	1D4-1	10m	2	9/9	S	1	4/4	150 SP
Flintlock Carbine	2D6+1	1D6-1	12m	3	10/8	M	2	4/6	200 SP
Flintlock Musket	2D8+1	1D6	30m	4	11/9	L	3	4/8	200 SP
Flintlock Pistol	1D6+2	1D4-1	5m	3	9/7	S	1	4/4	130 SP
Grenade	3D6	-	5m	2	11/9	-	1	4/3	30 SP
Matchlock Musket	2D8+1	1D6	30m	6	11/10	L	3	4/8	100 SP
Matchlock Pistol	1D6+2	1D4-1	5m	4	9/8	S	1	4/4	75 SP

¹ This is the size of the weapon itself when used as a melee weapon, not the “size” of the ammunition.

Artillery

Weapon	Skill	Damage	Range	Crew Required	Number of horses to pull	Number of men to haul	Load	AP/HP	Cost
Cannon	Artillery	4D8	80m	4	8	40	10 mins	12/100	20,000 SP
Heavy Arquebus	Artillery	4D6	40m	2	1	4	5 mins	8/40	1,000 SP
Light Artillery	Artillery	4D6	100m	2	2	8	5 mins	10/60	6,000 SP
Siege Mortar	Artillery	4D10	60m	1	10	50	30 mins	14/120	15,000 SP
Siege Cannon	Artillery	6D20	120m	6	16	90	1 hour	14/150	40,000 SP

when deployed in numbers, rather than as an offensive weapon – cavalry think twice before assaulting a readied block of pike-men. Not necessarily the most logical choice of weapon for an Adventurer (rather cumbersome and impossible to conceal), nevertheless for many Townsmen the only weapon they will have actually drilled and trained with.

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). For ease, other soldiers are considered to 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.

Black Powder Weapons

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; 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. Both types of gun (Matchlocks and Flintlocks) also have a pan, which needs to be filled with powder. In the case of the Flintlock the trigger can be released and a flint ignites the powder, in the case of a matchlock a lit piece of match (flax) is released by the trigger, onto the pan.

Flintlocks are more expensive than Matchlocks, and for game purposes can be assumed to be able to fire without a Combat Action penalty, if ready loaded. If a match is kept lit then the Matchlock can also be considered to be instantly usable (but it still takes one Combat Action to light the flax above the trigger), if primed and readied; otherwise a match will need to be lit (1 extra Combat Action - so that's a two action penalty even if there is already a bullet in the gun and powder in the pan!) before it can be fired.

Generally Black Powder weapons can pack quite a punch, but they are difficult to load, heavy, and dangerous to use!

Duelling pistol: Finely crafted pieces, the pride of the manufacturer ensures these pistols are far from ornamental. Has a longer barrel than other pistols.

Flintlock Carbine: Lacking the range of the musket, the carbine can still cause serious damage in close combat. Its shorter length makes it suitable to be fired mounted or dismounted.

Flintlock Musket: 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.

Flintlock Pistol: 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.

Grenades: A hollow ball of iron packed with gunpowder, ignited by a slow burning match. Rarely used and not very effective.

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.

Matchlock Musket: 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.

Matchlock Pistol: A cheaper and more time-consuming predecessor to the flintlock pistol. Very rare and hardly used as they are so impracticable.

Other "Non-Powder" Missile Weapons: Although rarer, there are still those that train and fight with the **Long bow** (some Royalist soldiers in particular) and even the **Sling**.

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, they are extremely inaccurate and they 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. They are therefore of limited use in battle, being deployed in a static position beforehand. 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 at 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.

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.

Siege Mortar: Needing a smaller crew (one person can fire a mortar although it isn't easy - treble load time) and 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.



Combat

The following rules add to those in the Combat chapter of *RuneQuest II*.

New Combat Styles

Black Powder Weapons require new Combat Styles which might not be immediately obvious to someone not familiar with the period. The following can be learned by Adventurers, though players are, of course encouraged to make up their own.

Black Powder Weapons (INT+DEX)

This style covers the use and maintenance of hand-held gunpowder weapons. A character without knowledge of Black Powder Weapons will be unlikely to figure out how to load, prime and fire a gun, as it is very different skill from other ranged weapon skills. A Games Master may allow a character to make a Mechanisms roll at -50% to successfully load and fire, though it will take five times the normal time, which is already long enough!

Part of the skill of using a Black Powder Weapon is the ability to use it as a club. Because they are so slow to reload, it is common in close combat to fire a gun once, then reverse the weapon and swing it as a club for the rest of the combat. It takes one Combat Action to reverse a gun to use as a club.

Pistol and Sword (INT+DEX)

A common technique is to begin combat with a pistol in one hand and a sword in the other. The sword can be used in close combat with 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. For Adventurers who have trained in this style there is no penalty for using the off-hand. This technique can be useful when on foot and facing a mounted foe – the standard method is to shoot the horse then stab the rider when he falls off!



Creatures

Compared to standard *RuneQuest II*, *Clockwork & Chivalry* is a game lacking in monsters and strange creatures. Even mundane dangerous creatures are a little thin on the ground in 17th Century England. Having said that, some do still exist, and some apparently mythical creatures may still be lurking in the furthest corners of the land.

Creatures in the RuneQuest II Core Rulebook

These creatures are all to be found in the *RuneQuest II Core Rulebook*, p.160-183. Any creatures not mentioned here are assumed not to be widely current in *Clockwork & Chivalry*. That is not to say that they do not exist at all – there are bound to be lions in Africa, but the chances of meeting one in England at this time are pretty slim, outside of a Noble's menagerie. If ever there were Elves in England, they left a long time ago.

Brown Bear



See *RuneQuest II* p.163.

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 being 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.

Dragon



See *RuneQuest II* p.165

There are no Dragons in England now. 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?

Dragons do not need a Philosopher's Stone to cast spells, but have Elemental Casting (Fire) at 68% and 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. These rules replace the magic rules for Dragons mentioned in *RuneQuest II*.

Some Alchemists claim that a Dragon's heart is in itself a Philosopher's Stone which recharges itself rather than crumbling away. If a Dragon could be found, many Alchemists would pay dearly for its heart.

Elementals

Elementals do not occur naturally in England, 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 Chapter IV for more details about Elementals and their summoning.

Horse



Horses are very common in England, and are the main beast of burden and form of transport. A trained warhorse (with Kick skill at 80% or more) can fetch many times the price listed in the Equipment chapter of *RuneQuest II*.

Most decent horses have been requisitioned by the various armies, so mules (a donkey/horse cross-breed) tend to be a common beast for riding, pulling carts and carrying heavy loads. If Attributes are ever needed for a mule, those for a typical Horse will do.

Wolf

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



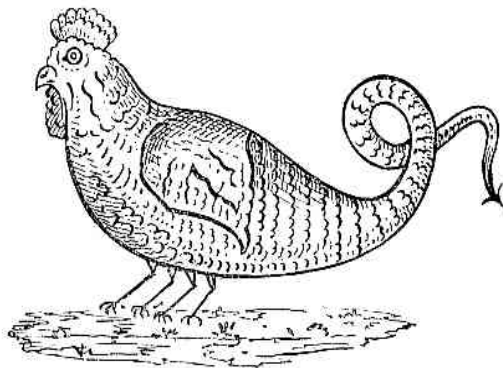


roaming the Debatable Lands; some say they have imbibed Alchemical potions which leached into the rivers following the battle of Naseby, which has given them magical powers.

Games Masters wishing to surprise Adventurers visiting the Debatable Lands could give wolves any number of magical abilities. Examples include; a “super” wolf with Bestial Enhancement, a fearsome wolf with Demoralise, a fire-breathing wolf with Dragon’s Breath, etc.

New Creatures

Basilisk



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 magickal 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 *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. It has four legs ending in the claws of a cockerel and two tattered, bat-like wings, though it is believed to be flightless. It’s head resembles that of a cockerel with a sharp beak (capable of injecting venom) and a crest and wattles.

Any weapon hitting a Basilisk takes one point of damage for every point it inflicts on the creature. This ignores the weapon’s Armour Points. However, magical damage from a weapon (e.g. a sword with the Bladesharp spell 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.

Chapter III: Miscellanea

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. This requires an Opposed Test of the Basilisk's Persistence against the target's Resilience. If the target loses, death is instantaneous.

Characteristics

	Dice	Average
STR	2D3	4
CON	2D6+6	13
DEX	2D6	7
SIZ	1D3	2
INT	3	3
POW	1D6+12	15
CHA	3	3

<i>Combat Actions:</i>	2
<i>Damage Modifier</i>	-1D6
<i>Movement</i>	8m
<i>Strike Rank</i>	+5

D20	Hit Location	AP/HP
1-2	Tail	2/3
3-4	Right Hind Leg	2/3
5-6	Left Hind Leg	2/3
7-8	Hindquarters	2/4
9-10	Forequarters	2/5
11-12	Right Wing	2/2
13-14	Left Wing	2/2
15-16	R. Front Leg	2/3
17-18	L. Front Leg	2/3
19-20	Head	2/3

Weapons

Type	Weapon Skill	Damage
Gaze	100%	Death
Bite	30%	1D6-1D6+poison

Typical Armour: Scales (AP2, no skill penalty)

Traits: Gaze Attack (active), Poison (bite, see below for details on Basilisk Venom)

Skills: Athletics 60%, Evade 30%, Persistence 60%, Resilience 70%, Stealth 40%, Survival 40%

Basilisk Venom

Application: Ingested or Contact

Onset Time: Instant

Duration: 6D10 minutes

Resistance Time: One Resistance roll

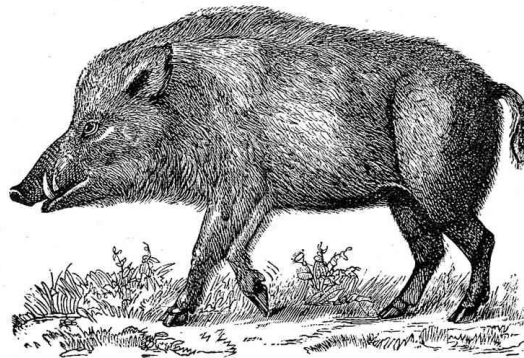
Potency: 65

Resistance: Resilience

Conditions: 1D3 hit point damage to all locations, applies -6 penalty to victim's CON

Antidote/Cure: Mend Body spell or potion.

Boar



Boars are wild pigs which live in small groups of two to 12, living on roots and berries. Though normally shy, retiring creatures which mainly come out at dusk, the males can be fierce defenders of their territory.

Boars died out in England in the 13th Century, but James I began reintroducing them in 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 (see above), boars may have been warped by the magical aftermath of the battle of Naseby and such strange magical beasts may well lurk in the forests of the Debatable Lands.

Characteristics

	Dice	Average
STR	3D6+6	20
CON	2D6+9	15
DEX	3D6	10
SIZ	2D6+3	10
INT	5	5
POW	3D6	10
CHA	5	5

<i>Combat Actions:</i>	2
<i>Damage Modifier</i>	+1D2
<i>Movement</i>	8m
<i>Strike Rank</i>	+7

D20	Hit Location	AP/HP
1-2	Right Hind Leg	2/5
3-4	Left Hind Leg	2/5
5-7	Hindquarters	2/6
8-10	Forequarters	2/7
11-13	R. Front Leg	2/4
14-16	L. Front Leg	2/4
17-20	Head	2/5

Weapons

Type	Weapon Skill	Damage
Tusk	45%	1D6+1D2

Typical Armour: Hide (2 APs, no Armour Penalty)

Skills: Athletics 25%, Evade 55%, Resilience 40%, Perception 50%, Stealth 55%, Survival 50%, Track 25%

Cat

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. 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, mostly by Alchemists. Their ability to climb and get into difficult spots makes them ideal spies – if a cat is sitting staring in your direction, there may well be an Alchemist using the Roving Eye spell looking at you.

Characteristics

	Dice	Average
STR	1D4+1	3
CON	3D6	11
DEX	3D6+6	15
SIZ	1D4	2
INT	5	5
POW	1D8+6	10
CHA	5	5

<i>Combat Actions:</i>	3
<i>Damage Modifier</i>	-1D8
<i>Movement</i>	12
<i>Strike Rank</i>	+12

D20	Hit Location	AP/HP
1-2	Right Hind Leg	-/2
3-4	Left Hind Leg	-/2
5-7	Hindquarters	-/3
8-10	Forequarters	-/4
11-13	R. Front Leg	-/2
14-16	L. Front Leg	-/2
17-20	Head	-/2

Chapter III: Miscellanea

Weapons

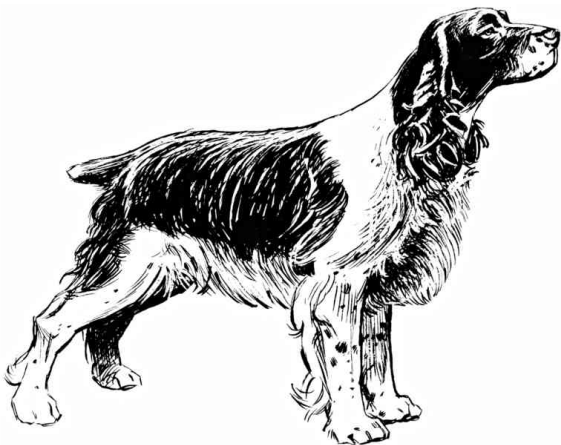
Type	Weapon Skill	Damage
Claws	60%	1D4-1D8
Bite	40%	1D4-1D8

Typical Armour: None

Traits: Night Sight

Skills: Athletics 75%, Evade 60%, Resilience 30%, Perception 75%, Stealth 55%, Survival 30%

Dog



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. They are also used as familiars by Alchemists. 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 pounds 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.

Characteristics

	Dice	Average
STR	1D6+1	4
CON	3D6	11
DEX	2D6+6	13

SIZ	1D6	3
INT	5	5
POW	1D6+6	9
CHA	5	5

<i>Combat Actions:</i>	3
<i>Damage Modifier</i>	-1D6
<i>Movement</i>	12
<i>Strike Rank</i>	+9

D20 Hit Location AP/HP

1-2	Right Hind Leg	-/3
3-4	Left Hind Leg	-/3
5-7	Hindquarters	-/4
8-10	Forequarters	-/5
11-13	R. Front Leg	-/2
14-16	L. Front Leg	-/2
17-20	Head	-/3

Weapons

Type	Weapon Skill	Damage
Bite	40%	1D6-1D6

Traits: Night Sight

Skills: Athletics 60%, Evade 30%, Resilience 30%, Perception 55%, Stealth 45%, Survival 30%, Track 75%

Ferret

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.

Characteristics

	Dice	Average
STR	1D4+1	3
CON	2D6+3	9





Ghost

Ghosts are rather different in this background from those described in the *RuneQuest II Monster Coliseum*.

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 which 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 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 (look up the result on the table in *RuneQuest II* p.9).

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

DEX 2D6+6 12

SIZ 1D4 2

INT 5 5

POW 1D6+6 9

CHA 5 5

Combat Actions: 3

Damage Modifier -1D8

Movement 10

Strike Rank +10

D20 Hit Location AP/HP

1-2 Right Hind Leg -/2

3-4 Left Hind Leg -/2

5-7 Hindquarters -/3

8-10 Forequarters -/4

11-13 R. Front Leg -/2

14-16 L. Front Leg -/2

17-20 Head -/2

Weapons

Type Weapon Skill Damage

Bite 50% 1D6-1D8

Skills: Athletics 40%, Evade 60%, Resilience 30%, Perception 50%, Stealth 45%, Survival 30%, Track 50%

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 before death can cast the spells it knew in life. Instead of spending Magic Points from a Philosopher's Stone, casting spells temporarily drains the Ghost's 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.

Characteristics

	Dice	Average
STR	-	
CON	-	
DEX	-	
SIZ	-	
INT	3D6	10
POW	3D6	10
CHA	3D6	10

<i>Combat Actions:</i>	2
<i>Damage Modifier</i>	-1D2
<i>Movement</i>	20m
<i>Strike Rank</i>	+20

Weapons

Type	Weapon Skill	Damage
Throw	50%	1D6-1D2

Traits: Invisibility, Incorporeal

Skills: Persistence 60% (plus any non-physical skills the person had in life at -20%)

Ghoul

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 Demoralise spell (*RuneQuest II* p.110) unless he 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.

Characteristics

	Dice	Average
STR	4D6	14
CON	3D6	11



Chapter III: Miscellanea

DEX	3D6	11
SIZ	2D6+6	13
INT	3D6	11
POW	3D6	11
CHA	1D6	3

<i>Combat Actions:</i>	2
<i>Damage Modifier</i>	+1D2
<i>Movement</i>	8m
<i>Strike Rank</i>	+11

D20	Hit Location	AP/HP
1-3	Right Leg	-/5
4-6	Left Leg	-/5
7-9	Abdomen	-/6
10-12	Chest	-/7
13-15	Right Arm	-/4
16-18	Left Arm	-/4
19-20	Head	-/5

Weapons

Type	Weapon Skill	Damage
Claw	70%	1D4+1D2
Bite	50%	1D6+1D2+poison
Howl	Automatic	Demoralise

Traits: Poison (bite, see below for details of Ghoul Venom)

Skills: Athletics 40%, Evade 40%, Persistence 30%, Stealth 60%

Ghoul Venom

Application: Ingested or Contact

Onset Time: 1D3 Combat Rounds

Duration: 1D10 hours or until healing is administered that restores at least one hit point.

Resistance Time: One Resistance roll

Potency: 22

Resistance: Resilience

Conditions: Paralysis

Antidote/Cure: Healing

Raven

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, since they are relatively intelligent.

Characteristics

	Dice	Average
STR	1D3	2
CON	2D3	4
DEX	3D6+6	15
SIZ	1D4	2
INT	5	5
POW	2D6	7
CHA	3	3

<i>Combat Actions:</i>	2
<i>Damage Modifier</i>	-1D8
<i>Movement</i>	2m, 10m when flying
<i>Strike Rank</i>	+10

D20	Hit Location	AP/HP
1-5	Right Wing	-/2
6-10	Left Wing	-/2
11-16	Body	-/4
17-20	Head	-/3

Weapons

Type	Weapon Skill	Damage
Claw	40%	1D6-1D8
Bite	30%	1D4-1D8

Skills: Dodge 50%, Perception 60%, Sleight 40%, Stealth 50%

Sea Serpent



“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 that follow 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 monster.

Hatchling Characteristics

	Dice	Average
STR	2D6+6	11
CON	1D6+3	5
DEX	6D6	18
SIZ	1D6+3	6
INT	3	3
POW	2D6	7
CHA	3	3

Combat Actions:	3
Damage Modifier	-1D2
Movement	12m
Traits:	Excellent Swimmer
Strike Rank	+10

D20	Hit Location	AP/HP
1-6	Tail	-/3
7-14	Body	-/5
15-20	Head	-/3

Weapons

Type	Weapon Skill	Damage
Bite	30%	1D4-1D2

Skills: Athletics 50%, Stealth 35%

Sea Serpent Characteristics

	Dice	Average
STR	8D6+30	54
CON	4D6+21	33
DEX	2D6	7
SIZ	6D6+15	33



Chapter III: Miscellanea

INT	3	3
POW	6D6	18
CHA	3	3
<i>Combat Actions:</i> 2		
<i>Damage Modifier:</i> +2D10		
<i>Movement:</i> 12m		
<i>Traits:</i> Excellent Swimmer		
<i>Strike Rank:</i> +5		

D20	Hit Location	AP/HP
1-5	Tail	5/15
6-10	Hindbody	5/15
11-15	Forebody	5/17
16-20	Head	5/15

Weapons

Type	Weapon Skill	Damage
Bite	60%	1D6+2D10
<i>Typical Armour:</i> Scales (5 APs, no Armour Penalty)		
<i>Skills:</i> Athletics 50%, Stealth 35%		

Leviathan Characteristics

	Dice	Average
STR	12D6+50	86
CON	6D6+36	54
DEX	2D6	7
SIZ	10D6+39	69
INT	3	3
POW	6D6	18
CHA	3	3
<i>Combat Actions:</i> 2		
<i>Damage Modifier:</i> +3D12		
<i>Movement:</i> 12m		

<i>Traits:</i>	Excellent Swimmer
<i>Strike Rank:</i>	+5

D20	Hit Location	AP/HP
1-5	Tail	8/21
6-10	Hindbody	8/22
11-15	Forebody	8/23
16-20	Head	8/21

Weapons

Type	Weapon Skill	Damage
Bite	60%	1D6+3D12
<i>Typical Armour:</i> Scales (8 APs, no Armour Penalty)		
<i>Skills:</i> Athletics 65%, Stealth 15%		

Sparrow

These tiny brown birds (not much larger than a mouse) are entirely harmless. They are a common sight in town and countryside, hopping about and eating seeds and small insects. 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, as they very unlikely to be suspected of anything arcane. Their low INT makes them very hard to train however, so the Dominate Familiar spell is needed to make use them.

Characteristics

	Dice	Average
STR	1D2	1
CON	1D3	2
DEX	3D6	9
SIZ	1D2	1
INT	2	2
POW	1D6	3
CHA	5	5
<i>Combat Actions:</i> 1		

Chapter III: Miscellanea

<i>Damage Modifier</i>	-1D10
<i>Movement</i>	1m, 16m when flying
<i>Strike Rank</i>	+10

D20	Hit Location	AP/HP
1-5	Right Wing	-1
6-10	Left Wing	-1
11-16	Body	-1
17-20	Head	-1

Weapons

Type	Weapon Skill	Damage
Claw	20%	1D3-1D10

Skills: Dodge 50%, Perception 50%, Stealth 50%

Stoorworm

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 magickal disruptions of the natural order may have woken one or more from their deep slumbers beneath the bogs and fens which 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.

A Stoorworm regenerates two hit points per Combat Round in every damaged location. Regeneration will cease if the Stoorworm dies.

Characteristics

	Dice	Average
STR	12D6	36
CON	3D6+12	23
DEX	2D6	7
SIZ	12D6	36
INT	9	9
POW	1D6+12	16
CHA	5	5

<i>Combat Actions:</i>	2
<i>Damage Modifier</i>	+4D6
<i>Movement</i>	6m
<i>Strike Rank</i>	+8

D20	Hit Location	AP/HP
1-6	Tail	8/12
7-14	Body	8/14
15-20	Head	8/12

Weapons

Type	Weapon Skill	Damage
Bite	55%	1D10+4D6
Breath	100%	Poison

Typical Armour: Tough Hide (AP 8, no Skill Penalty)

Traits: Poison (breath, see below for details on Stoorworm Breath), Regeneration

Skills: Athletics 30%, Persistence 40%, Resilience 25%, Stealth 35%



Chapter III: Miscellanea

Stoorworm Breath

Application: Inhaled

Onset Time: Immediate

Duration: 1 Combat Round

Resistance Time: One Resistance roll

Potency: 72

Resistance: Resilience

Conditions: 1 hit point damage to all locations, -1 penalty to victim's CON

Antidote/Cure: Healing. CON penalty removed when all locations healed.



Chapter IV

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 of Immobility 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 which can trace its roots back to the ancient empire of Persia, but it wasn't until the late sixteenth 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, after millennia of abortive attempts, 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, first of all by the ancient Greek philosopher Aristotle, that everything in the natural world is created from the four elements of Earth, Air, Fire and Water. A fifth element, Aether, is not found on Earth, but only beyond the Moon – 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

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, becoming a fully-fledged Alchemist. Since a Galenic Physician will have taken the Hippocratic Oath to preserve life, it is unlikely he will 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: Create Bouquet, Cure Disease/Poison, Dispel Miasma, Heal, Mend Body

...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, which are not creatures with their own volition but pure elements in an anthropomorphic shape which obey 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 form which it is easiest 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 which 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 which explode upon impact.

It is to be emphasised that Alchemy is an entirely natural process which 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' Mechanic Preachers, whose blasphemous aping of living processes in their clockwork automatons is an offence against nature and an abomination in the eyes of God."

Important Differences from RuneQuest II Magic

Most of the spells an Alchemist casts are taken from the Common Magic spells in *RuneQuest II* (p.108-114), though there are some new ones in this book. However, there are several significant differences from the normal *RuneQuest II* system:

- The caster does not have personal Magic Points, but uses the Magic Points stored in a Philosopher's Stone.
- Spells are categorised according to their Elemental nature. Alchemists can only learn spells for which they have the Elemental Casting skill.
- Progressive Spells work differently than in the *RuneQuest II* rules.
- There is a Spell Fumble Table, which shows the effect of losing control of the Elemental forces an Alchemist is attempting to tame.

The procedure for preparing, learning and casting spells is described below.

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 which 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 Magic Points (MPs). Once Magic Points are stored in a Stone, they can be used for the creation of potions or the casting of spells; as the Magic Points are used up, the Philosopher's Stone shrinks and crumbles away until, when the Magic 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 Magic 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 Magic Points worth of ingredients, plus another hour per 5 Magic 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





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 to one of your hands (roll randomly).
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 <i>RuneQuest II</i> pp.167-171).
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 Magic 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 to a random hit location; or 1/2 the number of MPs in the Stone +1D2 if you make a successful Evade roll. All the laboratory equipment and the Philosopher's Stone you were creating are destroyed.

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 Magic Point increments; each 2 Magic 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 Magic 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 Magic 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, *RuneQuest II*, p.62).

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 p.114.

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 which 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.

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 scribblings 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 IP 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

Spell Casting Fumbles

Dice roll	Result
Success	The Philosopher's Stone grows too hot to touch. You drop the Stone and take 1D6 damage to your right hand. 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 Magic 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 Magic 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 Magic 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 <i>RuneQuest II</i> pp.167-171). Your Philosopher's Stone loses the number of Magic 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 1/2 the number of MPs in the Stone +1D2 if you make a successful Evade roll. Your Philosopher's Stone is destroyed.
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.



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 Magic Points.

Casting Spells

The casting of a spell requires knowledge of that spell, a Philosopher's Stone containing enough Magic 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 Magic Points for the spell in question – an Alchemist cannot combine the Magic 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 Magic 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 Magic 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 Magic 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.116.

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 Actions 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.

Dismissing Spells

In a single Combat Action, 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 Traits and Descriptions

These are identical to the descriptions in *RuneQuest II* p.108, with one exception:

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 Magic Points in it.

Spells

Spells are listed by Element. Most spells are



taken from the Common Magic spells in *RuneQuest II*, pp.108-114, although there are some new ones, which are described later. New spells are listed in **bold**.

The spells Countermagic and Countermagic Shield, while theoretically possible in the *Clockwork & Chivalry* background, are not taught at Oxford, as the Royalists Alchemists have yet to come up against an enemy who also wields magic. That day may come...

Fire



Abacus, Babel, Befuddle, Demoralise, Detect X, **Dismiss Salamander**, **Dominate Familiar**, Dragon's Breath, Fanaticism, Fire Arrow, Fireblade, Ignite, Light, **Lovecraft**, Mindspeech, **Shape Salamander**, Skybolt, **Summon Salamander**, Understanding, Warmth

Air

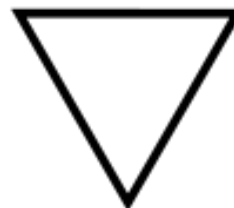


Becalm, Boon of Lasting Night, **Create Miasma**, Darkwall, Detect X, **Dismiss Sylph**, **Dominate Familiar (Species)**, **Elemental Wind**, Fate, **Fine Weather**, Glamour, Golden Tongue, Lucky, **Roving Eye**, Second Sight, **Secrets of the Heart**, **Shape Sylph**, Spirit Bane, **Summon Sylph**, Thunder's Voice

Water

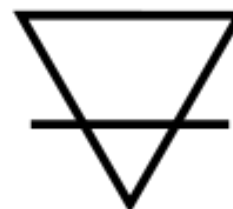
Bandit's Cloak, Cauterise, Chill, Co-ordination, Detect X, **Dismiss Undine**, **Dominate**

Familiar, **Elemental Downpour**, **Elemental Fog**, Entertainer's Smile, Extinguish, Frostbite, Mobility, Parry, Push/Pull, **Shape Undine**, Slow, Speedart, **Summon Undine**, Water Breath



Earth

Armoursmith's Boon, Beast Call, Bestial Enhancement, Bladesharp, Bludgeon, Clear Path, **Create Bouquet**, **Cure Disease/Poison**, Detect X, **Dismiss Gnome**, **Dispel Miasma**, Disruption, **Dominate Familiar**, Dullblade, Endurance, Hand of Death, Heal, **Immobility**, Mason's Boon, **Mend Body**, Multimissile, Pierce, Protection, Repair, **Shape Gnome**, Strength, **Summon Gnome**, Vigour



New Spells

The following new spells add to those from the Common Magic list in *RuneQuest II*.

Create Bouquet

Duration 24, Magnitude 1, Progressive

Element: Earth

This spell creates a pleasant, flowery aroma which facilitates healing. The diameter of the aroma is equal to 10 metres per point of Magnitude of the spell. Anyone within the cloud of aroma gains a +25% to their Resilience for the purposes of regaining Hit Points from

Natural Healing (see *RuneQuest II* p.60) and for making Resilience rolls to resist against ongoing poisons and diseases. A Create Bouquet spell cast within a disease miasma does not dispel the miasma, but does add +25% to Resilience tests to avoid contracting the disease.

Create Miasma (Disease)

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 of the spell. 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 the Miscellanea chapter for more details on disease miasmas.

Cure Disease/Poison

Instant, Magnitude 3, Touch

Element: Earth

This spell cures the effects of any mundane disease or poison affecting the caster; or magical ones whose Potency is less than the Elemental Casting skill of the caster.

Dismiss (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.

Dispel Miasma

Instant, Magnitude 2, Progressive

Element: Air

This spell dispels a disease miasma, whether natural or created with the Create Miasma spell. The diameter of miasma dispelled is equal to 10 meters per point of Magnitude of the Dispel Miasma spell. 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 the Miscellanea chapter for more details on disease miasmas.

Dominate Familiar (Species)

Concentration, Magnitude 1, Progressive, Resist (Persistence)

Element: Earth

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). 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 for the duration of the spell.

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.

Elemental 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 of the spell. 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 magically-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. An Alchemist within an Elemental Fog can use the Summon Elemental spell to summon a Water Elemental even if there are no large bodies of water nearby.

Elemental Downpour

Duration 5, Magnitude 1, Progressive

Element: Water

This spell causes clouds to boil 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 and anyone attempting to fire a Black Powder Weapon will be at -50% to skill rolls while the downpour lasts. 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 magically-created weather effects of greater Magnitude.

An Alchemist within an Elemental Downpour can use the Summon Elemental spell to summon a Water Elemental 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.

Elemental Wind

Concentration, Magnitude 1, Progressive

Element: Air

This spell creates a wind which blows out ahead of the caster for as long as he remains

concentrating 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. Each point of Magnitude adds one to the Wind Strength, beginning with Light Air Movement (the second entry on the Wind Strength Table, *RuneQuest II* p.190).

Fine Weather

Duration 15, Magnitude 1, Progressive

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 of the spell. Any rain, snow, fog, etc. is negated by the spell. The spell effect is centred on the caster, and moves with him as he travels. The spell cannot alter magically-created weather effects of greater Magnitude.

Immobility

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 another, 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.

Lovecraft

Instant, Magnitude 1, Progressive, Trigger

Element: Fire

Gives the caster the Seduction skill, or adds to the skill if the caster already has it, for one single Seduction attempt. The first point of Magnitude put into the skill gives the caster the skill at base level (INT+CHA), or adds +10% to an existing skill; each subsequent point of Magnitude adds another 10% to the skill. It



cannot be stacked with any other spell effect bonuses.

Mend Body

Instant, Magnitude 3, Touch

Element: Earth

This spell will instantly heal a single Hit Location, restoring Hit Points to their maximum for that part of the body. It will even heal maimed, or reattach severed, body parts if cast within an hour of receiving the Major Wound.

Roving Eye

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 person for 5 minutes per point of Magnitude. The caster has no control over what the target looks at, but if the creature has Dark Sight or 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 which have been calmed with the Lore (Animal) skill or the Dominate Familiar spell will not resist either.

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).

Shape (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.

Summon (Elemental Type)

Duration 15, Magnitude 1, Progressive

Element: Varies

This spell must be learned separately for each of the four types of Elemental described in *RuneQuest II* p.167-171. These are the only types of Elemental available in the *Clockwork & Chivalry* world.

The spell summons forth an Elemental of one cubic metre per point of Magnitude in 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.

Creating New Spells

Games Masters and players are encouraged occasionally to create new spells for their campaigns, and Common Magic spells can be taken from other *RuneQuest II* supplements and assigned to a suitable element. There will be further new spells in forthcoming *Clockwork & Chivalry* supplements.

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, spend a Hero Point, and make a successful Alchemy roll. 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 *RuneQuest II* pp. 166-171. Note that Gnomes, Salamanders, Sylphs and Undines are the only Elementals which 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 yet primitive urges. A summoned Elemental, if not controlled immediately on arrival, will behave in its normal fashion, as described in the *RuneQuest II* rules.

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 Stones contain all four Elements blended in perfect harmony, which is 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 Magic Points as the number of cubic metres of the Elemental to be summoned (see the Summon (Elemental Type) spell); 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 Magic 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 the Duration of the Summon (Elemental Type) spell, 15 minutes.

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 Magic 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 Action. Dismissing an Elemental summoned by someone else is more difficult. It requires use of the Dismiss (Elemental Type) spell. Since this is a Touch spell, getting close to an Elemental that does not wish to be



dismissed can be difficult. 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 Dismiss 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. Getting close to a large Salamander in order to Dismiss it with a touch can be hazardous!

The Dissipation of an Elemental

When the Summoning spell runs out of time, or if the Elemental is successfully dismissed with a Dismiss (Elemental Type) spell, it will dissipate – Gnomes sinking into the Earth, Salamanders rushing into the sky in a shower of sparks, Sylphs subsiding to a gentle breeze and blowing away, and Undines trickling 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 Shape (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 Magic 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



Printed at London, by Peter Short. 1599.

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 and it 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 which 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 Magic 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 which 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 (Thrown Weapons) 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 which could be cast on missiles such as bullets, cannonballs, arrows, etc. A single potion will normally effect 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 Elemental 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 magical 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 which have become magical servants for their masters; some are creatures which 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 the spell is put into the creature, however, it 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 which 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 cooperation of the creature in question. This is a normal roll for a trained creature which the Alchemist already knows. For creatures not familiar with magic or the Alchemist in question, or for wild creatures, penalties apply, as follows:

Factor	Penalty
Wild creature	-25%
Creature unfamiliar with Alchemist	-25%
Creature unfamiliar with magick	-25%

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, flashes and bangs) would impose only a -50% penalty.

An Alchemist wishing to avoid such penalties will need to tame a creature using the Lore (Animal) skill.

Using Dominate Familiar: Some Alchemists get around the problem of not having a trained creature by use of the Dominate Familiar spell. This allows them to use any creature they wish as a Familiar; but once the Dominate Familiar 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 Dominate 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 which 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 one spell at a time. Any attempt to cast a spell on a creature which already contains 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 Dominate Familiar spell, this will require another successful Lore (Animal) roll, using the same penalties as in the first phase, above. The commands which can be given must be simple – players and GMs must remember that Familiars are normal non-magical 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 a Dominate Familiar spell 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 Dominate Familiar spell in place, the Alchemist cannot see through the eyes of the Familiar, unless he has cast Roving Eye on the creature, in which case the Familiar can be used for spying at a distance, but cannot cast any other spell.

Once the Familiar reaches the place or person which is the target of the spell, the creature will automatically trigger it. However, unless in the thrall of a Dominate (Species) spell, it will not



Chapter IV: Alchemy

endanger its own life 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 which *is* commanded by a Dominate (Species) spell 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 Ignite spell under Parliamentarian Leviathans!), it will attempt to return to its master if a trained animal, or to its usual habitation if wild.




Chapter V

In Which the Craft of the Mechanical Philosophers is Revealed to the Eyes of the Curious

“Art imitates Nature, and necessity is the 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, 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 out carry out last-minute repairs; and the creaking of the winding was still audible. But, most had settled to preparing their side-arms, chatting to their comrades and snatching some rest. They still had a march or drive ahead of them, 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 which were

encouraged within the enemy encampment, and reflected 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 men 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, a sergeant respectfully opening the door and standing 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. 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 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. At 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; the Devices 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 which he crafted with his own hand. He would delight Lord Saye with the devices, and rue 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, smashing 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 John Wilkins constructed the first ever Winding Station, on the grounds of Lord Saye's estate. The experiment was a success and Wilkins began to work on designing Clockwork Devices which he could power with his new



Winding Station. In particular, he began designing, constructing and furnishing his Clockwork Moonship, in which he hopes 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 designs were immediately seized upon by the Scholars there. Excited to have a field of study which 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 solutions in this time of war. Fuelled by the Baconian theory of scientific method and with a better understanding of the Elements, there has been an explosion of inquiry into technological possibilities.

With the outbreak of 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 he 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

Notes from 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, glad we might be privy to more of the knowledge they shared; impressed by their dedication or awed 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 mesmerising fashion, punctuating each sentence with a wave 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.

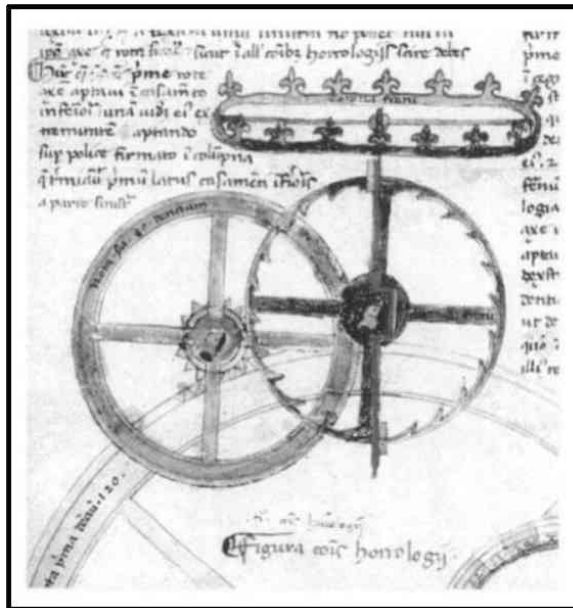
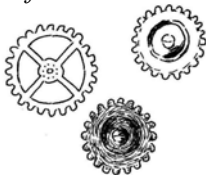
"You boys have been chosen because of your potential. We have scoured the shires and towns for the best. All of you have something special, but most of you will fail. Some may end up never making a complex piece, instead producing just one component, again and again, for your betters to build with. Others 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 Doctor, 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 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 Mechanical Preacher 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 which 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

Design

Since a Clockwork Device can be anything from a wind-up ear-wax remover to a



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 (Mechanical Device) 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.

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 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* in *RuneQuest II* p.31. 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 too can obviously get the job done in a shorter time, but if they belong to a Godly Faction (Puritan, Anabaptist, Tinkers) 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 Design)). 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 which 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 SIZE x 1,000 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 less than 1 are costed at the Games Master's discretion. They are likely to be in the region of 50-500 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 Encumbrance 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 *RuneQuest II* Creatures chapter; 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 1,000 shillings

This will be altered by how much of the Device is protected.

For example, the Iron Horse (see below) has SIZ 25 and 12 Armour Points. This would be 300,000 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 100,000 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 is equivalent to a normal Move, and Fast is equivalent to a Sprint – five times faster than Slow mode (see Comparative Movement table, *RuneQuest II* p.63). A default Clockwork Device will have a Move of 8m. For every 1m increase in speed, the cost increases as noted in the table above. Adding a two-speed gearbox adds 1,000 shillings to the cost of the Device. Adding a reverse gear adds another 1,000 shillings to the cost.

No-one has yet created a Clockwork vehicle with a Move greater than 12m, so creating something capable of going faster than that also requires 1 Hero Point per increase of 1m in Move, on top of the increased financial cost.

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	2,500 shillings
Slow: 10m Fast: 50m	7.2 kph 36 kph	5,000 shillings
Slow: 11m Fast: 55m	8 kph 40 kph	7,500 shillings
Slow: 12m Fast: 60m	8.6 kph 43 kph	10,000 shillings
Slow: 13m Fast: 65m	9.4 kph 47 kph	12,500 shillings + 1 Hero Point
Slow: 14m Fast: 70m	10 kph 50 kph	15,000 shillings + 2 Hero Points

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 chapters of *RuneQuest II* and this book.

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 1,000 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 Craft (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 in *RuneQuest II* p.9. 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 Evade roll to avoid being knocked over.

Cost Estimate

Using the guidelines above, it should be possible to estimate how much the Device should cost to build, assuming all goes well. 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!

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, speeches made, telling 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 provided or 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 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 either 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, more probably generic materials 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. In addition, the very smallest and most basic Clockwork Devices will be cheaper than the 1,000 shilling starting price generated by the above formula; but remember these aren't true examples of the new technology but more commonly available trinkets.

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 Craft (Engineering) or Craft (Mechanisms) skills can attempt to construct (if they have the necessary plans), assist construction 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 above.

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

Helpers

SIZ of Device	Number of helpers required
1-12	None
13-24	2
25-36	4
37-48	8
49-60	16



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%)

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 a wound. Roll randomly for limb and the affected part takes 1D6+2 damage
15-16	Jolted	All riders/occupants of Device take 1D4+2 damage to a random location.
17-18	Crashed	Device Crashes. causing Crash tests/damage to all occupants and Device. All riders/occupants must make an Evade roll. <ul style="list-style-type: none"> If the Device is travelling at Low speed, failure causes 1D6 points of damage to a random location. Success causes character to be stunned for 1D3 Combat Actions If the Device is travelling at High speed, failure causes 2D6 points of damage to a random location. Success causes 1D6 points of damage to a random location. The Device itself loses Hit Points equal to its speed in metres (ignoring APs) and must check for damage on the tables below.
19	Unfortunate	Roll twice, ignoring any rolls of 19 or 20.
20	Jinxed	Roll three times, ignoring any rolls of 19 or 20.

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.

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 Device) 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

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).

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 to hand.	Temporary blindness - one eye for 1D4 days.
4	1D6 damage to hand.	1D6 damage to hand.
5	Temporary blindness - one eye for 1D4 days.	1D6 +3 damage to hand.
6	Concussion. -50% to all skills for 1D4 days.	Concussion. -50% to all skills for 1D4 days.
7	1D6 +3 damage to hand.	Random location reduced to 0 Hit Points, suffering a Serious Wound.
8	1D10+2 damage received to a random location.	Random location reduced to 0 Hit Points, suffering a Serious Wound. Any others present must make an <i>Evade</i> roll or suffer 1D4+1 damage to a random location.
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).	Random location loses twice its starting Hit Points, causing a Major Wound.
11-12	Lose 1D4+1 digits from either hand (roll randomly for hand and fingers).	Random location loses twice its starting Hit Points, causing a Major Wound. Any others present must make an <i>Evade</i> roll or random location is reduced to 0 Hit Points, causing a Serious Wound.

obviously get the job done in a shorter time, but if they belongs to a Godly Faction (Puritan, Anabaptist, Tinkers) 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* in *RuneQuest II* p.31. This allows even a



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 as 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 as 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 is irreparably damaged.

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.

Complexity Levels

As stated above, Clockwork devices have a Complexity Level from 1 to 5. The Complexity Level determines how skillful 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

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

considered CL 5 for the purposes of construction.

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 on p.139. Unless stated, 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 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 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 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 successfully in difficult circumstances. Ride skill is not applicable, even for Iron Horses, as the ability to steer a machine is very different from the ability to command an animal to go in the direction you want!

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.140.

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 "Time to construct device" section of this chapter. The Cost is as per Device description; or if a unique Device, as per the "Cost of Device" section of this chapter.



A repair roll must be made once per week, or at least 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 has got 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 1000 shillings of materials per Armour Point. It takes 1 hour x the Size of the Device, per Armour Point, to repair armour.

Winding Stations

All Clockwork Devices need winding up in order for them 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 purpose built, brand new, Winding Stations but these are rare, and most Winding Stations are converted water-mills or windmills.

Cromwell has ordered the construction of Winding Stations throughout Parliamentary territory. It has been a conundrum for him. On the one hand, building Winding Stations in the heart of the Parliamentary-controlled territory keeps them safe from enemy raiders, but it 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 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 Parliamentary 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, however, meaning that in some 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.

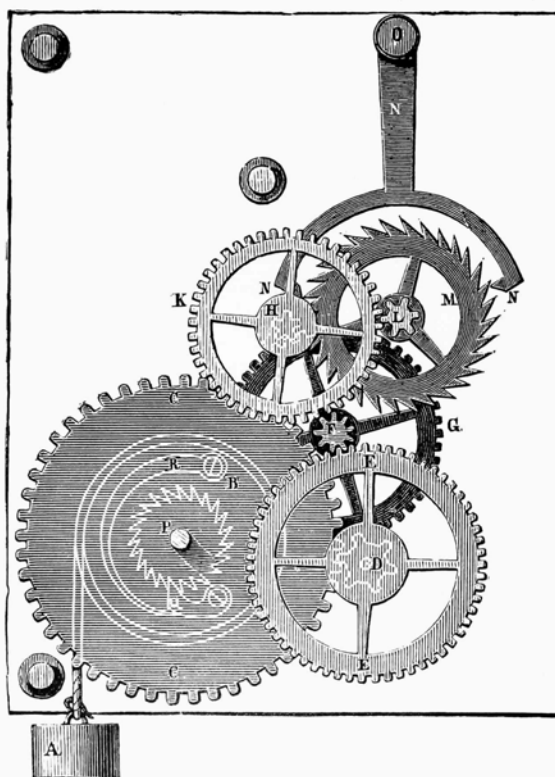


Poor, hungry and malcontent

Due to the number of water-mills 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 rocketed 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 the only 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 Station 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. It is in the military arena that Clockwork has come into its own and that the most developments have been made.

Iron Horses

- Cost: 210,000 shillings
- Size: 25
- Complexity: 4
- Hit Points: 21
- Armour (Front and Front-Sides): 12
- Speed: low gear 12m per round; high gear 60m per round
- Weapons: Ramming

Faster than regular horses over distance, 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. At the front of the Iron Horse, metal plates are bashed together by the Mechanical Preachers assembling it; 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 the machines look, if anything, more disconcerting and fearsome. Thick armour hooks around the front and sides of the Iron Horse; and although not offering the all-round protection that the Leviathans provide, the armour is heavy enough to withstand musketry. To shoot the driver or rider of an Iron Horse, bearing straight down at a target, would take incredible luck or skill; and if they duck down is 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. It's 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 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. There is a small squadron of roving soldiers who are believed to be operating in and out of the Debatable lands. Most people believe this elite unit are 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 which 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's heads and painted helmets are almost pagan affectations.

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; have a precise sense for when their Iron Horse is slowing (winding down); and 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 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 which doubles the usual "fast" speed. Cromwell has expressly forbidden this – it makes driving them much harder, 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: 1,260,000 shillings
- Complexity: 5
- Size: 60
- Hit Points: 55
- Speed: low gear 8m per round; high gear 40m per round
- Armour: 16 points
- Weapons: Ramming/ 6/8 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 Summon Elemental Potion). 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 have refused battle since as they ponder a strategy to deal



with them.

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 which 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 which 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 movement of the Leviathan when in motion, means 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 by Rupert and his Battle Alchemists as they 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 too, the Leviathans were accompanied by the Ironsides. With the Leviathans breaking the main blocks of pikes, the 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, 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 tend 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, each Leviathan costing more than the most expensive ship in the English naval fleet. It is known that Cromwell would like to commission more, but he has been urgently advised by Members 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 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, cause 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.

Rotating Halberd

- Cost: 5,000 shillings
- Complexity: 1
- Size: 4
- Hit Points: 3
- Speed: NA
- Armour: 0 points. (Halberd has normal AP, but clockwork mechanism has no armour and can be disabled with Damage Weapon Combat Manoeuvre.
- Weapons: Used as halberd but does extra 2D6 damage on top of normal.

The Rotating Halberd is essentially a whirring blade on the end of a pole. The blade, or blades,

move fast enough to cause extra slashing damage, as they slice through an opponent's armour and flesh. The blade(s) 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: 15,000 shillings
- Complexity: 3
- Size: 5
- Hit Points: 2
- Speed: low gear 8m per round; high gear 40m per round
- Armour: 0 points
- Weapons: None

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 to be used on the battlefield to move casualties from the field.

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 then 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.

An example of genius coupled with a certain lack of common sense, steerers of Semi-Self Propelled Stretchers 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?”

Striding Boots

- Cost: 52,000 shillings
- Complexity: 4
- Size: 6
- Hit Points: 2
- Speed: low gear 12m per round; high gear 60m per round
- Armour: 2 points
- Weapons: None

“Striding Boots” are a simple, but very innovative device. They are designed primarily for messengers, although are useful in any situation in which the wearer wants to move swiftly. Joined together by a mechanism which makes each boot rise and step forward in turn, the Boots are controlled by a lever (emanating from the central engine/gear box) which 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 Suits

- Cost: 198,000 shillings
- Complexity: 5
- Size: 18
- Hit Points: 13
- Speed: low gear 8m per round; high gear 40m per round
- Armour: (6) 12 points
- 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 Action bringing the suit to a stop, and then a further Combat Action 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; a stalemate, which 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 evade (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.

Whirling Engines of Righteousness

- Cost: 35,060 shillings
- Complexity: 2
- Size: 15
- Hit Points: 13
- Speed: 50m per combat round (no slow setting!)



- Armour: 4 points
- 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 Evade 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 which 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.

The Clockwork-Powered Repeating Arquebus and other works in progress

Aside from the existing military applications, and those unknown designs hidden in the sheds of individual "rogue" inventors, there are many new machines in the pipeline. Notable among these are the prototype Clockwork-Powered Repeating Arquebus. Commissioned by the Commander of the Central Parliamentarian forces who are fighting a bitter and prolonged "trench war" in the heart of the Debatable

Lands, and financed by civic leaders from Birmingham and environs, work has been progressing on developing a repeating arquebus.

The Parliamentarian Commander is convinced that such a device could break the deadlock between the two sides, who are separated at present by an extensive network of siege-lines running through the Warwickshire countryside. Certainly if the finished article can do more than merely replicate the current non-Clockwork linked firing mechanisms, then it could change the outcome of the War.

At present, the difficulty in getting a Clockwork mechanism to replicate the loading and firing of a musket at a speed greater than that of a human, combined with the tendency for muskets to regularly misfire, means that such a Device remains a proposal, not a reality. A highly complex prototype exists in one of the research sheds in the "Gun Quarter" of Birmingham (one of the few officially-sanctioned research facilities outside of Cambridge). The prototype looks like a vast and complex loom, and the workshop it is housed in is littered with shrapnel and spotted with blood, the results of less-than-successful preliminary firing tests.

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 who 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, which 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: 300 shillings
- Complexity: 1
- Size: 1
- Hit Points: 1
- Speed: 0
- Armour: 0
- Weapons: NA

Probably one of the least impressive Clockwork inventions, and no doubt an ironic statement of



affectation by it's Godly creator. The Bible Page Turner does exactly what it's 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: 1,000 shillings
- Complexity: 1
- Size: 10
- Hit Points: 9
- Speed: 0
- Armour: 0
- Weapons: NA

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 that were used previously, didn't suffer from such a disadvantage – birds would prefer to avoid the 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.

Rumours of the existence of a Giant Clockwork Mole Drill which can carry passengers to the interior of the Earth (and possibly to Hell itself!) are merely satires created by Royalist Journalists. Honestly.

Clockwork Mule

- Cost: 15,000 shillings
- Complexity: 3
- Size: 5
- Hit Points: 2
- Speed: low gear 8m per round; high gear 40m per round
- Armour: 0 points
- Weapons: None

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), 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. Useful though, when carrying really heavy items.

Clockwork Pomanders

- Cost: 500 shillings
- Complexity: 2
- Size: 1
- Hit Points: 1
- Speed: 0
- Armour: 0
- Weapons: NA

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 Create Bouquet spell (see the Alchemy chapter for spell details).

Clockwork Tinderbox

- Cost: 100 shillings
- Complexity: 1
- Size: 1
- Hit Points: 1
- Speed: 0
- Armour: 0
- Weapons: NA

The Clockwork Tinderbox, once wound, repeatedly strikes a flint, until 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, a standard "apprentice piece". That said, the Designers working on the "Repeating Arquebus" prototype have 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: 200 shillings
- Complexity: 1
- Size: 1
- Hit Points: 1
- Speed: 0
- Armour: 0
- Weapons: NA

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 which spares the user the arduous task of having to inhale.

Mechanical Plough

- Cost: 15,000 shillings
- Complexity: 3
- Size: 5
- Hit Points: 2
- Speed: low gear 8m per round; high gear 40m per round
- Armour: 0 points
- Weapons: None

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; 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: 200 shillings
- Complexity: 1
- Size: 1
- Hit Points: 1
- Speed: 0
- Armour: 0
- Weapons: NA

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 to 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: 300 shillings
- Complexity: 1
- Size: 1
- Hit Points: 1
- Speed: 0
- Armour: 0
- Weapons: NA

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, they 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 birds

- Cost: 500+ shillings
- Complexity: 1
- Size: 1
- Hit Points: 1
- Speed: 0
- Armour: 0
- Weapons: NA

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 Parliamentarian cause.



Chapter VI

In which are described the religious, political, magical and mechanical upheavals afflicting England during the Seventeenth Century, together with a gazeteer of people, places customs and curiosities

“If you would understand anything, observe its beginning and its development.”

– Aristotle

History

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 eighth 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



Chapter VI: Background



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, 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 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, and one of England's





more popular monarchs, ruling for forty-five years. She returned England to being a Protestant nation and her reign is seen from the perspective of the Seventeenth 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. But many Puritans felt persecuted by his insistence on conformity, and his attempts to create a joint English-Scots church with the same beliefs were fiercely resisted north of the Scottish border.

James died in 1625 and was widely mourned.

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, and 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.

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 Parliamentary 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 21,000 infantry and 4,200 cavalry and dragoons.

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 Parliamentary horsemen at a crossing of the River Tame near Worcester. The Parliamentary 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 Parliamentary 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 Parliamentary-controlled territory.

In Oxford, Alchemists were being trained and



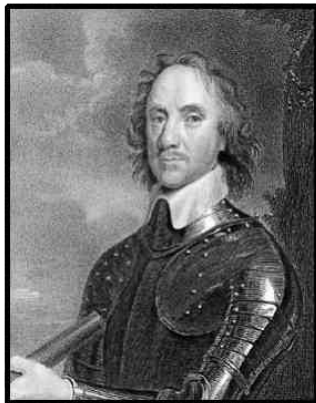
sent out to the armies as fast as they could learn spells, each of them equipped with a mobile laboratory; new spells were formulated, and potions created in huge numbers to hand out to the most trusted troops.

By June of 1645, the stage was set – ahead lay the Battle of Naseby and the events which would turn the world upside-down.

For details of the Battle of Naseby and its aftermath see pp.7-12.

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, at which he excels. 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 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 has spread, he is beginning to

recognise 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.

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 third 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



Schema huius præmissæ diuisionis Sphærarum .



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.

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

The Land

The British Isles 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

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).

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. Of course, 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. Of course 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.14-16 for further information on Social Class.

Crime and Punishment

Justice is administered by local magistrates and Justices of the Peace; 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* pp.49-50). 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* pp.52-53). 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). See also *Outlaw* p.38, *Smuggler* pp.44-46 and *Thief* pp.48-49, 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 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.

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 Parliamentarian 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.

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.

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. In fact, since the absence of Catholicism as the established religion, many people feel more vulnerable, as they do not have the “protection” of the church, but are rather left alone with their God – a mighty test of personal faith in such superstitious times.

Of course, for many, the main fear from magick is fear of the witch’s curse. Unlike in Scotland (and many other European nations), witches in England tend to be isolated old women, alone and accused of causing maleficent magick. Often, a disaster is blamed on such a scapegoat, their actual magickal prowess irrelevant. That said, 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 these networks are real or 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*, pp.52-53). No-one doubts the power of one witch, however. It is well known that Cornwall is 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.

Regions of note in England

London

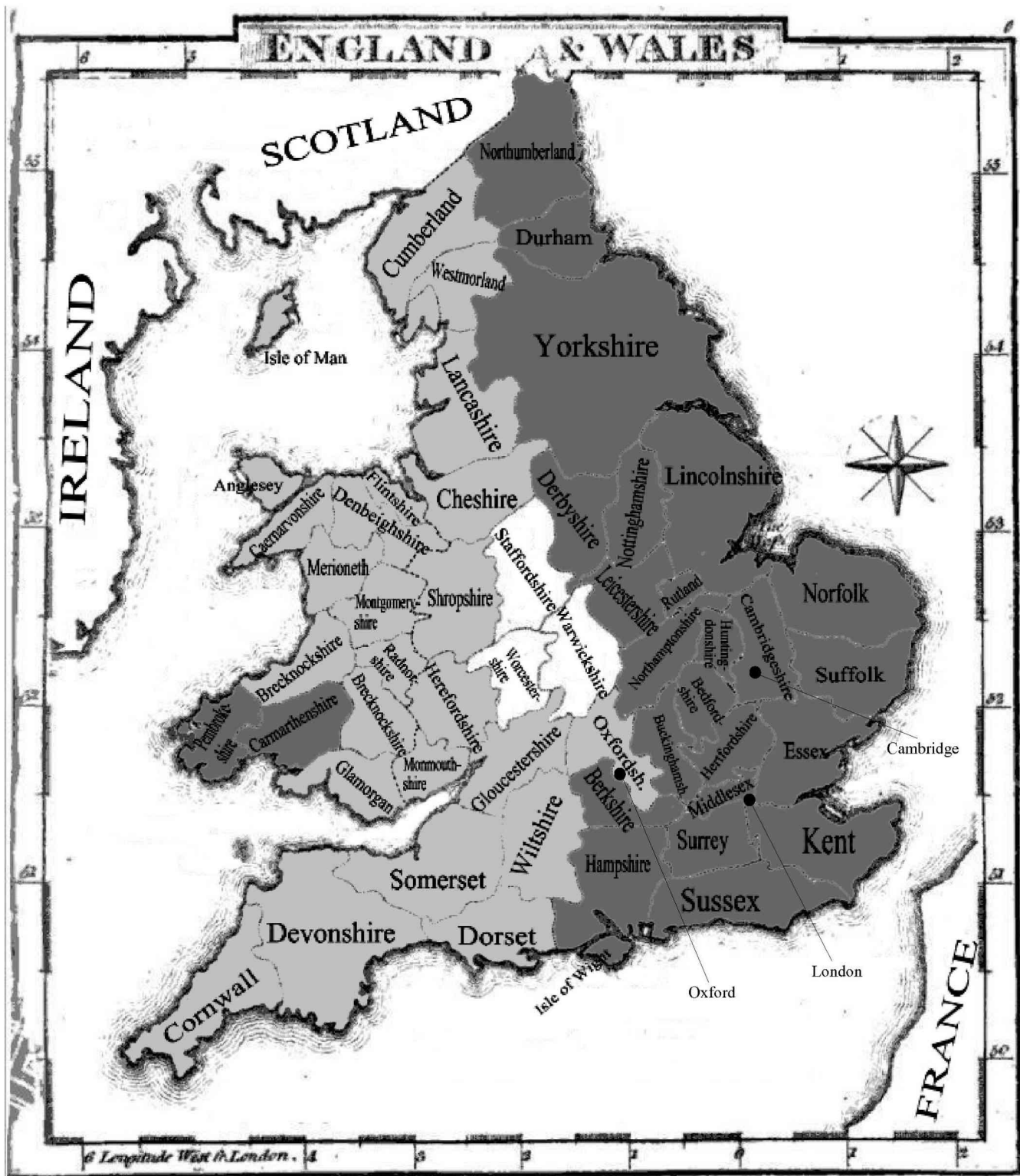
The capital of all England before the Civil War, and still the largest city in western Europe, with a population of 400,000, London sprawls beyond its original medieval walls, hovels spreading to the east, the wealthier homes being built to the west. The ancient city is situated in the south-east of 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





Key

- Counties largely controlled by the Royalists
- Counties largely controlled by Parliament
- Debatable Lands

Note

While the counties as marked are 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.

has become very scarce, and what coal there is, is being diverted to the Cambridge Workshops and the Birmingham Gun Factories, 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 have simply 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.

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 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 will be 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 thirteenth 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 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 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 Shops. 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. There are rumours that 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.

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 innocent 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.65).

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.

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 – see p.156).

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 decided to wait and see, for now.

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.



Chapter VII

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 Adventurers. It can stand alone, but also forms the first episode of the *Kingdom & Commonwealth* campaign, which continues in *The Alchemist's Wife*.

An Elementary Mistake

An adventure for 4-6 beginning Adventurers. 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 make sure of being 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

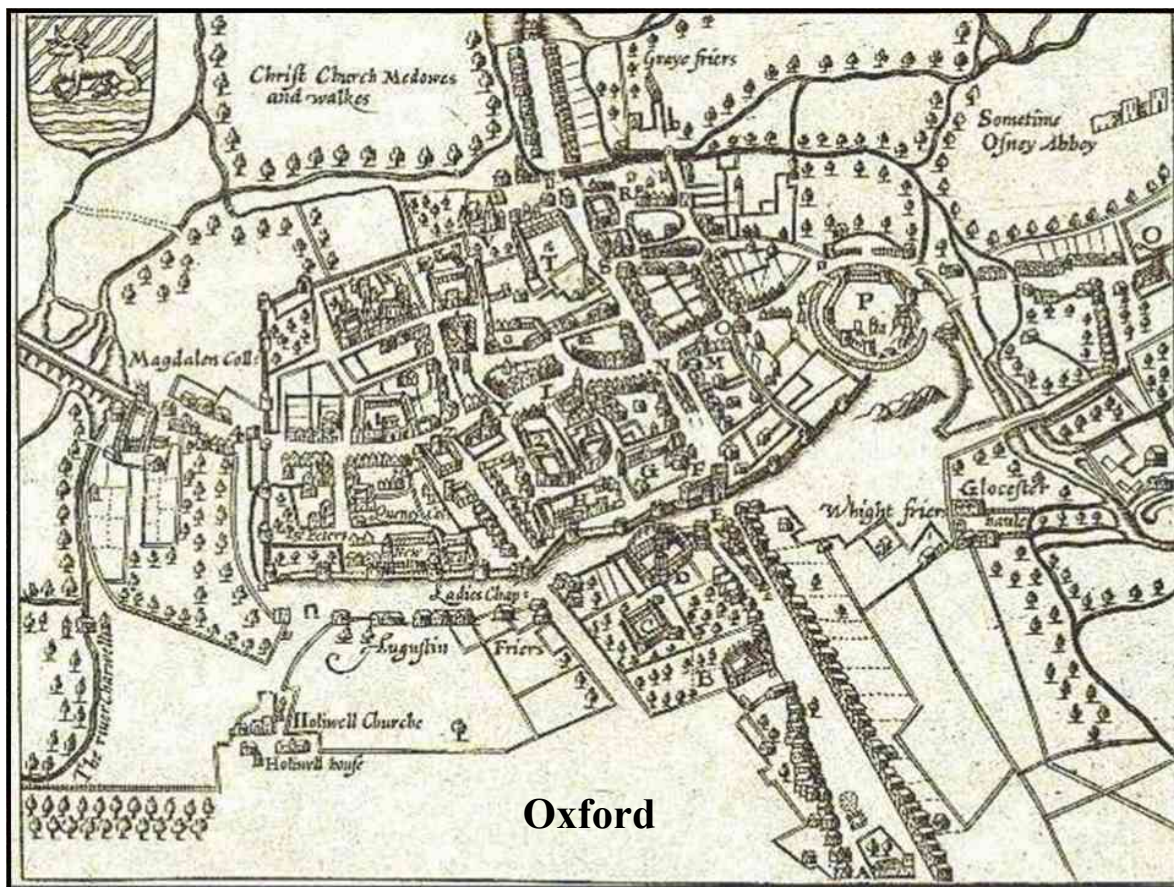
of Oxford University. People have been drifting into Oxford all day, and the inns are filling up fast.

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 Parliamentary 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 actually less comfortable than bedding down on a pile of straw.

Having secured a room to sleep in (shared with several others), you find yourself 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!** GMs, read on...

Games Master's Information

The early part of this adventure, A Right Royal Do, is a series of vignettes which should give a flavour 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.

“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 them 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 background Connections generated during character creation (See *RuneQuest II* p. 25). 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 enough 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 which 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 -

"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.

There are several characters with whom the Adventurers may interact in the Jolly Magpie:

Rob Hammet



Rob Hammet, Barkeeper Age: 55

STR 13 CON 12 SIZ 14 INT 11
POW 9 DEX 11 CHA 10 SR 11
CA 2 DM +1D2

Faction: Self Interest (Defence of Inn) RP: 67

Skills: Two Pistols 85% 1D6+2,
Unarmed 79% 1D3 (+1D2)

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 which he's not afraid to use. His leather apron offers him a little protection.

D20	Hit Location	AP/HP
1-3	Right Leg	0/6
4-6	Left Leg	0/6
7-9	Abdomen	1/7
10-12	Chest	1/8
13-15	Right Arm	0/5
16-18	Left Arm	0/5
19-20	Head	0/6

Jeffrey Gregson, Leveller Agitator

Jeffrey Gregson, Agitator
Age:20

STR 11 CON 10 SIZ 12 INT 12
POW 10 DEX 9 CHA 12 SR 11
CA 2 DM 0

Faction: Leveller RP: 65
Skills: Dagger 38% 1D4+1,
Persistence 60%, Unarmed 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 stirring up the local Guild Apprentices against Oxford students, who 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.

D20	Hit Location	AP/HP
1-3	Right Leg	0/5
4-6	Left Leg	0/5
7-9	Abdomen	0/6

10-1 2	Chest	0/7
13-1 5	Right Arm	0/4
16-1 8	Left Arm	0/4
19-2 0	Head	0/5

Todd Deakins, Leveller Ironmonger

Todd Deakins Age: 26

STR 15 CON 13 SIZ 14 INT 10
POW 9 DEX 12 CHA 9 SR 12
CA 2 DM +1D2

Faction: Leveller
RP: 50

Skills: Dagger 48% 1D4+1
(+1D2), Unarmed 52% 1D3
(+1D2)

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.

Quote: "Alright posh lad. You look like you've never done a proper days work in your life!"

D20	Hit Location	AP/HP
1-3	Right Leg	0/6
4-6	Left Leg	0/6
7-9	Abdomen	0/7
10-12	Chest	0/8
13-15	Right Arm	0/5
16-18	Left Arm	0/5
19-20	Head	0/6

Ranulph (aka Rosalinde) Perkinson, Royalist Cavalier

Rosalinde Perkinson Age:19

STR 12 CON 11 SIZ 10 INT 13
POW 10 DEX 17 CHA 13 SR



14 CA 3 DM 0

Faction: Royalist

RP: 68 Hero Points 1

Skills: Disguise 70%, Persistence 77%, Pistol 67% 1D6+2, Stealth 89%, Sword (rapier) 67% 1D8, Unarmed 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 off as a man, when outfitted appropriately, appearing as a handsome boy, rather than as the attractive young woman she looks 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 is poor but her Rapier 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 which can, in dire necessity, be used to save her life.

D20	Hit Location	AP/HP
1-3	Right Leg	0/5
4-6	Left Leg	0/5
7-9	Abdomen	0/6
10-12	Chest	0/7
13-15	Right Arm	0/4
16-18	Left Arm	0/4
19-20	Head	0/5

Leveller Bruisers (10)

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 unless someone else draws a weapon, then the knives will come out. The combat tables below use the General Hit Points rules from *RuneQuest II* (p. 96) for the Leveller Bruisers and Cavalier Dandies; however feel free to use locational hit points or underling rules if preferred.

AP/HP: 0/12 SR:10 CA:2 DM:0

Skills: Dagger 46% 1D4+1, Unarmed 35% 1D3

Royalist Dandies (3)

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.

AP/HP: 0/11 SR:11 CA:2 DM:0

Skills: Rapier 70% 1D8, Unarmed 53% 1D3

Holier-Than-Thou Robinson

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 which 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 take 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.



Holier-Than-Thou Robinson,
Journalist Age:20

STR 10 CON 9 SIZ 10 INT 14
POW 10 DEX 12 CHA 9 SR 12
CA 3 DM -1D2

Faction: Puritan

RP: 66

Skills: Unarmed 28% 1D3 (-1D2)

Quote: "Licentiousness and Debauchery! Thou suckleth at the devil's own teat, I say!"

D20	Hit Location	AP/HP
1-3	Right Leg	0/4
4-6	Left Leg	0/4
7-9	Abdomen	0/5
10-12	Chest	0/6
13-15	Right Arm	0/3
16-18	Left Arm	0/3
19-20	Head	0/4

A Toast

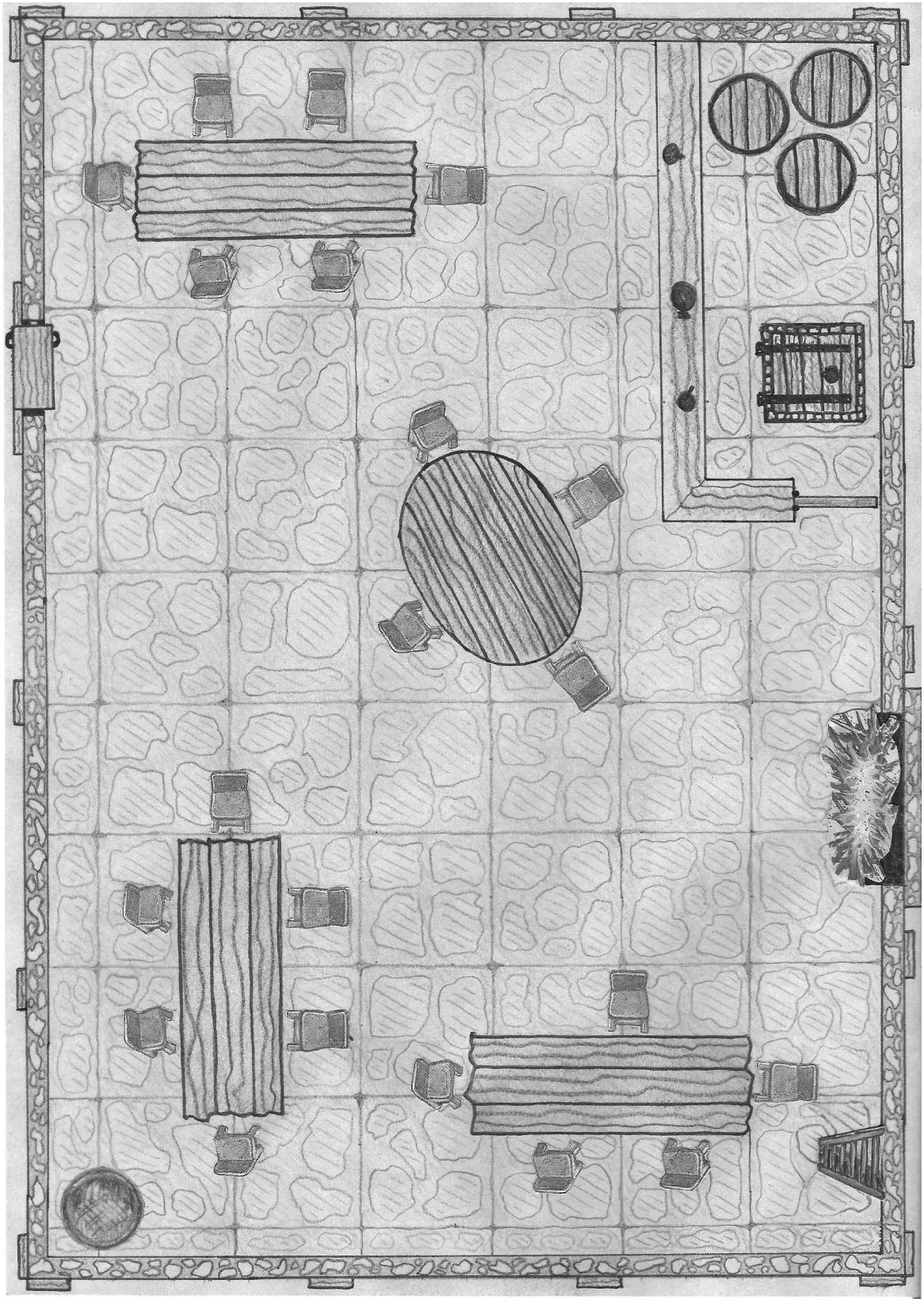
Let the Adventurers get acquainted with each other (if they're not already) and size up the other people in the alehouse. Have them encounter Holier, and send him off with their jeers ringing in his ears, or his pockets jingling as they enthusiastically hand him their pennies. Then interrupt whatever 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 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 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 either one of the Levellers gets past the Dandies, or the Adventurers do so, 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 are 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 an Adventurer or Rosalinde has seriously incapacitated one of their own). **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.

Combat Tables

You may find it useful to use the tables on the following pages to track the progress of the fight. Strike Ranks are pre-rolled/averaged for ease, and the Games Master can keep track of Combat Actions used each round and Hit Points lost. Many Games Masters have their own methods of tracking combat in *RuneQuest II* so feel free to discard and stick with your own method if preferred. Blank spaces have been left on the second table for the Adventurers to be added in as well.

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!"



Chapter VII: Adventure

Name	SR	CA	Round 1	Round 2	Round 3	Round 4	Round 5	HP	Wounds	Notes
Jeffrey Gregson	16	2								Dagger 38% 1D4+1, Evade 43%, Unarmed 38%
Todd Deakins	17	2								Dagger 48% 1D4+1+1D2, Evade 56%, Unarmed 52% 1D3+1D2
Leveller 1	15	2						12		Dagger 46% 1D4+1, Evade 28%, Unarmed 35% 1D3
Leveller 2	15	2						12		Dagger 46% 1D4+1, Evade 28%, Unarmed 35% 1D3
Leveller 3	15	2						12		Dagger 46% 1D4+1, Evade 28%, Unarmed 35% 1D3
Leveller 4	15	2						12		Dagger 46% 1D4+1, Evade 28%, Unarmed 35% 1D3
Leveller 5	15	2						12		Dagger 46% 1D4+1, Evade 28%, Unarmed 35% 1D3
Leveller 6	15	2						12		Dagger 46% 1D4+1, Evade 28%, Unarmed 35% 1D3
Leveller 7	15	2						12		Dagger 46% 1D4+1, Evade 28%, Unarmed 35% 1D3
Leveller 8	15	2						12		Dagger 46% 1D4+1, Evade 28%, Unarmed 35% 1D3
Leveller 9	15	2						12		Dagger 46% 1D4+1, Evade 28%, Unarmed 35% 1D3
Leveller 10	15	2						12		Dagger 46% 1D4+1, Evade 28%, Unarmed 35% 1D3

Name	SR	CA	Round 1	Round 2	Round 3	Round 4	Round 5	HP	Wounds	Notes
"Ranulph"	19	3								Evade 64%, Rapier 67% 1D8, Unarmed 29% 1D3
Dandy 1	16	2						11		Evade 39% Rapier 70% 1D8, Unarmed 53% 1D3
Dandy 2	16	2						11		Evade 39% Rapier 70% 1D8, Unarmed 53% 1D3
Dandy 3	16	2						11		Evade 39% Rapier 70% 1D8, Unarmed 53% 1D3
Rob Hammet	16	2								Evade 41%, Pistol 85% 1D6+2, Unarmed 79% 1D3+1D2

"Ranulph" and Jeffrey will drop their weapons on their next turn in the round – 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 selling 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.

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 who are from out of town (and the more devout of the locals staying at home in their beds), love it and laugh and cheer. But anyone on the 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 are 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 Thunder's Voice spell) 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 Skybolt spell), setting light to a fuse connected to a number of fireworks and fountains of silver sparks which 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 *RuneQuest II* p.169) is to be summoned from the bonfire into the magic circle using a Summon Salamander spell. The Salamander will be shaped (using Shape Salamander) into a huge flaming phoenix, which will 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

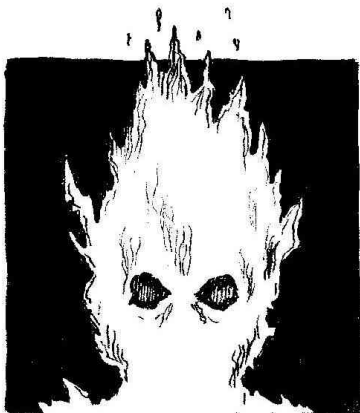
Unknown to anyone, a pro-war faction within the Parliamentarian ranks is determined to restart the conflict. Somehow, they have learned something of the principles of Alchemical magic and know that the first person to break the magic circle enclosing a summoned Elemental is the one to command it.

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 magic 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 magic



Chapter VII: Adventure

Name	SR	CA	Round 1	Round 2	Round 3	Round 4	Round 5	AP/HP	Wounds	Notes
Salamander	13	2						-/29		Engulf 100%, Perception 30%, Persistence 43%
P'mentarian 1	15	2						1/12		Evade 26%, Pistol 40% 1D6+2, Sabre 45% 1D6+1, Unarmed 35% 1D3
P'mentarian 2	15	2						1/12		Evade 26%, Pistol 40% 1D6+2, Sabre 45% 1D6+1, Unarmed 35% 1D3
P'mentarian 3	15	2						1/12		Evade 26%, Pistol 40% 1D6+2, Sabre 45% 1D6+1, Unarmed 35% 1D3
P'mentarian 4	15	2						1/12		Evade 26%, Pistol 40% 1D6+2, Sabre 45% 1D6+1, Unarmed 35% 1D3
Reginald	18	3						-/-		Evade 26%, Elemental Casting (Fire) 79%, Rapier 51%, Unarmed 28%

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 and set fire to the Royalist weapons 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 their flames. The fireworks are still going off and rising up from the square behind the 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 Dismiss Salamander spell. 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,
Self-Interested Alchemist**



Sir Reginald Perkinson Age:57

STR 10 CON 12 SIZ 11 INT 16
POW 15 DEX 12 CHA 14 SR
13 CA 3 DM 0

Faction: Self Interest (Peace)
RP: 62 Hero Points: 1

Skills: Alchemy 82%, Elemental Casting (Fire) 76%, Elemental Casting (Earth) 59%, Evade 26%, Influence 78%, Persistence 61%, Rapier 51%, Resilience 41%, Unarmed 28%,

Spells: Dismiss Salamander, Fireblade, Heal, Ignite, Mend Body, Summon Salamander, Warmth

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 which 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. 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.

D20	Hit Location	AP/HP
1-3	Right Leg	0/5
4-6	Left Leg	0/5
7-9	Abdomen	0/6
10-12	Chest	0/7
13-15	Right Arm	0/4
16-18	Left Arm	0/4
19-20	Head	0/5

Death from the Shadows



The Salamander is moving at a fairly sedate 8 metres per Combat Round, and is about 100 metres from the Adventures, so they will be able to catch up with it in three rounds if they sprint (at 40 metres per round, assuming no Armour Penalty – see *RuneQuest II* p.63).

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

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.

AP/HP: 1/12 SR:10 CA:2 DM:0

Skills: Black Powder Weapons (Flintlock Pistol) 40% 1D6+2, Sabre 45% 1D6+1, Unarmed 35% 1D3

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 their pistols back in their belts, draw their swords 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 have 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 which can be used to save him from certain death.

Beating the Salamander

The Salamander is a fearsome foe – see *RuneQuest II* p.169 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 an Elemental Fog spell, or 2 HP per round in an Elemental Downpour spell. If an Undine is summoned, the Salamander will need to succeed at a Persistence test, otherwise it will be distracted from its mission and begin fighting its deadly Elemental foe. Other Elementals will not distract it from its purpose, though it will attack anyone or anything which 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 *Dispel 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. Any that were wounded are found, on the Adventurers' return to the scene, to 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 Parliamentarian 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 Dragon’s Breath spell to incinerate the Thugs’ 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 an Evade roll to take cover. If they do so, they will lose 1D4 Hit Points to all body locations; if they fail they will lose 1D6 to all body locations. (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 instalment 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 a day or two.

Rewards

Adventurers should get three Improvement Rolls at the end of this adventure, though the Games Master is free to award an extra one to any player whose character behaved extremely heroically or had particularly good ideas.

Christmas is a holiday period lasting 12 days, and the Adventurers should have time to rest up and recuperate before their next adventure.

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

There’s not much 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 portrays Cromwell as a principled democrat. *Witchfinder General* is just plain bad, in a Hammer Horror sort of way. The only thing we can really recommend is the four-part C4 TV series *The Devil’s Whore*, which shows a great swathe of ECW life, from the royal court down to the Digger communities. Not suitable for children, though.



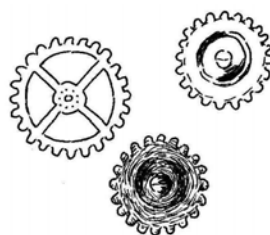
Index

Adventuring Groups, 55-6
 Age, 14
 Alchemy, 22-3, 111-27
 Allies, etc., 54
 Anglicanism, 73-4
 Apprentices, 28
 Arminianism, 73
 Attributes, 13
 Background Events, 54
 Cambridge, 43
 Censorship, 31
 Characteristics, 13
 Charles I, 156-8
 Charles II/Prince, 159-60
 Clockwork, 34, 128-53
 Construction/Repair, 136-42
 Costs/Funding, 133-7
 Creation, 131-42
 Design, 131-3
 Operation, 141
 Clockwork Devices, 144-53
 Bible Page Turner, 150-1
 Birds, 153
 Brush, 153
 Crow Scarer, 151
 Iron Horse, 144
 Leviathan, 145-7
 Mule, 151
 Plough, 152
 Pomander, 151-2
 Punching Machine, 152-3
 Rotating Halberd, 147
 Striding Boots, 148
 Stretcher, 147
 Striding Suit, 148
 Tinder Box, 152
 Tobacco Cutter, 152
 Whirling Engines, 148-9
 Clockwork Regiment, 76, 144-9
 Combat, 98
 Common Skills, 13
 Community, 54
 Connections, 54-5
 Conversion, 58
 Creatures, 98-110
 Basilisk, 100-1
 Bear, Brown, 98-9
 Boar, 101-2
 Cat, 102-3
 Dog, 103
 Dragon, 99
 Elementals, 99
 Ferret, 103-4
 Ghost, 104-105
 Ghoul, 105-6
 Horse, 99
 Raven, 106-7

Sea Serpent, 107-8
 Sparrow, 108-9
 Stoorworm, 109-10
 Wolf, 99-100
 Crime and Punishment, 49, 163
 Cromwell, Oliver, 35, 128-9, 159
 Currency, 95
 Customs and Festivals, 163-4
 Debates, 58-59
 Economy, 164-5
 Education, 165
 Edward VI, 156
 Elementals, 99, 122-3
 Elizabeth, Queen, 155-6
 England, 162-71
 Debatable Lands, 170
 London, 166-8
 Northeast, 171
 Northwest, 170-1
 Southeast, 168
 Southwest, 168
 Equipment, 55, 94
 Europe, 172-3
 Factions, 54, 57-88
 Anabaptist, 61-3
 Catholic, 63-5
 Clubman, 65-7
 Digger, 67-8
 Gang, 68-70
 Guild, 70-1
 Invisible College, 71-3
 Laudian, 73-4
 Leveller, 74-6
 New Model Army, 76-8
 Parliamentarian, 78-9
 Presbyterian, 79-80
 Puritan, 80-1
 Ranter, 82-3
 Royalist, 83-4
 Self-Interest, 84-6
 Tinker, 86-8
 Familiars, 125-7
 Fashion, 164
 Free Skill Points, 54
 Galenic Physician, 38-40, 112
 Gender, 16-18
 Gentry, 15, 18
 Guilds, 28, 37, 70-1
 Hellish Forces, 91, 93
 Henry VIII, 154
 Herbalist, 40
 Housing, 165
 Humours, 39, 91, 93-4
 Illness and Disease, 91-5
 Ireland, 172
 Insides, 144-5

James I & VI, 156
 Lilburne, John, 75, 160
 Mary, Queen, 155
 Miasmas, 91-3
 Middle Class, 15
 Names, 55
 Naseby, 7-12
 Navy, 42
 New World, 173
 Nobility, 15-16, 18
 Oxford, 43, 175
 Paracelsan Physician, 40-1
 Peasant, 14, 17
 Philosopher's Stone, 113-5
 Potions, 123-5
 Previous Experience, 13
 Professions, 16-54
 Agitator, 18-21
 Alchemist, 22-3
 Camp Follower, 23-4
 Cavalier, 24-5
 Clerk, 25
 Cottager, 25-6
 Courtier, 26-7
 Craftsman, 27-9
 Entertainer, 29-30
 Farmer, 30-1
 Journalist, 31
 Lord/Lady, 32-3
 Mechanical Preacher, 33-4
 Member of Parliament, 34-6
 Mercenary, 36
 Merchant, 37-8
 Outlaw, 38
 Physician, 38-41
 Preacher, 41-2
 Sailor, 42-3
 Scholar, 43-4
 Smuggler, 44-6
 Soldier, 46-7
 Spy, 47-8
 Thief, 48-9
 Vagabond, 49-50
 Valet/Lady's Maid, 50-1
 Watchman, 51-2
 Witch Finder, 52-3
 Woodsman, 53-4
 Recusants, 63
 Righteous Action, 59
 Righteous Will Tests, 59
 Righteousness, 57-61
 Righteousness Points, 54, 58-61
RuneQuest II, Creatures in, 98
RuneQuest II, Differences from, 6, 113

Rupert, Prince, 111-13, 159
 Science and Magick, 160-2, 166
 Scotland, 171-2
 Servants, 50
 Skills, 89-91
 Alchemy, 90
 Art (Clockwork Design), 89
 Artillery, 90
 Beliefs (Faction), 90
 Craft (Clockwork), 89
 Drive, 89
 Elemental Casting, 91
 Healing (Type), 90
 Lore (Aristotelian Science), 90
 Lore (Mechanical Philosophy), 90
 Mechanisms, 90
 Ride, 90
 Social Class, 14-18, 163
 Spell Lists (by Element), 118
 Spells, 115-122, 124, 126
 Create Bouquet, 118
 Create Miasma, 119
 Cure Disease/Poison, 119
 Dismiss (Elemental), 119
 Dispel Miasma, 119
 Dominate Familiar, 119
 Elemental Fog, 119-120
 Elemental Downpour, 120
 Elemental Wind, 120
 Fine Weather, 120
 Immobility, 120
 Lovecraft, 120-1
 Mend Body, 121
 Roving Eye, 121
 Secrets of the Heart, 121
 Shape (Elemental), 121
 Summon (Elemental), 121
 Theatre, 30
 Thirty Years War, 36, 172-3
 Townsman, 14, 17, 165
 Trade, 37
 Transport, 165
 Tria Prima, 40
 Uniforms, 47
 Wales, 169-170
 Watch, the, 51
 Weapons, 95-7
 Winding Stations, 142-4
 Winstanley, Gerrard, 160
 Witches, 52, 166





Player: _____
 Adventurer: _____

Nationality: _____ Age: _____
 Homeland: _____ Gender: _____
 Social Class: _____
 Profession: _____
 Family: _____

 Religion: _____ Political Affiliation: _____

Righteousness

RPs: _____
 Faction: _____
 Faction Zeal: _____

Characteristics & Attributes

STR: _____ Combat Actions: _____
 CON: _____ Damage Modifier: _____
 SIZ: _____ Improvement Mod.: _____
 INT: _____ Movement: _____
 POW: _____ Strike Rank: _____
 DEX: _____
 CHA: _____

Hero Points: _____

 Improvement Rolls: _____

Advanced Skills

Common Skills

Athletics	STR+DEX	_____
Brawn	STR+SIZ	_____
Culture (Own)	INTx2	_____
Dance	DEX+CHA	_____
Drive	DEX+POW	_____
Evade	DEXx2	_____
Evaluate	INT+CHA	_____
First Aid	INT+DEX	_____
Influence	CHAx2	_____
Insight	INT+POW	_____
Lore (Regional)	INTx2	_____
Perception	INT+POW	_____
Persistence	POWx2	_____
Resilience	CONx2	_____
Ride	DEX+POW	_____
Sing	CHA+POW	_____
Sleight	DEX+CHA	_____
Stealth	DEX+INT	_____
Swim	STR+CON	_____
Unarmed	STR+DEX	_____

Combat Styles

Armour

Armour Types: _____

Armour Penalty: _____

Hit Points

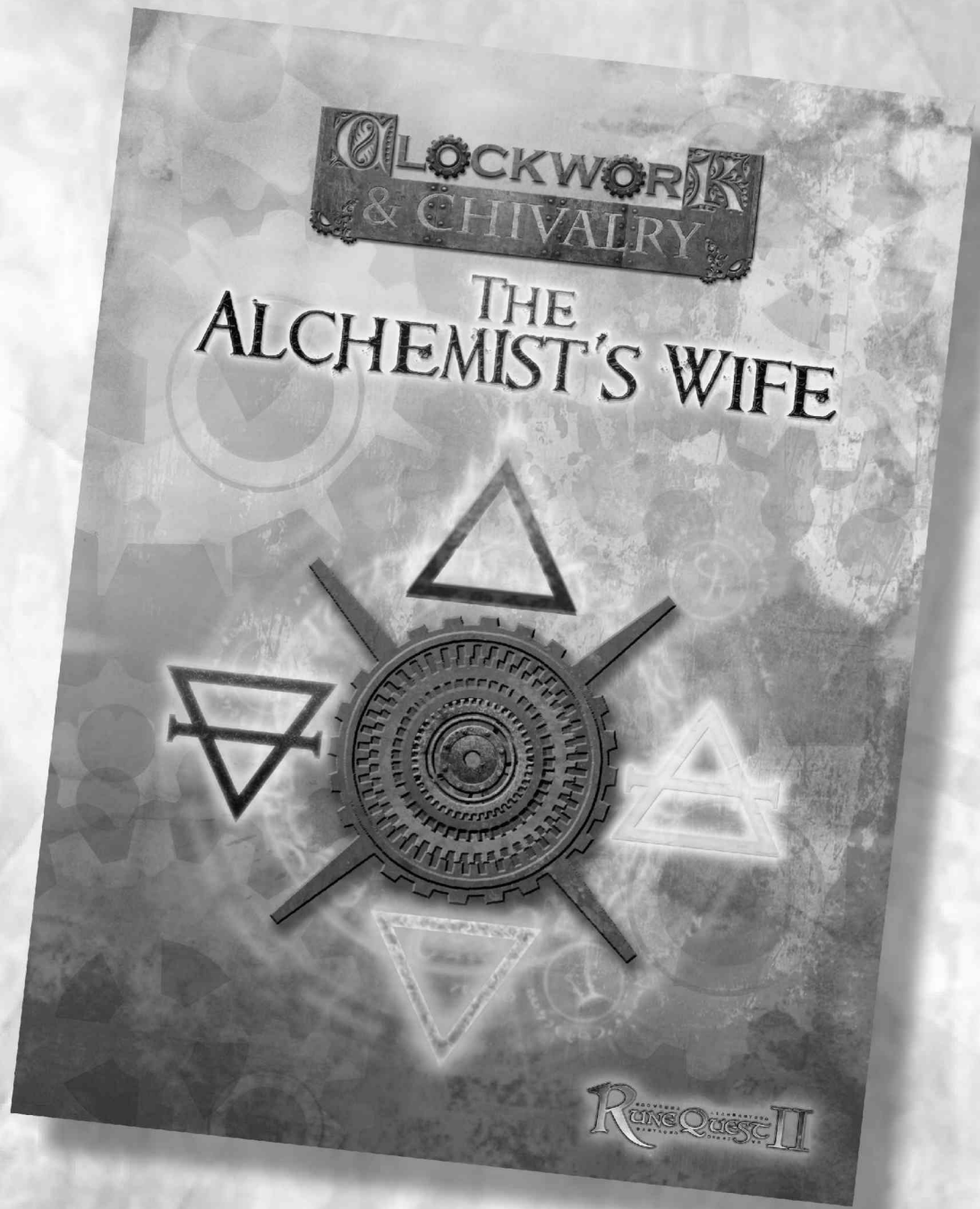
01-03	Right Leg	_____
04-06	Left Leg	_____
07-09	Abdomen	_____
10-12	Chest	_____
13-15	Right Arm	_____
16-18	Left Arm	_____
19-20	Head	_____

Notes

***Volume I of the epic
Kingdom & Commonwealth
Campaign***

January 1646 – the land is in the grip of an icy winter. From Prince Rupert's capital of Oxford, the Adventurers set out on a quest to find the missing wife of a high-ranking Alchemist. Ahead of them, a ruthless Parliamentarian agent leaves a trail of destruction. Behind them, a mysterious figure dogs their footsteps. They are bound for the tainted lands around Naseby, where the magickal aftermath of alchemical warfare blights the countryside. Beyond lie the Clockwork weapon-shops of Cambridge and a deadly climax which could re-ignite the smouldering embers of Civil War.

An adventure campaign for *Clockwork & Chivalry*, taking the Adventurers through a landscape of divided Factions, of powerful magicks, clockwork machines and ghostly hauntings. Will they survive long enough to learn the truth about the Alchemist's Wife?



Requires the *Clockwork & Chivalry Worldbook* and the *RuneQuest II Core Rulebook*, available from Mongoose Publishing.

The Alchemist's Wife – alternate history for RuneQuest II

Coming August 2010 from

Cubicle 7 and Cakebread & Walton: Purveyors of Fine Imaginings.

For the latest *Clockwork & Chivalry* news and free downloads, visit:

www.clockworkandchivalry.co.uk



Magick and Clockwork battle for supremacy in a world turned upside down!

The Seventeenth Century – a time of romantic Cavaliers and dour Puritans, religious strife and political upheaval.
England – a land riddled with hunger, pestilence and superstition, gripped by Civil War.

Competing factions struggle to survive. The King has been executed. Cromwell has usurped power. In this richly-imagined alternate history, the conflict continues. Two great armies lay waste to the country, the Royalists aided by fearsome Alchemical magicks, the Roundheads by mighty Clockwork death-machines.

Old beliefs are crumbling. The future is up for grabs. With a heart filled with Righteousness and a cause worth fighting for, you enter the maelstrom. Adventure in the detailed and vibrant setting that is...

Clockwork & Chivalry – alternate history for RuneQuest II

Requires the RuneQuest II Core Rulebook available from Mongoose Publishing

www.clockworkandchivalry.co.uk

CB76100

