

CLOCKWORK & CHIVALRY

Divers & Sundry



*"quite simply in my opinion Clockwork & Chivalry is the
best British fantasy setting since WFRP first ed"*

- Newt Nepton, author of OpenQuest, Monkey, etc.



RUNEQUEST II

CLOCKWORK & CHIVALRY

Divers & Sundry

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Dedication

To our fans, for all their enthusiasm and support. Thank you, folks!

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Visit our website at:
<http://www.clockworkandchivalry.co.uk>

Contents

INTRODUCTION	4
PART THE FIRST: CHARACTERS , in which new Professions and Factions are presented to the gentle reader, and the Black Arts are brought forth into the light of day	5
PART THE SECOND: ARMIES , in which a multitude of lethal weapons are described and the armies of Europe enumerated; also, a treatise on the art of siege warfare	36
PART THE THIRD: SCOTLAND , in which the northernmost kingdom of the British Isles is described, its history revealed, and its people introduced to the gentle reader	88
PART THE FOURTH: RANDOM TABLES , in which the probability of certain encounters is tabulated, the weather is predicted, and certain less-than-salubrious inns and taverns confabulated	105
PART THE FIFTH: ADVENTURES , in which a number of tales are set forth only for the eyes of the Master of the Gaming Table	122
AN APPENDIX , in which the curriculum vitae of a number of persons, both proud and humble, are presented for your immediate convenience	172



Introduction

Welcome to *Divers & Sundry*, a collection of material for use in any *Clockwork & Chivalry* campaign. Some of the material has previously appeared in issues of Mongoose Publishing's *Signs & Portents* magazine; the Witchcraft rules have been reprinted from the adventure *Thou Shalt Not Suffer*, for the convenience of players who want to access those rules without risk of seeing the adventure itself; but much of the book is completely new.

Here's a brief rundown of what you can expect to find within:

Part the First: Characters

This section begins with a selection of **Professions**, many of them of dubious legality or a suspicious nature; the Cunning Man and Wise Woman, Devil's Horseman, Highwayman, Iconoclast, Rook, Ruffian, Witch and Warlock are all found here.

Also in this section are a number of new **Factions** including Adamites, Scottish Clans, Covenanters, Deists, Friends of Truth, Horseman's Word and Satanist.

Finally in this section comes **Witchcraft** – complete rules and new spells for practitioners of this magickal art, whether they be well-meaning Cunning Men and Wise Women, the strange, horse-controlling Scottish Devil-worshippers of the Horseman's Word, or fully-fledged members of a Satanist Coven.

Part the Second: Arms and Armies

Arms and Armies begins with **Arms of Battel**, an extensive collection of seventeenth century weaponry with statistics and descriptions; many of the more obscure items are also illustrated.

Following on from this comes the **Compleat Soldier**, a catalogue of detailed information

about the armies of Britain and Europe during this period, complete with statistics for use as Adventurers or NPCs.

The final part in this chapter discusses **Sieges** and how they can be portrayed in your games.

Part the Third: Scotland

Those who have noticed a Scottish theme running through previous sections now know why – this section portrays the independent Kingdom of Scotland for those wishing to adventure north of the border; from the complex religious politics of the Lowlands to the often vicious rivalries of the Highland clans, there should be something here for everyone.

Part the Fourth: Random Tables

This section includes detailed **random encounter tables**, including dozens of adventure seeds; **weather generation tables**; and a rather unsavoury **tavern name generator**.

Part the Fifth: Adventures

This section, aimed at the Gamesmaster, includes three "monster of the week" adventures: **The Naked and the Dead**, a village adventure which can easily be slotted into a campaign based in England or Scotland; **The Dragon of Naseby**, a stand-alone adventure for a mixed party of Adventurers, set in the Midlands; and finally **The Mad Monk of the Moss**, an adventure for a party of Royalists, set in the salt-marshes of Lancashire.

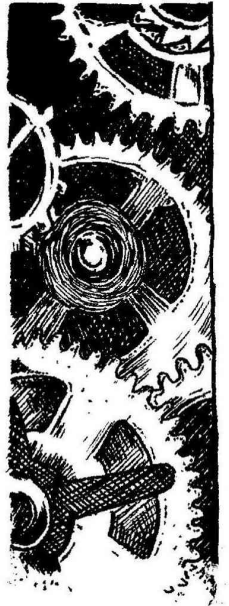
Appendix

Finally, at the back of the book is a selection of six ready-to-play Adventurers, written up on character sheets for anyone wanting a game of *Clockwork & Chivalry* in a hurry!



Part the First: Characters

In which new Professions and Factions
are presented to the gentle reader, and the
Black Arts are brought forth into the
light of day.



Professions

Here are seven new Professions for your *Clockwork & Chivalry* game. Some can be of any nationality, while others are specific to Scotland, though there is no reason Scottish Adventurers can't seek adventure south of the border. A couple, Devil's Horseman and Witch/Warlock, are tied in with specific Factions which are described later in the section.

Cunning Man/Wise Woman

You are a Wise Woman or a Cunning Man. You use your knowledge and (possibly) spells for the good of the community. Your people respect you and come to you for advice, medical help and a shoulder to cry on. The local priest is likely to be suspicious of you – thinking that the Church should have a

monopoly on the services you provide – but your regular visitors know that you can be trusted and that they can talk about things to you and get answers to problems which would upset or horrify the vicar. You may fulfil the simple and practical role of advisor and counsellor. You may have knowledge of the seasons, of herbal remedies and a keen insight into human nature, that causes you to be trusted and revered by the simple country folk around you. Perhaps you come from a line of wise folk, your folk wisdom handed down from the generations that preceded you.

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

There are some who claim that *all* magick comes ultimately from Satan, but you know this is not the case. If you have magickal abilities, you may only use them for the good of your community – should you ever use them for purposes that endanger your community or its members, they will be taken from you. (In rules terms, if a Wise Woman or Cunning Man uses their spells for such purposes, the Games Master may declare that they have lost the Witchcraft skill. The skill can be bought back at base level with two Improvement Rolls after a month of game time, and then they will be able to cast their spells again. The character will no longer have the restriction on not causing harm with magick – they have ceased to be a Wise



Professions

Profession	Social Class	Common Skill Bonuses	Advanced Skills
Cunning Man/ Wise Woman	Peasant	Culture (Own) +25%, First Aid +20%, Influence +10%, Insight +20%, Lore (Regional) +25%, Persistence +20%	Craft (any two), Lore (Agriculture), Lore (Witchcraft), Lore (one other), Survival; Select One: Healing (Herbal) <i>or</i> Witchcraft and INT-6 Witchcraft spells.
Devil's Horseman	Peasant	Athletics +5%, Brawn +10%, Driving +15%, Lore (Regional) +15%, Ride +15%, Unarmed +10%	Lore (Horses), Manipulation, Witchcraft Witchcraft Spell: Dominate (Horse)
Highwayman	Townsmen, Middle Class, Gentry, Nobility	Evaluate +10%, Influence +5%, Lore (Regional) +5%, Perception +10%, Ride +10%, Stealth +5% Select One: Black Powder Weapons +10%, Pistol and Sword +10%	Courtesy, Streetwise
Iconoclast	Any	Evaluate +10%, Influence +10%, Insight +10%, Lore (Regional) +15%, Ride +5%	Lore (Iconography) Select one: Engineering or Oratory
Rook	Any	Influence +15%, Insight +15%, Sleight +15%	Courtesy, Disguise, Gambling, Streetwise
Ruffian	Townsmen	Brawn +10%, Athletics +5%, Evaluate +5%, Perception +10%, Stealth +5% Select Two: Club +15%, Dagger +15%, Unarmed +15%	Streetwise
Witch/Warlock	Any	First Aid +20%, Insight +10%, Lore (Regional) +10%, Perception +10%	Advanced Skills: Lore (Plants), Lore (One Other), Witchcraft Select One: Healing (Herbal) <i>or</i> Survival <i>or</i> any one Art, Craft or Lore skill. Spells: Begin play with a number of Witchcraft spells equal to INT-3.

Woman or Cunning Man and have become a Witch or Warlock instead! This may be the beginning of the long slippery slope to joining a Coven.)

Wise Women and Cunning Men are part of an old tradition stretching back to ancient times. But modern town-based pamphleteers (who are cut off from old country ways) increasingly

portray all rural magick as Witchcraft, so you are less trusted than you once were. Your local community may have faith in you, but with the upheavals of the war, there are many strangers about who may have less reason to believe you are benign.

There are several reasons why you may have taken to adventuring: maybe your local vicar



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

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

Devil's Horseman

Not long after beginning work as a farm-hand, you were inducted into the Horseman's Word (see below and p.21). Whether you saw no harm in it, and went along because your friends did, or were terrified but dared not back out for fear of reprisals, you have sold your soul to the Devil.

Most of your time was spent working on the farm, guiding the horses that pull the plough, driving a farm cart, helping with the haymaking and harvest. Now you have left your farm and seek a new life. Maybe the troubles caused by the wars have meant that your master could not afford to pay you and had to let you go; maybe you seek a better life away from the constant

The Horseman's Word

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

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

As midnight approaches, the initiation begins. The initiates, still blindfolded, kneel down with left feet bare and left hands raised. The "minister" tells them the tale of how Cain was

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

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

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

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



drudgery of the farm. Or perhaps you have made an enemy of the cult, maybe revealing its secrets to someone you shouldn't, and they seek your death.

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

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

Perhaps you will use only the magick of the Horseman's Word, but now that you have sworn an oath to the Devil, there's nothing to stop you learning new Witchcraft spells, if you can find anyone to teach you. In these days of war and turmoil, you need all the advantages

you can get.

Note: All members of this profession must begin play in the Horseman's Word Faction, and automatically know the Witchcraft spell Dominate (Horse) (p.32), but without needing any ingredients.

Highwayman

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

You could be a member of the Gentry or Nobility, driven to highway robbery by dwindling fortunes or a dangerous desire for excitement and notoriety. You may be more lowborn, driven to steal due to destitution or may have been labelled outlaw, but were unwilling to sink to lower levels of criminality. You may even, most scandalous of all, be a woman.

Perhaps you steal only to benefit yourself, or maybe you literally steal from the rich to give to the poor, of which there are many in these



The Wicked Lady

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

war-torn lands. You may rob any likely target, or perhaps you limit your victims according to your ideology, whether religious or political; at least one highwayman currently extant near Houndslow Heath is known to prey only upon Parliamentarians.

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

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

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

Iconoclast

“We brake down about a hundred superstitious pictures; and seven fryers hugging a nun; and the picture of God, and Christ; and divers



others very superstitious. And 200 had been broke down afore I came. We took away 2 popish inscriptions with Ora pro nobis and we beat down a great stoneing cross on the top of the church.”

- William Dowsing, *Iconoclast*, 1644.

You smash things. Strictly speaking, you smash particular things – religious icons which you believe to be blasphemous or to serve the purpose of separating God from his people. Such items include altar rails, which you believe divide the Preacher from his flock, stained glass windows, chalices, surplices, books, tapestries, paintings and other “Catholic” trinkets, which probably seem to you little more than pagan or magical relics. Sometimes you are aided by a willing populace, resentful of priestly extravagances. At other times you are resisted by a resentful population, who curse you for abusing their place of worship and religious leaders.

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

Strictly speaking, Iconoclasts tend to be

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

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

Rook

You make your living at games of chance, whether this be cards or dice. It may be that you are very skillful at such games, but more likely you cheat at the games themselves, or con people into playing with you when they should know better.

You may be a gentleman down on your luck, or a Peasant or Townsman pretending to be a gentleman. The chances are you can pull your con games only a couple of times in a particular town before your game gets known, so you are always on the move, looking for new victims. You move from one Ordinary (see box) to the



next, rubbing shoulders with Gentry and Nobleman alike and relieving them of their fortunes. Your cons involve a mixture of pretence, impersonation, sleight of hand and pure cheating.

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

The first job of the Rook is to find himself a “Lamb” – a potential victim who is obviously inexperienced in the ways of gambling and the world. You may join a game, and give your victim good advice on when to stop, and not to go too far, befriending him, plying him with drink. Once you have the trust of the Lamb, you may get him alone and suggest a little game between just the two of you. At this point, you may begin using weighted dice, a trick dice-cup, marked cards, or just your own skills of sleight of hand. Or you may let the Lamb win, and bring in the next part of the plan; a good story. Once the Lamb is winning, you beg to borrow some money from him, to give you the chance to win back what you have lost, playing the maudlin fool and explaining how you were trying to win money to pay off a debt, and if you cannot pay, your honour will be lost. Once



An Ordinary

“An *Ordinary* is a handsome house, where every day, about the hour of twelve, a good Dinner is prepared by way of *ordinary*, composed of variety of dishes, in season, well-drest, with all other accommodations fit for purpose, whereby many Gentlemen of great Estates and good repute, make this place their resort, who after Dinner play a while for recreation, both moderately and commonly, without deserving reproof: But here is the mischief, the best Wheat will have Tares growing amongst it, Rooks and Daws will sometimes be in the company of Pigeons; nor can real Gentlemen now adays so seclude themselves from the society of such as are pretendedly so, but that they oftentimes mix company, being much of the same colour and feather, and by the eye undistinguishable.”

– *The Compleat Gamester*,
Charles Cotton, 1674

you are on the winning side, you come out with more details of your terrible debt, and ask if you can pay back what you owe him next week, once things are sorted out with the debtor. If he agrees, you will of course be miles away when the debt is due to be paid. If he begins to doubt you, move to the next stage – accuse him of impugning your honour, whip out your sword and challenge him to a duel. Do it aggressively enough, and most Lambs will retreat in disarray, leaving you to grab the money and run. If he looks like he’s going to take you up on the fight, the best method of extricating yourself from the situation is to knock over the lanterns, grab the money, overturn the furniture and make for the exit in the confusion.

Many Rooks end their life on the gallows.

Ruffian

Your approach to crime is that of the most base and brutal sort; you assault others, or threaten them with bloody violence. You likely work with several other ruffians, numbers making it easier to threaten and intimidate victims or to render them senseless or dead with greater rapidity. It is, after all, much easier to beat someone who is being held by friends, or to lay



them low with a torrent of blows from all directions. Of course, it is always useful to have a few extra pairs of eyes handy should you wish to avoid the local watch and due punishment or execution.

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

Leaving the weak and foolish bereft in alleyways is not your only potential employ, however; you could put your talents to use in persuading debtors to make good on their agreements with local moneylenders. You might gain coin in exchange for delivering a beating to someone at the request of another, whether for revenge or as a warning or

example. Extortion is also a possibility, though it certainly increases the risk of being caught unless the local watch is particularly corrupt or ineffectual.

Witch/Warlock

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

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

Perhaps you are a fully-fledged evil Witch, the sort who flies to Sabbats on a broomstick and worships the Devil; if such is the case, you will have learned the Manipulation skill (see p.27) and will be able to cast much more powerful spells. If so, you are a member of the Satanist Faction (see below). It was probably your quest



for power and knowledge that led you down this path to ultimate evil; now the only things you fear are other Witches, Witch Finders and death itself – you will do anything in your power to prolong your life, knowing that when you die you will go straight to Hell.



Factions

Here are seven new Factions for your *Clockwork & Chivalry* game. Some are prevalent throughout the British Isles, while others are specific to Scotland, though Scottish Adventurers belonging to these Factions may well venture south of the border.

Adamite

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

Allies: Clubmen, Diggers, Ranters

Enemies: Laudians, Presbyterians, Puritans

Zeal: 30

Bonus Skills: Beliefs (Adamite) +25%

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

consort with fellow believers, unburdened by worldly trappings, in particular your clothes.

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

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

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

Even the most notorious Ranters stress that their nudity is symbolic and illustrative, a method of challenging the orthodox establishment, although in practice the boundaries between the behaviour of individual Ranters and Adamites might be rather hazy. All



but members of neutral Factions are likely to find Adamites unacceptable and even fellow neutral Faction members are likely to find your beliefs unsettling (although those belonging to the Self Interest (Lust) Faction may find Adamites somewhat intriguing).

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

Adamite NPCs



Sarah Froggleson: Sarah was once a Lady and demure courtier to the Queen, Henrietta Maria. She never advanced, not sharing

her Queen's religion. In fact, her Majesty took every opportunity to berate Sarah (Sarah's father was a Puritan, and therefore despised by Queen Henrietta). When war broke out, Sarah's father, Lord Froggleson, took up arms for Parliament, and was killed in one of the first exchanges. Sarah, cast adrift from court and her lands confiscated, has never been happier. She moved in, with two fellow ladies-in-waiting, to a small hostelry, where Higson Splash, Journalist and secret Adamite, resided with his congregation. After enjoying a devout/debauched secret life for the past three years, Sarah finds herself having to uproot once more. Higson has had to flee London, his Adamite activities exposed by a rival. He has

taken his circle of "friends" with him and they are looking for a fresh place in which they can settle to worship as they see fit.

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

Clan

- **Act in your Clan's interests** - Support your Clan Chief and work for the good of your clan.
- **Seek bloody revenge on those who have wronged your Clan** - Your traditional enemies deserve no mercy.
- **Assist your Clan allies** - Auld alliances deserve respect.

Allies: Allied Clans

Enemies: Enemy Clans

Zeal: 45

Bonus Skills: Lore (Clan History) +25%

Your Clan is your extended family. You work for the good of your Clan – a strong Clan confers protection, wealth and reputation. You might come from one of the most influential families, at the heart of a great Clan; or you might come from one of the septs (sub-branches) of a Clan, offered protection in return



for service by your more influential kin. You might even be a Clan Chief, a respected great man, expected to lead by example and be first into battle.

You might come from a mighty and wide ranging Clan, one whose Chief owns many castles, who has many tenants and great landholdings. Or, you might come from a smaller Clan, perhaps little more than a small band of kin, scratching out an existence. You might come from a Highland clan, an Island Clan or a Lowland Clan. Your Clan might raid other Clans; or raid over the border into England; might live off protection money, extorted from Farmers and smaller Clans; or your Clan may be a part of the legal machine, upholders of the peace, maybe even engaging in hunting and punishing miscreants from other Clans.

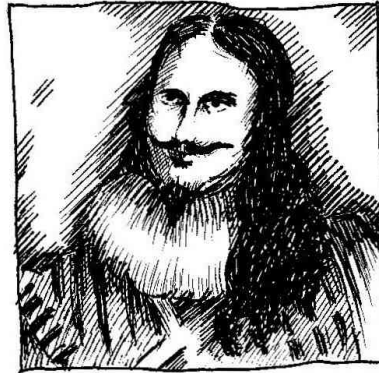
Your Clan might have a reputation for violence and be feared by their enemies, or your Clan might be the victims of constant predations from stronger neighbours. Your Clan might have strong alliances, goodwill with your neighbours being the order of the day, having many alliances cemented by marriage and favours. Or, your Clan might be involved in a multitude of long-standing bitter feuds – which threaten to rage until your Clan or their rivals are completely wiped out.

You might have participated in a raid (the creach) as part of your coming of age initiation, although likely a small affair compared to the large reiving expeditions your forebears carried out. You uphold Clan traditions and revel in the folklore relating to your Clan. You likely can trace your family back a long way, proud of your forebears, perhaps even tracing your line to ancient Kings. Your Clan Chief might be an influential noble, a mover and shaker in the Scottish Parliament and courtly circles; or you might be living in a remote and isolated area, seldom leaving your homestead and knowing little of the goings on in the wider world.

Your Clan might even be outlawed – your very name cause enough to get you killed if you are seized upon by your enemies. Your Clan might be actively fighting for the Royalists, or for the Covenanters. Your Clan might have a history of cunning, betrayal and deceptions, or of honour and nobility (and very possibly both, depending on

whose point of view you believe); loyalty to the House of Stuart; or fierce independence from all authority.

Clan NPCs



George MacKenzie, 2nd Earl of Seaforth:

George MacKenzie is the Chief of the MacKenzie Clan. The Clan originally

hailed from Ross-shire, growing in influence as the Kingdom of the Isles disintegrated. George owns extensive lands, towns, titles and fishing rights and wants to ensure his Clan keeps hold of them. George can call on a large force of fighting men, up to five thousand if required. George has been balancing the demands of both the Covenanters and Royalists, at times seeming to declare for one side, and then another. He has even been captured (and released) by both sides. On the battlefield, when pressed to fight for the Covenanters, he managed to steer a path away from becoming too embroiled in the actual fighting, leading some to suspect collusion with Montrose. George wants to keep his options open, and currently Montrose believes his promises of secret alliance, while the Covenanters, who are suspicious of him, still receive some friendly overtures from the Earl. Currently the Earl is more interested in attacking the MacClouds, besieging their castle, stealing their livestock and burning out their tenants in a remorseless campaign to wrest Assynt from the rival clan.

Rob MacGregor: Rob MacGregor has been an outlaw since birth. His Clan were outmanoeuvred and disinherited by the Campbells. Living by raiding and demanding protection monies, eventually the whole MacGregor Clan was outlawed, following a battle with Clan Colquhoun. Rob lives for revenge. Revenge on the Campbells, revenge against the Colquhouns, the MacLarens, the Drummonds, Clan MacThomas, and a whole host of other Clans that the MacGregors have at

some point tangled with. Rob and his brothers are conducting their own private war, refusing to change their names to save their skin, they are intent on killing as many of their enemies as they can, before they are hunted down.

Covenanter

- **These are the End Times - King Jesus is coming!** - He will no doubt be impressed with Scotland's Kirks, but there is no room for complacency.
- **You have made an unbreakable pact with God** - To break your oath would put your soul in peril.
- **There is no better religious system than the Scottish Kirk system** - It should be adopted by all nations.
- **Everyone is an unworthy sinner** - though by God's grace the Elect will be saved. In the meantime search your soul for failings and report your neighbour's indiscretions.

Allies: Presbyterians

Enemies: Catholics, Laudians, Puritans (Independents)

Zeal: 40

Bonus Skills: Beliefs (Covenanter) +25%

You hold all the basic religious values as described in the Presbyterian Faction (*Clockwork & Chivalry Core Worldbook* p.79-80). In addition you, or your husband, have sworn a written oath to God. You (or he, as often the male head of a household would sign for the whole family) signed the National Covenant as it circulated around Scotland. The Covenant was devised to be a contract between God, the King and the people – reaffirming the values of the Reformed Scottish Kirk and directly promising God that you will fight to protect Scottish Presbyterianism forever.

You probably support monarchy in principle, although you expect any fit ruler to also sign up to, and abide by, the Covenant. You will fight to preserve the Scottish Kirk system and to prevent Popish influences infesting your religion – to do otherwise would be to cast yourself into Hell.

You probably think education is important, as a form of self-improvement and to better

understand your place in the world and your journey to salvation. You might be a Soldier in a Covenanter army, or a civilian supporter; either way, your duty is to uphold Presbyterian standards and to remember your place as a repentant sinner.

You probably applaud the “Rule of the Saints” that has been instituted in many Scottish communities, including nearly all the larger towns. You might snoop on your neighbours, reporting them if their behaviour seems at all scandalous. Discipline is a kindness, for what are fleeting inconveniences to the flesh compared with being cast into Hell for eternity? Or, perhaps you are less interested in the affairs of others, spending most of your time wrestling with your own conscience, examining your own soul for imperfection and struggling for personal salvation.

You think the rest of the world should follow Scotland and model all religious institutions on the Kirk. You are probably unhappy that Cromwell has betrayed the Solemn League and Covenant and the English Presbyterians. You are no doubt horrified that the King has been beheaded – an act that God almost certainly frowns upon.

You likely believe that King Jesus is going to return very soon. These are the “end times” and everything you do should be for the glory of your returning saviour.

Covenanter NPCs

Jenny Geddes: Jenny already has her place in history. When the minister of St Giles prepared to deliver his service, using the new Prayer Book, Jenny threw a chair at him, shouting, “*Daur ye say Mass in my lug?*” at the hapless Dean as she launched the stool. This act helped spark a riot, which in turn was one of the causes of the War of the Three Kingdoms. Of course, the war might have happened anyway but Jenny is proud to tell all and sundry of her role in standing up against the Popish Bishops. A market trader by profession, and now middle-aged, Jenny still lives and works in Edinburgh. Jenny is happy that the “Rule of Saints” is in place, preserving the Godliness and decorum of the population, and pleased that her actions have had some small part in leading to the current state of affairs.





Sir Archibald Johnston of Wariston:

Wariston lost his first wife in 1633, when he was only twenty two. Shaken by the experience, Wariston

underwent a spiritual transformation. Dedicating himself to his personal salvation, Wariston takes every opportunity to promote, and live by, his uncompromising spiritual beliefs. When Charles I attempted to reform his beloved Scottish Kirk, Wariston, a lawyer by profession, threw himself into helping formulate the Covenant. Also instrumental in drawing up the Solemn League and Covenant, Wariston is less hostile to Cromwell than many of his fellows. Despite not being a military man, Wariston accompanies the Covenanting army on campaign. He is keen to ensure the host is purged of any wavering, monarchist or lukewarm elements, offers his military advice despite it being useless, and becomes involved in any legal or diplomatic affairs.

Deist

- **God is logical and evident:** Rational thought, intuitive knowledge, and ample evidence in the natural world provide proof of the existence of a divine creator, the Supreme Architect.
- **God is not manifest:** The Supreme Architect does not intervene in the affairs of mortals or the natural world. Religious miracles, prophecies, and mysteries should be regarded with skepticism.
- **Organised religion is unnecessary:** Scriptural revelation and religions based upon holy texts, are non-authoritative and potentially detrimental; God can only be known through rationality and the natural world.

Allies: Friends of the Truth, Ranters

Enemies: Catholics, Laudians, Presbyterians

Zeal: 25

Skill Bonus: Beliefs (Deism) +25%

Notitiae Communes

When Lord Herbert published *De Veritate*, he supposed the existence of *Notitiae Communes* (Common Notions), truths that were universally accepted. In terms of religion, he suggested that every religion that has existed or will exist has recognised a supreme God, or ruling God in a pantheon, and that therefore the existence of God was universally accepted. He also set forth that five Common Notions were evident in all religions:

- There is one Supreme God.
- He ought to be worshipped.
- Virtue and piety are the chief parts of divine worship.
- We ought to be sorry for our sins and repent them.
- Divine goodness doth dispense rewards and punishments both in this life and after it.

While most Deists agree with the basic aspects of these Common Notions, the actualities are fiercely debated. What form worship should take, what constitutes true moral behaviour and virtue, how piety is expressed, and even the existence of an afterlife are all subject to discussion.

You follow the philosophy of Deism, one considered dangerous and often subject to accusations of atheism by strident Christian opponents despite the fact that you recognise as self-evident truth, the existence of a divine creator.

Since the publication of *De Veritate (On Truth, as It Is Distinguished from Revelation, the Probable, the Possible, and the False)* by Lord Herbert of Cherbury in 1624, Deism has slowly but steadily gained adherents among intellectuals, yourself included. You are delighted to count such luminaries as Thomas Hobbes and René Descartes among your peers; not for you the lowly associations of the Ranters.

As befits such philosophical and intellectual origins, many aspects of Deism are debated. You may believe that the immortal soul is

rewarded or punished for its morality or lack thereof by the Supreme Being in this life or an afterlife, if one exists. You may believe not in an afterlife, but in reincarnation or resurrection. If you are of an even more radical bent, you may even reject the notion of an immortal soul outright, something considered truly heretical. That many Deists debate the divinity of Christ, postulating that he may only have been a wise and entirely mortal teacher, simply provides opponents with more fuel for condemnation.

Despite the accusations of critics, you may even consider yourself a Christian, albeit one whose beliefs are untainted by superstition and supposedly authoritative holy texts, all of which you reject. You applaud greater scientific understanding and appreciation for natural laws, and embrace the skepticism of the supernatural they engender. You may even consider prophecies and miracles outright fabrications, and you certainly regard holy texts as being human interpretations rather than divine creations.

Your rejection of the necessity of clergy and organised religion, your denial of the authority of religious texts, your skepticism regarding miracles and prophecies, and your potentially heretical concepts regarding Jesus, the afterlife, and the soul, mark you as an enemy in the minds of many followers of established religion. While other intellectuals may debate varied philosophical issues with you, you must still tread carefully, as others may not be so understanding or open even if your political affiliations are as varied as anyone else's.

Deist NPCs



Edward Herbert, 1st Baron Herbert of Cherbury: Sir Edward is an old man now. A former soldier, as a younger man he was absorbed with romantic and martial pursuits. He then turned diplomat, and finally turned to more scholarly activity. He is used to the company of some of the most esteemed minds in Europe. When war

broke out he withdrew, opting for neutrality. He is concentrating on defending his Deist ideas, expounded in *On Truth (as it is distinguished from revelation, the probable, the possible and the false)*, a tract which essentially outlines the Deist philosophy. The book is an appeal against sectarianism and an attempt to reconcile common notions which might bring people together. The book has been received with hostility in many quarters. Although his attempt to suggest common notions and instincts as a possible source of unifying people are well intended enough, the generally negative attitude toward some Christian traditions, espoused in *On Truth*, has made him fresh enemies.

Richard Twinings: Richard had a comfortable childhood, his father is a notable gentleman with a fine estate. Richard was raised to follow his mother's religion, despite his father's reservations. A former Catholic, Richard's faith has been shaken by a war that has claimed the lives of three of his four brothers. Finding himself on the opposite side of the struggle from his remaining brother, Thomas, Richard read *On Truth* while in the most melancholic state. War weary, he was susceptible to the message within, and has decided to renounce his former religion, also resigning his post in the Royalist army. Richard has decided to commit himself to bringing people together and making peace, and as such some of his former Cavalier friends suspect him of treachery.

Friends of Truth

- **Christ, not the Bible, is God's word:** The word of God is one of continuing revelation through the guidance of Christ. Neither the Bible nor priests are authoritative.
- **Every day is the Lord's day:** Rites, rituals, holy days, festivals, and symbols are pointless. God is everywhere, every day.
- **God is within the individual:** God's spirit is within everybody. Churches (which you call "steeple houses") and clerics are unnecessary.
- **Live simply and free of sin:** People should strive to live with simplicity, with peace, love, integrity, and humility, also avoiding impairments such as alcohol.



- **Oaths should not be taken:** Your commitment is to God, not to men.
- **Pacifism:** A true Christian does not bear arms and willingly turns the other cheek.

Allies: Anabaptists, Diggers, Levellers

Enemies: Catholics, Laudians, Presbyterians, Ranters

Zeal: 35

Skill Bonus: Beliefs (Friends of Truth) +25%

"Christ had come to teach His people Himself."

— George Fox

You have met George Fox, and found strength in his preachings and efforts to begin bringing together a religious society of friends. With Fox and other like-minded souls, you will restore the true Christian church after centuries of it being corrupted by others. For this reason, you and your fellows call yourselves Friends of Truth. Sadly, the truths you offer are considered lies by the followers and clergy of established Christian sects and churches. What's worse, some of your opponents mistake you for common Ranters, a rabble you have no desire to be associated with.

The churches and their clergies view the fact that you eschew rites, rituals, holy days, and religious iconography in favour of a simpler recognition of every day being sacred, and of rituals not being necessary for communing with God, as disturbing. That you go further and state that anyone can experience Christ and God as a Pure Principle within themselves, making churches and clergy unnecessary, makes you a threat to them, especially as you believe any faithful individual may be chosen to minister to others by the Holy Spirit, even women. That you believe the Bible is too unchanging to reflect the continuing revelation of God and therefore reject it and the word of clerics as sources of absolute authority, makes you a heretic in their eyes.

You and your fellows face persecution, but you do so with peace, humility, and a desire to treat others in a humane way; you firmly believe that only through the principles of humbleness and love can evil truly be conquered. You might believe that violence is unacceptable, whatever

Quakers

In the real world, George Fox began actively preaching in 1647 having spent the initial years of the Civil War travelling and wrestling with his issues regarding then current religious expression. Despite him and his followers being greeted with hatred, ridicule, and even whippings and beatings, he continued to acquire converts.

Due to his growing promotion of social justice and his preachings of a simpler, more direct commune with God, he acquired many enemies, and was soon charged with blasphemy and imprisoned. Although imprisoned several times, the most famous incident was his imprisonment in 1650 in Derby, by Justice Bennet. Following Fox's exhortation to Justice Bennet, *"Then were assembled unto me every one that trembled at the words of the God of Israel, because of the transgression of those that had been carried away; and I sat astonished until the evening sacrifice."* (Isaiah 66:2, Ezra 9:4), Bennet mocked Fox by calling him and his followers, "Quakers" in reference to trembling at the words of God. The nickname would stick and even come to be adopted by the Society of Friends.

the provocation. Or, perhaps you are more militant. The ideal of complete pacifism is currently being debated within your community, and some of your fellows still believe that taking up arms might be justified, if only to defend your beliefs.

Your compassionate, open outlook and belief in social justice makes your sect attractive to many radicals such as the Diggers and Levellers.

You gather with your fellow Children of the Light and wait, listening for the voice of God within yourselves before speaking, relying not on traditional prayers or chants, but on being moved by the Holy Spirit to speak and share any thoughts and revelations.

Suffice to say, you find more acceptance in Parliamentary-controlled parts of the country, but even there you face intolerance and hostility. In Royalist areas, where Catholicism,



Laudian ideals, and the concept of the divine right of kings is upheld, you can expect more strident opposition.

Friends of Truth NPCs



George Fox: The founder of the Friends of Truth, George Fox is a weaver's son from Drayton-in-the-Clay, Leicester. He was raised by a strongly

Puritan father, and apprenticed as a shoemaker and Farmer and was always known for being contemplative, serious, intelligent, and obsessed with the pursuit of simplicity in life.

In 1643 he left Leicester following a prayer in which the voice of God told him, *"Thou seest how young people go together into vanity, and old people into the earth; thou must forsake all, young and old, keep out of all, and be as a stranger unto all."* Wandering for several years, he sought the wisdom of clerics and English Dissenters alike, but ultimately found them unable to help him, and formulated his own beliefs and came to his own revelations.

Seeking to simply proclaim his revelations, he began to preach, and soon found himself attracting a following, though establishing a sect was never his intent.

Jane Bakershall: Jane lives off a comfortable inheritance and pension, her young husband a victim of the war. Living in London, Jane has a simple life, although her late husband was a personal friend of Cromwell's, while alive. Jane is now on a mission. Converted by Fox, Jane has embraced the simple truths espoused by the preacher. She and a few friends have set up a small group, calling themselves the "Children of the Light". Aside from publicly preaching, an activity that seemed improbable for a woman only a short time ago, Jane and her friends disrupt other services, an activity which causes much conflict. Unlike the disreputable Ranters, Jane always believes her actions are about

avoiding sin, and helping others to do the same. It seems her disruptive actions are destined to bring her into conflict with the authorities. So far, she has been lucky and where she has been brought before a judge she has been treated with leniency, but even her powerful connections might not save her forever.

Horseman's Word

- **The Devil has given you power over horses** – by calling upon him, you can control them by magick.
- **Cain was the first horseman** – his secrets have been passed down to you.
- **You must never reveal your membership in the Horseman's Word, nor any of its secrets** – the Devil will punish those who break their oath.
- **Controlling horses is a man's job** – women should not be left in charge of them.

Allies: None

Enemies: All, if anyone finds out your affiliation.

Zeal: 50

Bonus Skills: Beliefs (Horseman's Word), Beliefs (other Faction)

You are a member of the Horseman's Word, and know the secret magickal ways of controlling horses. You have sworn a pact with the Devil, and if anyone found out about this you would undoubtedly be burned at the stake.

If you still live in or around Huntley, you are likely active within the cult, helping to initiate new members and teach them the secrets of Cain. If you have travelled further away, it is unlikely anyone knows of the Horseman's Word. Whether you keep the secrets to yourself or attempt to induct likely youngsters into your Faction is up to you. Perhaps you never use your magickal talents, or perhaps you use them while passing them off as mundane skills, while telling people you're "good with horses".

Whether active in the cult or not, you will likely pretend to belong to some other Faction in order to prevent people suspecting your true allegiance. If people begin to suspect your "almost" supernatural power over horses, you



will be able to point out your “true beliefs” to them.

Horseman’s Word NPCs



“Black” Sir John Colquhoun: A small-time laird in the western highlands of Scotland, Sir John is a one of the “elders” of the

Horseman’s Word. He uses the members of the Horseman’s Word as hired muscle, sending young bully-boys off to threaten those who do not support him, and if that fails, using his extensive knowledge of Witchcraft to put curses on his enemies and their farms and livestock. He has had several prominent cult members who opposed him killed and the lower ranks are all terrified of him. There are those within the local organisation who would like to expose him to the authorities, but know that once the Witch Hunters had him in their clutches, their own oaths to the Devil would be revealed and they would all be burned at the stake.

Willie Lindsay: A young plough-boy of 15 years old, Willie has just been inducted into the Horseman’s Word and fears greatly for his immortal soul. His parents (weavers in the nearby town) have noticed that he is looking very nervous and jumps at shadows since he took the job as plough-boy to “Black” Sir John Colquhoun and wonder if his new employer is mistreating him, but Willie won’t say a word against him. The lad is thinking of running away, which would break his parents’ hearts, but he feels he must get away from the Black Laird. He has heard that a Catholic priest can absolve a man’s sins and thinks if he can find one he can perhaps confess his oath to the Devil and be forgiven, though he fears that the fires of hell await him.

Satanist

- **Satan is the true lord of the Earth** – when the end times come, those who follow him will reign at his side.
- **Worship of Satan is the route to Earthly power** – only he can bestow powerful magick.
- **What you want is more important than what anyone else wants** – everyone is selfish and corrupt, some just pretend otherwise.
- **There is no such thing as sin** – it is a myth put about by Christian clergy to keep the population under control.

Allies: None

Enemies: Everyone

Zeal: 50

Bonus Skills: Beliefs (Satanist) +25%, Manipulation at INT+POW

You are a member of a Coven, which meets regularly to worship Satan and participate in lewd rituals aimed at increasing the power of the Dark One on Earth. Your beliefs are widely condemned throughout the civilised world, and if anyone knew of them, you would undoubtedly be hung as a Witch (or burned in Scotland and mainland Europe).

Perhaps you were not an enthusiastic supporter in the beginning; faced with a problem that the Church could not solve (an unwanted pregnancy, an uncaring lover, a hateful rival) you turned to a Witch for help, and were persuaded to renounce Jesus and swear loyalty to Satan in return for that help. Now you realise that you have forfeited any prospect of getting to Heaven; your only chance of eternal life outside of Hell is to rise through the ranks of the Coven, by whatever means it takes, until you have enough power to prolong your Earthly life by magickal means.

You may be living a lie, pretending to be the same person you were before you renounced God, ashamed of what you have become, forced to attend Sabbats for fear of exposure and an inevitable hanging. Or perhaps you have learned to relish your new-found freedom from the strictures of holy writ and secretly revel in

self-indulgence and wickedness. Maybe you seek to corrupt others to your selfish ways, to bring new members into the Satanic fold.

Or maybe you have learned sufficient Witchcraft to no longer hide your allegiance – you are feared by all around you and use your magick to manipulate others to your will and punish those who will not bow to your rule. You fear only the Witch Finders, and if you are powerful enough, even they will fall before your curses and bewitchments.

Satanist NPCs



Lady Abigail

Fenton: Lady Abigail is the widow of a prominent Royalist captain who long ago sold her soul to the Devil. It began when Abigail's


husband was away from home and she took a fancy to a dashing young man staying at a nearby manor house. Unable to attract him with her feminine wiles, she turned to a local “wise-

woman” who turned out to be a Witch. In return for what seemed at the time to be a silly ritual, she was given power over the young man. When she tired of him and he threatened to tell of their affair, she used more Witchcraft to cause a fatal riding accident. The more she used her magickal power, the more she enjoyed her independence. Making sure her husband was killed in the war was only the next stage – she has started her own coven at Fenton Court, under the guise of a bible-study group for wealthy ladies of the area. The local peasants are beginning to mutter, but the prominent men of the district are all in the power of the their Satanic wives.

Allison Gentle: Brought up by her abusive blacksmith father after her mother died in childbirth, Allison was always a scary child. Other children wouldn't play with her, as her games largely involved torturing small animals (and sometimes other children). A local Witch recognised her undoubted penchant for evil and began teaching her the rudiments of Witchcraft. By the time she was fourteen, she had outstripped her teacher and killed the Maiden in charge of the local coven to take her place. In her village, all live in fear of her evil eye, and some talk of calling in a Witch Finder, possibly Matthew Hopkins himself.



Witchcraft



“The fearefull aboundinge at this time in this countrie, of these detestable slaves of the Devill, the Witches or enchaunters, hath moved me (beloved reader) to dispatch in post, this following treatise of mine, not in any wise (as I protest) to serve for a shew of my learning & ingine, but onely (mooved of conscience) to preasse thereby, so farre as I can, to resolve the doubting harts of many; both that such assaults of Sathan are most certainly practized, & that the instrumentes thereof, merits most severly to be punished...”

King James I & VI of England and Scotland, *Demonologie*, 1597

There is no doubt that Witches exist. That said, fear of Witchcraft is much greater than the number of practising Witches would justify; for every genuine Witch brought to trial and hung, probably seven innocents are executed.

Things are worse for the innocent in Scotland and continental Europe than they are in England; there, torture is legal and many of those tortured accuse other innocents, who in turn are tortured to reveal yet more innocents, leading to hundreds of “Witches” being burned at a time.

Although torture is illegal in England, the techniques used by Witch Finders can border on it. See *Clockwork & Chivalry Core Workbook* pp.52-3 for information on their techniques.

Fear of Witchcraft has grown over the last two hundred years. King James I and VI of England and Scotland (father of the recently beheaded Charles), as well as being responsible for the “King James’ Bible”, wrote a book called *Demonologie*, which explained at great length the dangers of Witches and Witchcraft. (While

in Scotland, James was often present at the torture of Witches). One of the theories which he perpetuates from earlier treatises on Witchcraft (such as the German *Malleus Maleficarium* or *Hammer of the Witches*, written by the fifteenth century Catholic Inquisitor Heinrich Kramer) is that *all* magick comes from Satan, whether it is used for good or evil purposes. This belief has recently been taken up more by the Parliamentarians than the Royalists, leading to persecution of Alchemists, as well as Wise Women and Cunning Men who have no link to any Satanic cults, and are indeed strongly opposed to magick used for malefic purposes.

Despite the persecution of the innocent, there does remain a core of Satan-worshipping Witches, who use their magick for the sheer pleasure of doing evil. Whether their magick actually comes from Satan, or whether it is merely that the powerful magickal techniques they employ are only known and taught by Satanist covens, is something a person seldom stops to ask when up against a powerful Witch.

Witchcraft and Witches

There are three types of Witches in the *Clockwork & Chivalry* game world. It is unlikely that anyone other than Witches themselves would make such distinctions; certainly a Witch Finder would not distinguish, and would find all equally guilty and as likely a candidate for hanging. Cunning Men and Wise Women are also often accused of Witchcraft by Witch Finders, though many have no magickal abilities at all; these are covered as a separate Profession on p.6.

In game terms, the three Witch types are as follows:

Unaligned Witch/Warlock

An unaligned Witch (female) or Warlock (male) is one who knows some Witchcraft, but has not sworn an oath to renounce God and worship Satan. He or she will have a number of simple spells, and will likely be known to her neighbours for her magickal charms. The difference between a Witch and a Herbalist (*Clockwork & Chivalry* p.40) is often minor, the main difference being whether the character knows any spells or not. Many Unaligned Witches and Warlocks use no harmful spells and are entirely benign; others will use a mixture of benevolent and malevolent spells, and will often be tolerated by their neighbours so long as they do no serious harm; a third group are likely to be entirely malevolent and will often be feared and shunned by the local community.

Unaligned Witches and Warlocks could belong to almost any Faction (with the exception of Puritans) but are more likely to gravitate toward the more offbeat Factions such as Diggers and Ranters, or be Self-interested. Their spells will often take on the trappings of their Faction, with spells done by Catholic-leaning Witches invoking the names of saints and the Virgin Mary, while those of Protestants invoke the name of God more directly. Those with some education in academic magick (often at second or third hand) might call on the names of Angels.

The differences between a Witch/Warlock and a Wise Woman/Cunning Man are subtle, and have more to do with the person's intent and standing within the community than with any real differences in abilities.

Unaligned Witches/Warlocks have the Witchcraft skill but not the Manipulation skill (see p.27). Witches of this sort will belong to the Witch/Warlock Profession (p.13).

Satanic Cultist

Satanic Cultists are not really Witches at all, though they would likely be found guilty of Witchcraft if exposed. These are people who have renounced Jesus Christ and sworn loyalty

to Satan, becoming a member of the Satanist Faction (see p.22). As part of joining this Faction, they will learn the Manipulation skill; this will allow them to help Satanic Witches to cast group spells at Sabbats, but gives them no magickal ability of their own. Satanic Cultists will be members of a local Coven, which will meet regularly (often in remote spots in the open air), to partake in extravagant and often perverse rituals, and to help in the casting of spells to gain power over other members of the community.

Some Coven members are willing participants, drawn to the Satanist Faction by their perverse lusts or desire for power. But others are reluctant members; sometimes a person, in dire need, will turn to a Witch for magickal help, not realising that the Witch is actually a Satanist, and will be forced to swear allegiance to Satan in order to gain the aid they seek. Once a person has joined a Coven, however reluctantly, they are more or less blackmailed into attending their Sabbats, because if it becomes known that they are a member they will immediately be charged with Witchcraft and likely hung.

Satanic Cultists have the Manipulation skill but not the Witchcraft skill (see p.27). Satanic Cultists come from all walks of life, so can be of any Profession *except* Witch/Warlock.

Satanic Witch

There is only one route to real power for an Unaligned Witch, and that is through Satanism. Many Unaligned Witches are basically good, and have no desire to increase their magickal abilities. But those who lust for greater magickal power must learn the Manipulation skill, and the only way to learn that is to swear allegiance to Satan and join a Coven. Most Covens have thirteen members; these will consist of a number of Satanic Cultists (willing or unwilling), with the remainder being Satanic Witches, who have both the Witchcraft skill and the Manipulation skill, and so can cast more powerful spells than a non-aligned Witch. They will tend to be the head of the Coven, leading the other members in the casting of powerful spells at Sabbats.

Satanic Witches have both the Witchcraft and Manipulation skills (p.27). Characters created as Satanic Witches will begin play in the



Witch/Warlock Profession; others can be Satanic Cultists of any Profession who have persuaded the leaders of the Coven to teach them the Witchcraft skill and some spells.

Covens

Most Covens consist of thirteen members. The Coven will be ruled by three powerful Witches, one relatively young, one middle-aged and the other old (the Maiden, the Mother and the Crone). The rest of the Coven is likely to consist of Cultists with no magickal skills, though the most promising members may be taught a few spells if they are being groomed for leadership, and some Unaligned Witches may join already knowing some spells.

The Crone of any Coven is likely to be very old – due to their magickal powers they can sometimes extend their lives to as much as 200 years, if not older. They have to be constantly on their guard against younger members of the Coven who covet their power and will kill them if they can. When this happens, the Mother becomes the Crone, the Maiden becomes the Mother, and a new Maiden is chosen from among the lower members. These titles are purely ceremonial; it is quite possible that the Mother has no children, and the Maiden is very unlikely to be a maiden at all in the technical sense.

There are no Covens ruled by men; the highest position a man is likely to attain is that of donning horns and taking the symbolic role of Satan in the Coven's rituals.

Covens generally gather once a lunar month (generally on the dark of the moon) in a Sabbat, where they worship Satan, participate in blasphemous rituals and cast powerful spells as a group.

Sometimes larger groups of Witches gather for especially large spell-casting sessions. It is claimed that a "Coven of Covens" (169 Witches) came together off Land's End in 1588 to create the storm which wrecked the Spanish Armada – the Witches knew that they were less persecuted in Protestant England than they would be in an England ruled by Catholic Spain.



Witchcraft

Note: The following rules apply to Witches, Warlocks, Wise Women and Cunning Men, but the term "Witch" is used throughout for ease of understanding.

The Witchcraft rules for *Clockwork & Chivalry* are based on the Sorcery rules in *RuneQuest II* (pp.126-137), but with several differences:

- The Sorcery (Grimoire) skill is replaced by the Witchcraft skill (see below).
- There are no Magick Point costs for casting a Witchcraft spell.
- Witches can cast very powerful spells as a group at a Sabbat, but only with use of very rare spell ingredients.
- Many spells have a physical component.
- There are a number of new spells described below, and some of the Sorcery spells in *RuneQuest II* are not available in the *Clockwork & Chivalry* setting.
- Only characters who are members of the Satanist Faction (see p.22) will be taught the Manipulation skill, though non-Satanist

Witches can learn the Witchcraft skill; this means that non-Satanists can only cast spells at their lowest level.

How Witchcraft Works

A Witch works magick through two skills, Witchcraft and Manipulation.

Witchcraft (INTx2)

The Witchcraft skill reflects the knowledge of all the spells learned by a Witch. It is this skill which a Witch rolls against to see if they cast a spell correctly. The skill also limits the effect of the spell. Spells often have a physical component, which may also need to be obtained or made before the spell can be cast successfully.

Witches do not write down their spells, as they are as much to do with emotions, mental images, symbolic connections and the like as they are to do with words; they must remember them. Witches can only learn a number of spells equal to their INT. If they wish to learn another spell, they must sacrifice one of the spells they already know. If they ever lose INT, they will lose a number of spells equal to this loss, and the spells will not come back if INT is regained later. The Witch can choose which spells are lost.

(A very old Satanic Witch may have lost INT due to age, and may therefore only have a small repertoire of spells; but this will likely be balanced by a very high Manipulation skill, which is why the Maiden/Mother/Crone team works so well – the younger Witches benefit from the raw power of the Crone's high Manipulation, while the Crone benefits from the larger spell pool of the younger Witches).

Games Masters and players may wish to create "Traditions", groups of spells which are learned together and form separate skills, in much the same way as each Grimoire is a separate skill in the standard *RuneQuest II* Sorcery rules. If this is done, Witchcraft (Cumberland) would be a different skill, with a different spell list, than Witchcraft (Lancashire). Alternatively, Traditions may be handed down in families, so that Witchcraft (Demdike) would be a different skill from Witchcraft (Chattox). However, unless the entire adventuring party are playing

Witches, this is unlikely to be a problem; since learning new spells is already difficult for a Witch/Wise Woman, adding new rules which make it even harder is probably not desirable.

Manipulation (INT+POW)

This skill is almost identical to the Manipulation skill in *RuneQuest II* (pp.127-9), though references there to sorcerers should be replaced with Witches, and references to the Sorcery (Grimoire) skill should be replaced by the Witchcraft skill. Some spells have physical ingredients not needed in the standard *RuneQuest II* sorcery system; check the Spells section (p.29).

It is to be noted that, due to the close association in the minds of believers between worship of Satan and use of the Manipulation skill, the Manipulation skill can never exceed Righteousness Points in the Satanism Faction. If Satanism RPs fall below Manipulation skill level, the skill level will fall to match, only rising to its old level once RPs rise again.


If a character is converted from Satanism to another Faction, Manipulation skill will fall to its base (INT+POW). If the character attempts to use the Manipulation skill once they have become a member of a different Faction, a successful roll will reduce RPs in the current Faction equal to the amount by which the roll was made. The character believes they are calling on the power of Satan, which casts doubts on their current beliefs.

Casting Witchcraft Spells

The rules for casting Witchcraft spells are the same as those for casting Sorcery spells (*RuneQuest II* p.129) with the following slight differences:

- **Ingredients:** In many cases, spell ingredients are listed for the spell. In some cases these are included in the ritual needed to cast the spell, in other cases, the spell is cast on an item, which is then given to the person on whom the magick is to do its work. If ingredients are needed, this adds to the normal casting time by the amount of time required to prepare the ingredients for use – this time is noted in the spell description.



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- **Touch Spells:** Spells designated “Touch” in *RuneQuest II* can be cast by making eye contact with the target if that target is a human or animal – the target gets to make an opposed Persistence roll against the Manipulation roll of the Witch to avoid the spell working; if the Persistence test is successful, the target avoids the eyes of the Witch and the spell automatically fails (unless, of course, the target wished the spell to be cast on them).
 - **Casting Critical Successes:** On a Critical Success, the spell can be cast as though it had a Manipulation of 1 higher than actually is the case, even if the caster does not have the Manipulation skill. This is not compulsory – if the caster wishes for a lower effect, this can be done, but no alternative benefits will accrue if that is the case.
 - **Casting Failures:** If the spell roll fails, nothing happens.
 - **Casting Fumbles:** If the caster fumbles the Witchcraft roll when casting the spell, they lose one level of Fatigue (see *RuneQuest II*, pp.61-62).
 - **Remember:** Those Witches, Wise Women, Warlocks and Cunning Men who have not sworn allegiance to Satan will not have the Manipulation skill, and can therefore only cast Witchcraft spells at their lowest level. (See above).

Acquiring Witchcraft

Many Witches and Warlocks learn their first spells from other family members, with mothers often passing on useful spells to their daughters, and fathers to their sons. Such magick was much more prevalent in England in centuries gone by, but the rise of Christianity and the current Witch Finding craze means that many spells have failed to be passed on, or are now only known to a few isolated Witches in remote areas. Many Witches never learn any more spells than the ones they learned from their family, unless they join a Coven.

To represent this in rules terms, Witches and Warlocks begin play with a relatively large number of spells, but finding spells in play is likely to be very difficult.

Dual Spells

Note that some spells are in effect opposite sides of the same coin, so if a character has one spell, she will have its opposite too (e.g. Diminish STR and Enhance STR). Where this is the case, it is noted in the spell description. This means that some Wise Women and Cunning Men have access to harmful spells – see their Profession description for the effects of casting harmful spells. These dual spells count as one for the purposes of the maximum number of spells known.

Learning spells outside a coven

An Unaligned Witch/Warlock (see p.25) can only learn a new spell if they can find someone to teach them. This will require the Witch to find a fellow Witch from whom to learn – many Witches are naturally reluctant to admit to their magickal powers unless they are sure the other is trustworthy. Unless the other Witch is being open about their profession, it will take a successful Insight roll on the part of a Witch Adventurer to spot that a character is a Witch.

Note to Games Masters: If a group of Adventurers includes a Witch/Warlock character, it is important that the Games Master occasionally introduces characters into their campaign from whom the Witch Adventurer can learn new spells, or the player may feel they are not progressing and wish they had never chosen that particular Profession. In a game which is set in a small area, this could be one particular “patron” character; in a travelling campaign, Adventurers should get the opportunity to meet a Witch NPC from time to time. It is possible that a Cunning Man or Wise Woman would be protected by their community from contact with strangers, in which case, a bit of detective work on the part of the Witch Adventurer may be needed.

Once a potential teacher has been found, the Witch must persuade them that they are trustworthy. This will require a successful Influence roll against the Persistence of the Witch in question – Games Masters should give bonuses for good roleplaying and persuasive arguments. There will be an automatic -20% to this roll if trying to persuade a member of the opposite sex to teach spells, as many spells are

passed down through the male or female line, and teaching a spell to the opposite sex may break a long family tradition. In such cases, a Seduction roll may help!

Once a potential teacher has been persuaded to help, the character must spend a week with them, learning the new spell, its ingredients, incantations, mental disciplines and the like. At the end of that week, the spell can be learnt on the spending of one Improvement Roll. (No actual dice roll is needed).

See the Witchcraft skill, above, for limits on the number of spells which can be learnt.

Learning spells in a Coven

Satanic Witches (see p.25) have a much easier time learning spells than Unaligned Witches, as they are part of a Coven and therefore have the necessary contacts to learn spells. It is assumed that Satanic Witches will be Games Master characters rather than Adventurers, but just in case a player Adventurer is foolish enough to swear allegiance to Satan, the rules for learning spells are as follows.

An Unaligned Witch must impress the Crone of the character's Coven before a spell can be learnt. They must make a successful Influence roll against the Persistence of the Crone; if the roll is unsuccessful, the Crone will give the supplicant a task – almost certainly of an evil nature (cursing prominent local worthies, collecting ingredients from graves, killing babies and the like) – before the Crone allows the spell to be learned.

Once the Crone is satisfied with the supplicant, the Witch can learn a spell from any member of the Coven, simply by attending a Sabbat and spending one Improvement Roll (No actual dice roll is needed).

See the Witchcraft skill, above, for limits on the number of spells which can be learnt.

Coven Magick

When performing ceremonial magick at a Sabbat, some Satanic Witches can call upon the Manipulation skill of their followers to boost their own magickal powers, creating very powerful spells. In order to do this, a Witch must know the Focus Magick spell – see the



spell description (p.33) for details.

Spells and Ingredients

The following spell list includes many from the *RuneQuest II Core Rulebook* pp.129-137, as well as a number of new ones. Spells which are suitable for a Cunning Man or Wise Woman are marked with an asterisk (*).

Note that some spells are in effect opposite sides of the same coin, so if a character has one spell, she will have its opposite too (e.g. Diminish STR and Enhance STR). Where this is the case, it is noted in the spell description. This means that some Wise Women and Cunning Men have access to harmful spells – see their Profession description for the effects of casting harmful spells.

Some spells require ingredients to be prepared or an object to be made and the spell activated later. The Witchcraft roll to cast the spell is not made until the spell is activated (even though the Witch may not be present at the time), as it will not be known until that point whether the



spell was performed correctly. If the roll was a failure, the item in question will not work; there are usually no extra penalties for a Fumble – Witchcraft spells either work or they don't, although there are a few exceptions to this, noted in individual spell descriptions.

Ingredients are generally not used up in the casting of the spell (except such things as ointment, etc). So, for instance, a Witch only needs one cat skin to use Dominate Cat; she does not need to kill another cat every time she casts the spell!

It will be seen that casting Witchcraft is often not a quick process, frequently requiring a fair amount of preparation. This gives ample role-playing opportunities; how does the Witch get hold of a lock of hair of her intended victim? What if she is caught while performing some strange ceremony by the light of the moon? It is also worth bearing in mind that the magick items created are themselves incriminating; an Adventurer carrying a Witch's charm (no matter how benign) may well be accused of Witchcraft themselves.

Note: Any spell in the *RuneQuest II* Sorcery chapter which is not mentioned here is not available in *Clockwork & Chivalry*.

Abjure (Substance/Process)*

RuneQuest II p.130

Ingredients: This spell may be cast at its lowest level (no Magnitude) with no ingredients. At higher levels, a small clay bottle containing the substance to be abjured, together with a lock of hair of the person (or people) on whom the spell is to be cast, must be worn round the neck. More abstract processes (such as sleep, dreams, pain, etc.) might require more creative ideas for ingredients, at the Games Master's discretion. (For instance, in the case of sleep, it might be the crusty stuff you wipe from your eyes in the morning!)

Animate (Substance)*

RuneQuest II p.130

Ingredients: A tiny sliver of the substance to be animated, tied in a knot in a piece of string. It takes 30 seconds to tie a knot, and the spell is then cast by untying the knot again. Any number of knots can be tied in a piece of string,

but each knot in the same string must contain the same substance. In the case of insubstantial substances like wind, the knot must be tied while the string is being affected by the substance (e.g. to put wind in a knot, the spell would have to be cast outdoors on a windy day).

Note: Witches commonly create strings with winds in the knots to sell to sailors.

Attract (Harm)

RuneQuest II p.130

Ingredients: A lock of hair or a fingernail of the intended victim.

Banish*

RuneQuest II p.130

Ingredients: Holy water taken (legitimately or otherwise) from a church.

Note: Demonic entities (despite belief in them) are few and far between in *Clockwork & Chivalry*, but this will work on ghosts.

Bless Crops*

Autonomous, Special

This spell will ensure that crops are free of blight, pests, and other such problems. Duration is in days per Magnitude, rather than the usual minutes. Each point of Magnitude blesses 1 square metre of crops. If cast at its lowest level in the days immediately prior to harvest, it guarantees that what is harvested will be good and wholesome, though if the crops have been suffering from blight for some time, the yield may be low.

This spell can also negate the effect of a Blight Crops spell of the same Magnitude or lower.

Ingredients: The skin of a rabbit wrapped round a dried frog, buried in the ground where the crops are planted.

Note: Characters with this spell automatically gain the Blight Crops spell.

Bless Livestock*

Autonomous, Special

This spell will ensure that livestock (cattle,



sheep, pigs, poultry, etc.) are healthy, and give good yields of milk, wool, meat, eggs or whatever. Duration is in days per Magnitude rather than the usual minutes. Each point of Magnitude blesses one animal in the herd/flock. Creatures so blessed will not become ill or give low yields, though this will not prevent death from physical attack or old age.

This spell can also negate the effect of a Blight Livestock spell of the same Magnitude or lower.

Ingredients: The blood of a bull painted on the forehead of one of the animals in the flock.

Note: Characters with this spell automatically gain the Blight Livestock spell.

Blight Crops

Autonomous, Special

This spell will cause crops to fail and wither, or become infested with pests and other such problems. Duration is in days per Magnitude, rather than the usual minutes. Each point of Magnitude blights 1 square metre of crops. If cast at its lowest level in the days immediately prior to harvest, it guarantees that what is harvested will be of poor quality and will rot quickly, though if the crops have been well-maintained up to that point, the yield may be high.

This spell can also negate the effect of a Bless Crops spell of the same Magnitude or lower.

Ingredients: The skin of a poisonous snake (usually an adder in England) wrapped around a rotten apple and buried in the land on which the crops are growing.

Note: Characters with this spell automatically gain the Bless Crops spell.

Blight Livestock

Autonomous, Special

This spell will cause livestock (cattle, sheep, pigs, poultry, etc.) to grow sickly and give low yields of milk, wool, meat, eggs or whatever. Duration is in days per Magnitude rather than the usual minutes. Each point of Magnitude blights one animal in the herd/flock. Creatures so blighted will not die, but will become ill and sickly-looking; milk yields will be small and

sour, meat will be tough and stringy and eggs sulphurous and stinky.

This spell can also negate the effect of a Bless Livestock spell of the same Magnitude or lower.

Ingredients: The heart of a bull stuck with pins, to be buried on the land on which the animals live.

Note: Characters with this spell automatically gain the Bless Livestock spell.

Boost Duration*

Autonomous

This spell takes a fair amount of preparation, but greatly increases the amount of time a spell lasts. It can only be used on spells which have ingredients, and in which the ingredients are not used directly on the caster or target. The spell causes the duration of the spell to be increased by a time unit; a spell whose duration is in minutes will last that number of hours instead; a spell which should last hours lasts days; a spell which should last days lasts months.

Ingredients: The caster must first hunt down and kill a swan. (Note that this is a hanging offence in England, where all swans officially belong to the monarch, though the current lack of a monarch may make it difficult to press charges!). Once the swan is killed, it must be skinned. The skin is then used to line a pit, which is sealed with a flat stone. All these things must be done by the caster; if the swan is killed or skinned by anyone else, the spell will not work. Any spell ingredient put into this pit after the spell is cast (poppet, fingernails, etc) will last longer than otherwise.

Castback*

RuneQuest II p.131

Ingredients: This does not require ingredients, but the caster must make the gesture of blocking the spell with an open hand; if the caster has no hands free, the spell cannot be cast.

Combust

Autonomous, Resist (Resilience)

Causes a living being to burst into flame. Each



point of Magnitude causes 1D6 points of fire damage per combat round, until the duration of the spell is complete, or the fire is put out (smothered, drenched with water, etc). The damage is to a hit location chosen by the caster. Each extra point of Magnitude can cause extra damage to the same location, or to another location. If enough damage is done in a single round to kill a person, they will, in effect, explode in a fireball, probably setting fire to anything else flammable within 5m.

Ingredients: The ash from a burnt hank of hair of the target, which is scattered in the air as the spell is cast.

Damage Enhancement

RuneQuest II p.131

Ingredients: Three drops of blood from the last person the weapon injured.

Damage Resistance*

RuneQuest II p.131

Ingredients: A lock of the target's hair is tied round a reflective object (often a small mirror, though a polished spoon or something similar would do); preparation takes 30 seconds. The target then carries the object on their person. When they wish to activate the spell, they touch the object and say the words "May my God protect me." This takes one Combat Action.

Diminish (Characteristic)

RuneQuest II p.131

Ingredients: A small poppet (a little doll) representing the victim must be made, containing a lock of hair, some fingernails, or a small piece of clothing which has been worn by the victim. This takes 30 minutes. Pins are then stuck in the poppet while the spell is cast.

Note: Characters with this spell automatically gain the equivalent Enhance (Characteristic) spell.

Dominate (Species)

RuneQuest II p.131

Ingredients: The caster must have the skin of one of the type of creature to be controlled, though it need not be exactly the same species

(e.g. a Witch wishing to dominate a wolf could use the skin of a small dog). The caster must touch the skin while casting the spell.

Earthpower

This spell is only taught by Cornish Witches.

Autonomous

There is power inherent in the rocks of Cornwall which can be tapped by those with the knowledge of how to do it. Casting this spell increases the Magnitude of the *next* spell cast by a Magnitude equal to the POW of the caster, even for Wise Women and Cunning Men without the Manipulate skill. The caster must be standing barefoot on naked rock, or touching a standing stone for the spell to take effect. The caster must have either been born in Cornwall or have lived in Cornwall for at least five years without a break for the spell to work.

Ingredients: None.

Note: There may be variations of this spell for other counties, at the Games Master's discretion.

Elemental Downpour

Autonomous

Clockwork & Chivalry p. 120

This has exactly the same effect as the Alchemy spell, though range, duration, etc., are affected as per the Sorcery Manipulation Table, as usual for Witchcraft spells.

Ingredients: The spell must be cast on a willow twig (at least 10cm long) outdoors on a rainy day. This takes 10 seconds. The spell is then activated by snapping the twig.

Enhance Characteristic*

RuneQuest II p.132

Ingredients: This spell requires no ingredients, but the caster must touch the target over the heart for 30 seconds.

Note: Characters with this spell automatically gain the equivalent Diminish (Characteristic) spell.



Fly*

RuneQuest II p.132

Ingredients: An ointment containing various herbs, plus body parts from at least two flying creatures (flies, birds, bats, etc). This takes an hour to prepare, then the ointment is rubbed on the person who wishes to fly which causes the spell to activate.

Note: A Witch with Magnitude 60% or higher can cast this spell permanently on an object such as a besom (broomstick), a tree branch, or even a goat! This requires the above ingredients, plus a two hour ritual outdoors on a full-moon night. The Witchcraft roll is made at the end of this ritual, and if successful, the object gains the power of flight with whatever range and duration the caster chose. It can be activated with a simple command, but only works for the person who created it. If the object is broken (or dies!) the spell effect is lost, and will not return even if the object is mended. Witches often ride to sabbats on besoms, though some have been known to fly on animals.

Focus Magick

Special

This ceremonial spell is used by Satanic covens to focus the magick of a whole group into one powerful spell. The spell allows the caster to combine the Magnitudes of all people present in the ceremony to add to another spell, which then becomes more powerful. The spell requires ten minutes of dancing and chanting for every person involved in the ceremony, and if the ceremony is interrupted and 10% of those taking part are prevented from chanting, it must be begun again from the beginning. (If the caster of the spell is interrupted, it must be restarted even if all the others are still taking part). In such a situation, the Magnitude of those removed from the ceremony will be lost. While the ceremony is taking place, the Witch who is casting the spell must add the ingredients to a cauldron in the centre of the circle of dancers. At the end of the ceremony, the spell roll is made, and if successful, the caster can then cast any spell she wishes, adding the Magnitudes of all those present to boost its power. See p.78 for the incantation

which is chanted while the ceremony is going on.

E.g. Mother Demdike gathers her coven together to cast an Elemental Downpour spell. She has twelve other Witches with her, who have the Manipulation skill at 67%, 43%, 21%, 59%, 42%, 52%, 82%, 70%, 31%, 41%, 56% and 65%. Her own Manipulation skill is 89%. This gives her a total of $6+4+2+5+4+5+8+7+3+4+5+6+8=67$ points of Manipulation to add to the spell. This means she can summon up a torrential downpour covering a diameter of 670m – enough to cause major and disastrous flooding which, if the spell is unleashed near a river, could cause bridges to be washed away and houses destroyed far downstream.

Ingredients: A monkey's head, a cat's brain, a weasel's eye, a rat's tail, mugwort, mastic, myrrh, foam from a mad dog's lips gathered during an eclipse of the moon, ashes from the shroud of a plague victim, three eels, the bones of a toad, a seal's liver, flesh from a pig which has eaten its own offspring, a wolf's tooth, a hare's foot, the blood of a weasel, an ape's skull, a baboon's skull, a leopard's skull, three Eagle Owl feathers, three Jackdaw feathers, three Magpie feathers, three feathers from any other carrion bird or bird of prey, a fig, and a seed from a cypress tree. Stir together in a cauldron and simmer for 10 x the number of participants in minutes. Leave to cool. Not to be taken internally.

Glow*

RuneQuest II p.133

Ingredients: A pinch of powdered firefly, scattered in the air when the spell is cast.

Haste*

RuneQuest II p.133

Ingredients: A lock of hair of the target must be wrapped round the back leg-bone of a hare. The target then carries the object on their person. When they wish to activate the spell, they touch the object and say the words "May my God give me the speed of a hare." This takes one Combat Action.

Note: Characters with this spell automatically gain the equivalent Hinder spell.



Hinder

RuneQuest II p.133

Ingredients: A lock of hair of the target must be wrapped round a live slug. When the caster wishes the spell to be cast, they must pour salt on the slug, killing it. The spell is activated when the slug dies. (This takes about 30 seconds).

Note: Characters with this spell automatically gain the equivalent Haste spell.

Intuition*

RuneQuest II p.133

Ingredients: No ingredients are needed, but the caster must make eye contact with the target.

Mystic Vision*

RuneQuest II p.133

Ingredients: The caster must make a broth containing mandrake root and hellebore (plus seasoning to taste). Finding the ingredients requires a successful Lore (Herbs) roll and 1D4 hours in a rural place. Making the potion itself takes 30 minutes. The spell is activated when the broth is drunk. A Fumble on the Witchcraft roll has the effect of a Sleeping Draught (*RuneQuest II* p.57) and the caster has vivid dreams which seem to be memories of seeing magickal things, but all such visions are false.

Neutralise Magic*

RuneQuest II p.133

Ingredients: This requires no ingredients, merely a short invocation.

Palsy

RuneQuest II p.134

Ingredients: This spell can be cast without ingredients, simply by making eye contact with the victim. The victim will recover normally from the injury. For a more permanent version of this spell, a small poppet (a little doll) representing the victim must be made, containing a lock of hair, some fingernails, or a small piece of clothing which has been worn by the victim. This takes 30 minutes. A pin is then stuck in the poppet while the spell is cast; if this

is done, the victim will not recover without magickal healing using either the Witchcraft spell Restoration, or the Alchemy spell Mend Body.

Phantom (Sense)

RuneQuest II p.134

Ingredients: None, but the caster must be able to make eye contact with the target(s).

Protective Ward*

RuneQuest II p.134

This spell works exactly as described, requiring a ward to be inscribed.

Project (Sense)

RuneQuest II p.135

Ingredients: A dried and mummified sense organ of the type required (eye for sight, ear for hearing, etc). It will work with animal body parts, but the caster will be at -20% to all Perception tests in such a case, and also at -20% to casting any piggy-backed spell; human organs work best!

Regenerate*

RuneQuest II p.135

Ingredients: A poultice made from assorted herbs which require 1 hour and a successful Lore (Plants) roll.

Restoration*

RuneQuest II p.135

Ingredients: A poultice made from assorted herbs which require 1 hour and a successful Lore (Plants) roll. This is the only Witchcraft spell which can remove a permanent Palsy spell.

Scry*

Concentration

This spell allows the caster to see a distant place or person by looking into a bowl of water. The person to be watched must have been seen by the caster at least once in the past, or the place to be watched must have been visited by the caster at least once. The caster chooses the



target while casting the spell, and then must continue concentrating to keep the target in sight. No other senses are detected by this spell, so while the caster can see the target's lips move, no voices can be heard.

Ingredients: A special metal scrying bowl must be prepared; the Scry spell must be cast on a metal bowl, outdoors under a full moon. Once enchanted in this way, the bowl can be used for scrying, but if it ever gets used for another purpose (e.g. soup!) it must be rededicated with another Scry spell under the full moon before it will work again.

Sense (Object or Substance)*

RuneQuest II p.135

Ingredients: A piece of material is painted with a pentagram and other arcane symbols, on which the spell is cast in a 30 second ritual. The material is then tied to a cockerel, which will walk until it finds the substance and then peck and scratch at the substance in question. Obviously, if the spell is a failure, the cockerel may well just find a tasty piece of food and peck and scratch there instead. The range of the spell is limited by the walking ability of a cockerel, which is about 1km, after which it will be too tired to continue.

Shapechange (Species) to (Species)*

RuneQuest II p.135

Ingredients: The caster must have a skin of the creatures to be shapechanged from and to. If the caster is using the spell to change herself or another human into an animal, she does not need a human skin, as she already lives in one; but she must have a skin of the creature into which she wishes to turn herself or the target.

Smother

RuneQuest II p.136

Ingredients: A small poppet (a little doll) representing the victim must be made, containing a lock of hair, some fingernails, or a small piece of clothing which has been worn by the victim. This takes 30 minutes. The poppet is then held underwater, and the victim suffers the

effects of drowning.

Note: Witches cannot use this spell to extinguish fires.

Spell Resistance*

RuneQuest II p.136

Ingredients: The caster must wear an amulet (usually of wood or stone) carved with an eye. Making one requires half an hour and a suitable Craft skill roll.

Tap (Characteristic)

RuneQuest II p.137

A small poppet (a little doll) representing the victim must be made, containing a lock of hair, some fingernails, or a small piece of clothing which has been worn by the victim. This takes 30 minutes. Pins are then stuck in the poppet while the spell is cast.

Treat Wounds

RuneQuest II p.137

A poultice is made from assorted herbs which requires 1 hour and a successful Lore (Plants) roll.

Familiars

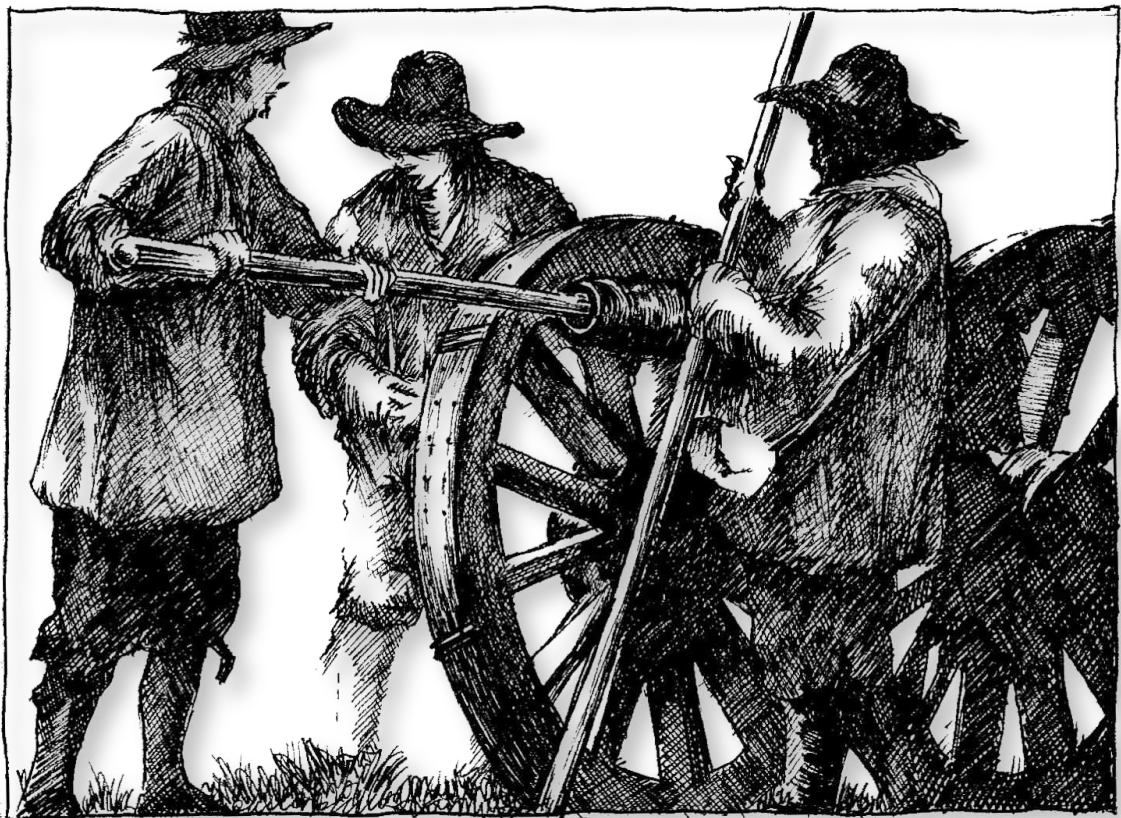
Witches often use Familiars, which tend to be an animal or bird that lives with them as a household pet. The rules for Familiars work exactly the same as those in *Clockwork & Chivalry*, pp. 125-7, except that Witches use the Dominate (Species) spell in place of the Dominate Familiar (Species) spell. It is said by Witch Finders that Familiars are actually imps or evil spirits sent from Satan, and they suckle on secret hidden nipples, which are usually to be found in unusual places where nipples ought not to be. This has no basis in truth, but Witch Finders will often use the discovery of a mole, scar or birthmark as evidence of the "Devil's Mark", the place where the familiar has been suckling.

Member's of the Horseman's Word will often turn their favourite horse into a familiar.



Part the Second: Arms & Armies

In which a multitude of lethal weapons
are described, and the armies of Europe
enumerated; also, a treatise on the arte of
siege warfare



Armes of Battel

Many weapons, both military and civilian, were pressed into service during the English Civil War, though the triumvirate of pike, sword, and musket dominated the field. Of course, with the large number of mercenaries employed from Scotland, Ireland, Wales, and Cornwall, some unusual weapons were to be found on occasion. Add in mercenaries from further afield such as France, the German territories of the Holy Roman Empire, the states of the Dutch Republic, the Italian states, Sweden and its dominions, Spain, and even the Polish-Lithuanian Commonwealth, and you end up with some arms and individuals that would be considered exotic.

Notes: Weapons marked †† are two handed only. Weapons marked † may be Set Against a Charge.

Close Combat Weapons

Axes

Axes are common on the battlefields of Europe but are used far more as tools, by engineers, than as actual weapons.

Hatchet: Hatchets are peasant weapons, employed because of their common use as tools, but are not specifically crafted or intended for use in combat. Only the Hungarian Hajduks, the standard arquebus-armed infantry employed by the Polish-Lithuanian Commonwealth, routinely carry a hatchet, albeit for use as a tool.

Rules: Hatchet, *RuneQuest II*, pages 69-70.

Horseman's Axe: Like the military pick, the

horseman's axe, sometimes confusingly called a *Pollaxe*, is swiftly falling from use, now only employed by a few cuirassiers and harquebusiers. It consists of a modest axehead mounted on a wooden or metal shaft and also like the military pick, features a rearward-facing pick.

Rules: See table, p.42.

Bludgeons

With extensive plate armour rapidly disappearing from the battlefield, bludgeons are no longer common battlefield weapons in most of Europe.

Club: Most often called a *Cudgel*, the club only sees use among the likes of watchmen, ruffians, the peasantry, and the most lamentably equipped of soldiers.

Rules: Club, *RuneQuest II*, page 70.

Mace: Something of an antique oddity in the armies of western Europe, the mace is still used in Poland-Lithuania as a weapon, but primarily serves as a badge of rank. Porucznik (the junior officer serving each Rotmistrz) use the *Piernacz*, an all-metal flanged mace, sometimes decorated with silver. Rotmistrz (captains) use larger, more elaborate flanged maces called *Buzdygan*. The four Hetman (highest-ranked commanders) use a *Bulawa*, a spherical, pear- or onion-shaped mace, heavily decorated with gilt, silver, and jewels.

Rules: Mace, *RuneQuest II*, pages 69-70.

Note: Bulawa cost at least 1200 SP, when they can be purchased at all!

Military Pick: The combination hammer and



pick is rapidly disappearing from the battlefield, now used only by a few harquebusiers and cuirassiers in most of Europe. Only among Polish-Lithuanian nobles does it see continued extensive use in the form of the *Czekan*, an all-steel weapon used more as a symbol of authority and duelling weapon than as an implement of battle. The Polish-Lithuanian nobles still prefer swords in battle, however, so it is most often seen off the battlefield.

Rules: Military Pick, *RuneQuest II*, pages 69/72.

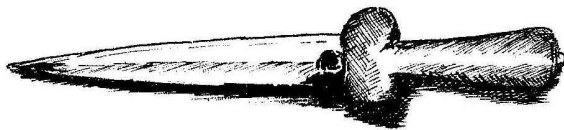
Knives

Knives of all varieties see use on the battlefields of Europe, including a motley assortment of hunting and skinning knives, butcher's knives, and common utility knives among poorer troops (**Dagger** and **Knife**, *RuneQuest II*, pages 68-70). The following knives, however, represent those of generally better quality, as well as those specifically intended for conflict.



Dirk: A Scottish Highlander development of the dudgeon, the dirk has a wide blade around 30cm in length, and a short handle carved from dark wood that still resembles that of the dudgeon in most cases. In the Highlander fighting style it is held in the off-hand shield-hand.

Rules: Dirk, *RuneQuest II*, pages 68/70.



Dudgeon: So-called because its handle is most frequently made of dudgeon (boxwood), this double-edged dagger is also called a *Bollock Knife* because of the distinctive shape of its shaft and the two oval swellings that form its guard. It has been in common use in England, Scotland, and the Dutch Republic for several hundred years.

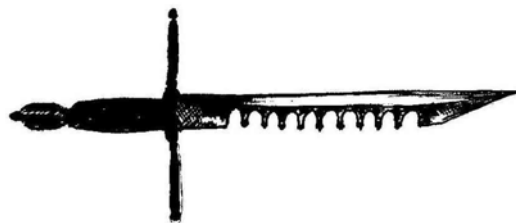
How Can I Get One?

Foreign weapons are, of course, more likely to be used by foreign mercenaries, but continental weapons were not completely unheard of among the English either. Because some soldiers, particularly nobles and officers, saw service as Mercenaries themselves in Europe during the Thirty Years War, it was not unknown for them to acquire foreign-made weapons as trophies and mementoes or for their own use. An appropriate Adventurer background and the Game Master's permission can easily see an English character equipped with a weapon his fellows would consider exotic.

Rules: Dagger, *RuneQuest II*, pages 68/70.

Main Gauche: Although it originated in France, the main gauche parrying dagger is the off-hand weapon of choice for many fencers throughout Western Europe. A long, double-edged dagger, it has a guard ring and long quillons for superior parrying, either straight, S-shaped, or down-curved. Some feature broad metal guards to protect the hand further and these add 1 Armour Point to the wielding limb (and Cost 200 SP).

Rules: Main Gauche, *RuneQuest II*, pages 69/72.

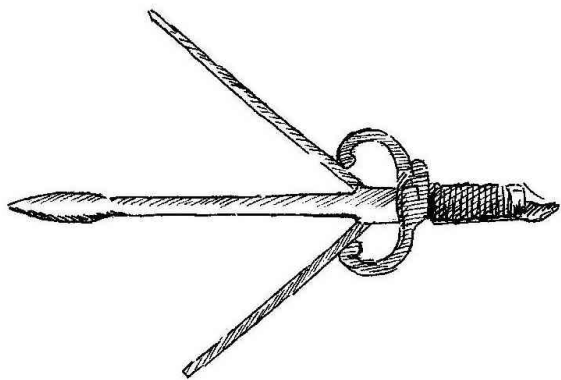


Sword Breaker: This broad-bladed, single-edged parrying dagger has long straight quillons and a ring guard. It is immediately recognisable due to the fact that the back of the blade is serrated with around a dozen teeth designed to catch and hold the attacking blades. It is treated as a Medium weapon when parrying. Following a successful Pin Weapon combat manoeuvre, the wielder may spend a Combat Action to automatically Damage Weapon.

Rules: Main Gauche, *RuneQuest II*, pages

69/72.

Note: Cost is 220 SP.



Trident Dagger: At first glance a normal main gauche, the trident dagger is cunningly wrought so that with the press of a button, the edges of the blade spring out to form a wide trident-like array ideal for parrying and catching enemy blades. Like other parrying daggers, it is treated as a Medium weapon when parrying. When using the Pin Weapon combat manoeuvre with this weapon, the wielder gains a +10% bonus to the Opposed Test of combat skills to continue the pin.

Rules: Main Gauche, *RuneQuest II*, pages 69/72.

Note: Cost is 220 SP.

Polearms

Beyond the commonplace pike used in European formations, many other polearms were in use, some as symbols of rank, others as the battlefield weaponry of the common soldiery.



Bardiche ††: Used by *Cossacks* in the Polish-Lithuanian Commonwealth and the Russian *Streltsy*, the bardiche has a long, cleaver-like axehead (typically around 25-90cm long) attached to a stout wooden pole, 1.2-1.5m in length. It is regarded as a brutal weapon, and the *Streltsy* are known to use it as a musket rest as well as a weapon.

Rules: See table, p.42.



Brandistock †† †: A rare polearm primarily used in Italy but found elsewhere too, the brandistock consists of a 1.5m long metal tube covered in leather or a wooden veneer, and is used by well-to-do civilians and off-duty officers as a walking stick. It does, however, conceal a more lethal armament, for with a sturdy jerk downwards, three blades emerge and lock in place. The central thrusting blade is usually around 30-45cm and the two side blades are much shorter at around 10-15cm. It is sometimes called a *Feather Staff*. Extending the blades requires a Combat Action.

Rules: See table, p.42.

Glaive ††: The glaive is a wooden shaft 1.8-2.1m in length topped with a singled-edged blade, typically 45cm long, at the base of which is a tassel. Like halberds, partisans, and pollaxes, it was used as a symbol of authority by sergeants and some officers, as well as by military bodyguards, albeit far more rarely than the halberd or partisan. Those of officers and bodyguards were likely to be engraved or otherwise decorated.

Rules: See table, p.42.

Note: Statistics are reproduced from the *RuneQuest II Arms & Equipment Errata* for ease of reference.

Halberd †† †: Halberdiers are employed within the infantry of Habsburg Germany and Spain, supporting bucklermen and guarding key positions, ensigns, and supply wagons. Outside of the Holy Roman Empire and the guards of various palaces, halberds are generally only used by sergeants as symbols of rank, and by the bodyguards of high-ranking officers. Like all halberds, it has a long wooden shaft topped by a steel axehead, thrusting spike, and rearward hook, the base of the head decorated with a tassel.

Rules: Halberd, *RuneQuest II*, pages 69-70.

Half-Pike †† †: The half-pike is found in most European armies, but is much less common than the full-length pike. It is, however, more versatile due to its length of only 2.4-2.7m and



sees use on the battlefield and in shipboard actions. Irish soldiers make much use of half-pikes with bodkin-style spearheads.

Rules: See table, p.42.



Jeddart Staff †† †: Originating in Jedburgh, Scotland, this Highland polearm is a 1.8-2.1m long pole mounting a 1.2m long blade. The blade is singled-edged, slim, very slightly curved, and suitable for cutting or thrusting.

Rules: See table, p.42.

Lance: Lancers have largely fallen out of favour in most of Europe with the main exception being the cavalry of Poland-Lithuania, Husaria and Tatars alike. These use a lance called a *Kopia*, a hollowed-out 5m wooden lance with a ball-shaped handguard and light silk pennant. Due to its hollowed out nature it is a one-use weapon, nearly always shattering after the first solid strike, at which point it is discarded and the horsemen's swords are brought to bear. In the British Isles, only the Scots currently make any real use of the lance, a high proportion of their few cavalry using a simple spear-like lance 2.4-2.7m in length.

Rules: Lance, *RuneQuest II*, pages 69-70.

Note: A *Kopia* has AP/HP 4/8 and Cost 75 SP. It shatters after one successful strike.

Leading Staff ††: A symbol of officer rank, sometimes used instead of a more sturdy polearm such as a partisan or pollaxe, the leading staff is a 1.2-1.5m wooden shaft topped with an intricate spearhead-shaped decoration. It is a flimsy device, of little use as an actual weapon.

Rules: See table, p.42.

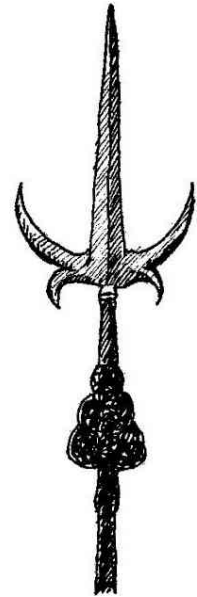
Lochaber Axe ††: Another Highlander invention, the Lochaber axe features a 1.5-1.8m shaft and broad, cleaver-like axe blade averaging 45cm length. A sturdy backward-facing hook



(*cleek*) is attached to the top of the shaft or back of the blade, useful for hooking opponents, especially cavalry of whom the Highlanders have few. The butt end of the shaft features a crude metal thrusting tip, increasing the weapon's versatility.

Rules: See table, p.42.

Partisan †† †: The Partisan is issued to infantry officers and the bodyguards of commanders throughout Europe as a symbol of rank, though few use it as a weapon, preferring to use their swords and pistols instead. It features a sturdy wooden shaft, typically around 1.8m in length, topped with a long, broad, tapering spearhead with two curved flukes at its base. Tassels adorn the base of the spearhead and it is sometimes engraved and otherwise artfully crafted.



Rules: See table, p.42.

Pike †† †: The ruling close-combat infantry weapon, the pike is generally around 5m in length and is widely used by nearly every army in Europe. Although pikemen were equal in numbers to musketeers only a handful of years ago, the increasing use and effectiveness of muskets means that numbers of pikemen are falling to as few as 20%-30% of the infantry now fielded, where resources allow.

Rules: Pike, *Clockwork & Chivalry*, pages 95-96.

Pollaxe ††: Occasionally used by infantry officers instead of a partisan or leading staff, the pollaxe has a sturdy wooden shaft, 1.2-2.1m in length topped with a hammerhead, backward-facing pick, and thrusting spike.

Rules: Poleaxe, *RuneQuest II*, pages 69/72.

Swinefeather †: Until recently extensively used by the forces of the late Gustav II Adolf, King of Sweden, the swinefeather is a wooden

stake, 1.5-1.8m long, with a spearhead at the top and iron spike at the base. Also called a *Swedish Feather*, it is used by some musketeers in Western Europe as a guarding device, thrust into the ground in front of the musketeer and angled forward so as to be set against any cavalry charges that might come.

Rules: See table, p.42.

Shields

The days of the shield seeing common use have



long since passed, and even the buckler seldom sees use any more in civilian hands or in battle.

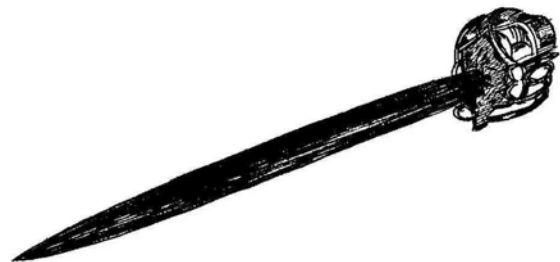
Buckler: Also called a *Targe* or *Rondache*, the Buckler is a small shield,

handheld or bound to the forearm. Its main use is among the Scottish Highlanders who use a studded, wooden buckler in combination with a dirk and basket-hilted *Claidheamh Mòr* broadsword (see below). Bucklermen saw battlefield use until recent years in the armies of Spain as front rank infantry, though they were something of a failed experiment. They were armoured with helmet and breastplate, but armed with a steel buckler, side-sword, and sometimes a matchlock pistol or two.

Rules: Buckler, *RuneQuest II*, page 70.

Swords

Swords are the personal melee weapons of choice on and off the battlefield and come in several varieties.



Basket-Hilted Broadsword: The basket-hilted

broadsword is the standard military sword of cavalry in nations throughout Europe. All such swords feature straight cut-and-thrust blades, nearly always double-edged though some singled-edged backswords existed. In England, the *Mortuary Sword* sports an intricate half-basket hilt, while in the Dutch Republic, the *Walloon Sword* is favoured, with two large shell-guards (often decoratively pierced) and a knucklebow. The elegant Italian *Schiavona* has a cat's-head pommel and cage-like hilt whereas the Polish *Palasz* usually has a simpler basket-hilt or knucklebow. Scottish Highlanders able to afford one use the basket-hilted *Claidheamh Mòr* (Claymore) as their primary weapon of choice, usually in conjunction with a targe (buckler) shield strapped to their other arm and dirk held in the shield hand.

Rules: Mortuary Sword, *Clockwork & Chivalry*, pages 95-96.

Great Sword ††: With the days of the Landsknechts long past, the great sword has all but vanished from use in Europe. The only notable exception is the Scottish *Claidheamh dà Làimh*, sometimes confusingly called a "Claymore", a straight-bladed, double-edged great sword averaging 1.4m in length, with a long downswept cross hilt. It is far less common among Highlanders than the basket-hilted *Claidheamh Mòr*.

Rules: Great Sword, *RuneQuest II*, pages 69-70.



Hanger: The Hanger is a hunting sword, a short blade (typically 45-60cm), nearly always single-edged, sometimes slightly curved, with a knucklebow to protect the hand. Frequently well made, and often decorated by wealthier owners, it is used to kill injured or otherwise immobilised prey but also makes a handy defensive weapon. It is a popular weapon throughout Europe, and is coming to be used frequently aboard ship, where it will eventually lead to the later *Cutlass*.



Rules: See table, p.42.



Koncerz: This unusual sword is used exclusively by the famed Polish Husaria (hussars), and features an unedged, slender blade around 1.4m in length, designed to thrust only, and effectively pierce mail armour. The grip is protected by a simple but sturdy knucklebow.

Rules: See table, p.42.



Rapier: The civilian weapon of the gentleman, the rapier is commonplace among those able to afford it, and can be found throughout Western Europe. Many rapiers feature elaborate swept hilts, but cage hilts, Pappenheimer hilts (elegant combinations of swept hilt and pierced shell guards), and cup hilt rapier styles are also popular, the latter especially in Spain.

Rules: Rapier, *RuneQuest II*, pages 70/72.



Sabre: The *Szabla*, the sabre beloved of Polish-Lithuanian cavalry has a curved single-edged blade and knucklebow. Scottish Highlanders also use a rare sabre-like sword, the *Turcael*, though this more resembles a basket-hilted Claidheamh Mòr broadsword, albeit single-edged and curved.

Rules: Sabre, *RuneQuest II*, pages 70/72.

Note: The *Szabla* does not provide an Armour Point to the wielding limb.



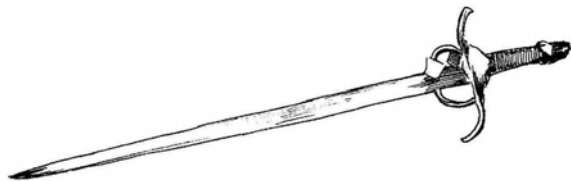
Schweizersäbel: A rare weapon originating in the Swiss Confederacy, the *schweizersäbel* (Swiss Sabre) has a slightly curved, single-edged blade around 1m in length, and two-handed grip protected by a swept-style hilt. Like many longswords of the past, it can be wielded in one hand or two, and despite its name it is not a cavalry weapon. Its hilt adds 1

Close Combat Weapons

Weapon	Damage Dice	STR/DEX	Size	Reach	Combat Manoeuvres	ENC	AP/HP	Cost
Bardiche	2D6	7/7	L	L	Bleed, Sunder	3	4/10	200 SP
Brandistock	1D8	7/7	M	L	Impale, Stun Location	2	6/8	200 SP
Glaive	1D8+1	7/9	M	L	Bleed	3	4/10	100 SP
Half-Pike	1D8+1	5/5	L	VL	Impale	2	4/10	30 SP
Horseman's Axe	1D6+1	11/9	M	M	Bleed, Sunder	3	6/10	180 SP
Hanger	1D6	6/7	M	M	Bleed, Impale	1	6/9	150 SP
Jeddart Staff	1D8+2	7/9	L	VL	Bleed, Impale, Sunder	3	4/10	250 SP
Koncerz	1D8	7/11	M	L	Impale	2	6/8	200 SP
Leading Staff	1D6	7/7	M	L	Impale	2	4/8	100 SP
Lochaber Axe	2D6	7/7	L	L	Bleed, Entangle, Sunder	3	4/10	250 SP
Partisan	1D8+1	5/5	L	L	Entangle, Impale	3	4/10	150 SP
Swinefeather	1D8	7/-	M	M	Impale	2	4/6	20 SP

Armour Point to one or both limbs being used to wield it.

Rules: Longsword, *RuneQuest II*, pages 69-70.



Side-Sword: Ubiquitous on the battlefields of Europe as the standard sword of many infantrymen, the side-sword is a straight-bladed, double-edged cut-and-thrust sword with S-shaped or straight quillons and often a simple knucklebow.

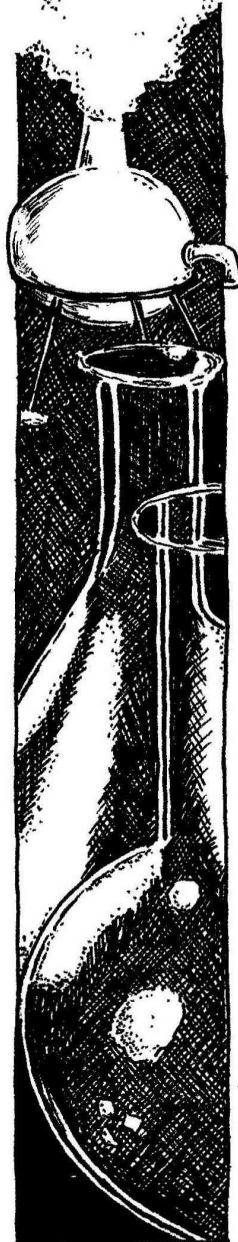
Rules: War Sword, *RuneQuest II*, pages 70-72.

Ranged Combat Weapons

While **Daggers** and **Hatchets** (*RuneQuest II*, pages 68-73) may be thrown, and a rare few peasants still make use of a **Sling** (*RuneQuest II*, pages 73-74) or **Short Bow** (*RuneQuest II*, pages 73-74), the modern battlefield belongs to the firearm though a few militia and irregular combatants still bear bows.



Donderbus: The “Thundergun” was invented in the German states, but was quickly adopted by gunsmiths in the Dutch Republic where it



Matchlocks, Wheellocks, and Flintlocks

Matchlock muskets are by far the most common muskets throughout Europe, and feature robust, simple mechanisms that are relatively cheap to produce. Unfortunately, the matchcord (a length of flax) is a serious downside to the weapon. For the weapon to fire, the slow-burning matchcord must have been lit, and so many musketeers spend a great deal of time, effort, and attention keeping their matchcord burning. At least one or two musketeers in a given band always maintain a burning matchcord to rapidly light their fellows' when necessity dictates. This means that the amount of matchcord needed can be a burden in terms of supply and weight; it is not unusual for a musketeer to burn through several metres a day, in battle or out. Furthermore, matchcord is notoriously susceptible to the weather and will not light if damp or wet, so keeping it dry is also a constant concern and effort. Even strong winds have an impact, making it more difficult to light and maintain. Finally, the ember glow of lit matchcord is highly visible in darkness or at night, and has ruined many an audacious plan.

Compared to the matchlock, the wheellock is far less problematic; it will spark regardless of damp and does not require matchcord supplies. Its downside is that it is a very complex and expensive mechanism to craft and requires

frequent maintenance. Despite this, it is the most common mechanism in carbines and pistols at present.

The flintlock mechanism has all of the benefits of the wheellock, but is also a simpler mechanism to produce, making it ultimately cheaper and easier to manufacture and far less prone to malfunction and cheaper to repair. In *Clockwork & Chivalry*, flintlocks are relatively new and thus for the moment artificially expensive, though this fact could change rapidly. The most common flintlock mechanisms in England and the Dutch Republic at this moment are the *English Lock* and the *Doglock*, a flintlock featuring an external safety catch that prevents the mechanism going off half-cocked.

Rules:

Matchlocks require a Combat Action to light the flax above the trigger before they can be used. If the matchcord is not already lit, lighting it also requires a Combat Action. If neither it lit, that's two Combat Actions needed.

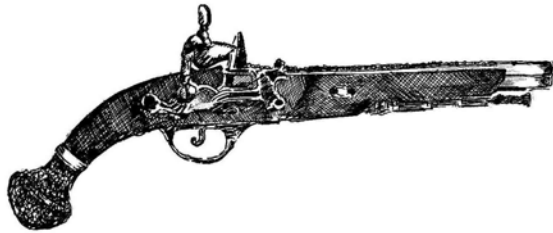
Wheellocks require a Combat Action to tension the mainspring ready for firing, using a special spanner to engage it, but this can be done outside of combat making the wheellock ready to fire when needed.

Flintlocks do not require extra Combat Actions to make ready.

became far better known and appreciated. Available in matchlock and flintlock versions, this short, brass-barrelled musket has a distinctive flared muzzle, and fires 12-15 musket balls in a single shot. This sprays a target at close range, making it a devastating weapon, and the flared barrel makes it easier to load. A few harquebusiers carry donderbuses instead of carbines, but it remains a very rare battlefield weapon. Although it can fire assorted scrap in an emergency, doing so can quickly and easily shred or otherwise damage the barrel. In the future, this weapon's name will be corrupted, becoming *Blunderbus*.

The damage rolled is divided up equally (round fractions normally) among 1D6 hit locations on a target.

Rules: See table p.46.



Flintlock Carbine: Flintlock carbines are more common among Parliamentary cavalry than Royalist ones, but even there are scarce compared to the more commonplace wheellock carbine.

Rules: Flintlock Carbine, *Clockwork & Chivalry*, page 96.

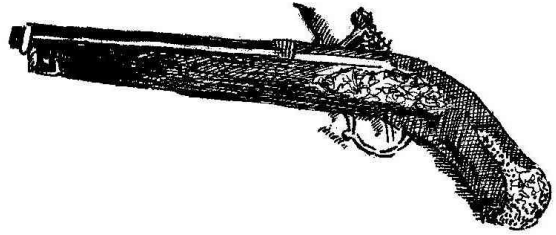
Flintlock Duelling Pistol: Very much a weapon of the nobility, the duelling pistol is finely crafted and balanced, with a long barrel and appropriate decorative embellishment.

Rules: Duelling Pistol, *Clockwork & Chivalry*, page 96.



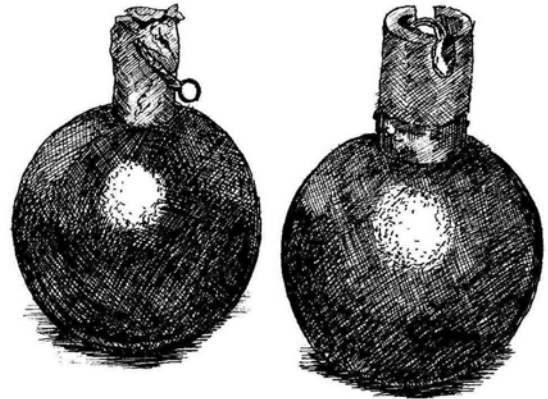
Flintlock Musket: Seldom encountered outside of a few Royalist units, flintlock muskets are most often used by artillery guards because the mechanism is much safer near quantities of black powder than matchlocks are.

Rules: Flintlock Musket, *Clockwork & Chivalry*, page 96.



Flintlock Pistol: Like its musket counterpart, the flintlock pistol is not altogether common yet, but is likely to eclipse the wheellock pistol in use within a few years.

Rules: Flintlock Pistol, *Clockwork & Chivalry*, page 96.

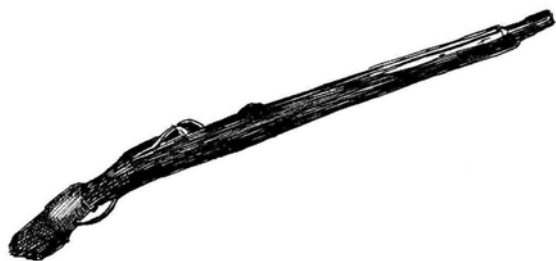


Grenado: Very rare weapons, grenados are hollow iron spheres big enough to sit comfortably in the hand, filled with gunpowder and fitted with a short piece of matchcord. In decades to come they will be renamed *Grenades*.

Rules: Grenade, *Clockwork & Chivalry*, page 96.

Long Bow: Despite its antiquity, the yew long bow still sees some use in battle, primarily among some Royalist troops and Highlander mercenaries.

Rules: Long Bow, *RuneQuest II*, page 73.



Matchlock Arquebus: A weapon now almost completely abandoned by European armies in favour of the musket, the arquebus is still used by some irregular forces in mainland Europe, such as the Hungarian Hajduks. Lightweight, simple, and short compared to a matchlock musket, it doesn't require a rest but is comparatively low-powered and lacking in range.

Rules: See table p.46.



Matchlock Carbine: Far less common than the wheellock carbine, the matchlock carbine is now only commonly found in use by Royalist dragoons.

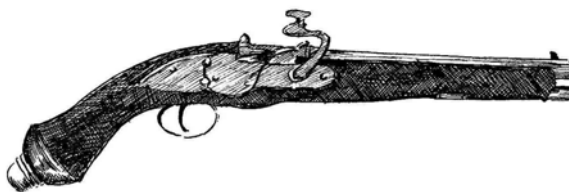
Rules: See table p.46.



Matchlock Musket: The standard weapon of the musketeer throughout Europe, the matchlock musket dominates the battlefield despite its relative shortcomings. Although many models are cumbersome and have overlong barrels requiring rests to fire accurately, recent matchlock muskets are lighter and shorter, removing any necessity for a rest to be carried.

Rules: Matchlock Musket, *Clockwork & Chivalry*, page 96.

Matchlock Pistol: The matchlock pistol is exceptionally rare simply due to the fact that it was never very popular anyway, and has all but completely been replaced by wheellock and flintlock pistols.



Rules: Matchlock Pistol, *Clockwork & Chivalry*, page 96.

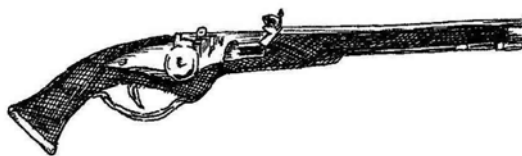
Recurve Bow: The recurve bow is almost only ever found in the hands of Eastern European irregular troops such as mounted Tatars and Croats, making it almost unknown within the British Isles.

Rules: Recurve Bow, *RuneQuest II*, pages 73-74.

Wheellock Duelling Pistol: The wheellock duelling pistol is identical to the flintlock duelling pistol in every regard save mechanism and being more frequently encountered.

Rules: Duelling Pistol, *Clockwork & Chivalry*, page 96.

Note: Cost 130 SP.



Wheellock Carbine: The wheellock carbine is the standard musket of harquebusier cavalry throughout Europe, and has an average barrel length of 76cm.

Rules: Flintlock Carbine, *Clockwork & Chivalry*, page 96.

Note: Cost 150 SP.

Wheellock Musket: Although more common than the flintlock musket, the wheellock musket is still a distant second to the matchlock musket in terms of widespread use. It is most commonly issued to dragoons, especially on the Parliamentary side, mounted infantry who would otherwise find a matchlock musket impossible to deal with in the saddle. Unfortunately, Royalist dragoons have had incredible difficulty procuring wheellock muskets, and most have to make do with matchlock carbines instead.

Rules: Flintlock Musket, *Clockwork &*



Ranged Weapons

Weapon	Damage as gun	Damage as club	Range	Load	STR/DEX	Size ¹	ENC	AP/HP	Cost
Flintlock Donderbus	4D6	1D6-1	5m	3	10/9	M	2	4/6	130 SP
Matchlock Arquebus	2D6	1D6-1	10m	6	10/9	M	2	4/6	75 SP
Matchlock Carbine	2D6+1	1D6-1	12m	5	10/9	M	2	4/6	100 SP
Wheellock Donderbus	4D6	1D6-1	5m	3	10/9	M	2	4/6	100 SP

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

Chivalry, page 96.

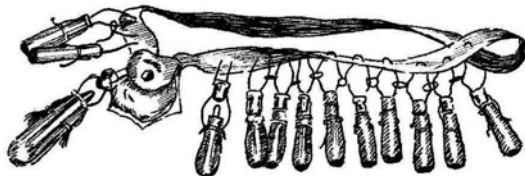
Note: Cost 150 SP.

Wheellock Pistol: Carried in pairs by most cuirassiers and harquebusiers, the wheellock pistol is by far the most common pistol on the battlefield and in use throughout Europe.

Rules: Flintlock Pistol, *Clockwork & Chivalry*, page 96.

Note: Cost 110 SP.

Ammunition and Accessories



Ammunition/Potion Bandoleer: Musketeers and dragoons alike are almost invariably equipped with ammunition bandoleers, leather baldrics from which small wooden, pottery, or tin containers are suspended used for containing pre-measured charges of black powder. 8-15 containers may be found on a bandoleer, but the most common number is 12, nicknamed the “Twelve Apostles”. They are also used by Royalist forces to carry Alchemical Potions, ready for quick use.

Notes: Cost 4 SP (not inclusive of gunpowder or potion), ENC 1.

Gunpowder Flask: A treated leather bag or flask containing enough gunpowder for 12 shots.

Notes: Cost 12 SP, ENC 1.

Lead Shot: A cloth pouch of 24 lead balls suitable for a musket or pistol.

Notes: Cost 12 CP, ENC 1.

Matchcord: Slow-burning matchcord, sold by the metre. Assume for simplicity that someone maintaining a burning matchcord consumes half a metre for every hour of appropriate readiness, or 4m per day on average in battle or on guard duty.

Notes: Cost 2 CP per metre, ENC 1 per 4m.

Weapon Modifications

Combination Melee Weapon and Pistol: Since viable alternatives to matchlocks began to surface, inventive craftsmen have combined the mechanisms of flintlock and wheellock pistols with various melee weapons. Grossly inaccurate and costly, this has not prevented such combination weapons from becoming popular with well-heeled individuals, in particular the combination of wheellock or flintlock pistol and hanger sword for use when hunting. Due to the imbalance inherent in such a combination weapon, use of the pistol suffers a -10% penalty.

Notes: Combine the cost of the melee weapon and desired pistol, then increase the final cost by 50% (round up to nearest 5 SP). For example, a hanger sword (150 SP) combined with a flintlock pistol (130 SP) costs 420 SP (280 SP + 50%). ENC and AP/HP are as per the largest/heaviest weapon in the combination.

Hidden Knife: Some melee weapons, particularly swords such as rapiers, have the ends of their handles hollowed out so as to fit a knife within. This concealed knife usually has the pommel of the sword as part of its own

handle, and takes a Combat Action to remove. It is almost impossible to spot or discover, short of someone actively checking the pommel and handle.

Rules: Knife, *RuneQuest II*, page 70.

Notes: Cost 50 SP (inclusive of knife). The ENC and AP/HP of the principle weapon are unchanged.

Rifling: Some muskets and pistols are rifled, but these are rare, expensive weapons, not favoured in warfare due to how readily black powder fouls a rifled barrel if it is not meticulously and frequently cleaned. Of the few rifled arms available, the most common is the rifled wheellock musket, though rifled flintlock muskets are also being produced. These rifles are commonly called *Fowling Pieces*, and are primarily used by hunters and gamekeepers. Such individuals are sometimes employed by Parliamentarian and Royalist forces as marksmen in siege situations, tasked with picking off officers and artillery crew at range. Rifling cannot be applied to a donderbus.

Rules: Increase the Range of the gun to 8m (Pistol), 15m (Duelling Pistol), 18m (Carbine), or 45m (Musket).

Note: Increase the Cost of the gun by 50%.

Armour

On the battlefields of Europe, armour can be easily broken down in to two types: leather and plate. Many wearers paint their plate armour pieces with lampblack to protect them against corrosion.

Breastplate & Backplate: Also called a *Cuirass* or *Corslet*, this armour is worn by harquebusiers, cuirassiers, husaria, pikemen, halberdiers, bucklermen, and siege engineers alike. The breastplate is often sold as being bullet proof, though this is seldom the case, and many supposed test bullet dents are actually made with the end of a ball-tipped hammer. Husaria have their breastplates polished and decorated with brass fittings. Many cavalrymen, especially cuirassiers, and nearly all infantrymen of the types mentioned above, have breastplates with tassets attached (see below), though the tassets are frequently discarded in the case of most infantrymen, except siege

Period Plate Pricing

With the improvements in period manufacturing, and the common use of plate armour items on the battlefield in the mid-1600s, the per location cost in *Runequest II* for plate armour is far too high to represent the reality. If GMs want plate armour to be relatively more realistic in cost, they should lower it to 200 SP per location. Soft leather, such as that used in buff coats, was generally about a quarter of the cost of plate armour, so its cost of 50 SP per location remains unchanged.

For GMs using the adjusted plate cost, the adjusted values are presented to the right of the slash while the normal *Runequest II* values are presented to the left.

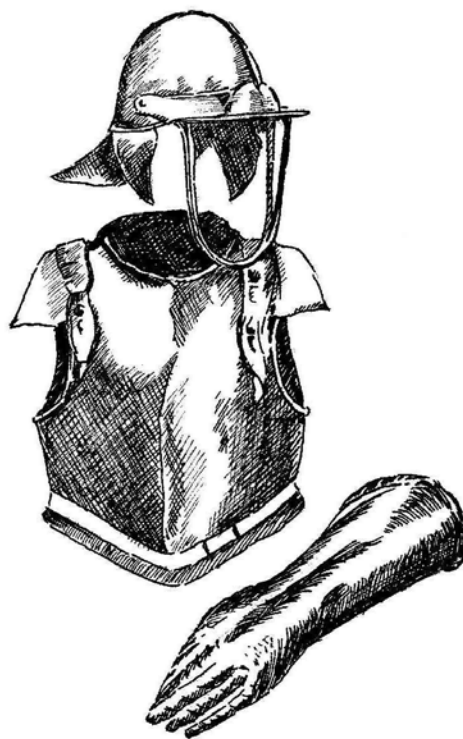
engineers.

Hit Locations Covered: Chest

AP: 6

ENC: 3

Cost: 1,200/200 SP



Bridle Gauntlet: An articulated cavalry gauntlet that covers the hand and entire forearm



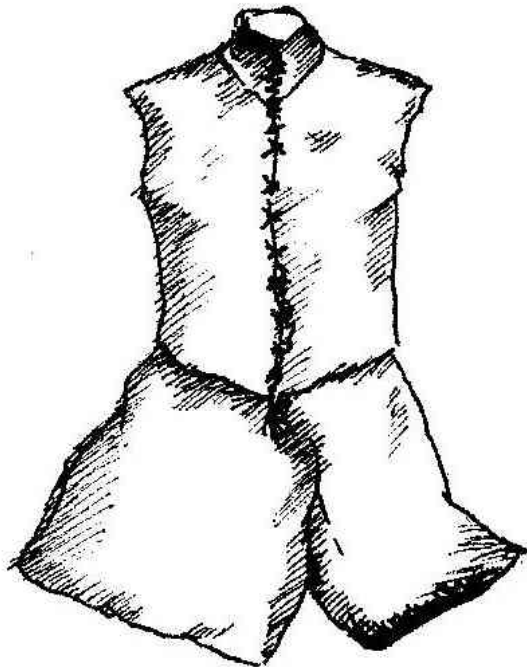
up to the elbow, the bridle gauntlet is worn on the left arm of a few harquebusiers, leaving the right hand unimpeded for easier pistol use. Polish husaria wear a pair of similar gauntlets on both arms called *Karvash*.

Hit Locations Covered: Arm (Bridle Gauntlet), Arms (Karvash)

AP: 6

ENC: 3 (Bridle Gauntlet), 6 (Karvash)

Cost: 1,200/200 SP (Bridle Gauntlet), 2,400/400 SP (Karvash)



Buff Coat: A shortened version of *Buffalo*, despite being made from cowhide, the buff coat is a treated leather coat, skirted and most often sleeved too. It is durable and provides some protection, but most importantly provides freedom of movement. All harquebusiers are equipped with sleeved buff coats, while a rare few infantry officers and musketeer units have sleeveless buff coats, principally the Trained Bands of London. The biggest drawback of the buff coat is the fact that it quickly soaks up water and rain and can take days to dry out.

Hit Locations Covered: Chest, Abdomen (and Arms if sleeved)

AP: 1 (Soft Leather)

ENC: 2 (Sleeveless), 4 (Sleeved)

Cost: 100 SP (Sleeveless), 200 SP (Sleeved)

Helmet: Helmets of many types can be found among the soldiery of Europe. Harquebusiers, Polish husaria, siege engineers, and some cuirassiers make use of *Capeline* helmets, frequently called *Lobster Pots*, but called *Zischägge* in German and *Szyszak* in Polish. This is a pot helmet with a fixed peak, cheek guards, articulated aventail, and nasal bar or tri-bar visor (the latter especially common in England). Cuirassiers also make use of *Close Helms*, knightly helms that fully enclose the head and feature hinged visors. Pikemen, halberdiers, bucklermen, and the musketeers of the Trained London Bands, are most commonly equipped with *Morion* helmets, a style of helmet widely used by the Spanish *conquistadors* and distinguished by its front and rear pointed peaks and reinforcing top comb. Other helmets frequently used by Pikemen include the *Cabasett*, a tall-crowned helmet with a narrow brim, *Birnhelm*, almost identical to the morion but with a smaller comb and narrower brim, and *Burgonet*, a domed helmet with fitted peak, tail, reinforcing crest, and cheek guards. Some cuirassiers also make use of the burgonet, usually with a falling buffe visor. The rarest, and certainly most distinctive, helmet is the *Metal Hat*, literally a wide-brimmed civilian hat, but crafted from metal plate and fitted with a sliding nasal guard. This strange helmet is exclusively the domain of the noble and wealthy, as can be testified by the fact that the late King Charles had one.

Hit Locations Covered: Head

AP: 6

ENC: 3

Cost: 1,200/200 SP (Cabasett, Morion), 1,300/220 SP (Burgonet), 1,400/240 SP (Close Helm), 1,500/250 SP (Metal Hat)



Secrete: The only dedicated type of armour encountered in use among the otherwise unarmoured musketeers and dragoons, the *secrete* is still uncommon, a metal skullcap that

can be easily worn unnoticed beneath a hat or cap. It provides little serious protection as it is so form-fitting, light, and only covers the top of the head, but is favoured by those soldiers and officers who want to remain unencumbered, or simply prefer the appeal of wearing a fashionable hat rather than a helmet.

Hit Locations Covered: Head

AP: 2

ENC: 1

Cost: 150 SP



Tassets: Two types of tassets are currently worn: *Short Tassets* and *Long Tassets*. Short tassets are essentially plate skirts attached to the front of many breastplates with hinges to protect the abdomen and groin. Long tassets are worn by cuirassiers and attach the same way,

but are articulated pieces that extend from the waist down the front of each leg to the knee where they are secured, giving protection to both the abdomen and both legs. Neither type can be worn without a supporting breastplate.

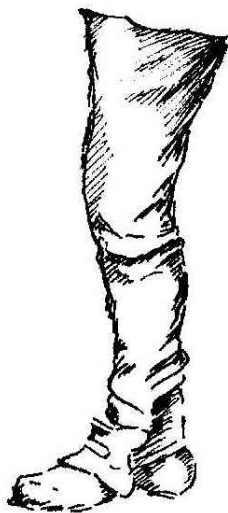
Hit Locations Covered: Abdomen (Short Tassets), Abdomen and Legs (Long Tassets)

AP: 6

ENC: 3 (Short Tassets), 9 (Long Tassets)

Cost: 1,200/200 SP (Short Tassets), 3,600/600 SP (Long Tassets)

Thigh-Length Cavalry Boots: The thick thigh-length boots worn by many cavalry, especially harquebusiers, and some dragoons, provide some protection to the legs but are commonly turned down outside of combat.



Hit Locations Covered: Legs

AP: 1

ENC: 2 (Pair of Boots)

Cost: 100 SP (Pair of Boots)

Vambrace: Now only worn by cuirassiers, a vambrace is an articulated plate sleeve formed of a combination of pauldron, rerebrace, couter, and vambrace.

Hit Locations Covered: Arms

AP: 6


ENC: 6 (Pair of Vambrace)

Cost: 2,400 SP/400 (Pair of Vambrace)



The Compleat Souldier

Part I: The Common Soldiery



The armies of Western Europe, including England, are surprisingly homogeneous, the same principle troop types deployed and used throughout. Cavalry are comprised of cuirassiers, harquebusiers, and dragoons; infantry of musketeers, pikemen, and sometimes halberdiers or rare oddities such as bucklermen. Specialists are also employed including artillerymen, engineers, and sharpshooters, as well as the clockwork regiment of Parliament.

This chapter provides entries for typical Soldiers of each type, as well as appropriately modified and new Professions, replacing the generic Soldier Profession of *Clockwork & Chivalry*. The troop details presented in this article supersede those used in the *Kingdom & Commonwealth* campaign, providing extra detail and accuracy, making them not only useful for opposition in combat, but also enabling the GM to more easily use them in a variety of encounters, in escapes and chases, as guards to be circumvented, as allies to gamble with, and so on.

Cavalry – Cuirassiers

Heavy cavalry, cuirassiers dominated the battlefield until the increased reliability and power of musketry made them increasingly obsolete. Prohibitively expensive to equip on account of the cost of so much armour, they are also far less flexible in use than harquebusiers. As the lancer has now faded into history, so too will the cuirassier. Within England, only two

regiments of cuirassiers currently exist, both Parliamentarian: the “Lobsters” of Sir Arthur Haselrigge, and the Lifeguard of the 3rd Earl of Essex.

Typical Cuirassier (Gentry)

STR 11 CON 11 SIZ 11 INT 10 POW 10
DEX 11 CHA 10

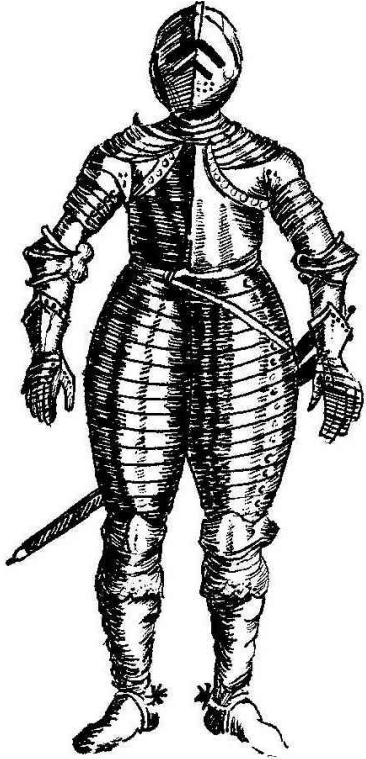
SR 11 (2, 4 if wearing Short Tassets and Thigh-High Cavalry Boots instead of Long Tassets)

CA 2 DM +0 M 8m (16m when mounted)

Skills: Athletics 25%, Art (Any) 20%, Black Powder Weapons 35%, Brawn 30%, Courtesy 20%, Craft (Any) 25%, Culture (Own) 50%, Drive 25%, Evade 40%, Evaluate 50%, First Aid 25%, Horseman’s Axe or Military Pick 45%, Influence 50%, Insight 30%, Language (Native) 70%, Lore (any) 20%, Lore (Regional) 30, Lore (Tactics) 20%, Oratory 20%, Perception 30%, Persistence 30%, Resilience 40%, Ride 60%, Stealth 25%, Sword and Pistol 65%, Unarmed 25%

Armour: Breastplate, Helmet, Vambrace, 01-85%: Long Tassets or 86-100%: Short Tassets and Thigh-Length Cavalry Boots

Weapons: Mortuary Sword (1D8), 01-50%: Horseman’s Axe (1D6+1) or 51-100%: Military Pick (1D6+1), 2 x Pistols (1D6+2, 01-85%: Wheellock or 86%-100%: Flintlock), Unarmed (1D3)



D20	Hit Location	AP/HP
1-3	R Leg	6 (1)*/5
4-6	L Leg	6 (1)*/5
7-9	Abdomen	6/6
10-12	Chest	6/7
13-15	R Arm	6/4
16-18	L Arm	6/4
19-20	Head	6/5

* - If wearing Short Tassets and Thigh-High Cavalry Boots instead of Long Tassets

Cavalry – Dragoons

Actually mounted infantry, dragoons are cheap to raise and equip, as well as versatile, operating as scouts, undertaking raids, foraging, and performing picket duties. On the field of battle they provide support in the form of flanking fire, and operate as mobile musketeers, typically fighting afoot.

Troop Construction

Characteristics and Skills: Unless otherwise noted, the following statistics are built on a single standard array of Characteristics for ease of use. Skills are calculated by using the Characteristics, the most typical Social Class for each troop type, and the Profession itself, with each skill rounded up to the nearest 5%, and then an extra 10% added to each Profession-based armed Combat Style, Evade, Resilience, and Ride (for Cavalry). This works out as around 80-90 bonus points on average, meaning that these typical soldiers will generally be outclassed one-to-one by starting PCs. To make opponents as skilled as a starting PC, distribute a further 160-170 points among their Skills.

Armour & Weapons: The presented entries include percentage chances that the troop type in question possesses any given weapons and armour. This represents rarity as well as how frequently some troops discarded items of equipment even when they did have them! Weapons also include how much damage they inflict.

The AP entries assume the full standard armour is being worn, and so should be modified accordingly if a given soldier lacks the appropriate protection.

Typical Dragoon (Townsmen)

STR 11 CON 11 SIZ 11 INT 10 POW 10
DEX 11 CHA 10

SR 11 (10 if wearing any of the items of armour)

CA 2 DM +0 M 8m (16m when mounted)

Skills: Athletics 30%, Black Powder Weapons 60%, Brawn 30%, Craft (any) 25%, Culture (Own) 50%, Drive 35%, Evade 40%, Evaluate 50%, First Aid 35%, Gambling 20%, Influence 50%, Insight 20%, Language (Native) 70%, Lore (any) 20%, Lore (Region) 50%, Lore (Tactics) 20%, Perception 35%, Persistence 20%, Resilience 50%, Ride 45%, Stealth 25%, Streetwise 20%, Sword 45%, Unarmed 35%

Armour: 10% Thigh-High Cavalry Boots, 5% Secrete (hidden under hat)



Officers

In the Royalist army, officers are still drawn from the Gentry and Nobility almost without exception, though skilled veterans may ascend to become Corporals or Sergeants. In contrast, particularly skilled or gifted individuals lower down on the rungs of the social ladder have a chance of promotion to even higher officer status in Parliamentary forces, although most are at least Middle Class.

Within the Cavalry, officers typically bear the same arms and armour as their troops (albeit they often possess items of better quality, or are generally more fully equipped). In the Infantry, officers are much more a law unto themselves in terms of arms and armour compared to their soldiers, though all bear polearms such as partisans as symbols of rank.

- Officers add: Oratory +30% and Lore (Tactics) +30%. These bonuses have already been added to the typical Infantry Officer entry.

Weapons: Wheellock Musket (2D8+1) + 12 shots if Parliamentarian, Matchlock Carbine (2D6+1) +12 shots if Royalist, Side Sword (1D8), Unarmed (1D3)

D20	Hit Location	AP/HP
1-3	R Leg	0 (1)*/5
4-6	L Leg	0 (1)*/5
7-9	Abdomen	0/6
10-12	Chest	0/7
13-15	R Arm	0/4
16-18	L Arm	0/4
19-20	Head	0 (2)**/5

* - If wearing Thigh-Length Cavalry Boots

** - If wearing a Secrete

Cavalry – Harquebusiers

Harquebusiers comprise the bulk of the cavalry fielded by English and European armies, well-armed and armoured light cavalymen, much cheaper to raise and more mobile than the dwindling numbers of cuirassiers.

Typical Harquebusier (Middle Class)

STR 11 CON 11 SIZ 11 INT 10 POW 10
DEX 11 CHA 10

SR 11(7)

CA 2 DM +0 M 8m (16m when mounted)

Skills: Athletics 25%, Art (Any) 20%, Black Powder Weapons 55%, Brawn 30%, Craft (Any) 25%, Culture (Own) 50%, Drive 25%, Evade 40%, Evaluate 50%, First Aid 25%, Gambling 20%, Influence 50%, Insight 30%, Language (Native) 70%, Lore (any) 20%, Lore (Regional) 30%, Lore (Tactics) 20%, Oratory 20%, Perception 30%, Persistence 30%, Resilience 40%, Ride 60%, Stealth 25%, Streetwise 20%, Sword and Pistol 65%, Unarmed 25%

Armour: Buff Coat, 95% Breastplate, 95% Helmet, 90% Thigh-Length Cavalry Boots, 10% Bridle Gauntlet

Weapons: Mortuary Sword (1D8), Carbine (2D6+1), 01-90%: Wheellock, 91-100%: Flintlock, 2 x Pistols (1D6+2), 01-85%: Wheellock, 86%-100%: Flintlock, Unarmed (1D3)

D20	Hit Location	AP/HP
1-3	R Leg	1/5
4-6	L Leg	1/5
7-9	Abdomen	1/6
10-12	Chest	6/7
13-15	R Arm	1 (2)*/4
16-18	L Arm	1 (2**)/4
19-20	Head	6/5

* - If wielding a Mortuary Sword

** - If wearing a Bridle Gauntlet

Infantry

Battlefield armies are primarily comprised of troops of pikemen and musketeers. While initially the numbers of these soldiers was roughly equal, with the more reliable musket having replaced the caliver in use, musketeers have become far more effective. Now, musketeers outnumber pikemen 2-to-1, and pikemen primarily support their musket-bearing compatriots by warding off cavalry assaults that might otherwise overrun them.

Infantry – Halberdiers



Halberdiers are now almost non-existent in England except for the small numbers used as guards by some high-ranking officers, such as the 30 halberdiers employed by the 3rd Earl of Essex, notable for their grey cassocks decorated with 180 silver and orange buttons. In mainland Europe they are more common, albeit still in

small numbers compared to musketeers and pikemen; a regiment of 3,000 men might feature 100-200 halberdiers mixed in with pikemen and musketeers to support them.

Typical Halberdier (Townsmen)

STR 11 CON 11 SIZ 11 INT 10 POW 10
DEX 11 CHA 10

SR 11 (7)

CA 2 DM +0 M 8m

Skills: Athletics 35%, Brawn 30%, Craft (any) 20%, Culture (Own) 50%, Drive 35%, Evade 40%, Evaluate 50%, First Aid 35%, Gambling 20%, Halberd 55%, Influence 50%, Insight 20%, Language (Native) 70%, Lore (any) 20%, Lore (Region) 50%, Lore (Tactics) 20%, Perception 35%, Persistence 20%, Resilience 50%, Ride 25%, Stealth 25%, Streetwise 20%, Sword 45%, Unarmed 35%

Armour: 95% Breastplate, 95% Helmet, 80% Short Tassets

Weapons: Halberd (1D8+2), Side Sword (1D8), Unarmed (1D3)

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

Infantry – Infantry Officers

Infantry officers are armed with swords and pistols, as well as the polearms that indicate their rank. Armour-wise, they vary wildly even if they nearly always eschew helmets in favour of hats (and possibly a secrete).

Ensigns bear the regimental colours (flags) and are expected to guard them with their lives; rather than a random polearm, an ensign carries the colours affixed to a half-pike.



Typical Infantry Officer – (Gentry)

STR 11 CON 11 SIZ 11 INT 10 POW 10
DEX 11 CHA 10

SR 11 (varies greatly)

CA 2 DM +0 M 8m

Skills: Art (Any) 20%, Athletics 30%, Black Powder Weapons 35%, Brawn 30%, Courtesy 20%, Craft (Any) 25%, Culture (Own) 50%, Drive 20%, Evade 40%, Evaluate 50%, First Aid 25%, Influence 50%, Insight 30%, Language (Native) 70%, Lore (Any) 20%, Lore (Regional) 50%, Lore (Tactics) 50%, Oratory 50%, Perception 30%, Persistence 30%, Polearm 45%, Resilience 40%, Ride 35%, Stealth 25%, Sword and Pistol 65%, Unarmed 25%

Armour: 90% Sleeveless Buff Coat, 65% Breastplate, 65% Thigh-Length Cavalry Boots, 10% Tassets if has Breastplate (01-80%: Short Tassets *or* 81-100% Long Tassets), 65% Secrete (hidden under hat)

Weapons: Sword (1D8), 01-60%: Mortuary Sword *or* 61-90%: Rapier *or* 91-100%: Side Sword, 1-2 Pistols (1D6+2), 01-85%: Wheellock, 86%-100%: Flintlock, Polearm* 01-10%: Glaive, (1D8+1) *or* 11-20%: Halberd, (1D8+2) *or* 21-30%: Leading Staff, (1D6) *or* 31-90%: Partisan, (1D8+1) *or* 91-100%: Pollaxe, (1D8+2).

* - Ensigns have a Half-Pike (1D8+1) bearing their regimental flag.

D20	Hit Location	AP/HP
1-3	R Leg	0 (1)*/5
4-6	L Leg	0 (1)*/5
7-9	Abdomen	0 (1)**/6
10-12	Chest	0 (1)** (6)!/7
13-15	R Arm	0 (1)\$/4
16-18	L Arm	0/4
19-20	Head	0 (2)&/5

* - If wearing Thigh-Length Cavalry Boots

** - If wearing a Sleeveless Buff Coat

! – If wearing a Breastplate

& - If wearing a Secrete

\$ - If wielding a Mortuary Sword

Infantry – Musketeers

Armed with muskets and swords, but otherwise unarmoured, musketeers operate in groups to unleash devastating volleys of shot at opponents, filling the air with clouds of smoke and thunder.

Typical Musketeer (Townsmen)

STR 11 CON 11 SIZ 11 INT 10 POW 10
DEX 11 CHA 10

SR 11

CA 2 DM +0 M 8m

Skills: Athletics 40%, Black Powder Weapons 65%, Brawn 30%, Craft (any) 25%, Culture (Own) 50%, Drive 35%, Evade 40%, Evaluate 50%, First Aid 35%, Gambling 20%, Influence 50%, Insight 20%, Language (Native) 70%, Lore (any) 20%, Lore (Region) 50%, Lore (Tactics) 20%, Perception 30%, Persistence 20%, Resilience 50%, Ride 25%, Stealth 25%, Streetwise 20%, Sword 45%, Unarmed 35%

Armour: 5% Secrete (hidden under hat)

Weapons: Musket (2D8+1), 01-70%: Matchlock, 71-90%: Wheellock, 91-100%: Flintlock + 12 shots, Side Sword (1D8), 5% Swinefeather (1D8), Unarmed (1D3)

Note: For Corporals and Sergeants of Musketeers add: Polearm 45%, plus an appropriate polearm (see the Infantry Officer entry), and 75% Sleeveless Buff Coat.



D20	Hit Location	AP/HP
1-3	R Leg	0/5
4-6	L Leg	0/5
7-9	Abdomen	0/6
10-12	Chest	0/7
13-15	R Arm	0/4
16-18	L Arm	0/4
19-20	Head	0 (2)*/5

* - If wearing a Secrete

Typical Musketeer – Trained Bands of London (Middle Class)

STR 11 CON 11 SIZ 11 INT 10 POW 10
DEX 11 CHA 10

SR 11 (10, 9 if has retained helmet)

CA2 DM +0 M 8m

Skills: Athletics 40%, Black Powder Weapons 65%, Brawn 30%, Craft (Any) 25%, Culture (Own) 50%, Drive 25%, Evade 40%, Evaluate 50%, First Aid 25%, Gambling 20%, Influence 50%, Insight 30%, Language (Native) 70%, Lore (any) 20%, Lore (Region) 50%, Lore (Tactics) 20%, Perception 30%, Persistence 30%, Resilience 40%, Ride 35%, Stealth 25%, Streetwise 20%, Sword 55%, Unarmed 25%

Armour: Sleeveless Buff Coat, 15% Helmet

Weapons: Musket (2D8+1), 01-70%: Matchlock, 71-90%: Wheellock, 91-100%: Flintlock + 12 shots, Side Sword (1D8), 5% Swinefeather (1D8), Unarmed (1D3)

Note: For Corporals and Sergeants of Musketeers add: Polearm 45%, plus an appropriate polearm (see Infantry Officer).

D20	Hit Location	AP/HP
1-3	R Leg	0/5
4-6	L Leg	0/5
7-9	Abdomen	0/6
10-12	Chest	0/7
13-15	R Arm	0/4
16-18	L Arm	0/4
19-20	Head	0 (2)*/5

* - If has retained Helmet

Infantry – Pikemen

Now less important on the battlefield than musketeers, pikemen support musketeers and dragoons against enemy cavalry, as well as engaging in the time-honoured press of pike formations.

Typical Pikeman (Townsmen)

STR 11 CON 11 SIZ 11 INT 10 POW 10
DEX 11 CHA 10

SR 11 (7)

CA 2 DM +0 M 8m

Skills: Athletics 35%, Brawn 35%, Craft (any) 20%, Culture (Own) 50%, Drive 35%, Evade 40%, Evaluate 50%, First Aid 35%, Gambling 20%, Influence 50%, Insight 20%, Language (Native) 70%, Lore (any) 20%, Lore (Region) 50%, Lore (Tactics) 20%, Perception 30%, Persistence 20%, Pike 65%, Resilience 50%, Ride 25%, Stealth 25%, Streetwise 20%, Sword 45%, Unarmed 35%

Armour: 95% Breastplate, 95% Helmet, 80% Short Tassets

Weapons: Pike (1D8+1), Side Sword (1D8), Unarmed (1D3)

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

Typical Pikeman – Trained Bands of London (Middle Class)

STR 11 CON 11 SIZ 11 INT 10 POW 10
DEX 11 CHA 10

SR 11 (7)

CA 2 DM +0 M 8m

Skills: Athletics 35%, Brawn 35%, Craft (Any) 25%, Culture (Own) 50%, Drive 25%, Evade 40%, Evaluate 50%, First Aid 25%, Gambling



Trained Bands of London

Responsible for the defence and civil order of London prior to the onset of the war, the Trained Bands of London were raised and armed by wealthy and noble captains. They restrict membership, barring undesirable elements such as the common peasantry in favour of the Middle Classes and Gentry. While most other trained bands were disbanded by King Charles, the Trained London Bands endured, and now support the Parliamentary cause, fighting in campaigns beyond the bounds of London.

Unusually, the musketeers formed by the Trained London Bands are equipped with

sleeveless buff coats and Morion helmets, though the latter is frequently discarded on campaign.

The City of London has four regiments of Trained Bands (White, Yellow, Green, and Orange), each of around 1,000 men. Tower Hamlets, the City of Westminster, and the Borough of Southwark each have a single regiment apiece, though that of Westminster is double in size.

Social Class: Soldiers from the Trained London Bands are not permitted to come from the Peasant and Townsman Social Classes, but must be Middle Class or Gentry.

20%, Influence 50%, Insight 30%, Language (Native) 70%, Lore (any) 20%, Lore (Region) 50%, Lore (Tactics) 20%, Perception 30%, Persistence 30%, Pike 65%, Resilience 40%, Ride 35%, Stealth 25%, Streetwise 20%, Sword 55%, Unarmed 25%

Armour: 95% Breastplate, 95% Helmet, 80% Short Tassets

Weapons: Pike (1D8+1), Side Sword (1D8), Unarmed (1D3)

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

Common Soldier Professions

Profession	Social Class	Common Skill Bonuses	Advanced Skills
Cuirassier	Middle Class, Gentry, Nobility	Brawn +5%, Evade +5%, Resilience +5%, Ride +15% Combat Styles: Horseman's Axe or Military Pick +10%, Sword and Pistol +20%	Lore (Tactics)
Dragoon	Peasant, Townsman, Middle Class, Gentry	Athletics +5%, Brawn +5%, Evade +5%, Perception +5%, Resilience +5%, Ride +10% Combat Styles: Black Powder Weapons +15%, Sword +10%	Lore (Tactics)
Halberdier	Peasant, Townsman, Middle Class, Gentry	Athletics +10%, Brawn +5%, Evade +5%, Perception +5%, Resilience +5% Combat Styles: Halberd +20%, Sword +10%	Lore (Tactics)
Harquebusier	Peasant, Townsman, Middle Class, Gentry, Nobility	Brawn +5%, Evade +5%, Resilience +5%, Ride +15% Combat Styles: Black Powder Weapons +10%, Sword and Pistol +20%	Lore (Tactics)
Infantry Officer	Peasant, Townsman, Middle Class, Gentry, Nobility	Athletics +5%, Brawn +5%, Evade +5%, Resilience +5% Combat Styles: Appropriate Polearm +10%, Sword and Pistol +20%	Lore (Tactics) Oratory
Musketeer	Peasant, Townsman, Middle Class, Gentry	Athletics +15%, Brawn +5%, Evade +5%, Resilience +5% Combat Styles: Black Powder Weapons +20%, Sword +10%	Lore (Tactics)
Pikeman	Peasant, Townsman, Middle Class, Gentry	Athletics +10%, Brawn +10%, Evade +5%, Resilience +5% Combat Styles: Pike +20%, Sword +10%	Lore (Tactics)



The Compleat Souldier

Part II: Specialist Troops

The rank and file infantry and cavalry of England and Western Europe are supported by a variety of specialists. These range from artillerymen and various engineers to sharpshooters, musicians, and the clockwork regiments of Parliament among others.

Artillery

Along with engineering, artillery forms the ordnance section of the military. It is a slow, ponderous section, each artillery piece requiring a carriage and horses, team of gunners, and 4-6 supporting matrosses for aid and protection. Add in carriages for gunpowder and other supplies, teams of pioneers tasked with aiding the passage of the artillery train across difficult roads and terrain, and the drain on manpower and monies becomes quite significant. Considering that a Saker, the commonest – and one of the lightest – field artillery pieces by far, is 860 kg and 3m in length, the difficulty of transport becomes apparent.

Pollaxes are assigned to artillery trains for protection purposes.

Artillery – Gunner

Gunners are the heart of the artillery, the individuals responsible for the operation and maintenance of the various artillery pieces in the field. Skilled in mathematics, they calculate trajectory and range, and discern where artillery is best deployed and against what targets. Thus, they are considered skilled experts and can command a good wage at a time when wages are in short supply. Gunnery provides the well educated commoner a chance for a good wage

and respectable rank, especially in those gunnery teams selected to operate the cannons in machines such as the Leviathans.

Typical Gunner (Townsmen)

STR 11 CON 10 SIZ 11 INT 11 POW 10
DEX 11 CHA 10

SA 11 (10 if wearing a Sleeveless Buff Coat with or without a Secrete or a Sleeved Buff Coat, 9 if wearing a Sleeved Buff Coat with a Secrete)

CA 2 DM +0 M 8m

Skills: Artillery 45%, Athletics 25%, Black Powder Weapons 35%, Brawn 30%, Commerce 25%, Craft (Any) 25%, Culture (Own) 55%, Dagger 35%, Drive 45%, Evade 35%, Evaluate 55%, First Aid 35%, Influence 50%, Insight 25%, Language (Native) 75%, Lore (Any) 25%, Lore (Regional) 55%, Lore (Tactics) 25%, Perception 45%, Persistence 20%, Pollaxe 40%, Resilience 35%, Ride 25%, Stealth 25%, Streetwise 20%, Sword 40%, Unarmed 25%

Armour: 50% Buff Coat (01-70%: Sleeved or 71-100%: Sleeveless), 10% Secrete (hidden under hat)

Specialist Construction

Unlike the Common Soldiery, Specialist Troops do not necessarily all use the same Characteristics or Skill Bonuses unless they are frontline combatants or comparable to such. Instead, they are assigned basic 10% bonuses to those core Skills most used and central to their role.

Weapons: Side Sword (1D8), 20% Pollaxe (1D8+2), Unarmed (1D3).

D20	Hit Location	AP/HP
1-3	R Leg	0/5
4-6	L Leg	0/5
7-9	Abdomen	0 (1)*/6
10-12	Chest	0 (1)*/7
13-15	R Arm	0 (1)*/4
16-18	L Arm	0 (1)*/4
19-20	Head	0 (2)**/5

* - If wearing a Buff Coat

** - If wearing a Secrete

Artillery – Matross

A matross is a musketeer charged with defending the artillery train and each artillery piece in use, as well as assisting the gunners in loading, firing, and cleaning artillery pieces during battle. They are equipped with flintlock muskets without exception, as matchlocks and wheellocks pose far too great a risk near large quantities of gunpowder.

Typical Matross (Townsmen)

STR 11 CON 11 SIZ 11 INT 10 POW 10
DEX 11 CHA 11

SA 11 (10 if wearing a Sleeveless Buff Coat)

CA 2 DM +0 M 8m

Skills: Artillery 25%, Athletics 30%, Black Powder Weapons 60%, Brawn 30%, Craft (Any) 25%, Culture (Own) 50%, Drive 40%, Evade 40%, Evaluate 50%, First Aid 35%, Gambling 20%, Influence 50%, Insight 20%, Language (Native) 70%, Lore (Any) 20%, Lore (Regional) 50%, Lore (Tactics) 20%, Perception 35%, Persistence 20%, Resilience 50%, Ride 25%, Stealth 25%, Streetwise 20%, Sword 40%, Unarmed 35%

Armour: 10% Sleeveless Buff Coat

Weapons: Flintlock Musket (2D8+1) + 12 shots, Side Sword (1D8), Unarmed (1D3).

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

* - If wearing a Sleeveless Buff Coat

Battlefield Alchemy

Although more versatile in use than Clockwork mechanics, and lacking the need for time-consuming manufacture beyond the creation of Philosopher's Stones, Battlefield Alchemy is also somewhat less reliable in any but the most skilled hands, and requires considerable training to utilise. The individualistic bent of most Alchemists also manifests itself in terms of personal equipage and spells learnt, though the directives of Prince Rupert have achieved major successes in organising their assaults to specific ends.

Suffice to say, given the typically high social class of most volunteer Alchemists, they are largely responsible for arming themselves, but they are highly valued, and wield their alchemical prowess from the edges of, and well-defended placements on, the battlefield, avoiding personal combat.

Typical Battle Alchemist (Gentry)

STR 10 CON 10 SIZ 10 INT 12 POW 12
DEX 10 CHA 10

SA 11 (10 if wearing Sleeveless Buff Coat with or without Secrete, 9 if wearing Breastplate with or without Sleeveless Buff Coat and Secrete)

CA 2 DM -1D2 M 8m

Skills: Alchemy 35%, Art (Any) 25%, Athletics 20%, Black Powder Weapons 35%, Brawn 20%, Courtesy 25%, Craft (Pottery) 25%, Culture (Own) 55%, Drive 25%, Elemental Casting (Any) 35%, Elemental Casting (Any Other) 35%, Evade 30%, Evaluate 55%, First Aid 30%, Influence 50%, Insight 35%,



Language (Native) 75%, Lore (Animal) 25%, Lore (Aristotelian Science) 35%, Lore (Regional) 55%, Lore (Tactics) 25%, Oratory 25%, Perception 35%, Persistence 35%, Resilience 20%, Ride 35%, Stealth 25%, Sword 30%, Unarmed 20%

Armour: 75% Sleeveless Buff Coat, 25% Breastplate, 65% Secrete (hidden under hat)

Weapons: Sword (1D8-1D2), 01-45%: Mortuary Sword *or* 46-90%: Rapier *or* 91-100%: Side Sword, 1-2 Pistols (1D6+2), 01-85%: Wheellock *or* 86%-100%: Flintlock, Unarmed (1D3-1D2).

Philosopher's Stone: 2 points

Spells: Select two Elements:

Air: Create Miasma, Summon Sylph

Earth: Dominate Familiar, Immobility, Summon Gnome

Fire: Demoralise, Summon Salamander

Water: Elemental Downpour, Elemental Fog, Summon Undine

D20	Hit Location	AP/HP
1-3	R Leg	0/4
4-6	L Leg	0/4
7-9	Abdomen	0 (1)*/5
10-12	Chest	0 (1)* (6)**/6
13-15	R Arm	0 (1)&/3
16-18	L Arm	0/3
19-20	Head	0 (2)!/4

* - If wearing a Sleeveless Buff Coat

** - If wearing a Breastplate

& - If wielding a Mortuary Sword

! - If wearing a Secrete

Chirurgeons

Every regiment has a single chirurgeon (physician) and two assistants to deal with medical issues and tend the wounded, including restraining or otherwise immobilising the unruly. Chirurgeons are woefully understaffed at the best of times, but following any serious engagement, it is all they can do to save a few lives and put others out of their misery.

Needless to say, when it comes to treatment, the rank, social, and military importance of the individual needing attention determines when they are attended by the chirurgeon, if at all.

For more on chirurgeons, see *Clockwork & Chivalry* pages 38-41.

Typical Galenic Chirurgeon (Gentry)

STR 10 CON 10 SIZ 10 INT 12 POW 12 DEX 10 CHA 10

SR 11

CA 2 DM -1D2 M 8m

Skills: Alchemy 25%, Art (Any) 25%, Athletics 20%, Black Powder Weapons 35%, Brawn 20%, Commerce 25%, Courtesy 35%, Culture (Own) 55%, Drive 25%, Elemental Casting (Earth) 25%, Evade 20%, Evaluate 60%, First Aid 55%, Healing (Galenic) 35%, Influence 50%, Insight 35%, Language (Native) 75%, Lore (Aristotelian Science) 25%, Lore (Regional) 60%, Oratory 25%, Perception 45%, Persistence 35%, Resilience 20%, Ride 35%, Stealth 25%, Sword 30%, Unarmed 20%

Armour: None

Weapons: Unarmed (1D3-1D2).

Philosopher's Stone: 2 points

Spells: Create Bouquet, Dispel Miasma

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

Typical Paracelsan Chirurgeon (Townsmen)



STR 10 CON 10 SIZ 11 INT 11 POW 10
DEX 11 CHA 11

SR 11

CA 2 DM +0 M 8m

Skills: Athletics 25%, Brawn 25%, Commerce 25%, Craft (Chymistry) 25%, Culture (Own) 55%, Dagger 35%, Drive 35%, Evade 25%, Evaluate 60%, First Aid 65%, Gambling 25%, Healing (Paracelsan) 35%, Influence 55%, Insight 25%, Language (Native) 75%, Lore (Any) 25%, Lore (Regional) 60%, Perception 45%, Persistence 20%, Resilience 30%, Ride 25%, Stealth 25%, Streetwise 35%, Unarmed 35%

Armour: None

Weapons: Dagger (1D4+1), Unarmed (1D3).

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

Typical Chirurgeon's Assistant (Townsmen)

STR 11 CON 11 SIZ 11 INT 10 POW 10
DEX 11 CHA 10

SR 11

CA 2 DM +0 M 8m

Skills: Athletics 25%, Brawn 35%, Club 50%, Craft (Any) 25%, Culture (Own) 50%, Dagger 35%, Drive 40%, Evade 25%, Evaluate 50%, First Aid 55%, Gambling 20%, Influence 50%, Insight 20%, Language (Native) 70%, Lore (Any) 20%, Lore (Regional) 55%, Perception 35%, Persistence 20%, Resilience 40%, Ride 25%, Stealth 25%, Streetwise 20%, Unarmed 50%

Armour: None

Weapons: Club (1D6), Unarmed (1D3).

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

The Clockwork Regiment

Parliament's Clockwork Regiment employs a selection of skilled individuals to produce and operate its machineries of war. Clockwork Scholars, primarily from Cambridge University, are largely concerned with designing and inventing new Clockwork devices, while Mechanical Preachers are mostly involved in crafting and maintaining Clockwork devices. Given that the former also frequently craft their inventions, and the latter dabble in Clockwork design, the lines between the two are somewhat blurred.

In the aftermath of Naseby, Scholars and Mechanical Preachers alike are considered too valuable to risk on the front lines, so specially trained soldiers are used instead. The infamous Clockwork Dragoons aka "Ironsides" are mounted on their Iron Horses; and a motley



assortment of War Machinists are responsible for operating Clockwork devices such as the fearful Leviathans.

Clockwork Regiment — Clockwork Dragoons

The Ironsides of the Iron Horse Squadron are regarded as a peculiar, insular lot, as are many Clockwork Regiment members. Decked in buff leather, wearing helmets to protect the only body part visible above their mount's armour, they ride in pairs, one driving the Iron Horse while the other rear-seated Dragoon shoots a carbine at any enemies. Both also bear flintlock pistols and mortuary swords for defensive use.

For more on the Ironsides, see *Clockwork & Chivalry* pages 144-145.

Typical Ironside (Middle Class)

STR 11 CON 11 SIZ 11 INT 10 POW 10
DEX 11 CHA 10

SR 11 (8)

CA 2 DM +0 M 8m (12m-60m when mounted)

Skills: Athletics 25%, Art (Any) 20%, Black Powder Weapons 60%, Brawn 25%, Craft (Any) 25%, Culture (Own) 50%, Drive 50%, Evade 40%, Evaluate 50%, First Aid 25%, Gambling 20%, Influence 50%, Insight 30%, Language (Native) 70%, Lore (Any) 20%, Lore (Regional) 50%, Lore (Tactics) 20%, Mechanisms 35%, Perception 30%, Persistence 35%, Resilience 40%, Ride 35%, Stealth 25%, Streetwise 20%, Sword 50%, Unarmed 25%

Armour: Buff Coat, Helmet, Thigh-Length Cavalry Boots.

Weapons: Mortuary Sword (1D8), Carbine (2D6+1), 01%-75%: Wheellock *or* 76%-100%: Flintlock + 12 shots, 2 x Pistols (1D6+2), 01%-75%: Wheellock *or* 76%-100%: Flintlock, Unarmed (1D3)

D20	Hit Location	AP/HP
1-3	R Leg	1/5
4-6	L Leg	1/5
7-9	Abdomen	1/6
10-12	Chest	1/7
13-15	R Arm	1 (2)*/4
16-18	L Arm	1/4
19-20	Head	6/5

* - When wielding Mortuary Sword

Clockwork Regiment — Clockwork Scholars

Cambridge's Clockwork Scholars are the creative minds behind many Clockwork innovations both on the battlefield and off it, even if they tend towards theory and design rather than construction and repair. Although not military men as such, they can still be found in the army's developmental centres, as well as studying existing Clockwork devices and in locations such as winding stations.

For more on Clockwork Scholars, see *Clockwork & Chivalry* page 34.

Typical Clockwork Scholar (Gentry)

STR 10 CON 10 SIZ 10 INT 12 POW 12
DEX 10 CHA 10

SR 11

CA 2 DM -1D2 M 8m

Skills: Art (Clockwork Design) 35%, Athletics 20%, Black Powder Weapons 35%, Brawn 20%, Courtesy 25%, Craft (Clockwork) 25%, Culture (Own) 65%, Drive 25%, Evade 20%, Evaluate 60%, First Aid 25%, Influence 50%, Insight 35%, Language (Native) 75%, Lore (Mechanical Philosophy) 45%, Lore (Metallurgy) 25%, Lore (Regional) 60%, Oratory 25%, Perception 35%, Persistence 45%, Resilience 20%, Ride 35%, Stealth 25%, Sword 30%, Unarmed 20%

Armour: None

Weapons: Unarmed (1D3-1D2).

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

Clockwork Regiment — Mechanical Preachers

Highly important to the Parliamentary cause despite their often lowly origins, Mechanical Preachers craft, repair, and sometimes design Clockwork devices not just for the Parliamentary cause, but for the betterment of Mankind as a whole. Since Naseby, Mechanical Preachers are seldom active on the front lines of engagement, but serve to support the other elements of the Clockwork Regiment instead.

For more on Mechanical Preachers, see *Clockwork & Chivalry* pages 33-34.

Typical Mechanical Preacher (Townsmen)

STR 11 CON 10 SIZ 11 INT 11 POW 10
DEX 11 CHA 10

SR 11

CA 2 DM +0 M 8m

Skills: Art (Clockwork Design) 20%, Athletics 25%, Black Powder Weapons 35%, Brawn 25%, Commerce 25%, Craft (Clockwork) 45%, Culture (Own) 55%, Drive 35%, Evade 25%, Evaluate 60%, First Aid 35%, Gambling 25%, Influence 50%, Insight 25%, Language (Native) 75%, Lore (Mechanical Philosophy) 35%, Lore (Regional) 60%, Oratory 20%, Perception 35%, Persistence 20%, Resilience 30%, Ride 25%, Stealth 25%, Streetwise 20%, Teaching 25%, Unarmed 35%

Armour: None.

Weapons: Unarmed (1D3).

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

Clockwork Regiment — War Machinists

Often recruited from among various common smiths, War Machinists are trained to operate and perform basic ongoing repairs and maintenance on larger Clockwork machineries of war, including the infamous Leviathans, though they lack the mechanical skills and Clockwork expertise of fully-fledged Clockwork Scholars and Mechanical Preachers. A peculiar bunch, they are armed with war picks as these serve not only as effective personal weapons, but as makeshift hammers and light crowbars in an emergency.

For more on Leviathan crews, see *Clockwork & Chivalry* page 146.

Typical War Machinist (Townsmen)

STR 11 CON 11 SIZ 11 INT 10 POW 10
DEX 11 CHA 10

SR 11 (9)

CA 2 DM +0 M 8m

Skills: Athletics 25%, Black Powder Weapons 45%, Brawn 30%, Craft (Any) 25%, Craft (Smith) 35%, Culture (Own) 50%, Drive 50%, Evade 25%, Evaluate 50%, First Aid 35%, Gambling 20%, Influence 50%, Insight 20%, Language (Native) 70%, Lore (Any) 20%, Lore (Regional) 50%, Lore (Tactics) 20%, Mechanisms 35%, Military Pick 35%, Perception 30%, Persistence 25%, Resilience 40%, Ride 25%, Streetwise 20%, Unarmed 35%

Armour: Buff Coat, Helmet.

Weapons: Military Pick (1D6+1), Pistol (1D6+2), 01%-75%: Wheellock *or* 76%-100%: Flintlock, Unarmed (1D3)



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

Engineering

Engineering is hugely important in many military endeavours, including siege situations, as well as the construction of trenches, temporary fortifications, and such basic constructions as are needed to aid in the transport and passage of troops and artillery.

Military Engineers

Military engineers range across the social spectrum, from engineers of the lower classes, to prestigious military architects of higher breeding, though both organise teams of pioneers, soldiers, and drafted civilians in the projects they undertake.

Typical Military Engineer (Middle Class)

STR 11 CON 11 SIZ 11 INT 11 POW 10
DEX 10 CHA 10

SR 11 (10)

CA 2 DM +0 M 8m

Skills: Art (Any) 20%, Athletics 25%, Black Powder Weapons 35%, Brawn 30%, Commerce 25%, Craft (Any) 25%, Craft (Carpenter) 35%, Culture (Own) 55%, Drive 20%, Engineering 35%, Evade 35%, Evaluate 55%, First Aid 25%, Gambling 25%, Influence 50%, Insight 35%, Language (Native) 75%, Lore (Regional) 55%, Lore (Siegeworks) 45%, Mechanisms 35%, Persistence 35%, Perception 40%, Resilience 40%, Ride 30%, Stealth 25%, Sword 30%, Unarmed 25%

Armour: Helmet, Breastplate, Short Tassets

Weapons: Side Sword (1D8), Unarmed (1D3)

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

Pioneers

Pioneers are skilled, semi-civilian craftsmen who most frequently work under the supervision of military engineers, supplying manpower and skilled craftwork.

Typical Pioneer (Townsmen)

STR 11 CON 11 SIZ 11 INT 10 POW 10
DEX 11 CHA 10

SR 11 (7)

CA 2 DM +0 M 8m

Skills: Axe 40%, Black Powder Weapons 35%, Brawn 35%, Commerce 20%, Craft (Any) 35%, Craft (Carpenter) 45%, Culture (Own) 50%, Drive 40%, Engineering 30%, Evade 40%, Evaluate 50%, First Aid 35%, Gambling 25%, Influence 50%, Insight 20%, Language (Native) 70%, Lore (Regional) 50%, Lore (Siegeworks) 20%, Perception 30%, Persistence 25%, Resilience 55%, Ride 25%, Streetwise 20%, Unarmed 35%

Armour: Helmet, Breastplate, Short Tassets

Weapons: Hatchet (1D6), Woodman's Axe (1D8+1), treat as Battleaxe only usable with two hands, Unarmed (1D3)

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

Military Musicians

Military Musicians serve a vital role in the army, signalling orders over the din of battle, providing pace on the march, and just as importantly, serving as the official messengers of their regiments. In this latter capacity, they deliver messages to enemy forces, also gathering what intelligence they can on their opponents in the process and bringing it back to their commanding officers.

The two musicians in each company are distinctly garbed in expensive livery, often decorated with ribbons, and their instruments are typically large and heavy. Those of infantry musicians are drummers, those of artillery musicians are bagpipers, and those of cavalry trumpeters or kettle drummers. On the march it is not uncommon for them to employ fifes or flutes, though Scottish mercenaries always prefer bagpipes.

Unlike in centuries to come, boys are not employed as musicians because the large, heavy nature of many of the instruments, and the intelligence-gathering work expected, all require mature, experienced individuals.

Typical Military Musician (Townsmen)

STR 10 CON 11 SIZ 11 INT 10 POW 10
DEX 11 CHA 11

Military Instrument Calls

The basic instrument calls for military manoeuvres are:

Battle – troops attack

Call – troops muster on their regimental colours

Charge – troops charge and engage the enemy

March – troops march in ranks

Preparative – troops close ranks, ready to fight

Retreat – troops make an organised retreat

Reveille – wake up call for troops

Troop – troops assume battle-ready positions

SR 11 (10 if wearing Sleeveless Buff Coat)

CA 2 DM +0 M 8m

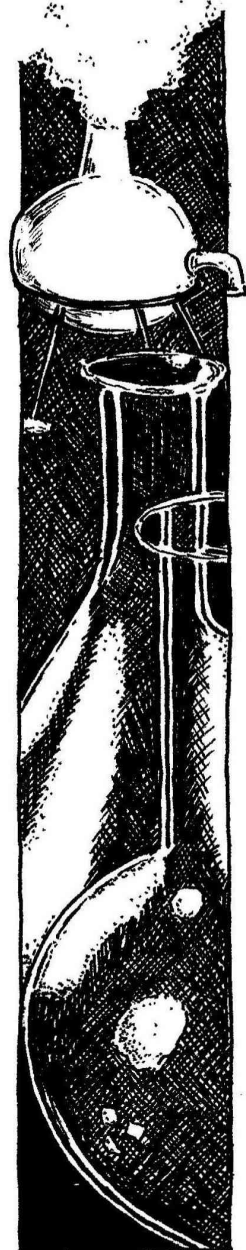
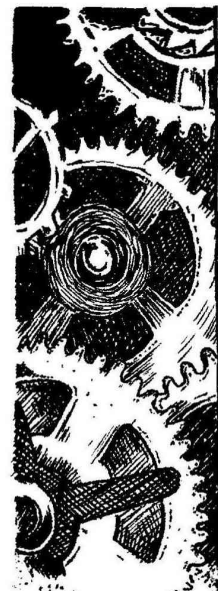
Skills: Athletics 30%, Black Powder Weapons 35%, Brawn 25%, Craft (Instruments) 25%, Culture (Own) 50%, Drive 35%, Evade 40%, Evaluate 55%, First Aid 35%, Gambling 20%, Influence 55%, Insight 35%, Language (Native) 70%, Lore (Regional) 50%, Lore (Tactics) 30%, Perception 50%, Persistence 20%, Play Instrument 45%, Resilience 50%, Ride 45%, Stealth 25%, Streetwise 25%, Sword 45%, Unarmed 35%

Armour: 25% Buff Coat (01-70%: Sleeveless or 71-100%: Sleeved), 10% Secrete (hidden under hat)

Weapons: 50% 1-2 Pistols (1D6+2), 01%-80%: Wheellock or 81%-100%: Flintlock, Side Sword (1D8), Unarmed (1D3).

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

* - If wearing Sleeveless Buff Coat



Sharpshooters

Primarily formerly employed as gamekeepers and hunters already highly skilled in the use of their own rifled muskets, sharpshooters are the best shots in the military. They operate independently in siege situations as snipers, targeting enemy officers, engineers, and other key individuals.

In mainland Europe, sharpshooters, called *Schützen* or *Jägers*, are deployed in small groups, dressed in green hunting outfits. Aside from sniping, such groups are also sometimes used as bodyguards for important military personnel.

Typical Sharpshooter (Peasant)

STR 11 CON 11 SIZ 11 INT 10 POW 10
DEX 11 CHA 10

SR 11 (10 if wearing Sleeveless Buff Coat)

CA 2 DM +0 M 8m

Strike Rank 11 (10 if wearing Sleeveless Buff Coat)

Skills: Athletics 55%, Black Powder Weapons 65%, Boating 25%, Brawn 35%, Craft (Traps) 25%, Culture (Own) 50%, Dagger 35%, Drive 35%, Evade 35%, Evaluate 50%, First Aid 35%, Influence 50%, Insight 20%, Language

Specialist Professions

Profession	Social Class	Common Skill Bonuses	Advanced Skills
Battle Alchemist	Alchemist, <i>Clockwork & Chivalry</i> p.19		
Chirurgeon	Physician (Galenic) and Physician (Paracelsan), <i>Clockwork & Chivalry</i> , p.20		
Chirurgeon's Assistant	Peasant, Townsman	Brawn +10%, Drive +5%, First Aid +10%, Lore (Regional) +5%, Perception +5%, Resilience +5%	None
Clockwork Dragoon	Peasant, Townsman, Middle Class, Gentry	Drive +15%, Evade +5%, Persistence +5%, Resilience +5%	Lore (Tactics), Mechanisms
Clockwork Scholar	Scholar, <i>Clockwork & Chivalry</i> , p.20		

(Native) 70%, Lore (Animals) 20%, Lore (Plants) 20%, Lore (Regional) 70%, Perception 50%, Persistence 20%, Resilience 50%, Ride 25%, Stealth 40%, Survival 25%, Sword 35%, Track 25%, Unarmed 35%

Armour: 10% Sleeveless Buff Coat.

Weapons: Rifled Musket (2D8+1), 01%-90%: Wheellock or 91%-100%: Flintlock + 12 shots, 50% Hanger (1D6), Dudgeon (1D4+1), Unarmed (1D3).

Notes: The Sharpshooter enjoys a +20% bonus to Black Powder Weapons instead of the usual +10% to reflect the fact that they are supposed to be the best marksmen. The Sword skill has also been added at a level equal to the other close combat skills to reflect the use of the hanger sword.

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

* - If wearing Sleeveless Buff Coat

Part the Second: Arms and Armies

Gunner	Townsmen, Middle Class, Gentry	Brawn +5%, Drive +10%, Perception +10%, Resilience +5%	Artillery +10%, Lore (Tactics)
		Combat Styles: Pollaxe +5%, Sword +5%	
Matross	Peasant, Townsman, Middle Class	Athletics +5%, Brawn +5%, Drive +5%, Evade +5%, Perception +5%, Resilience +5%	Artillery, Lore (Tactics)
		Combat Styles: Black Powder Weapons +15%, Sword +5%	
Mechanical Preacher	Mechanical Preacher, <i>Clockwork & Chivalry</i> , p.19		
Military Engineer	Townsmen, Middle Class, Gentry, Nobility	Brawn +5%, Evade +5%, Perception +5%, Persistence +5%, Resilience +5%	Engineering, Mechanisms, Lore (Siegeworks)
		Combat Styles: Sword +5%	Select One: Craft (Any), Lore (Architecture)
Military Musician	Peasant, Townsman, Middle Class	Athletics +5%, Evade +5%, Insight +5%, Perception +10%, Resilience +5%, Ride +10%	Lore (Tactics), Play Instrument
		Combat Styles: Sword +10%	
Pioneer	Peasant, Townsman, Middle Class	Brawn +10%, Drive +5%, Evade +5%, Persistence +5%, Resilience +10%	Craft (Any), Craft (Carpentry), Engineering
		Combat Styles: Axe +5%	
Sharpshooter	Peasant, Townsman, Middle Class	Athletics +10%, Lore (Regional) +10%, Perception +10%, Resilience +5%, Stealth +5%	Track
		Combat Styles: Black Powder Weapons +20%	
War Machinist	Peasant, Townsman, Middle Class, Gentry, Nobility	Brawn +5%, Drive +5%, Persistence +5%, Resilience +5%	Craft (Smith), Lore (Tactics), Mechanisms
		Combat Styles: Black Powder Weapons +10%, Military Pick +10%	



The Compleat Souldier

Part III: Foreign Troops

Soldiers throughout Western Europe are largely similar; musketeers, pikemen, harquebusiers, artillerymen, engineers, et al. are ubiquitous, forming the mainstay of nearly every European army.

There are, however, some notable differences, with certain specialist troops found only in specific national armies. The most obvious cases are the Clockwork Regiment of Parliament, and the Battle Alchemists of the Royalists, but other troops are also unique, including the bucklermen employed by the Imperial Habsburg army, the Scottish Highlanders and border lancers, the hussars of the Polish-Lithuanian Commonwealth, and others besides.

Many Soldiers serve as Mercenaries, especially in foreign nations, and a significant number of Englishmen and Scots have also served in battles on the Continent. Although foreign

troops and mercenaries are organised into single nationality regiments where possible, it is not unheard of for individuals from various nations to serve alongside each other. For example, the Imperial Habsburg army includes Catholic volunteers as diverse as Spaniards, Czechs, Slovaks, Hungarians, Poles, Croats, Irish, and Scots, as well as its Austrian nationals and mercenaries from Wallenstein, Bavaria, Saxony, Westphalia, Walloon, and Italy! Even in the opposing English armies, foreign mercenaries are not entirely uncommon; Croats, Frenchmen, Irishmen, Scots, Mercenaries from the various German-speaking nations and more, all serve for the chance of pay and plunder. In the war torn British Isles and Europe, mercenaries do not lack for work.

The British Isles

Scotland

Due to the conflict between the Royalists and Covenanters, battles and brutalities take place on Scottish soil, pitching Scotsman against Scotsman. Scotsmen are also the most common foreign Mercenaries in English armies, and many are employed in the battles of mainland Europe also.

Cavalry: The Scots field little in the way of cavalry, lacking as they do good horses and a large body of wealthy volunteers able to outfit themselves appropriately. While there are some troops of Scottish harquebusiers, these are generally poorly equipped compared to their English counterparts, and only the border lancers employed by the Covenant possess a solid reputation for effectiveness. Dragoons are

Mercenaries

Creating foreign Mercenaries of most common types of Soldiers and specialist troops is simple:

Ensure Culture (Own), Language (Native), and Lore (Regional) all reflect the Soldier's nationality.

Add Culture (Foreign), Language (Foreign), and Lore (Foreign) at their most basic levels to represent knowledge and language picked up in the nation the Mercenary is serving in. If the Mercenary is newly arrived, they may lack one or more of these Skills; conversely, if they are experienced at serving in the foreign land, they may have increased these Skills beyond their baseline.



Scottish Dress

For the most part, Scottish dress is identical to that of the English: wool tunics, linen shirts, wool breeches, and woollen hose, most often in dull hues such as grey. The exceptions are two key garments, and the peculiar dress of the Highland clansmen.

Scots, Lowland and Highland alike, are famed for the *Scots bonnets* they wear —felted, blue wool caps — and also for their *Fhéilidh* (great plaids), long tweed or tartan cloths worn over the left shoulder and across the chest, often used as cloaks and blankets.

Highlander dress departs more radically, dispensing with breeches in favour of wearing the plaid gathered up and belted about the waist over bare legs, though at this time the tartans represent regions and individual tastes rather than particular clans.

extremely rare among the Scots, and cuirassiers unheard of.

Infantry: Scottish infantry consists of pikemen and musketeers as in most European armies, though the former are unarmoured, and Scottish infantry officers are known for being overladen with pistols. Regiments of Highland skirmishers also exist, employed on both sides of the conflict against each other. Scottish military musicians favour bagpipes and drums.

Scottish Border Lancers

The Border Lancers are light cavalry, primarily employed by Parliament as skirmishers and raiders. They are considered the only effective Scottish cavalry.

Typical Border Lancer (Peasant)

STR 11 CON 11 SIZ 11 INT 10 POW 10
DEX 11 CHA 10

SR 11 (10 if wearing a Buff Coat)

CA 2 DM +0 M 8m

Skills: Athletics 35%, Brawn 40%, Craft (Any) 25%, Culture (Own) 50%, Dirk 55%, Drive 35%, Evade 40%, Evaluate 50%, First Aid 35%, Half-Pike 50%, Influence 50%, Insight 20%, Language (Native) 70%, Lore (Clans)

20%, Lore (Regional) 60%, Lore (Tactics) 20%, Perception 35%, Persistence 20%, Resilience 50%, Ride 50%, Stealth 25%, Survival 25%, Unarmed 35%

Armour: 30% Buff Coat (01-50%: Sleeveless, 51-100%: Sleeved)

Weapons: Half-Pike (1D8+1/1D10+1 when used as lance), Dirk (1D3+2), 50% Sword (1D8), 01-50%: Mortuary Sword, 51-100%: Side Sword, Unarmed (1D3)

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

* - If wearing Sleeved Buff Coat

Scottish Dragons

Dragoons are employed by the Covenanters almost exclusively in counter-insurgency raids in the Borders and Highlands. They are identical to standard Dragoons with the following changes:

Armour: None

Weapons: Matchlock Musket (2D8+1) + 12 shots, Sword (1D8), 01-50%: Mortuary Sword, 51-100%: Side Sword, Unarmed (1D3)

Scottish Harquebusiers

They are identical to standard Harquebusiers with the following changes:

Armour: 40% Buff Coat, 20% Breastplate, 90% Helmet, 90% Thigh-Length Cavalry Boots

Weapons: Mortuary Sword (1D8), 25% Carbine (2D6+1), 01-65%: Matchlock, 66-95%: Wheellock, 96-100%: Flintlock, 2 x Pistols (1D6+2), 01-85%: Wheellock, 86-100%: Flintlock, Unarmed (1D3)

Scottish Highland Skirmisher

Highland infantry are fine skirmishers, and use a motley array of arms in combat, including



yew long bows and matchlock muskets, combinations of basket-hilted *Claidheamh Mòr*, buckler, and dirk, or *Claidheamh Mòr* and target shield, the occasional use of polearms such as lochaber axes and jeddart staves, and even the odd use of a mighty two-handed *Claidheamh dà Làimh* sword. Their officers wear little to no armour but have a great penchant for pistols, and may carry several tucked into a belt.

Typical Highland Skirmisher (Peasant)

STR 11 CON 11 SIZ 11 INT 10 POW 10
DEX 11 CHA 10

SR 11

CA 2 DM +0 M 8m

Skills: Athletics 45%, Black Powder Weapons 45%, Bow 45%, Brawn 45%, Craft (Any) 25%, Culture (Own) 50%, Dagger 35%, Drive 35%, Evade 40%, Evaluate 50%, First Aid 35%, Influence 50%, Insight 20%, Language (Native)

Clan vs. Clan

The two most powerful clans involved in the conflict are the Campbells on the side of the Covenanters and the MacDonalds on the side of the Royalists. The other clans, Highland and Lowland, are just as divided, as these examples show:

Covenanters: Brodie, Fraser, Grant, Mackenzie, Maclachlan, MacIannan, Macleod, Menzies, Munro, Murray (until recently Royalist), Ross, Scott, Sutherland, Urquhart.

Royalists: Cameron, Gordon, Irvine, Macdonell, Macdougall, Mackay, Mackinnon, Mackintosh, Maclaine, Maclean, Macnab, Menzies (the Pitfoddels branch), Ogilvy, Robertson, Stirling.

Of course, it's not uncommon for clans to change their alliances and loyalties as fortunes and sympathies change, and an ally one day could be an enemy the next. The fact that bitter clan rivalries exist only complicates matters, even when the clans are ostensibly on the same side. The Camerons and Mackintoshes have long nurtured a fierce hatred of each other, for example.

70%, Lore (Clans) 20%, Lore (Regional) 60%, Perception 30%, Persistence 20%, Resilience 50%, Ride 25%, Stealth 25%, Sword and Shield 55%, Survival 25%, Unarmed 35%

Armour: None

Weapons: Dirk (1D3+2), 50% Long Bow (1D8) + 12 arrows, 30% Matchlock Musket (2D8+1) + 12 shots, 30% Mortuary Sword (1D8), 50% Shield (01-50%: Buckler, 1D3 or 51-100%: Target, 1D6; only has chance of a Shield if already possesses Mortuary Sword), 20% Polearm (01-80%: Lochaber Axe, 2D6 or 81-100%: Jeddart Staff, 1D8+2), 10% Great Sword (2D8), Unarmed (1D3)

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

Scottish Highland Leader

Highlander leaders do not use the Infantry Officer Profession, but instead use the Gentry or Nobility Social Classes in combination with the Highland Skirmisher Profession.

Typical Highland Leader (Gentry)

STR 11 CON 11 SIZ 11 INT 10 POW 10
DEX 11 CHA 10

SR 11

CA 2 DM +0 M 8m

Skills: Art (Any) 20%, Athletics 35%, Brawn 35%, Commerce 20%, Courtesy 20%, Culture (Own) 50%, Drive 25%, Evade 40%, Evaluate 50%, First Aid 25%, Influence 50%, Insight 30%, Language (Native) 70%, Lore (Clans) 20%, Lore (Regional) 50%, Lore (Tactics) 50%, Oratory 50%, Perception 30%, Persistence 30%, Resilience 40%, Ride 35%, Stealth 25%, Sword and Dagger 45%, Sword and Pistol 55%, Sword and Shield 55%, Unarmed 35%

Armour: None

Weapons: Dirk (1D3+2), Mortuary Sword (1D8), Shield (01-50%: Buckler, 1D3 or 51-100%: Target, 1D6), 10% Great Sword, 1-6 Pistols (1D6+2), 01-85%: Wheellock, 86-100%: Flintlock, Unarmed (1D3)

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

Scottish Infantry Officers

They are identical to standard Infantry Officers with the following changes:

Armour: 50% Sleeveless Buff Coat, 15% Breastplate, 20% Thigh-Length Cavalry Boots, 30% Secrete (hidden under cap)

Weapons: Sword (1D8), 01-80%: Mortuary Sword or 81-90%: Rapier or 91-100%: Side Sword, 1-6 Pistols (1D6+2), 01-85%: Wheellock, 86-100%: Flintlock, Polearm* (01-10%: Glaive, 1D8+1 or 11-20%: Halberd, 1D8+2 or 21-30%: Jeddart Staff, 1D8+2 or 31-40%: Lochaber Axe, 2D6 or 41-90%: Partisan, 1D8+1 or 91-100%: Pollaxe, 1D8+2).

* - Ensigns have a Half-Pike (1D8+1) bearing their regimental flag.

Scottish Pikemen

They are identical to standard Pikemen with the following change:

Armour: None

Ireland

A brigade of Irish mercenaries, including Anglo-Irish Catholics, forms the core of Alastair MacDonald's Royalist forces, along with a bodyguard of exiled MacDonald Highlanders. Irish Mercenaries wear grey wool coats, undyed wool trews, and wool caps, and carry an assortment of pikes, half-pikes, and matchlock muskets. Though poorly equipped,

Irish mercenaries are also employed in small numbers by Catholic forces in the conflicts of mainland Europe, especially the Imperial Hapsburg army.

Typical Irish Mercenary (Peasant)



STR 11 CON 11 SIZ 11 INT 10 POW 10
DEX 11 CHA 10

SR 11

CA 2 DM +0 M 8m

Skills: Athletics 50%, Black Powder Weapons 45%, Brawn 40%, Craft (Any) 25%, Culture (Own) 50%, Dagger 35%, Drive 35%, Evade 40%, Evaluate 50%, First Aid 35%, Half-Pike 55%, Influence 50%, Insight 20%, Language (Native) 70%, Lore (Any) 20%, Lore (Regional) 60%, Lore (Tactics) 20%,



Perception 30%, Persistence 20%, Resilience 50%, Ride 25%, Stealth 25%, Survival 25%, Unarmed 35%

Armour: None

Weapons: Polearm (1D8+1), 01-50%: Half-Pike or 51-100%: Pike, 50% Matchlock Musket (2D8+1) + 12 shots, Unarmed (1D3)

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

Western Europe

Although the standard infantry, cavalry, and specialist troops are used throughout Western Europe from France to Hapsburg Spain and beyond, there are differences in the tactics employed, in the styles of dress, armour, and weapons. For instance, French and German-speaking troops are fond of finery, and decorate their clothing with lace and ribbons. German-speaking cavalry are known to go a step further, and decorate their clothing with bands of gold embroidery too. Combined with different languages and accents, it is readily apparent in most cases which nations different soldiers hail from, even if they are the same types of troops.

Mercenaries from many nations can also be found in the various nations of Europe. For example, cavalry, musketeers, and pikemen from the German-speaking nations such as Silesia, Prussia, Bavaria, Saxony, Wallenstein, and Westphalia serve in the armies of Sweden, the Hapsburg Empire, Russia, and the Polish-Lithuanian Commonwealth among others. German-speaking infantry officers also train and command the troops of musketeers that protect the various major cities of the Polish-Lithuanian Commonwealth. Similarly, Poles, Croats, and Hungarians provide large contingents in the Hapsburg army. Individual Mercenaries and small bands are even more far ranging; it is not surprising to find German

cavalrymen, or Croat skirmishers, or French musketeers even fighting in places such as England.

Cavalry: Cuirassiers, harquebusiers, and dragoons in nearly every Western European nation are identical to those found in England. The only noteworthy difference is that many European harquebusiers have been swifter to ditch elements of their armour in the field. An additional group of light horsemen, primarily Germanic, is also frequently encountered in Western Europe: the *Reiter*.

Infantry: Pikemen, halberdiers, and musketeers in Western Europe are also all but identical to their English counterparts. European musketeers have a greater tendency to carry swinefeathers, however, and the Imperial Hapsburg army also employs unique *Bucklermen* in its frontline soldiery.

Specialists: West European specialist troops are identical to English ones, though they, like everyone else, currently lack England's Clockwork and Alchemical specialists.

West European Cavalry – Harquebusier

They are identical to standard Harquebusiers with the following change:

Armour: Buff Coat (01-50%: Sleeveless, 51-100%: Sleeved), 65% Breastplate, 50% Helmet, 90% Thigh-Length Cavalry Boots, 50% Secrete (hidden under hat, only if no Helmet).

West European Cavalry – Reiter

Although the German-speaking nations are known to supply the best cuirassiers and harquebusiers, they also produce a distinctive type of light cavalryman called the *Reiter* (Horseman). Originally little different than a harquebusier without a carbine, reiters now also eschew helmets and have a reputation for ostentation, making every effort to show themselves to be gentlemen, even if they have to pillage to secure the means. Many work as mercenaries on both sides of the war in Europe and are highly-regarded.

Typical Reiter (Gentry)

STR 11 CON 11 SIZ 11 INT 10 POW 10
DEX 11 CHA 10

SR 11 (8)

CA 2 DM +0 M 8m (16m when mounted)

Skills: Art (Any) 20%, Athletics 25%, Black Powder Weapons 35%, Brawn 30%, Commerce 20%, Courtesy 30%, Culture (Own) 50%, Drive 25%, Evade 40%, Evaluate 50%, Influence 50%, Insight 30%, First Aid 25%, Language (Native) 70%, Lore (Any) 20%, Lore (Regional) 50%, Lore (Tactics) 20%, Oratory 20%, Perception 30%, Persistence 30%, Resilience 40%, Ride 60%, Stealth 25%, Sword and Pistol 65%, Unarmed 25%

Armour: 80% Buff Coat (01-50%: Sleeveless, 51-100%: Sleeved), 60% Breastplate, 90% Thigh-Length Cavalry Boots, 60% Secrete (hidden under hat)

Weapons: Sword (1D8), 01-45%: Mortuary Sword *or* 46-90%: Rapier *or* 91-100%: Side Sword, 2 x Pistols (1D6+2), 01-85%: Wheellock *or* 86-100%: Flintlock, Unarmed (1D3)

D20	Hit Location	AP/HP
1-3	R Leg	1/5
4-6	L Leg	1/5
7-9	Abdomen	1/6
10-12	Chest	6/7
13-15	R Arm	1 (2)*/4
16-18	L Arm	1/4
19-20	Head	2/5

* - If wielding a Mortuary Sword

West European Infantry – Bucklerman

Encountered only in the Imperial Hapsburg army, bucklermen (*Rondartschieren*) serve as front-rank protection for musketeers and pikemen, fighting alongside halberdiers and serving as skirmishers in siege situations, though they are less common than their halberd-armed compatriots. Armoured like

pikemen, they wield a sword and *rondache* (metal buckler), sometimes carrying one or two wheellock pistols also.

Typical Bucklerman (Townsmen)

STR 11 CON 11 SIZ 11 INT 10 POW 10
DEX 11 CHA 10

SR 11 (7)

CA 2 DM +0 M 8m

Skills: Athletics 35%, Black Powder Weapons 55%, Brawn 35%, Craft (Any) 25%, Culture (Own) 50%, Drive 35%, Evade 40%, Evaluate 50%, First Aid 35%, Gambling 20%, Influence 50%, Insight 20%, Language (Native) 70%, Lore (Any) 20%, Lore (Regional) 50%, Perception 30%, Persistence 20%, Resilience 50%, Ride 25%, Stealth 25%, Streetwise 20%, Sword and Shield 55%, Unarmed 35%

Armour: 95% Breastplate, 95% Helmet, 80% Short Tassets

Weapons: Buckler (1D3), Side Sword (1D8), 30% 1-2 Wheellock Pistols (1D6+2), Unarmed (1D3)

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

West European Infantry – Musketeer

They are identical to standard Musketeers with the following change:

Weapons: Musket (2D8+1), 01-70%: Matchlock, 71-90%: Wheellock, 91-100%: Flintlock + 12 shots, Side Sword (1D8), 15% Swinefeather (1D8), Unarmed (1D3)



Eastern European Dress and Outlook

The different ethnic groups of Eastern Europe wear clothing that is considered exotic to Western eyes.

Cossacks: Cossack men grow drooping moustaches and shave their heads except for a long lock on top that is combed forward or wound around one ear. They wear moccasin-like *postoly* shoes; goat- or camel-hair *burka* capes; “melon” caps; loose shirts; and baggy, Turkish-style trousers. They favour red in their garments.

They are considered unruly and anarchic, with a love of drinking, singing, and fighting, and both men and women are regarded as scandalously promiscuous.

Croatians-Slavonians: Croats wear fur-trimmed, bag-shaped caps; tight shirts; long, woollen cloaks – fur-lined if wealthy – with hoods; wide, waist sashes; white neckerchiefs; tight, sleeveless jackets; baggy trousers tied at the knee; and open-thonged, curl-toed *opanken* sandals or calf-length riding boots. They favour red, green, and blue in their garments, and the men sport moustaches.

They are considered tough, daring, and skilled, but merciless and rapacious. Most are Catholic.

Hungarians: Hungarians wear tight, ankle-length pantaloons; knee-length *dolman* coats with loose sleeves; tight, sleeveless jackets; baggy felt or fur caps; tight shirts; sheepskin cloaks; ankle- or knee-length riding boots with

pointed toes; wide, woven waist sashes; and *sabretache* belt pouches. The men shave the sides of their heads and grow moustaches.

They are often fierce and large of stature, but are not thought of as entirely reliable due to a rebellious nature and some Protestant sympathies.

Polish/Lithuanian Nobles: Polish nobles dress in Hungarian style, but decorate their coats and jackets with rows of gold and silver cords and gilt or silver buttons. They favour silks, satins, and velvets, and have little restraint in displaying their wealth. In Hungarian style the men also shave the sides of their heads and grow moustaches. The men carry *Czekan* warhammers as walking sticks, self-defence items, and as a means to keep their sword-arms in trim.

They are zealously Catholic, elitist, and regard their king as only the first among equals; the nobles of two Kingdoms elect their kings. Lithuanian nobles strive to separate themselves from the commoners to such an extent that they even speak Polish rather than their native tongue.

Polish/Lithuanian Peasants: Most Polish and Lithuanian peasants live like medieval serfs and wear ankle-length trousers and simple tunics of homespun linen or sheepskin; wrapped leather sandals; and sheepskin caps. The men frequently grow beards. Most are Catholic.

Eastern Europe

The Kingdoms of Poland and Lithuania

The Kingdom of Poland and Kingdom of Lithuania are united in the Polish-Lithuanian Commonwealth, and their vast lands encompass many peoples including Croats, Cossacks, and Hungarians as well as Poles and Lithuanians.

Many Commonwealth soldiers find work in the armies of Western Europe, especially irregular

regiments of Hungarian and Croat light infantry and cavalry. Poles serve various Catholic forces as zealous, highly-skilled Hussars, and are in turn served by light cavalry and infantry of Croat, Hungarian, and Cossack origin, as well as Germanic Mercenaries.

Cavalry: The cavalry are the pride and joy of the Polish-Lithuanian Commonwealth, and the large proportion of nobles in the two kingdoms (10% of the populace!) means that they are able to field vast numbers of skilled, relatively well-equipped horsemen. At the top of the pile are the Hussars, their ranks formed solely from the nobility. Hungarian and Cossack heavy cavalry are less well equipped, but still formidable, and



beyond these there are a few dragoons, and an assortment of irregular Croatian and Hungarian light cavalry.

Infantry: Until recent years, the Hungarian Hajduks, irregular light infantry, formed the bulk of the Commonwealth's infantry, but Western-style musketeers have now assumed that mantle. The largest towns in the two kingdoms even employ bodies of German-trained musketeers for defence.

Irregular skirmishers from Croatia-Slavonia and Hungary are still widely used, however, as well as Zaporozhian Cossacks from the Polish Ukraine. Though fierce, the latter two forces are considered somewhat unreliable. Pikemen are exceedingly rare. For the most part, the infantry are regarded with contempt by the nobility, considered fit only for providing fire support for the cavalry.

Specialists: The Polish-Lithuanian artillery is comprised mostly of foreign mercenaries, especially Italians. Engineering is done by local peasants.

East European Social Classes

The Social Classes presented in *Clockwork & Chivalry* need some minor modification to represent the differing skills and outlooks of Eastern European characters:

Peasant: Replace +10% *Drive* with +10% *Ride*, and add *Hatchet* as a Combat Style choice.

Townsmen: Replace +10% *Drive* with +10% *Ride*, and replace *Pike* with *Sword* as a Combat Style choice.

Middle Class: Unchanged.

Gentry: Add *Mace* as a Combat Style choice.

Noble: Add *Mace* as a Combat Style choice, and replace *Black Powder Weapons* with *Military Pick* as a Combat Style choice.

East European Cavalry – Heavy Cavalry

Primarily comprised of wealthier Cossacks, Hungarians, and those Poles not quite wealthy or noble enough to become Hussars, the majority of heavy cavalry carry *szabla* sabres, a

pair of wheellock pistols, and a *palasz* mortuary sword or *koncerz*. Some use their maces of rank (if officers), recurve bows, military picks, and lances. They are also well armoured, wearing mail byrnies and *karvash* arm guards, and some also wearing *misiurka* mail hoods or *szyszak* helmets.

Cossack heavy cavalry are always equipped with a wheellock carbine, recurve bow, sabre, and occasionally a military pick too, and always wear *misiurka* mail hoods if they have a helmet.

Typical East European Heavy Cavalry (Gentry)

STR 11 CON 11 SIZ 11 INT 10 POW 10
DEX 11 CHA 10

SR 11 (5)

CA 2 DM +0 M 8m (16m when mounted)

Skills: Art (Any) 20%, Athletics 25%, Black Powder Weapons 55%, Bow 45%, Brawn 30%, Commerce 20%, Courtesy 20%, Culture (Own) 50%, Drive 25%, Evade 40%, Evaluate 50%, Influence 50%, Insight 30%, First Aid 25%, Language (Native) 70%, Lore (Regional) 50%, Lore (Tactics) 20%, Oratory 20%, Perception 30%, Persistence 30%, Resilience 40%, Ride 60%, Stealth 25%, Sword and Pistol 65%, Unarmed 25%

Armour: Chainmail Byrnie (01-50%: Skirted or 51-100%: Unskirted), Bridle Gauntlets (Pair), 50% Helmet (01-65%: Chainmail Hood* or 66-100%: Plate Helmet), 65% Thigh-Length Cavalry Boots.

* - Automatically a Chainmail Hood for Cossack heavy cavalry that possess a helmet.

Weapons: Sabre (1D6+1), Sword (1D8), 01-50%: *Koncerz* or 51-100%: Mortuary Sword, 2 x Wheellock Pistols (1D6+2), 20% Military Pick (1D6+1), 20% Recurve Bow (1D8) + 12 arrows, 10% Lance (1D10+2, breaks after one strike), Unarmed (1D3)

Weapons (Cossack): Sabre (1D6+1), Wheellock Carbine (2D6+1) + 12 shots, Recurve Bow (1D8) + 12 arrows, 50% Military Pick (1D6+1), Unarmed (1D3)



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

East European Cavalry – Light Cavalry

Croats and Hungarians form irregular regiments of light cavalry, and the former are much-lauded for their bravery and skill. They are armed identically to the heavy cavalry. A very small number of Croatian light cavalry are designated *harquebusiers* and equipped with breastplates and wheellock carbines, but apart from these rare troops and the wealthier officers, East European light cavalry is uniformly unarmoured.

Such irregular light cavalry is used to scout, skirmish, harass, and raid, as well as provide rear and advance guards.

Typical East European Light Cavalry (Peasant)

STR 11 CON 11 SIZ 11 INT 10 POW 10
DEX 11 CHA 10

SR 11 (9 if Croat Harquebusier)

CA 2 DM +0 M 8m (16m when mounted)

Skills: Athletics 35%, Bow 55%, Brawn 40%, Craft (Any) 25%, Culture (Own) 50%, Drive 25%, Evade 40%, Evaluate 50%, First Aid 35%, Influence 50%, Insight 20%, Language (Native) 70%, Lore (Any) 20%, Lore (Regional) 50%, Lore (Tactics) 20%, Military Pick 45%*, Perception 30%, Persistence 20%, Resilience 50%, Ride 60%, Stealth 25%, Survival 25%, Sword and Pistol 55%, Unarmed 35%

* - Replace Military Pick 45% with Black Powder Weapons 45% if a Croat Harquebusier.

Armour: 5% Breastplate (indicates a Croatian harquebusier).

Weapons: Sabre (1D6+1), Sword (1D8), 01-50%: Koncerz *or* 51-100%: Mortuary Sword, 2 x Wheellock Pistols (1D6+2), 20% Military Pick (1D6+1), 20% Recurve Bow (1D8) + 12 arrows, 10% Lance (1D10+2, breaks after one strike), Unarmed (1D3).

Note: Also gains a Wheellock Carbine (2D6+1) +12 shots, if gained a Breastplate above.

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

* - If Croat Harquebusier wearing Breastplate

East European Cavalry – Hussar

The cream of the powerful Polish-Lithuanian cavalry, the hussars are composed entirely of nobles. They are heavy shock cavalry, employed in direct assaults and charges, and are both well-armed and heavily armoured, not to mention elaborately decorated; they even carry wooden harnesses on their backs with feathers attached that look like the wings of eagles or angels.

They wield the standard East European cavalry arms, but make far greater use of the lance in their charges. To a fault they wear breastplates (often laminated and decorated with gilt), *karvash* armguards, and *szyszak* helmets. They consider war a glorious endeavour, and believe in looking their best.

Typical Hussar (Nobility)

STR 11 CON 11 SIZ 11 INT 10 POW 10
DEX 11 CHA 10

SR 11 (4)

CA 2 DM +0 M 8m (16m when mounted)

Skills: Art (Any) 20%, Athletics 25%, Brawn 30%, Commerce 20%, Courtesy 20%, Culture (Own) 50%, Drive 25%, Evade 40%, Evaluate

Polish-Lithuanian Officers

Apart from the fact that officers are invariably better-dressed and groomed than Soldiers of the lower social orders, they also bear a number of distinctions that indicate higher rank instead of the polearms used in Western Europe and the British Isles:

All Cavalrymen: Wear sheepskins over their left shoulders to distinguish themselves further from infantry.

- **Croat Light Cavalry Officers:** Wear standing gilt plumes in their caps with wing ornaments.
- **Hungarian Light Cavalry Officers:** Wear white, upright heron feather plumes on the left of their caps or helmets.
- **Junior Officers (Porucznik) of Cavalry and Infantry:** Carry Piernacz (all-metal

flanged maces, sometimes decorated with silver). Porucznik of the cavalry also wear wolf skins instead of sheepskins.

- **Captains (Rotmistrz) of Cavalry and Infantry:** Carry Buzdygan (large, elaborate flanged maces). Rotmistrz of the cavalry also wear leopard skins instead of sheepskins.
- **Commanders (Hetmen) of Cavalry and Infantry:** Carry Bulawa (large spherical, pear- or onion-shaped maces, heavily decorated with gilt, silver, and jewels). Hetmen of the cavalry also wear leopard skins. There are only four hetmen in the Polish army.

System Bonuses: Officers add Oratory +30%, Lore (Tactics) +30%, and Mace 45%.

50%, First Aid 25%, Influence 50%, Insight 30%, Lance 45%, Language (Native) 70%, Lore (Regional) 50%, Lore (Tactics) 20%, Military Pick 55%, Oratory 20%, Perception 30%, Persistence 30%, Resilience 40%, Ride 60%, Stealth 25%, Sword and Pistol 65%, Unarmed 25%

Armour: Breastplate, Chainmail Skirt, Helmet, Bridle Gauntlets (Pair), Thigh-Length Cavalry Boots.

Weapons: Sabre (1D6+1), Lance (1D10+2, breaks after one strike), Sword (1D8), 01-50%: Koncerz *or* 51-100%: Mortuary Sword, 2 x Pistols (1D6+2), 01-85%: Wheellock *or* 86-100%: Flintlock, 20% Military Pick (1D6+1), Unarmed (1D3).

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

East European Infantry – Skirmisher

Croats, Cossacks, and Hungarian Hajduks all serve in the armies of Poland and Lithuania as irregular light infantry, but also serve in the same capacity as Mercenaries in other parts of Europe, such as the Imperial Hapsburg Empire. In all cases they act as skirmishers, raiders, and ambushers, and have well-earned reputations for ferocity.

Typical East European Skirmisher (Peasant)

STR 11 CON 11 SIZ 11 INT 10 POW 10
DEX 11 CHA 10

SR 11

CA 2 DM +0 M 8m

Skills: Athletics 45%, Black Powder Weapons 45%, Brawn 45%, Craft (Any) 25%, Culture (Own) 50%, Dagger 55%, Drive 25%, Evade 40%, Evaluate 50%, First Aid 35%, Influence 50%, Insight 20%, Language (Native) 70%, Lore (Any) 20%, Lore (Regional) 50%, Lore (Tactics) 20%, Perception 30%, Persistence 20%, Resilience 50%, Ride 35%, Stealth 25%, Survival 25%, Sword 55%, Unarmed 35%



Armour: None

Weapons (Cossack): Dagger (1D4+1), Sabre (1D6+1), 20% Bardiche (2D6), Musket (01-40%: Matchlock Arquebus, 2D6 *or* 41-90%: Matchlock Musket, 2D8+1 *or* 91-100%: Wheellock Musket, 2D8+1) + 12 shots, 20% Polearm (1D8+1), 01-50%: Half-Pike *or* 51-100%: Pike, Unarmed (1D3).

Weapons (Croat): Long Dagger (1D3+2, as Dirk), Sabre (1D6+1), Musket (01-40%: Matchlock Arquebus, 2D6 *or* 41-90%: Matchlock Musket, 2D8+1 *or* 91-100%: Wheellock Musket, 2D8+1) + 12 shots, 20% Polearm (1D8+1), 01-50%: Half-Pike *or* 51-100%: Pike, Unarmed (1D3).

Weapons (Hungarian): Dagger (1D4+1),

Sabre (1D6+1), Hatchet (1D6), Musket (01-40%: Matchlock Arquebus, 2D6 *or* 41-90%: Matchlock Musket, 2D8+1 *or* 91-100%: Wheellock Musket, 2D8+1) + 12 shots, 20% Polearm (1D8+1), 01-50%: Half-Pike *or* 51-100%: Pike, Unarmed (1D3).

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



Foreign Military Professions

Profession	Social Class	Common Skill Bonuses	Advanced Skills
Border Lancer	Peasant, Townsman, Middle Class	Brawn +5%, Evade +5%, Perception +5%, Resilience +5%, Ride +15% Combat Styles: Half-Pike +15%, Dagger or Sword +10%	Lore (Tactics)
Bucklerman	Peasant, Townsman, Middle Class, Gentry	Athletics +10%, Brawn +10%, Evade +5%, Resilience +5% Combat Styles: Sword and Shield +20%, Black Powder Weapons +10%	Lore (Tactics)
East European Cavalry (Heavy)	Gentry, Nobility	Brawn +5%, Evade +5%, Resilience +5%, Ride +15% Combat Styles (Select One at +20% and Two at +10%): Black Powder Weapons, Bow, Lance, Military Pick, Sword and Pistol	—
East European Cavalry (Light)	Peasant, Townsman, Middle Class, Gentry	Brawn +5%, Evade +5%, Resilience +5%, Ride +15% Combat Styles (Select One at +20% and Two at +10%): Black Powder Weapons, Bow, Lance, Military Pick, Sword and Pistol	—
East European Skirmisher	Peasant, Townsman, Middle Class, Gentry	Athletics +10%, Brawn +10%, Evade +5%, Resilience +5% Combat Styles (Select One at +20% and Two at +10%): Bardiche, Black Powder Weapons, Dagger, Half-Pike, Hatchet, Pike, Sword	—
Highland Skirmisher	Peasant, Gentry, Nobility	Athletics +10%, Brawn +10%, Evade +5%, Resilience +5% Combat Styles (Select One at +20% and Two at +10%): Black Powder Weapons, Bow, Great Sword, Polearm, Sword and Dagger, Sword and Pistol, Sword and Shield	—
Hussar	Nobility	Brawn +5%, Evade +5%, Resilience +5%, Ride +15% Combat Styles (Select One at +20% and Two at +10%): Lance, Military Pick, Sword and Pistol	—
Irish Mercenary	Peasant, Townsman	Athletics +15%, Brawn +5%, Evade +5%, Resilience +5% Combat Styles: Half-Pike or Pike +20%, Black Powder Weapons +10%	Lore (Tactics)
Reiter	Middle Class, Gentry, Nobility	Brawn +5%, Evade +5%, Resilience +5%, Ride +15% Combat Styles: Sword and Pistol +20%	Courtesy, Lore (Tactics)



Sieges

Introduction

The English Civil War was characterised by the proliferation of siege warfare (there were 300+ sieges in total), and the *Clockwork & Chivalry* world is no different. Up and down the country, houses, towns, cities and castles are, or have been, besieged – some by the Royalists, some by the Parliamentarians. Some of these sieges have lasted years, such as the Siege of Plymouth; others have been vast affairs requiring many men and resources (over 30,000 men besieged York and more than that, perhaps 35,000 besieged Gloucester); some besieged places have seen many reversals, property changing hands numerous times, back and forth, as the war over a piece of contested territory has swung one way or the other, forces taking it in turns to invest themselves around a strategic prize; and sometimes sieges have been won, or abandoned, quickly – a successful assault or robust defence putting paid to longer term plans.

Sieges are often as much a means of tying down a numerically superior army than anything else – in England where defences are not that modern or extensive (compared to on the European continental mainland, where countries have been involved in a bitter conflict for decades), truly decisive victories are usually decided by field armies on the open battlefield. Both sides claim that such open warfare is still their preferred method of settling matters. However, as the Civil War has ground to a stalemate, both sides exhausted after Naseby and cautious due to the level of casualties Alchemical and Clockwork weapons can cause, slow burning sieges are par for the course, a

means of signalling the war is ongoing, despite the lull in the manoeuvring of the field armies. Siege warfare is no soft option, however – the lives of those involved, civilian or soldier, are often lost or ruined; and, like many features of the Civil War, sieges are the source of varied, dramatic and sometimes peculiar happenings.

This article explores the rich gaming opportunities that siege warfare provides, as well as giving some background information useful when running games where Adventurers encounter a siege in progress.

The Lie of the Land

The time it takes to organise forces and undertake a campaign in the seventeenth century means that often a force will have some time to prepare itself for a siege. This will involve the gathering of men, arms, supplies and equipment; the fortification and strengthening of defences; and possibly the widespread evacuation and demolition of suburbs to create a defensible space (e.g., in Stafford, hundreds of people were displaced as the orders came to clear and destroy all the buildings within musket range of the town walls). There was as much destruction within the town or city, as earth and building supplies were scavenged to supplement the defences (the very foundations of buildings might be undermined in the quest to gather such materials).

In the end, success might be a matter of numerical superiority; who has the best access to supplies or means of preventing access (if, for instance, the besieged town is coastal and can be supplied from the sea it may be able to



last out forever. If the attacker has access to ships with which a blockade can be imposed the defenders advantage can be neutralised); whether the ravages of disease can be avoided; and the resolution of the parties involved. But the defences, dispositions, weapons of war and expertise of those wielding them will all play their parts.

Cannon


Although potentially useful, seventeenth century cannon often cause more noise than damage. Usually ammunition is very scarce, the fire inaccurate and the pieces prone to unreliability. When the mighty barrage was unleashed against Hull, which involved several Royalist batteries, including the mighty guns “Gog” and “Magog”, only three casualties were caused (a woman and two children). Nevertheless the hurling of a few rounds per day at a defender can become a regular nerve-racking trial – such a barrage can shake morale and cause panic. In addition, a lucky shot might even take a life, breach a wall or light a fire (wooden buildings are constantly in danger of being engulfed by flames), or worse still, a powder store might be hit. Such events

can cause havoc and help change the final outcome of a siege.

Siegeworks

Some sieges take place against unwalled towns. Such actions mean that the ensuing conflict might range around a large area, pickets guarding hastily constructed embankments and street fighting and skirmishing might break out where such scratch-built defences are breached. Such an arrangement might lead to a series of pitched battles, possibly over a considerable number of days. Other sieges take place around heavily fortified, easily defensible locations like castles or fortified manors – perhaps the attacker might never even attempt to breach such a strong position, relying on hunger, disease and desertion to do the job instead.

Whatever the location of the siege, aside from natural and pre-existing defences, new defences will often be erected on both sides of the siege-lines, for the attacker does not want to be caught unawares either – defenders often sally forth to teach an attacker a lesson, to relieve boredom, to take a strategic advantage, or even in an attempt to lift a siege. Banks and ditches



might be dug; sharpened staves are set, ready to deter charging cavalry; fences are erected to provide cover, or pulled down to allow enfilading fire. Don't underestimate the sophistication of such defences – although it is only the new Clockwork technology that offers any automated building, both sides are capable of deploying fortifications, trenches, redoubts, batteries and raised approaches on a grand scale – all of which makes the boldest attacker think twice before launching a direct assault on even a heavily outnumbered defender.

Sniping

The use of skilled snipers can be demoralising and deadly (for both attackers and defenders). A numerous foe might be merely harassed by such fire, a scant force might find themselves decimated over time to a point that they feel they can no longer continue. As in most things pertaining to the Civil War there is no fast rule to the use of snipers – some forces have few men armed with appropriate weapons, or skilled enough to use them effectively, and certainly there were no dedicated units of snipers as such. The inaccuracy of musket fire means such warfare is in its infancy. Nevertheless, the first recorded British victim of a sniper was the Parliamentarian Lord Brooke in 1643, and there are certainly tales of deadly sniping – such as the deadly fire from Lady Charlotte's snipers defending Lathom House.

Petards

Grenades might be used when assaulting, although they were rare and of limited use. Petards were also employed – essentially an explosive charge which would be attached to a target (often tower doors etc.) and then exploded. A petard consists of a wooden backplate, a metal container with a hole for a fuse and a few pounds of gunpowder. The petardier's assistant is expected to run through the enemy's fire (which is often horrendous) and attach the thing (by screwing in a hook to the surface to be blown then suspending the petard), light a fuse (with a slow match lit at both ends), and, if still alive, retire to a safe distance. The attackers might cause a breach in the defences this way although they might be unlucky and become victims of an explosion themselves – the charges are notoriously

unstable. The petardier himself is not expected to make the dash; as a gunpowder expert, he is far too valuable. On the other hand, such means could be very effective – Farnham Castle fell after the doors were blown in by a petard, the attacking Parliamentarians finding a way to breach the walls even though they had no artillery. Any would-be petard setter should note that it is better to run back to one's own lines in a zig-zag – the metal container tends to fly toward the defenders' lines as the gunpowder (hopefully) takes its toll in the opposite direction.

Rules: The fuse of a petard takes 1D3+3 turns to burn through (secret Games Master roll). Anything to which the petard is attached will take 8D8 damage. The canister shoots out of the back with a range of 5m; anyone within range must make a successful Evade roll (+20% if the player has already stated his intention to zig-zag). Anyone hit by the canister takes 2D6 damage to a single random location. If the petard was not successfully attached, anyone and anything within 10m takes 3D6 damage to all hit locations.

Tunnels

Tunnels might serve a variety of purposes. Many castles have secret tunnels already in existence that provide an emergency exit, a means of sneaking in goods and reinforcements and a means of maintaining some general freedom of movement. Some sieges are conducted with limited enthusiasm (in reality, although those concerned would deny it to any superior officers), but others are vigorous affairs. Tunnels might be built to find an entrance into an area, or often to create a chamber to set a charge so that walls can be undermined, etc. Petardiers were responsible for supervising the setting of such explosives. A defender might well build their own tunnels to counter the attacker's – which can lead to the grim tunnel fighting and counter-measure explosions more commonly associated with the First World War; for instance, in York a mine was set by the attackers which was packed with explosives but the defenders managed to stop the attack by digging their own tunnel which cut off the attackers' tunnel.

Sieges and the Rules of War

Seventeenth century warfare was characterised by a whole set of accepted agreements about how to resolve a siege and what treatment a surrendering or defeated force might expect at the hands of the victors. There are general principles which govern such affairs as well as a variety of patterns of negotiations, which might vary according to the commanders involved. Generally there will be quarter offered to a defender if they surrender. This opportunity might be offered more than once as the siege progresses. There also might be arrangements made for allowing movement in and out of the besieged area – for instance, women and children might be permitted to leave, or might be forced to stay. Some of the negotiations are long and drawn out affairs. Indeed, some defenders dissembled and quibbled while negotiating purely for the purpose of stretching out the siege in the hope of a relieving force or to maximise the inconvenience to the attacking army. But there is a danger – too much prevarication, or fighting too hard a defence and then surrendering might mean that, when the inevitable comes, no quarter is given.

For the besieged there is often a difficult choice, particularly if they have little hope of holding out or being relieved. It may be that by declining the opportunity to surrender, the defenders risk greater reprisals when the inevitable capitulation occurs – but for a defending commanding officer, there is the risk of being tried as a traitor by his own side if he does surrender. Charles I executed some of his commanders for surrendering their positions, it is doubtful that Rupert would take a much more lenient view of such cowardice. The Parliamentarians might take an equally harsh line. For example, when the Parliamentarian Commander, Captain Thomas Steele, Governor of Beeston Castle, surrendered (after having been surprised by a night-time assault by an enemy Captain, Thomas Sandford, with a mere eight men), he was tried and shot for his failure to hold the castle. Cromwell is certainly not to be crossed, and failure will no doubt be rewarded with demotion and shame, and possibly military trial and execution.

On the other hand, the personality of the

commanding officer of the conquering force, and the amount of authority he can bring to bear on his troops are equally, if not more, important. A sadistic commander or an unruly mob will possibly sack a town and put the occupants to the sword – particularly if they are separated from the inhabitants by matters of religion or geography as well as politics. Quarter in such a case might only be offered to the defending commander himself, or perhaps the Lady of the house. Conversely, quarter might be offered to all the regular troops, in return for an oath that they would not take up arms (for the losing side) again, while the senior officers might be bound as “prisoners of mercy”. A town might escape being sacked in return for a sum of money.

Frustration at an unsuccessful siege could have dire consequences. The Earl of Derby was so annoyed that Lancaster surrendered to the Parliamentarians without a shot being fired that he laid siege to the castle. Annoyed that the defenders persisted in their resistance he set fire to the town, killing two hundred civilians in the process. This came to be known as a “cavalier attitude”.

Whatever the fate of a surrendering force, the location of the siege itself might be the subject of extensive reprisals. Castles were often “slighted” – their walls weakened, or even pulled down, to prevent them being used for defensive purposes ever again. Cromwell favours taking down the whole of one wall and letting the elements do the rest of the job for him; any castle given this treatment doesn’t tend to last long and remains uninhabitable henceforth.

Conditions under siege

Starvation and disease are often the cause of more casualties than military action itself. Often conditions within a siege become very grim, for soldiers and civilians alike. Sometimes there is some freedom of movement in and out (for women and children) but this is often denied. There seems little point to most attackers in allowing such a state of affairs as it prolongs the siege which is rarely in the attackers’ interests (with the exception of those secretly hoping to sit out the war in this manner). Military encampments are often overcrowded





Lady Charlotte, who led the successful defence of Lathom House (The first siege of Lathom House; it fell the second time when she was not in command) proclaimed that "they should never take her, nor any of her friends alive."

and always unhygienic.

Plague, small pox and measles can all spread through besieged towns causing havoc, the unburied dead adding to the lack of sanitation and further increasing the spread of illness. But the more prolific killers are "camp fever" or typhus, dysentery (caused from the often tainted water supplies) and general fevers from damp, chill and overcrowded conditions – whole forces can be laid low by such conditions, many of which are debilitating, if not deadly (Cromwell himself has shown signs of suffering from ague after time spent campaigning in the Fens).

Food can be an even deadlier problem. First thatch might be stripped from houses to feed the horses, but it is then only a matter of time before the horses themselves are killed to feed the soldiery. Before long the soldiers would be reduced to eating dogs, the civilians to eating cats, rats, mice and mutton-fat candles. It's grim stuff, this siege warfare!

The Lessons of History

Aside from using the ideas in the *Clockwork & Chivalry* sourcebooks and supplements, there are many examples of historical incidents which can feed into adventure seeds and encounter situations. There are examples of women, usually expected to be subservient, leading a brave defence of their lands (often while their husbands are away fighting elsewhere). For instance, the defence of Lathom House was led by Lady Charlotte, the Countess of Derby, who refused all demands to yield (although she prevaricated in order to buy time to improve the defences) stating that although "a woman and a stranger, divorced from her friends and robbed of her estate, she was ready to receive their utmost violence, trusting in God for protection and deliverance."

Or there are examples of "enemies" meeting in the tavern, through the use of tunnels to and from a castle, then returning to their opposing lines. Of course, officers might take a dim view of their men consorting in such a manner, but not be above dining with their own counterpart on the opposing side (after all, it may well be that such a fellow represents the nearest thing they have to a contemporary that they see as a social equal).

It is worth seeking out these historical snippets and real-life tales. Tales such as the master gunnery of "One-Eyed" Jack Thompson who fired his cannon from the rooftops defending Colchester from the Parliamentarians; or of the covenant taken in Plymouth whereby the soldiery swore to fight to the last; or of the massive cannon the king ordered with which to break the Siege of Gloucester, only to have it immediately explode when fired (his crew never having fired such a large piece before). Nearly every siege has some curious example or morsel of interest – and there were plenty of them – so mine the history of the English Civil War to give extra flavour to your descriptions of a siege or rich background detail to your Adventurer.

Clockwork and Alchemy

As much fun as it is running adventures which take into account the history of sieges in the Civil War, in the *Clockwork & Chivalry* world there are abundant opportunities for Clockwork technology and Alchemical magick to have an affect on the proceedings.

If the Royalists are besieging, they may find it more effective to get an Alchemist to unleash an Elemental against their opponents' defence; the Parliamentarian attacker might wish to find a mechanical means of breaking a siege – perhaps a mole-drill under the walls or, if they are very lucky, a Leviathan ploughing through them. A Royalist defence led by an Alchemist might last an age, Strength potions bolstering the defending troops as they sally forth. Of course a Parliamentarian defender utilising Clockwork might be able to bring in supplies using Striding Boots. Most importantly, some of the uses of Magick and Clockwork have yet to come into their own – Adventurers following such professions will no doubt have an



abundance of ideas for novel uses for their skills.

Of course, some of these applications have unintended consequences. One rather dubious attempt at a mechanical solution to break a siege is the Clockwork petard, essentially gunpowder strapped to the front of a Clockwork Mule with a lit fuse, pointed at a target. This device is usually ineffective, as its targets are rarely in a straight and even line from the point at which it is released. Another is the attempt by Alchemist defenders to cast a plague miasma on a besieging enemy's camp; unfortunately the movement of spies and civilians through the lines may result in the town becoming infected as well, causing an even greater humanitarian disaster (although the Parliamentarians will no longer be interested in occupying the place).

The grim effects of Clockwork and Alchemy on static warfare are explored in depth in *No Man's Land* – the third instalment of the epic Kingdom and Commonwealth campaign.

The Clockwork Mole-drill

- Cost: 210,000 shillings
- Complexity: 5
- Size: 30
- Hit Points: 15
- Speed: 8m only (underground)
- Armour: 5
- Weapons: 1D10 ramming, 6D8+8 drilling

The Clockwork Mole-drill, one of the more unusual vehicles to come out of the Cambridge weapon shops, is a cigar-shaped vehicle with a drill at the front, capable of travelling beneath the ground. The vehicle requires a crew of two, both of whom are needed to struggle with the difficult task of keeping the vehicle heading in a straight line, keeping the vertical and horizontal control wheels centred by brute force as the machine ploughs through different consistencies of soil and rock. There is also space for two passengers. Navigation must be done by compass bearing, as there is no way to see out once the main hatch is closed; this can easily be thrown off by the proximity of magnetic ore-bearing rocks, making longer journeys something of a gamble. Estimation of

depth is by dead reckoning, using a spirit level to figure out the angle of descent/ascent with actual speed usually a wild guess. Travel time is about two hours, depending on the hardness of the medium through which the vehicle is travelling. There are pedals for the two passengers which can theoretically rewind the vehicle to allow a further thirty minutes travel, though with two pilots steering and two peddling, the air becomes stuffy very quickly as suffocating miasmas build up in the chamber.

The first prototype build in Cambridge was lost underground, and it is assumed that the crew asphyxiated before they could get the machine back to the surface. The second prototype was stolen (readers/players of *The Alchemist's Wife* will know by whom). There are rumours that one or more Clockwork Mole-drills have seen action in the Debatable Lands, having been built in the Birmingham workshops of the Parliamentarian renegade Sir John Gell.

A World of Adventure

For an adventuring party there are a whole host of opportunities for role playing in a besieged or besieging encampment (or combination of the two). There is plenty of scope for treachery and deceptions; courageous and honourable behaviour; conflict and subversion; and a whole host of other shenanigans that are the bread-and-butter of adventuring types.

Negotiators

There are plenty of opportunities for players who enjoy diplomacy and negotiation. Perhaps they find themselves embroiled in negotiation between townspeople and the military (there are lots of examples of the defending army being politically at odds with the townsfolk with whom they are sharing a besieged space – Oxford, even though it is the Royalist capital, has an overwhelmingly Parliamentarian citizenry outside of the colleges); perhaps they are negotiating on one or both sides of the military as they thrash out the terms of the engagement, terms for surrender or terms for a truce; or perhaps they have another diplomatic mission – perhaps to persuade a Faction to join or leave the struggle. Such negotiations are fraught with rules of etiquette, and perhaps danger; a successful negotiator might find



themselves a target for assassination by an enemy who wishes talks to fail. Negotiations that go badly can take a bitter turn – at Colchester, the defenders’ refusal to release important Parliamentarians in exchange for lowlier Royalists led to the frustrated New Model Army officer demanding the execution of a proportion (one in fifteen of one group; one in ten of another; and one in five of the last) of the Royalist prisoners. The doomed men were selected by lots – a terrible atrocity that the defenders did not replicate.

Messengers and Spies

Messengers are often employed to take news out of a besieged place, or to bring news in. Often such news may lift or dash spirits, perhaps telling of a relief force on the way or the defeat of nearby friendly forces. Even where supplies are impossible to obtain, a message might be sneaked in or out (a messenger sneaked out ten such messages from the Siege of Portsmouth, all sewn into the hem of his coat). Spies might be employed to gauge the mood behind the enemy lines and perhaps indulge in sabotage or propaganda to weaken an enemies resolve or open a gate to allow an invader to enter.

Female Adventurers might find they have more success slipping through encampments without being apprehended as possible Spies or traitors than their male counterparts, and depending on the security of the siege-lines and the rules of movement agreed between the combatants, they may find it easier to move in and out of a besieged area. However, all messengers and Spies run terrible risks. At Colchester a small boy snuck out with a message but was caught by the Parliamentarians. He was tortured with burning matches, but did not reveal his message, telling his captors only that he had been instructed to be hanged rather than reveal anything.

Raiders

Adventurers might find themselves caught up in a raid, either as a part of a raiding party or on the defending side. Often both attackers and defenders would launch raids against the opposing sides hoping to take out key targets (such as a tower, powder store, baggage, gun

battery, etc.). The raid might primarily employ stealth or overwhelming force, but will always attempt to utilise the element of surprise. Such raids can change the entire outlook for a besieged town. For instance, at Hull the Royalist attackers lost their primary fort to a raid in the first week of the siege and several great siege cannon a few weeks later – factors which caused the attackers to give up and search for more vulnerable prey elsewhere. However, at Colchester the unlucky Royalists sallied out in force; initially successful, they ran out of powder and were cut off for a time, the surviving units eventually managing to limp back into Colchester, having suffered many casualties.

Ad Infinitum

The only limit to the adventuring opportunities in a siege are the imaginations of the players and Games Master. The following table gives some further suggested occurrences, but the actual adventure hook could be anything – the need to steal/acquire/kidnap an item/some information/a person from behind siege-lines; the need to earn some money as a Mercenary fighting for one side or the other; the feeling of duty to a cause/patron/friend; the need to protect a family member; the desire for promotion; and a host of sub-quests and side-plots. Concentrate on evoking the desperation and grimness of life behind a siege line and the opportunities for Adventurers to “make a difference” and you are sure to have a rewarding game.

Siege Events Table

The following table can be used to determine events during a siege. It may be used daily or weekly depending on your style of play. Roll 2D20 and consult the table below. Most of the events are applicable to both attacker and defender alike, although some are more appropriate to one group than another (in which case simply re-roll the result). These events are in addition to other siege effects (such as the depletion of food over time, planned encounters and events, etc) and feel free to ignore any that contradict Adventurer actions (so, for instance, if an Adventurer is in charge of a defence they are not bound to negotiate, such a decision will remain at the player’s discretion).



Note that many of these events can affect Righteousness Points; see “Fluctuations in Righteousness Points” in *Clockwork & Chivalry Core Worldbook*, p.60. The Games Master may like to keep track of the RPs of the opposing commanders, and possibly have a general RP score for the different Factions (Soldiers, civilians) etc., taking part in the siege, as a measure of their general morale. If RPs of commander or Soldiers falls low enough, they may give up, but a commander with high RPs may be able to fire his troops to greater efforts (assuming they belong to the same Faction).

2-12 – No event this time.

13 – Rumours. Rumours sweep the place of the necessity to surrender immediately (and of an ultimatum that if such a surrender does not take place, no quarter will be given).

14 – Rumours. Rumours of a relief/reinforcement column approaching sweep the place, strengthening resolve not to surrender.

15 – Rumours. Rumours sweep the place of atrocities carried out by the enemy. Resolve not to surrender hardens.

16 – Bad News. The morale of the recipients goes down as they hear of a local defeat (whether the message is true or false).

17 – Good News. News of a nearby victory heartens the camp (whether true or not).

18 – Disease. A Miasma has taken grip of the area (GM’s discretion or roll 1D4 – 1-Agüe; 2-Black Death; 3-Flux; 4-Small Pox).

19 – Food is spoiled. Part of the food stocks have been contaminated and are unusable (2-40% of the total food store).

20 – Water is contaminated. One source of water is temporarily unavailable.

21 – Saboteurs. A saboteur has (roll 1D6) –1 - started a whispering campaign to undermine morale; 2 - spiked a cannon; 3 - started a fire; 4 - assassinated a senior officer; 5 - spoiled some food/drink; 6 - stolen a prestigious item (e.g., a battle standard) which is now being displayed by the enemy.

22 – Raiders. A successful raid has been

launched (objective/casualties at Games Master’s discretion).

23 – Raiders. An unsuccessful raid has been launched (men taken prisoner/casualties at Games Master’s discretion).

24 – Artillery is damaged. A cannon is no longer operable (having split, fallen from its mounting, been captured, etc.).

25 – Artillery successful. An artillery shot has caused consternation in the enemy camp (killing an officer, setting fire to a powder keg, weakening a wall, etc).

26 – A powder store explodes. 50% chance of fire starting and 1D20 casualties.

27 – Spy. A Spy has been caught and is to be shot the next morning.

28 – Spy. A Spy has infiltrated the camp and opens a door/gate for the enemy to enter.

29 – A boost to the besiegers. A force joins the besiegers (numbers at Games Master’s discretion, as appropriate to scale of siege).

30 – A boost to the defenders. A relief force arrives (numbers at Games Master’s discretion, as appropriate to scale of siege).

31 – Sniper. A sniper has managed to shoot an enemy officer.

32 – Desertion. 1-20% of the defending forces have slipped away.

33 – Desertion. 1-20% of the attacking forces have slipped away.

34 – Council of War. Negotiations are requested.

35 – Council of War. The besieger offers more generous terms of surrender.

36 – Council of War. The besieger offers less generous terms of surrender.

37 – Council of War. The besieger refuses terms of surrender, stating “no quarter will be given.”

38 – Drunkenness. A large cache of alcohol is found and the camp falls into drunkenness

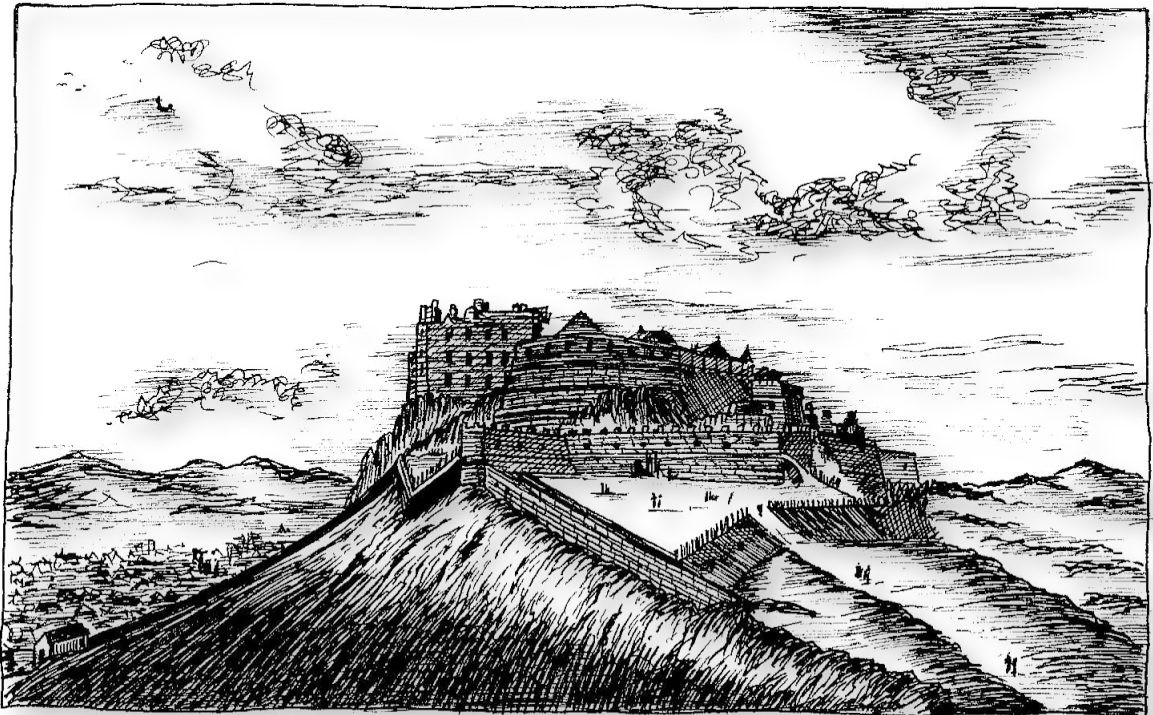
39 – An eventful time. Roll twice on the table.

40 –Very eventful. Roll three times.



Part the Third: Scotland

In which the northernmost kingdom of
the British Isles is described, its history
revealed, and its people introduced to the
gentle reader



A brief introduction to Scotland can be found in the *Clockwork & Chivalry Core Worldbook*, pp.171-2. If running campaigns set in Scotland or playing Scottish Adventurers you will want to know a little more about the place, its history, its people and their customs. The following chapter explores Scotland in more detail, providing plenty of background material and is supplemented by some adventure seeds and random tables that can be found in Part the Fourth: Random Tables.

Most of the Factions and Professions from the *Clockwork & Chivalry Core Worldbook* are available to Adventurers hailing from Scotland, although the cultural emphasis, precise details of everyday work and job title might be somewhat different; for instance, many Lords might describe themselves as Clan Chiefs, etc.

The Scottish have waged a bitter and successful struggle for independence for hundreds of years. Their culture is different to that of the English. Scotland has its own distinct Parliament, legal system, customs and social hierarchy.

A History of Scotland

In order to play a Scottish Adventurer, or if running an adventure set in Scotland, it is useful to have an idea of the general history of the country.

Origins

Originally, there was no concept of a single unified Scottish nation. In ancient times there were many settlements, as nomadic peoples began farming and looked to hill forts for their

protection. When the Romans invaded Britain, the far north, the area now known as Scotland, was a frontier too far for the legions. Partly due to resistance, and partly because the effort didn't seem worth the rewards, the Romans built walls (Hadrian's and the Antonine Wall) to defend their northern border from the barbarians beyond (people the Romans referred to as Caledonians).

A Kingdom

When the Romans left Britain, the area now described as Scotland was occupied by a mixture of peoples: generally Picts to the north and east, Britons to the south and Gaels to the west. The Picts were the most powerful group, but their ruling class adopted Gaelic customs and the Pictish identity largely disappeared from history. By the end of the ninth century the area became known as Alba – the land of the Scots. The land was blighted not only by internal strife, but also by the depredations of the raiding Norsemen. Vikings settled the many islands off the coast of Scotland, often purging them of their original inhabitants. A massive battle in the tenth century, Brunanburh, saw the Scots unite with the Vikings and Britons against the Angles and Saxons. This battle was inconclusive, technically probably a loss for the Scots, but it was costly enough that the Angles thought twice about assuming they could simply take over the northern territory.

In 1057 Malcolm defeated Macbeth, founding the Canmore dynasty. The subsequent Canmore kings split their time between suppressing their own unruly people and fending off demands by the English crown to be recognised as overlords



of Scotland (in 1072 Malcolm had signed the Albernethy Submission – declaring him the English king’s man – a submission which would haunt Scotland’s rulers for generations to come). By the Thirteenth Century a border was established with England which has largely been accepted as the boundary between the two nations – although Scotland has variously tried to claim counties from Northern England, and the English monarchy, Southern, or even all, Scotland.

Whose Culture?

Despite having a king, Scotland could hardly be called unified. The Isles, a powerful maritime and trading force descended from the Vikings, looked to Norway as their overlords. The north and west of Scotland was Gaelic, and local chieftains there were more interested in their own power bases than a greater Scotland. Meanwhile, in the Lowlands and south, the Canmores allowed (and even encouraged) Norman allies, with their Anglo-Saxon servants, to settle.

Over time, the Islands returned to Scottish control – but only via the Lord (or King) of the Isles – the leader of the mighty Donald clan who had to be subdued in turn. Similarly, Gaelic culture waned – the “Scots” language (with its Anglo-Saxon roots) becoming the dominant language (although tens of thousands of Gaelic speakers remain in the far west).

The Struggle to Remain Independent

The Scots have always had to stave off the attentions of the English – but when the Canmore line died out in the Thirteenth Century there was a succession crisis that threatened to lead to puppet rule at best, total annexation at worst. Edward I beat the Scots at Dunbar and imposed the humiliating “Ragman Roll” on the Scots – demanding that all influential Scots acknowledged their submission to the English King.

In the Gaelic north, resistance began. The persecution by the English, if anything, helped crystallise Scottish identity and they rallied behind William Wallace, the obscure younger son of a minor noble. Wallace was eventually

defeated, but not before bloodying the English’s noses. Where Wallace refused to compromise, other Scottish nobles were not so proud, and by 1305 Scotland was a region of England, the nobles divided between supporting the English and fighting for Scottish independence. But Wallace’s grisly end acted less as a warning and more as inspiration to rebellion. When Robert Bruce (the seventh in a line of Robert Bruces) was declared King, backed by the Scottish Bishops (who feared that the Scottish Church would lose its independence), he kicked out the English garrisons and, following the Battle of Bannockburn, it seemed independence was secure once more.

The Auld Alliance

If the English were the “Auld Enemy”, the French were the old allies of the Scottish. From the end of the Thirteenth to the middle of the Sixteenth Century the French and Scottish had a pact to support each other if invaded by England. The French didn’t always honour the deal and religious differences have caused the old alliance to dissolve, but the English are forever suspicious of the two powers being in cahoots.

The Stewarts (Stuarts)

Through marriage into the Bruces, the Stewarts (or Stuarts as they have become known in England) ascended to the Scottish throne in the Fourteenth Century. Over time, the Highlands and Islands descended into chaotic infighting, while the Stewarts became the undisputed kings of Scotland. They married into the Tudor dynasty, bringing them nearer to the English line of succession. They changed their name to Stuart (more acceptable to the English as it was less French).

Mary Queen of Scots 1542-1587 (Reign in Scotland 1542-1567)

Mary left Scotland as a little girl, having already been crowned Queen of Scotland, and, after being raised at the French Court, married Francois, an heir to the French throne. Mary had been brought up realising that one day she might be Queen of England (if Elizabeth I died without issue), Scotland and France (through her marriage). Francois indeed became king of





France in 1559, but tragedy struck. Francois died and Mary was exiled from court. Returning to Scotland,

Mary, a Catholic, found that the Reformation had moved apace, and she had some implacable enemies. Foremost among these was John Knox, the misogynist firebrand whose tracts recommended the flame for blasphemers; execution for adulterers; and death to all Catholics.

On return to Scotland, Mary married her cousin, by whom she had a son, James (the future King of England and Scotland, James I and VI). But Henry was murdered and Mary married his rumoured killer, Bothwell. Elizabeth I announced the Stewart succession void, until Mary could be cleared of involvement in her husband's murder. Bothwell was exiled and Mary imprisoned, first in Scotland, and then in England. She was executed after a long imprisonment for her part in a plot to assassinate Elizabeth.

James VI (James I of England) 1566-1625 (Reign in Scotland 1567-1625)



When his mother, Mary Queen of Scots, was forced to abdicate, James, aged one, became King James VI of Scotland.

Little James had a difficult upbringing, but came through it his own man. By 1583 he had increasingly begun to take control of his own affairs (before then he was buffeted between a variety of

guardians, who were often hostile to each other's interests, even after he had taken the reigns of government in 1581). As King, James was successful in reconciling some of the conflict between the various Scottish Lords; he participated in Scottish Witchcraft trials; and he established himself, as monarch, presiding over the Scottish Kirk. He also supported steps designed to erode the Highland and Gaelic culture and was successful in assuring his succession to the English throne.

When James assumed the throne of England, in 1603, it was a mixed blessing for the Scots. On the one hand, their royal line had succeeded to the prestigious English throne, on the other, they feared that they would be subsumed by England, inferior partners under their shared king. After three hundred years struggling for independence, the Scots had reason to be concerned. Likewise the English, happy enough that the succession had not led to conflict, were suspicious of the Scottish courtiers accompanying James. James wanted a law passed to guarantee equal union between the two nations, but neither partner was keen and the measure failed. James also tried to reintroduce an episcopal system (with Bishops) to the Scottish Kirk, a move that was resisted north of the border. Despite this, James managed to avoid plunging either of his kingdoms into conflict, either internally or with each other. His son was not so lucky.

Recent History

Scotland has been at the heart of the current conflict – events in Scotland caused the Civil War and the Scots may yet play a large part in the eventual outcome of the crisis.

Seeds of Conflict

From the outset, Charles I seemed to go out of his way to offend the Scots. He only reluctantly attended his coronation as King of Scotland, and in the event brought along a host of English Bishops who conducted an Anglicised service. If this seemed a bad omen, it only got worse.

He ordered St Giles, Edinburgh's High Kirk, to be re-established as a Laudian-styled cathedral, appointed new Bishops and introduced an Anglican Prayer Book. The Presbyterians felt



they had swapped a Pope for a king. The idea that the king, his corrupted courtiers and a foreign Prayer Book could replace individual struggle for salvation was seen by the numerous Presbyterians as putting their very souls in peril of damnation.

Laud's Liturgy

The new Prayer Book was to be used in all Scottish church services. Such an attempt to introduce Anglican conformity was doomed from the start. On the day the Prayer Book was to be formally adopted some congregations made their anger known – Bishops were pelted and beaten and riots broke out. Charles was initially unaware of how high feelings were running; his advisors kept the truth from their king.

The Covenant

In 1638 the Covenant was drafted. A weighty legal document, it contains a direct promise to God to defend Presbyterian practices for all eternity. Within months, thousands had signed up. Most signed enthusiastically, others no doubt in order to avoid censure from their communities. The Covenanters hoped that the king would also sign – an unrealistic hope to say the least. But all along their core intention was not to overthrow their king, but rather gain his support for the Covenant. Of course, in large swathes of Scotland (e.g., the Highlands) people didn't care about the Covenant or Presbyterianism in general.

The Bishops Wars 1639-40

Charles declared war on the Covenanters. He hoped to subdue them quickly. Instead the Covenanters, led by experienced soldiers returned from European wars, quickly subdued the anti-Covenanter towns in Scotland. Charles hesitated at the border. The Covenanters invaded northern England, quickly scattered Charles' army and took Newcastle and Durham.

Humiliated, Charles had to ask his Parliament for money, to pay for the war and to pay compensation to the Scots. He also had to ask the Scottish for assistance in subduing the rebelling Irish. His attempts to quickly bully the money out of Parliament while ignoring their

demands led to Civil War.

The Solemn League and Covenant

The Scots didn't immediately launch into the English Civil War. But, with the evidence of devilish Royalist Alchemies, and with Charles pressing for his supporters in Scotland to take up arms, it was only a matter of time. What sealed the deal for the Covenanters was the formation of a new Covenant – the Solemn League and Covenant which bound the Parliamentarians to their programme. The English Parliament signed up to the adoption of the Kirk system throughout England, Wales and Scotland in return for the Covenanters' military aid. 20,000 men headed off to fight against the Royalists, for King Jesus. When they saw the Clockwork monstrosities that Cromwell deployed, many of them lost the stomach for the English Parliamentary cause. This was compounded by the death of Charles at Naseby. The Covenanters had hoped their king would relent – they certainly hadn't wanted him dead. While the Parliamentarians now believe they need no king, the Covenanters' ideals are dependent on having one – be it one that tamely accepts their beliefs.

As it became apparent that Cromwell had no intention of abiding by the Covenant (its attempt to introduce conformity of worship is fiercely opposed by his supporters), the alliance dissolved. Now, the Covenanters have two preoccupations. Firstly, they are attempting to impose a uniform, Presbyterian state in Scotland. Secondly, they are having to contend with their own Civil War – Royalist, or at least anti-Covenanter, forces are at large.

The Rule of The Saints

The Covenanters are attempting to build a Republic of Jesus Christ. Where they hold sway (which is generally in the populous Lowlands) the Kirks are imposing laws aimed at preparing the land for the return of Jesus. They believe that Jesus's return is imminent, and that he deserves to find a perfect Scotland awaiting him. Already convinced they have the finest religious system in the world, the Presbyterians are concentrating on rooting out any remaining sinfulness or scandal amongst their neighbours.



Where the fundamentalists hold sway, harsh penalties are being imposed on sinners – children are imprisoned for failing to honour their parents; witch burnings are common; mass executions occur every day; homosexuals are actively hunted; Christmas, Easter, theatre and secular music have been banned; and men, women and children are flogged, nailed to posts by their ears or have holes bored through their tongues, all for the slightest infractions. People are publicly denounced for drinking, dancing, cursing, or simply having too much fun! In such areas, non-Presbyterians are largely keeping their heads down, hoping the madness will pass.

The Royalist Cause in Scotland

Not everyone is as keen to support the foundation of the Presbyterian state. For some it is a matter of loyalty to their king; even some Presbyterians are unhappy that the Covenanters have taken up arms against the Royalists, although since the withdrawal of the Covenanters back into Scotland, their case has been weakened. For others, conflict has offered an opportunity to settle old scores.

In the Highlands, a campaign of resistance against the Covenanters has won some dazzling successes. Relying on hit and run guerrilla tactics (tactics in which the Scots are well-practised) and manoeuvrability over distance (that has led to the rebels appearing, as if from nowhere, having force-marched deep into Covenanter territory) the Covenanters have struggled to bring them to battle and are unwilling to send their forces deep into the Highlands where they are liable to be cut to pieces.

When fighting, the Highlanders use the “Highland Charge” – as they close in, they let off a final musket round before hurling themselves forward, yelling as they hurtle into the enemy lines; the fearsome rush invariably causes their enemies to break in panic.

Led by Montrose, and assisted by the MacDonalDs, as well as numerous other Clans, the Royalists are a thorn in the Covenanters side, a constant reminder that not everybody in Scotland shares their dream.

Royalty in Scotland

Prior to the Civil War, the Scottish had different expectations than the English about the role of a monarch. Less inclined to believing that their king or queen has a God-given right to rule, they believe their monarch more akin to being “first amongst equals”. Whereas the English were subjects of the crown (until the current rebellion) the Scots believe that their monarch only reigns with the consent of the people (a view supported by the Arbroath Declaration sent to the Pope by the Scottish nobility in support of Robert the Bruce’s claim to the throne).

The Scottish attitude toward Royalty is also tempered by a history of absentee monarchs, infant kings and queens, the struggle for independence from England, large swathes of virtually ungovernable territory in the region and internal struggles for the throne. It is perhaps unsurprising that the fate of Charles I has caused less paroxysms in the Scottish psyche than the English one. That said, the Scots can trace back a long line of rulers and many of the Covenanters would like to add a king’s signature to the document to give it increased legitimacy.

The Reformation in Scotland

The Reformation swept through Scotland, particularly the Lowlands and Borders, at a perhaps surprising pace. The teachings of the Calvinist reformers, preached by firebrands like Knox, appealed to both a rebellious spirit (Scotland’s links with its old ally France were weakened and the tales of Bloody Mary’s reign in England didn’t help), as well as the usual hostility to tithes and church wealth. The reformers also had some success in converting Lowland and Border Gentry, many of them who also had lands in England.

The official break with Rome came in 1560, the Scottish Parliamentary Committee responsible promising a return to the values of the early (pre-Catholic) church; a redistribution of church wealth to the ministry, schools and the poor; and the break with Papal authority and Catholicism. In the event, although the early reformed church was more independent than the English one, a lot of the wealth was lost to



the nobles, and in its early form it was quite incoherent. Nevertheless, it was a reformation that took place largely independently of the crown. The seeds were sown and from the outset Presbyterianism in the form of Kirk sessions began to emerge as the main contender with the Episcopalian (with Bishops answerable to the king) model.

Power swung back and forth between the emerging Presbyterian movement and the Episcopalians. Generally uneasy compromise prevailed, the Presbyterian courts were recognised, but the King (James) could select Bishops and Archbishops. When Charles upset this, he not only prompted the Covenant, but led to the dissolution of Bishops, the throwing out of the Prayer Book and the establishment of the Scottish Church and General Assembly as Presbyterian bodies.

The Presbyterians look to Elders within each community to take the lead. These Elders form a Presbytery. Decisions are made by these Elders, representatives of whom also sit on the General Assembly of the Scottish Church.

Scottish Law

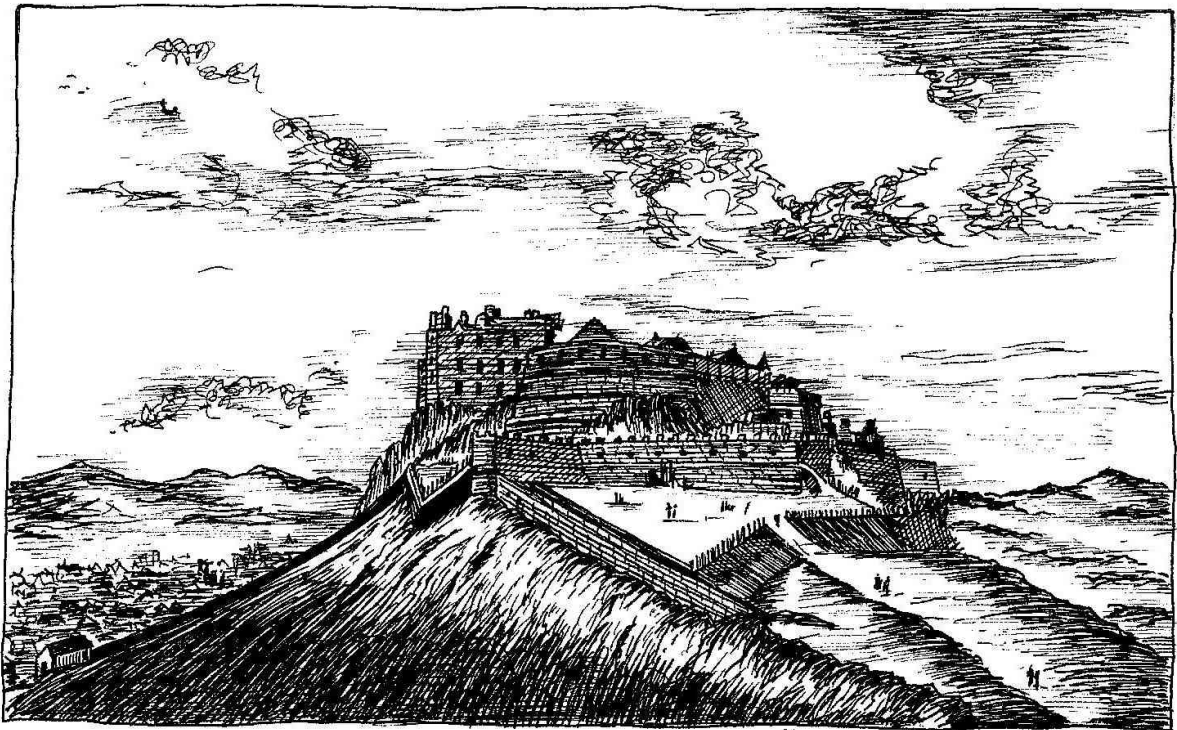
Scottish law is a mixture of ancient custom (Celt and Norse), civil and common law and some Anglo-Norman law (due to the Norman

influences in the court of the earlier Scottish monarchy). There is less of a basis in Roman law, due to the independence of the Scots from Roman authority in ancient times, although ecclesiastical law has previously been influenced by Rome and in many ways Scottish advocates are more in tune with mainland European practices than their English counterparts. Canon law has been replaced by Commissary Courts. The Scottish Parliament is responsible for producing statute, and at present, this is not ratified by a monarch, because there isn't one!

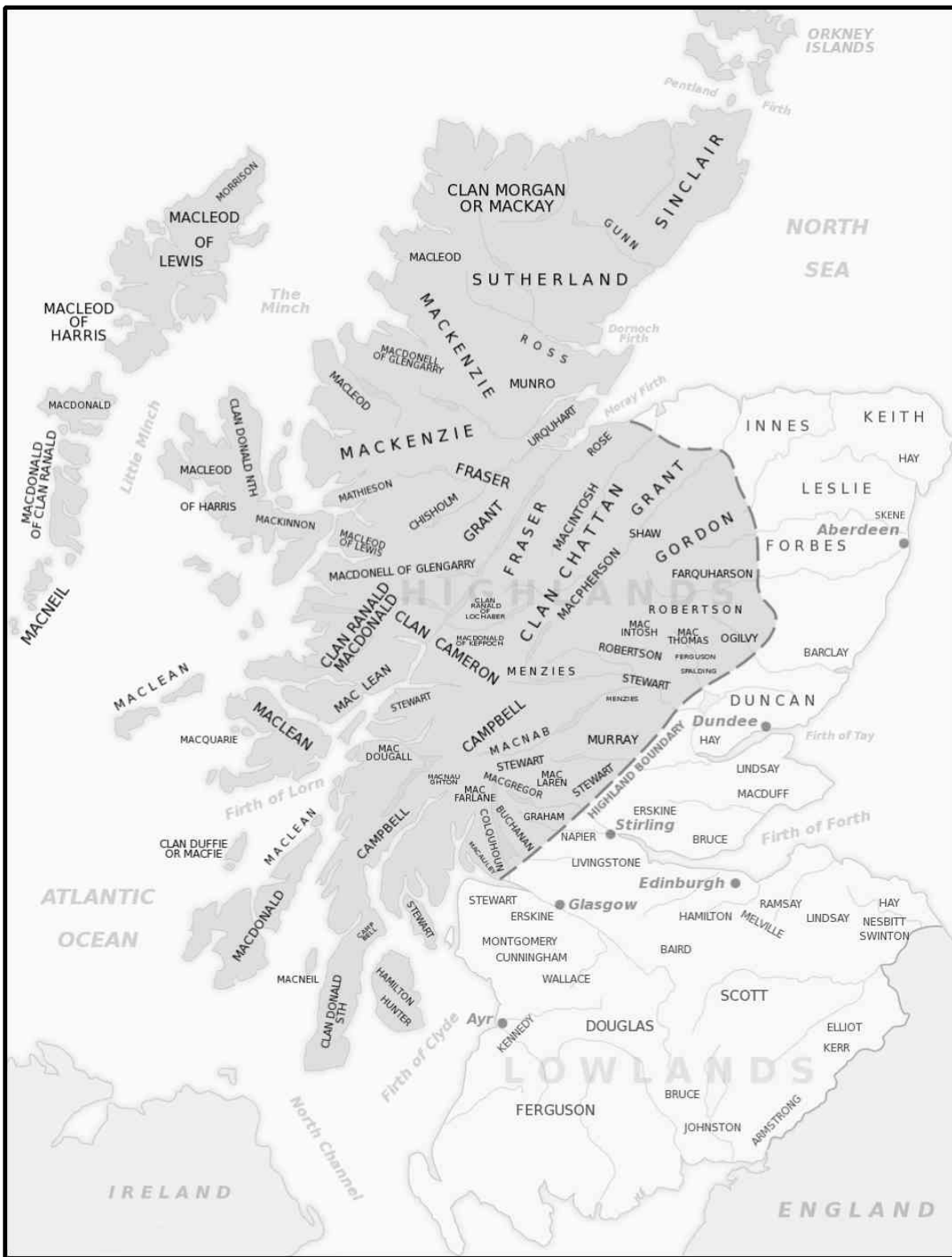
Clan Chiefs have legal jurisdiction over their own internal Clan affairs, as described in the Clan section below.

The Scottish Parliament

The Scottish Parliament, which is currently situated in Edinburgh, is comprised of representatives from the Three Estates (senior clergy, the Lairds and the burgh commissioners). The whole of Parliament meets together (unlike in England) and much of its work is carried out through various committees. Currently, without a monarch presiding, Parliament (and the army) is the authority. The fundamentalist Kirk party, under Argyll, hold sway, and the Rule of the Saints is,




Part the Third: Scotland



for now, government policy. Parliament is presently considering its position on its former Parliamentary allies from England and the possible return of Charles II.

Clans

In some ways the concept of Clan is a simple one – a large, extended, powerful family, and all those that reside on the family’s lands. But this does not begin to evoke the variety and



scale of the Clan system and its structures. Clans have their individual traditions, rivalries and allegiances. Clan Chiefs may adopt families, and many people settled on his land might change their name to match their leader's. Likewise other, unrelated, families might settle into the Clan, with the Chief's permission. The Chief has legal powers over his Clan members, including his own kin. Disputes within a Clan tend to be settled by the Clan Chief, aided by a selection of the Clan Gentry. Where the dispute is between two Clans, often a third party might be called to arbitrate – although finding a neutral party is not always easy.

There have been various Clan conflicts over the years, some amounting to veritable wars in which a succession of battles have been fought, sometimes over centuries (such as the feud between Clan Forbes and Clan Gordon). In an attempt to bring some unity, Clan Chiefs are required by the Scottish Privy Council to regularly attend in Edinburgh – but although this has led to some Chiefs neglecting their estates, it hasn't noticeably lessened hostilities. The Civil War has led to an outbreak of hostility between Clans with territorial ambitions and long-standing deep-seated hostility toward their rivals.

Many of the Clan Chiefs claim descent from ancient tribal dynasties. Due to the inability of the Scottish crown to impose order throughout Scotland for much of its history, these powerful groups, who might claim Celtic, Norse or Pictish ancestors, have held sway in certain areas for centuries.

The Clan Chief will often be a peer (if his ancestors have formerly been recognised by the crown), his senior Gentry are called Lairds. The more influential Clan Chiefs often hold extensive titles, and possibly estates, away from their main Clan stronghold (possibly even south of the border, in England).

Economy

Scotland is generally poorer than England. The farmland is largely (although not universally) poorer and the Highlands are overpopulated. Considering that fact, mineral wealth is scarce, and the remoteness of the region means it lacks easy and cheap trade routes. There are often

scarcities in Scotland and life for many is grindingly hard. The economic system is effectively a feudal one in many areas. In the urban areas the poor live in horrific conditions, while the wealthier Scots are still often poorer than their English counterparts. Most Scots are engaged in either farming or fishing. The Highlands tend to favour pastoral farming, the Lowlands, growing more, but not enough, arable. Farmers are often bonded tenants, allocated small strip farms, and there are far fewer larger village-sized communities, most people living amongst a handful of other farming families, paying rent and protection to their overlord. Those in such a situation consider themselves better off than the lowest of the low, the landless rural poor, who are less in demand in Scotland and always on the brink of destruction.

Education

The Scottish Gentry and townsfolk (particularly in the Lowlands) believe a good education is important. Back in the Fifteenth Century, a law was passed designed to ensure all sons of Baronial, or substantial freeholder, households, should be sent to attend Grammar Schools. This not only increased literacy among the wealthy, but was also aimed at giving an education outside of narrow Clan interests to the powerful, yet more remote, noble families. Over the past fifty years more and more educational provision has been instituted, and at present the aim is a school in every parish, founded on Covenanter principles. So, although school is not free or universal (and hardly a factor for the rural poor), the attitude toward education is favourable, particularly amongst the Presbyterian and Covenanter majority, and the provision better than that available in wealthier England.

Scotland also boasts five Universities – in St Andrews, Glasgow, Aberdeen and Edinburgh. Most are predominantly Presbyterian in outlook. St Andrews is the oldest, relatively small, and was where Knox was educated. Aberdeen boasts two Universities – one of which, Marischal, is considered more reforming, the other, King's, more traditional. Edinburgh is the newest addition, and the only one established post-reformation (and therefore not originally established by Papal bull).

Witchcraft

In Scotland the laws governing Witchcraft are different to those in England. Witches are prosecuted under the Witchcraft Act of 1563. The law declares being a Witch or consulting a Witch a capital offence. Unlike the English, the Scottish are more generally enthusiastic about Witch-hunting, and when they catch them they are more prone to using torture to extract a confession. The Scottish burn their Witches. Many of the Lowland and Border Scots believe Witchcraft is rife in the Highlands, where they consider the population to be practically pagan. As for the Islands, it is common knowledge that many of the Islander women know a little Magick.

Important People

James Graham, the First Marquess of Montrose



James Graham, the First Marquess of Montrose, originally supported the Covenant due to concern about the imposition of Bishops. However, Montrose is

vehemently opposed to the formation of a Presbyterian state – a Royalist, he believes the clergy should worry about religious affairs, and the king, law and order. Montrose is a bitter enemy of Argyll (see below) and has fought a brilliant campaign of resistance, leading an alliance of Irish and Highlander troops, against the Covenanters. He was considering massing his forces and heading south, but Charles' death has convinced him to be wary of leaving his Highland strongholds; instead he seeks to avenge his king and make life as difficult as possible for Argyll and the Covenanters.

Alastair Mac Colla MacDonald



A Catholic from Ireland, Alastair and his men have joined with Montrose to fight the Covenanters.

Alastair's

ambitions are to wreak a bloody havoc on his hated enemies, the Campbells, and to restore the MacDonald clan as Kings of the Isles. Sometimes operating with Montrose, sometimes leading his own independent force (supplemented with Highlanders and fellow MacDonalds), Alastair shows no mercy to his victims – he and his troops raping, murdering and burning as they go. Unfortunately for the Royalist cause in the Highlands, this policy has led to potential supporters uniting to fight against them.

Charles II



While Rupert is happy for the heir to stay safely out of the way, the Scots have declared Charles II their king, and hope he will return soon to receive his crown. The

Lowlanders want him to sign the Covenant, so they can rally behind him and invade England. If successful, they can remove the Witch-Prince, Rupert, expel Cromwell and his mechanical idols, and impose proper order throughout the land. Of course, Charles himself has his own plans. On the one hand he wishes to appear willing to compromise in order to secure his throne, on the other he trusts Rupert to represent his case in England and is unwilling to be beholden to his Scottish supporters. That said, if he can secure the support of the Scottish army and march with



them, in effect opening a second front against Cromwell, the war might be finished and he could get on with restoring the fortunes of his dynasty.

Archibald Campbell, 1st Marquis of Argyll



A rich and powerful man, Argyll is the Clan Chief (MacCailein Mor) of the Campbells, leader of the Covenanter army, and virtually head of the country,

as leader of the Kirk Party in the Scottish Parliament.

Before the conflict began, Argyll tried to warn Charles I of the consequences reforming the Kirk system. These warnings fell on deaf ears. The king moved against the Campbells. This alienated Argyll, driving him firmly into the Covenanters' camp, one which he now leads. Argyll ordered his clansmen to plunder and burn the Royalist Highland clans and secured towns and castles, for the Covenanters, throughout the Lowlands. Argyll is a ruthless soldier and unafraid to use cruel methods. His bitter rival is Montrose, who still fights a guerrilla war against the Campbells.

As well as leading the army, Argyll has been instrumental in developing the strictures imposed by the Rule of the Saints and in developing the Solemn League and Covenant, that seemed to promise the Kirk system in England if the Parliamentarians won. Although he has been careful to work closely with the Presbyterian Elders, many suspect he has another agenda – to take the throne, or to promote Campbell interests above all others. The Campbell clan lost many men at the Battle of Inverlochy, seriously weakening them. Since then, Argyll has exacted a bloody revenge on the MacDonald clan, whom he sees as instrumental in the defeat. Since Charles's death, Argyll and the Kirk Party have become divided from Cromwell and his Independent

Parliamentarians in England, as it has become clear Cromwell doesn't intend to stand by the agreement. This has meant the Covenanters are more or less confined to Scotland, aside from raiding against the Royalist forces in England.

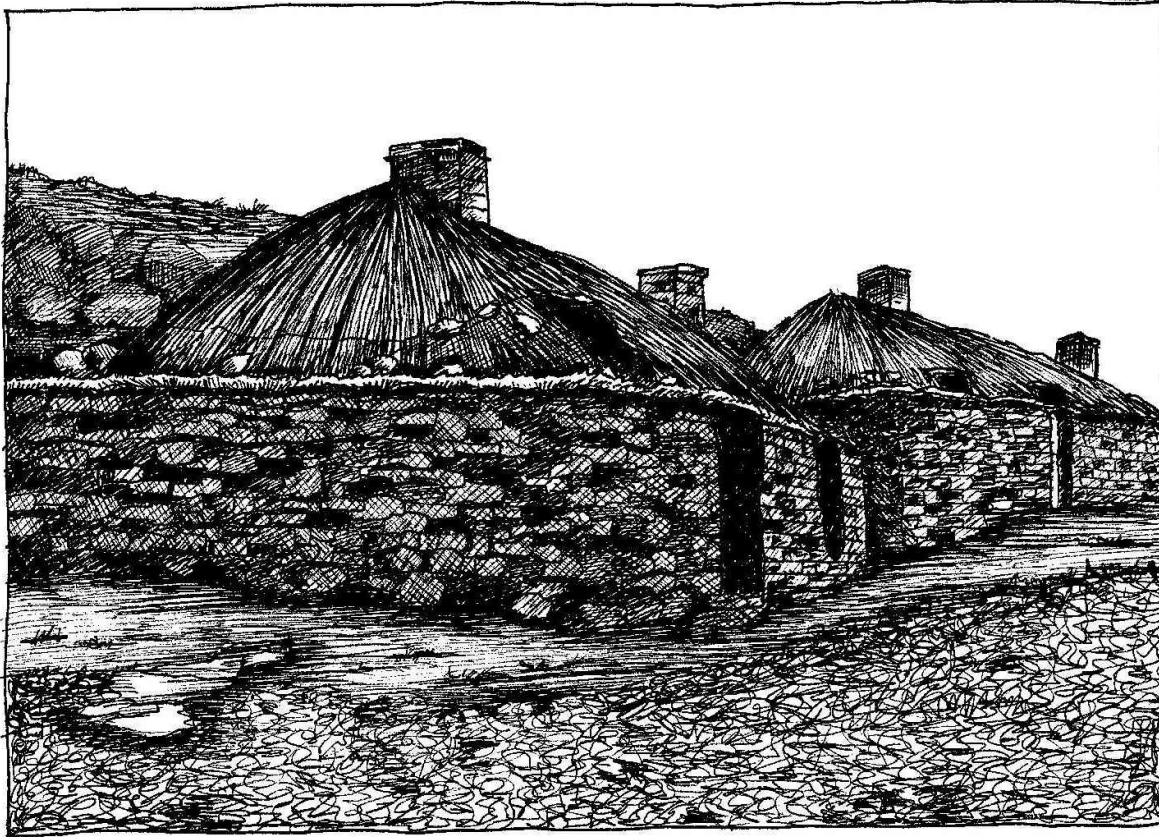
Adventuring Opportunities in Scotland

The possibilities include a pre-existing party (which might not contain any Scottish members) being sent on a diplomatic mission. Perhaps they have been sent to secure an ally, an artifact or a prisoner. Perhaps they are chasing somebody who has escaped justice or who has a secret they need to find out. Perhaps they are charged with aiding a Faction or spying on an enemy. Such a party might be treated with suspicion and may find it useful to make friends quickly. They will be able to avail themselves of a guide, perhaps a sturdy helper or somebody with a more sinister motive for helping strangers to the land. They might find themselves caught up in Clan conflicts or political intrigues.

Alternatively, you might want to play a Scottish campaign with mainly Scottish Adventurers. If so, you will have to decide whether the party is going to be supporting the Covenanters, the Royalists, or possibly narrower Clan interests. Perhaps the party will be composed of a mix of Factions, coming together to fight some threat to the nation – English intrigue, a fearsome legendary beastie, or a Clan who has made a pact with the Devil himself. As ever, the opportunities for adventure in Scotland are only limited by the Games Master's, and his players', imaginations.

The Land

A brief introduction to the geography of Scotland can be found in the *Clockwork & Chivalry Core Worldbook*, p.171. This section deals with the regions of Scotland in more detail, and provides some Random Encounters to be used in each region. These encounters can be rolled randomly, or selected to suit the party concerned. Some of them might even be expanded, providing hooks for longer adventures.



The Islands

There are many inhabited islands off the coast of Scotland, including the Hebrides, stretching along the west side of the mainland, and the Orkneys and the Shetlands to the north. Some are fortified, boasting a castle, or at least a tower, and many are home to ancient ruins. The Hebrides, Orkneys and Shetlands were colonised by the Norwegians in the eighth and ninth centuries, in some cases the original inhabitants virtually wiped out, and the Norse cultural connection is still not dead. The Orkneys and Shetlands were acquired by Scotland, through the Norwegians defaulting on a financial deal, in the fifteenth century. The Hebrides moved to Scottish control earlier, in the thirteenth century – well, in theory – but in reality there followed hundreds of years of inter-Clan warfare both on the Outer Hebrides and in the Kingdom of the King of the Isles on the Inner Hebrides. The crown managed to reduce the power of the Islanders, but they still have fierce Clan and Island identities. Gaelic is the language of the Hebrides, while the Shetlanders and Orcadians speak a mixture of Norn and Lowland Scots.

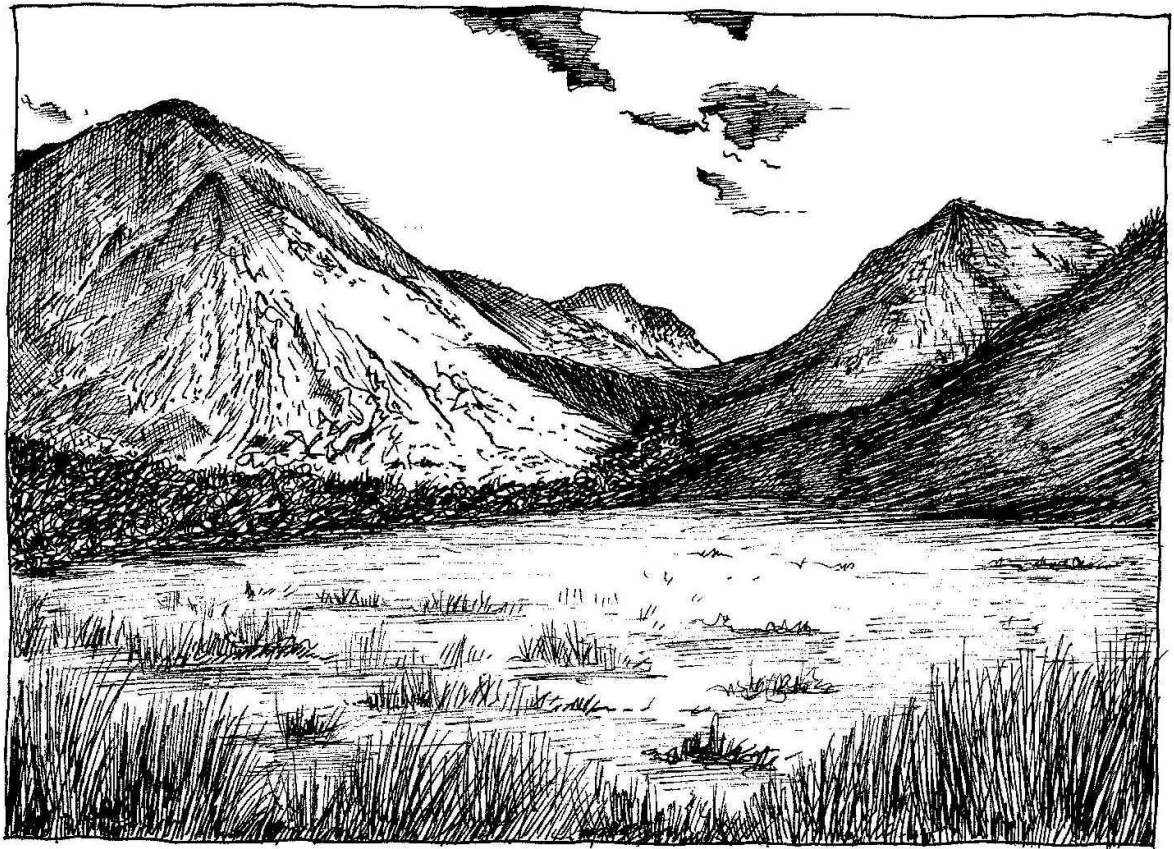
Island Area Random Encounters

1 - A young girl approaches you. She is terrified. She explains that a “strange auld woman” gave her a book. She can’t read, but accepted it anyway thinking it might be worth something. She has had terrible nightmares ever since receiving the tome. It is a Witch’s spellbook. Legend has it that unless she can find somebody to take it away she will go to Hell when she dies. She has tried to throw the thing over the side of a cliff but, when she awoke the next morning, there it was again on her bedside table. She is scared that her family won’t be able to stop the other Islanders burning her as a Witch if they find out and just doesn’t know what to do.

2 - A wild looking Priest comes into view. He is ranting and raving, claiming all the women on the island are Witches, in league with the Devil. Indeed, if the party investigate, it does seem that they hold some strange beliefs, many of them seeming more pagan than Christian.

3 - The local Laird used to persecute Witches. In 1625 he drowned in a terrible storm, said to have been summoned up by the power of all the





Witches in Scotland. At night the ghost of the Laird can be heard howling on the wind. It is said that if a powerful Witch can be hunted down and thrown off the local cliff then the curse will be removed – but the locals are reluctant to go Witch hunting, they fear they will share the Laird’s fate if they were to try.

4 - The Islanders are all in a state of worry. They explain that one of their ancestors, a Norse warrior, made a pact with a Dragon. In return for success in battle he promised the Dragon a tribute – one in five of his kin. After many victories, which he attributed to the Dragon’s Magick, he settled to his new home, on the Island. When the Dragon came for his tribute the wily warrior stole the Dragon’s eggs, threatening to smash them if the beast did not depart. The Dragon promised she would leave the Islanders alone, but swore if harm should ever come to the eggs she would return for her tribute. The eggs were guarded in the Clan homestead, never hot enough to hatch, but remaining unbroken. Recently a rival Island Clan attacked the homestead – smashing the eggs. The Islanders are preparing for the bloody return of the foul beast.

5 - The local Clan is in possession of a Magickal Norse flag, which guarantees victory in battle. The flag has been handed down through the generations and has become known as the “Fairy Flag”. When unfurled, the Clan becomes invincible and any enemy loses heart, believing they are facing a far larger army than, in reality, they are. It has been used twice, and each time the Clan won a resounding victory. It is said the Fairy Flag has only one use left, so although it is carried into battle it has not been unfurled again; the Clan are keen to save its final use for when absolutely necessary. Perhaps the party have been sent to steal it, or perhaps to persuade the Clan to join them in a battle where their flag might turn the tide.

6 - The party are approached by a stern, but beautiful woman. If they take the time to dally, she will offer to teach them some fighting skills. The party might be skeptical, but if they accept her offer she will teach each of them for a few moments in whatever martial art they desire (each Adventurer can choose any one fighting style). Just those few moments training are enough to allow each Adventurer three free Improvement Rolls for the skill, to be granted

immediately. The woman will refuse to accompany them and wander off, after kissing the cheek of the most capable warrior. If they tell any of the locals the tale they will believe the party met Scathach, a legendary and long dead warrior woman.

Highlands

A mountainous area (although there are some low-lying exceptions) the Northwest Highlands are to the north and west, the Grampian Mountains stretch across the south. Life is not easy and farming is mainly pastoral, the land only really fit for grazing. A vast array of lochs (used to refer to lakes and inlets) and a huge coastline mean that fishing is a vital industry. Poverty is widespread, and the protection of a strong Clan fairly essential for survival.

The relationship with the neighbouring Islands, lying off the Highland coast, is a complex one. Although the Island and Highland Clans have often clashed, there has also been a history of Clans spanning across the water and allegiances and agreements between the two. The Islands are not a unified group any more than the Clans of the Highlands are, and when the King of the Isles lost power to the Scottish monarchy, many Highlanders found themselves also disadvantaged.

As the Lowland Scots have more or less dispensed with Gaelic, and due to the increasing characterisation of the Highlanders as more primitive and savage than their southern neighbours, the division between Highlanders and the rest of Scotland has grown somewhat over the last few generations. Religion in the Highlands is a mixed bag – some areas are still Catholic, others mix old-fashioned Christian rituals with more ancient traditions. The majority of Highlanders still speak Gaelic. The lack of Gaelic-speaking Presbyterian (Scottish Church) missionaries, and the increasing marginalisation of Highland culture has meant that this trend hasn't really been countered. The Burgh of Inverness, a port and market town, is considered the capital of the Highlands. Inverness is situated near the River Ness and is home to many old battle sites.

Highland Area Random Encounters

1 - A Royalist General, Tam Dalyell, and his troops are stationed nearby. He is known as "Bloody Tam" and the "Muscovy Brute". He is a notorious torturer and enjoys nothing less than tormenting his victims with thumbscrews he has imported from Russia. Rumour has it that he gained his military powers from the Devil. The Covenanters claim Tam likes to dine and play cards with the Devil regularly.

2 - A local Wise Woman tells the Adventurers the tale of the forester of the Fairy Corrie, a Macleod, who served with the Earl of Argyll's troops in 1644. He had a fairy mistress, a *leannan sidh*, who took the form of a white hind and followed him on campaign. The other officers were hostile to this state of affairs, some believing it a bad omen, others simply finding it annoying. The Earl ordered the forester to kill it. The forester said it would mean his death, but he was bound to obey his lord. He shot the hart with an arrow and immediately fell dead. The white deer gave a scream and vanished, never to be seen again. If the party spend the night in the Wise Woman's cottage, she can provide healing and good food, before seeing them to comfortable billets where they can have the most refreshing night's sleep. When they awake the next day the cottage has changed. It is now little more than an abandoned ruin, from which, if they look out, they can make out a white hind, who watches them for a moment before moving off.

3 - The party encounter a self-styled Bard. He will insist that any non-Gaelic speakers learn a little of his language. All he asks is that they learn a short poem from him, a pretty sonnet, praising the local Chief. If they indulge him, and persevere a little he will be delighted and reward them. He will give them a map with a small cave marked upon it. He advises the party that they should wait for a hare to dart into the cave, then follow. If they investigate the cave without the hare they will find an empty room. If they wait, and follow a hare into the entrance, they will find a small chest containing some ancient treasure. If they happen to regale the local Chief with the verse he will shiver and weep a little, explaining that the poem is very old and contains secret words only known to the Chieftain of the Clan.



4 - The locals have long known of the existence of a Giant Eel in the nearby Loch. However, recently the beast lunged out of the water, eating a local maiden, reputedly swallowing her down in one gulp. Would the party like to join the locals in hunting the creature down?

5 - The party are invited to stay with with a local noble and his family. At some point the son of the Lord will take the Adventurers to one side and tell them of his father's story. His father fought in the European Wars. While serving with the Swedish army, in Italy, he studied Witchcraft. It is said that he learned from the Devil himself. In return for teaching the Black Arts, the Devil was wont to claim the last pupil out of the door. The lad's father was the last to leave, but as the Devil was about to pounce on him, he pointed at his shadow and shouted "De'il take the hindmost!". The Devil grabbed his shadow, and the Lord escaped, returning to the Highlands. Ever since he has never cast a shadow, even in the noonday sun. The lad doesn't wish to point this out to anyone in authority, and taint his family name. But neither does he want to live under the same roof as his Satanist father. Will the party help him kill him?

6 - There is a patch of land that is being disputed by two rival Clans. The Chiefs decide that the matter should be determined by a series of contests, including a running race and a pitched fight between a dozen Clansmen from each side. In the absence of a neutral third party, the Adventurers are asked to arbitrate. Both sides will accuse the other of cheating. Unless the party include a Clan Chief their verdict will be bitterly disputed by the losers, who will prepare for war. The winners will be very pleased and offer to help the Adventurers in any way they reasonably can.

Lowlands

Although termed the Lowlands, this description defines the area from the Highlands, as opposed to being geographically descriptive. To the north, the Central plains stretch across the country and up along the east coast; to the south, the Southern Uplands stretch down toward the border. Although as filled with exceptions as anywhere else in these troubled times, the population are largely Presbyterian

and speak Scots as opposed to Gaelic. The area has been the seat of power for Scottish royalty, and most of the grain produced in the country is grown there (although it is often not enough for the requirements of the population).

Practically all of the larger towns (or burghs) in the country are in the Lowlands, including Glasgow, Edinburgh, Stirling and Aberdeen. The burghs are small compared to many other European towns and cities, the largest, Edinburgh, perhaps only numbering 25,000 inhabitants. That said, Edinburgh seems busier – its population are confined within the city's defensive walls, and with building land scarce, they are crammed into tall buildings, many having eleven, or more, floors. These buildings create dark warrens, which are breeding grounds for plague miasmas.

Lowland Area Random Encounters

1 - The local area is being scoured by a force of Covenanters, looking for a group of Clan Donald raiders. The Covenanter leader is a member of the Kirk party and his attitude toward morality is wearing, even to his most loyal Soldiers. The party will be invited to listen to a sermon, a tirade against pleasure and indiscretion, and if they seem at all inattentive will come in for a lambasting at the hands of the commander. If they are of a vaguely compatible Faction they will be asked to join in the hunting down of the Donalds. Otherwise they will need to be on their guard, or they might find themselves subjects of brutal punishment as enemies of King Jesus.

2 - Buried in the graveyard of the local church are the bones of a famous magician. He was said to have been a physician and court astrologer, hundreds of years ago. Not only was he a wizard, he was also an expert on Alchemy. Some say he also learned Black Magick, at the "Black School", somewhere in Europe and recorded his spells and incantations in the *Book of Might*. It is rumoured that the book was buried with him. What secrets might his book hold, and who seeks them?

3 - The Adventurers encounter a Highland raiding party. The Chief is a Royalist and a Catholic, and he has ordered his men to pillage and kill anyone they find with Covenanter sympathies. The raiders have found themselves



cut off from home, a Covenanter force blocking their escape. The raiders might set upon the party, or, if the party contains members from friendly Factions they might ask the party to provide a distraction. If the party manage to help the raiders they will have the gratitude of the Clan Chief, and who knows, if they perform further favours for the Clan they may even be bestowed with Clan honours.

4 - The party arrive at a small settlement. Most people are in their homes, working away. Outside the mill they see the swinging body of a hanged man, face contorted in agony. If they go into the mill, and ask the miller about the body he will tearfully explain that he had some soldiers billeted with him, who kept molesting his wife and daughters. The miller poisoned the soldiers and fled. More soldiers were sent to arrest the miller, but couldn't find him, so hanged the miller's assistant, Jock, instead. If the party go back outside the body will have disappeared. Likewise if they tried to get the body down before investigating, it fades to nothing, a ghostly groaning lament accompanying its disappearance.

5 - The Adventurers begin to hear tales telling of travellers and merchants disappearing in the local area. Several landlords have been arrested and hanged, but the disappearances continue. The real culprits are a family of blood-drinking Ghouls who attack travellers, slit their throats and drink their blood. They live in a cave by the seashore, filled with smoked and pickled human body parts and treasure.

6 - The local Laird has a magick talisman called the Stone of the Standard. The crystal was found in a clod of turf that clung to the clan's standard when they fought Robert the Bruce at Bannockburn in 1314. If dipped in water three times by the head of the clan, the resulting water will cure all diseases.

Borders

Strictly speaking, the border area (or Scottish Marches, as it is also known) refers to territory in both Scotland and England. A hilly area, the Scottish Uplands are in the north, and the Cheviot Hills to the south. The land is mostly used for grazing, a factor in the pattern of theft and kidnap that for centuries characterised border life. Often one group or another would

raid over the border (in either direction) and steal the livestock of the other, and when confronted deny all knowledge of the deed. Some families took to building towers in order to defend themselves from the raiders. Some of the larger Clans have castles as their headquarters. The Clans are often divided, engaged in bitter feuding or joined in allegiances designed to wipe out a third party.

The border between England and Scotland is an old one, and despite claims on the opposing territories being made by both sides, throughout the ages, the border itself has remained relatively stable (although the occupants would disagree – the line might be a relatively stable one, with the exception of Berwick, but life along the borders is often extremely hazardous). Both sides have often clashed along the borders, and border raiding has been a perennial problem – some Clans specialising in, and making their living off, reiving (raiding). The local Clans (who have a less traditional organisation than the Highland Clans) exploited the lack of authority that either country could exercise along the border, and both English and Scottish monarchs actively encouraged such activity at times, allowing the Reivers to suppress their neighbours for them. When James VI took control of the throne of both countries he tried to subdue the Reivers and many were simply strung up in mass executions. The Reivers could no longer simply swap allegiances and hop over the border to escape justice.

With the advent of Civil War, many of the Reiver Clans have started up again, using the breakdown of local authority as an excuse to return to their old activities.

Border Area Random Encounters

1 - The local Laird is a Physician and Alchemist. His tenants are concerned that he will lead them all into disaster. Not only is he an outspoken Royalist, he is obsessed with whatever he is working on his workshop (a room the locals refer to as the “Warlock’s Room”). It appears though, that the Laird has friends in high places, and as of yet nobody has appeared to investigate. Perhaps the Adventurers might gather some rare Alchemical ingredients for the Laird, or perhaps they might want to put a stop to his work.



2 - The locals are extremely hostile. They are constantly being raided, by those heading south into England, by those hunting raiders, and by the troops of various Factions. They are poor, starving, and have been pushed to the point where they pick up their farming implements and attack strangers on sight.

3 - The party are stopped by a local Laird who demands their help with his new project. He is sending men south to rebuild Hadrian's wall. Sick of English raiders stealing his livestock, he has decided that the solution is to rebuild the ancient boundary. Unfortunately he has not had many volunteers come forward to help him in the project, so he has taken to press-ganging anyone who passes through his territory.

4 - A small group of raiders, carrying pistols, swords and dirks, are moving through the area, on a mission to steal livestock with which to feed their families. They will try to remain hidden, although the tracks of their ponies are

easy enough to follow. They may toy with the idea of robbing the party, or perhaps kidnapping them if they think they might be able to earn a ransom.

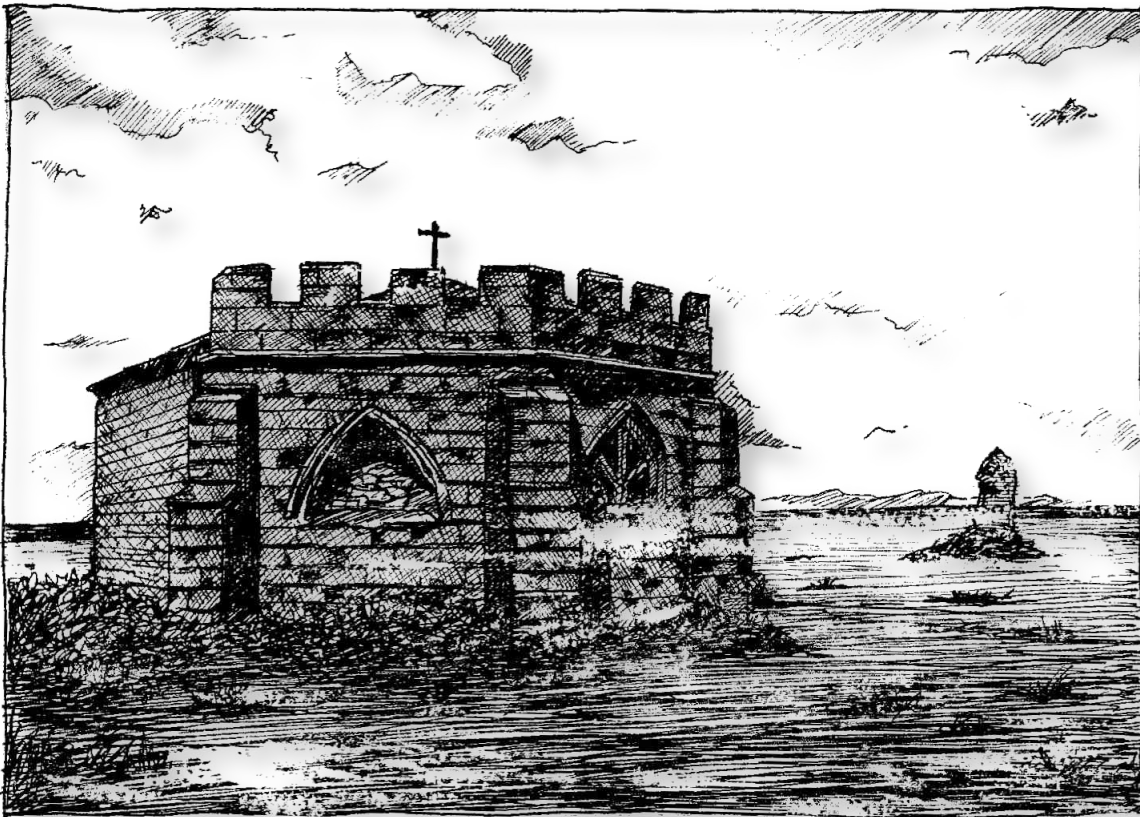
5 - The local Clan Chief is busy packing up his home. He is moving from the tower, because the place is haunted. A prisoner was left to starve to death in the dungeon and now haunts the place. If the party can find a way to placate the spirit and make it leave, then the Chief will be eternally grateful. Unfortunately the Ghost requires the sacrifice of one of the Chief's own children before it is prepared to move on.

6 - A tower is being destroyed by members of Clan Campbell. The owner is away, fighting with Montrose, and the terrified residents are being turfed out, any resistance being met with brutality. The Soldiers look suspiciously at the Adventurers; perhaps they don't wish there to be witnesses, or perhaps they suspect the party of being in league with the owners of the tower.




Part the Fourth: Random Tables

In which the probability of certain encounters is tabulated, the weather is predicted, and certain less-than-salubrious inns and taverns confabulated



Introduction



The following section offers an abundance of charts and tables designed to describe and populate the *Clockwork & Chivalry* setting. They can be used to create encounters and locations, or, with a little tweaking, even to facilitate solo play. The exact size of groups encountered is only detailed in the wandering group encounters table (2.1), otherwise it is up to the Games Master to decide (so challenges can be tailored to the party size and strength).

If you are using contemporary maps, such as those adapted for use in the *Kingdom and Commonwealth* campaign, the tables can aid you in fleshing out named locations which are not described in the main text, but mentioned in the published scenarios. Likewise, they can be used to randomly create a fantasy English landscape where the towns and villages may not be the same as the real historical places.

The map on p.167 of the *Clockwork & Chivalry Core Worldbook* gives an indication of whether the party are adventuring in Neutral, Parliamentary or Royalist territory. But remember, that is only a rough guide – the country is divided locally, as it is nationally, with different Factions sometimes rubbing

along together and at other times engaged in bitter local feuds.

The main thing is to have fun with the tables. They don't have to be used religiously (unless you fail your Righteousness roll) – if you are playing the *Kingdom & Commonwealth* campaign you will find the published adventures are already chock-full of random and wandering encounter options. Often you will want to use the tables to find out the size and wealth of a settlement and leave it at that. But if you are a glutton for punishing your players, feel free to add in some of the adventure seeds. Likewise, if you simply want a pub with a gross name (reminiscent of the Feculent Egg or Strangled Kitten), or you want to find out exactly how cranky the landlord of that inn is, or if the party decide to chat to all and sundry as they progress along the road, these are the charts for you!

Some of the encounter tables are applicable throughout the British Isles. Where there is a difference between likely encounters according to region (i.e. between England and Wales, and Scotland) two sets of tables have been provided.

1. General Travel Tables

1.1: Travel - Random Locations

1D20	Location
1-5	No encounter, the road stretches on...
6-9	Wandering Encounter (2.1-2.2)
10-11	Single Farm (3.1-3.3)
12-13	Roadside Inn (4.1-4.4)
14	Bridge (5.1-5.2)
15-18	Village (6.1-6.7)
19	Manor House (7.1-7.3)
20	Town (8.1-8.4)

For a truly random experience, roll on this table after every three miles of travelling. Numbers in brackets refer to relevant tables.

1D8	Landscape
1	Marshy flatlands
2	Flatlands
3	Rolling hills and narrow valleys
4	Rocky moorland
5	Woodland
6	Forest
7	Large hills and wide valleys
8	Steep high hills

unchanging landscape. But for random landscape, use this table.

1.2: Travel - Local Geography

Note: The geography of England varies considerably from region to region, and within each region there are often considerable further variations. Likewise there are large stretches of

1.3: Weather

Note: In reality, there is an increased chance of rain to the west and generally colder weather to the north. If playing a pre-written adventure there will likely be detail on the exact weather conditions for the duration of the scenario, e.g., the icy conditions throughout *The Alchemist's Wife*. For random weather the following table will suffice – roll once every three days of game time to determine the prevailing weather conditions (or more or less regularly to suit your campaign). Adjust movement times as per *RuneQuest II Rulebook* p.191.

1D10	Winter Weather	Spring/Autumn Weather	Summer Weather
1	Clear bright day, warm for the time of year	Crisp bright day, cold	Clear sky but cold for the time of year
2	Crisp bright day, cold	Drizzling rain, cloudy	Drizzling rain with occasional sunshine
3	Drizzling rain, cloudy	Drizzling rain, cloudy and cold	Driving continuous rain
4	Drizzling rain, cloudy and cold	Driving rain	Steady rain with a few sunny spells
5	Steady rain, cloudy, wet and miserable	Steady rain, cloudy, wet and miserable	Cloudy and grey
6	Steady rain, cloudy and cold	Sunny day, gentle breezes	Warm and breezy
7	Driving rain, very cold	Sunny day, clear sky, no wind	Pleasant summer's day
8	Sleet and hailstorms	Sunny and warm	Radiant sunshine
9	Gales and storms	Sunny and very hot	Heatwave
10	Snow	Gales, storms or freak snowfall	Humid and stormy



2. Wandering NPC Encounters

Roll 1D100 for wandering encounters and consult the column relevant to which loyalties are prevailing in the region being travelled through. Prevailing regional loyalties are mapped on p.167 of the

Clockwork & Chivalry Core Worldbook. Whether the group encountered take an interest in the party is at the discretion of the Gamesmaster.

2.1: Wandering NPC Encounters – England

1D100	Parliamentarian	Neutral	Royalist
01-05	2D10 Parliamentarian Dragoons	4D10 Clubmen Infantry	2D10 Royalist Dragoons
06-10	2D10 Parliamentarian Cuirassiers	2D10 Clubmen Infantry	2D10 Royalist Cuirassiers
11-15	4D10 Parliamentarian Infantry	2D6 Mounted Clubmen	4D10 Royalist Infantry
16-17	2D6 Royalist Dragoons Raiders	2D10 Parliamentarian Dragoons Raiders	2D6 Parliamentarian Dragoons Raiders
18	2D6 Royalist Cuirassier Raiders	2D10 Royalist Dragoons Raiders	2D6 Parliamentarian Cuirassiers Raiders
19-20	2D10 Royalist Infantry Raiders	4D10 Parliamentarian/Royalist Cavalry Fighting	4D10 Parliamentarian Infantry Raiders
21-22	4D6 Clubman Infantry	4D10 Parliamentarian Infantry	4D6 Clubman Infantry
23-24	2D6 Clubman Infantry	4D10 Royalist Infantry	2D6 Clubman Infantry
25-26	1D6 Agitators	2D6 Highwaymen	1D6 Royalist Cavaliers
27	3D4 Iron Horse Riders	Clubman Lord with 3D20 Clubmen	3D4 Alchemists with 3D6 Guards
28	Regiment of 3D6x100 Parliamentarians	Army of 3D6x100 Clubmen	Regiment of 3D6x100 Royalists
29-30	2D6x10 Stragglng Camp Followers	2D6x10 Stragglng Camp Followers	2D6x10 Stragglng Camp Followers
31-33	2D12 Outlaws	2D12 Outlaws	2D12 Outlaws
34	1D8 Ranters	1D8 Ranters	1D8 Ranters
35-36	Lady and 1D4 Retinue	Lady and 1D4 Retinue	Lady and 1D4 Retinue
37-38	Lord and 1D6 Retinue	Lord and 1D6 Retinue	Lord and 1D6 Retinue
39-41	4D6 Merchants (Disguised Smugglers)	4D6 Merchants (Disguised Smugglers)	4D6 Merchants (Disguised Smugglers)
42-46	4D6 Woodsmen	4D6 Woodsmen	4D6 Woodsmen
47-50	3D6 Foreign Mercenaries	3D6 Foreign Mercenaries	3D6 Foreign Mercenaries
51	1D3 Catholic Priests (disguised)	1D3 Catholic Priests (disguised)	1D3 Catholic Priests
52-54	1D6 Travelling Preachers	1D6 Travelling Preachers	1D6 Travelling Preachers
55-58	3D6 Hungry Dogs	3D6 Hungry Dogs	3D6 Hungry Dogs
59-63	1D20 Beggars	1D20 Beggars	1D20 Beggars
64-67	2D4 Highwaymen	2D4 Highwaymen	2D4 Highwaymen
68-74	3D6 Homeless Cottagers	3D6 Homeless Cottagers	3D6 Homeless Cottagers
75-79	2D6 Vagabonds	2D6 Vagabonds	2D6 Vagabonds
80-88	1D4 Farmers with carts	1D4 Farmers with carts	1D4 Farmers with carts
89-96	1D12 Merchants with carts	1D12 Merchants with carts	1D12 Merchants with carts
97-98	1D20 Entertainers	1D20 Entertainers	1D20 Entertainers
99-00	Witch Finder with 1D6 Watchers	Witch Finder with 1D3 Watchers	Witch Finder

2.2: Wandering NPC Encounters – Scotland

1D100	Highlands and Islands	Lowlands	Borders
01-05	3D10 Royalist Highlander Infantry	2D8 Mounted Covenanters	2D8 Mounted Covenanters
06-09	2D10 Royalist Mounted Highlanders	3D6 Covenanter Infantry	3D6 Covenanter Infantry
10-12	2D100 Royalist Highlander Clan	2D100 Covenanter Regiment	2D100 Covenanter Regiment
13	2D8 Mounted Covenanters	2D10 Royalist Highlander Infantry Raiders	2D6 Royalist Cuirassiers
14	3D6 Covenanter Infantry	2D8 Royalist Mounted Highlander Raiders	2D8 Royalist Dragoons
15-16	2D6 Covenanter Mounted Highlanders	2D6 Covenanter Mounted Clansmen	2D10 Royalist Infantry
17-18	4D6 Covenanter Highlander Infantry	4D6 Covenanter Infantry Clansmen	4D10 Parliamentarian Infantry
19-24	3D10 Neutral Clansmen	3D10 Neutral Clansmen	2D10 Parliamentarian Dragoons
25-28	2D100 Neutral Clansmen	2D100 Neutral Clansmen	2D6 Parliamentarian Cuirassiers
29-30	4D6 Pillaging Clan Raiders*	4D6 Pillaging Clan Raiders*	4D6 Pillaging Border Raiders**
31-33	4D20 Pillaging Clan Raiders*	4D20 Pillaging Clan Raiders*	4D20 Pillaging Border Raiders**
34	1D4 Bards	1D4 Ranters	1D4 Ranters
35-36	Lady and 1D4 Retinue	Lady and 1D4 Retinue	Lady and 1D4 Retinue
37-38	Clan Chief and 4D6 Retinue	Clan Chief and 4D6 Retinue	Clan Chief and 1D6 Retinue
39-41	2D6x10 Straggling Camp Followers	2D6x10 Straggling Camp Followers	2D6x10 Straggling Camp Followers
42-46	2D12 Outlaws	2D12 Outlaws	2D12 Outlaws
47-50	3D6 Foreign Mercenaries	3D6 Foreign Mercenaries	3D6 Foreign Mercenaries
51	1D3 Travelling Preachers	1D3 Catholic Priests (disguised)	1D3 Catholic Priests (disguised)
52-54	2D6 Merchants (Disguised Smugglers)	2D6 Merchants (Disguised Smugglers)	2D6 Merchants (Disguised Smugglers)
55-58	1D6 Catholic Priests with 2D6 Guards	1D6 Travelling Preachers	1D6 Travelling Preachers
59-63	3D6 Hungry Dogs	3D6 Hungry Dogs	3D6 Hungry Dogs
64-67	1D20 Beggars	1D20 Beggars	1D20 Beggars
68-69	2D12 Hungry Wolves	2D8 Hungry Wolves	2D6 Hungry Wolves
70-74	3D6 Homeless Cottagers	3D6 Homeless Cottagers	3D6 Homeless Cottagers
75-79	2D6 Vagabonds	2D6 Vagabonds	2D6 Vagabonds
80-88	1D4 Farmers with carts	1D4 Farmers with carts	1D4 Farmers with carts
89-96	1D12 Merchants with carts	1D12 Merchants with carts	1D12 Merchants with carts
97-98	1D20 Entertainers	1D20 Entertainers	1D20 Entertainers
99-00	Witch Finder with 1D6 Watchers	Witch Finder with 1D6 Watchers	Witch Finder with 1D6 Watchers

*Pillaging Clan Raiders are engaging in raiding a rival Clan. They might be Highlanders raiding the Lowlands, or Highlanders raiding a rival Highland Clan.

**Pillaging Border Raiders are engaged in heading to or from the border with England, prior to or following raiding there.

3. Farm Tables

The countryside is peppered with individual farm houses. Some are poor tenancies, scratching a meagre living and hampered by crippling debts,

others are thriving businesses supporting large and relatively prosperous families.



3.1: Farmhouse Condition

1D10	Farmhouse Condition
1	Virtually uninhabitable
2	Ramshackle
3	Mean
4	Poor but functioning
5-6	Average
7	Pleasant
8	Well stocked
9	Abundant
10	Suspiciously abundant

3.2: Farmer Attitude

1D10	Farmer's Attitude
1	Miserable
2	Friendly
3	Suspicious
4	Aggressive
5	Bored
6	Deferential
7	Mean
8	Paranoid
9	Interested
10	Too sick to interact

If you wish to merely describe the mood of the Farmer, roll on this table. Ignore this table if you want to run a longer or more in-depth encounter using an adventure seed (below) or simply roll again if the Farmer's mood doesn't seem to fit with the described event.

3.3: Farm Adventure Seeds

1D20	Adventure Seed
1	The farmhouse is deserted, except for a goat, eating from the kitchen table. The farmer and his family are in the barn, eating from a trough. Witchcraft or madness?
2	The Farmer insists the party try his cider. Unfortunately the rats who've fallen in the brew (dazed by fumes as they scamper above the vats) haven't fully dissolved.
3	There is a fight going on. The farmer and a nearby neighbour are in a boundary dispute – but each man accuses the other of being a Catholic Spy.
4	The Farmer dislikes animals intensely. He will declare any pack mules, horses, etc., owned by the party “vermin” and offer to shoot them.
5	The Farmer is keen to marry off his six daughters. He will try to convince the party of their merits and offer them a small dowry to take them off his hands.
6	The Farmhouse fills up with slithering adders – they try to bite the party (while leaving the Farmer alone). After a few rounds they leave as quickly as they arrived.
7	The Farmer doesn't want folk on his land. To that end he constantly shouts “Get off my land!” until trespassers leave.
8	The Farmer has six sons and six daughters – they all try to run away to join the party for a life of adventure.
9	The Farmer isn't really a Farmer. If the party look in the cowshed they will find a fully equipped workshop. He is a rogue Tinker who has fled Cambridge!
10	A former tenant Farmer haunts the place, and unless his bones are found and buried he will continue to do so. He was murdered by the current Farmer, his brother.
11	The Farmhouse is surrounded by Soldiers. They demand to search the place as they are looking for a fugitive. The fugitive is found in a nearby barn.
12	The Farmer is over-fond of his animals. His chickens share the kitchen, his dogs eat off his table and he shares his bed with six piglets.
13	The Farmhouse is chocked full of wonderful fare. As the occupants share their sumptuous food with the Adventurers, Outlaws suddenly attack the farmhouse.
14	The Farmer asks the party to hunt down a wolf pack before the beasts eat all of his livestock.
15	The Farmer lost his son at Naseby. He will attempt to take his revenge on any Parliamentarian Adventurers.
16	The Farmer only grows chives and cress. He only eats chives and cress. He will try to convert the party to their merits and refuse to talk about anything else.
17	The Farmer offers the party a hog roast. He asks them to slaughter the hog – when they go to do the task they find it is four foot tall at the shoulder and mad as hell.
18	The Farmer tries to sell the party “magick items”. A goose that lays golden eggs, a sheep that grows golden (well, yellow) wool and some magic beans.
19	The Farmer is convinced that the local Cottagers change into animal shape in the moonlight, and then steal his sheep.
20	The Farmer wants a wife. He will try to kidnap any female Adventurers.



4. Inn Tables

4.1: Foul and Lewd Inn Name Generation

The following table can be used to generate peculiar names for inns and taverns.

(NB: Roll on column 1, then column 2, then join the two words together, preceded by “The”. E.g., rolling “35” then “40” produces the unappetisingly named pub, “The Frothy Hiccup”. Perhaps the beer there is overly fizzy!).

D100	Column 1	D100	Column 2	D100	Column 1	D100	Column 2	D100	Column 1	D100	Column 2
01	Addled	01	Appendage	26	Dying	26	Farmer	51	Leaking	51	Member
02	Angry	02	Badger	27	Engorged	27	Fart	52	Lecherous	52	Milk
03	Apoplectic	03	Baps	28	Fatty	28	Fornicator	53	Leprous	53	Monarch
04	Baffled	04	Batter	29	Fetid	29	Fox	54	Lusty	54	Monk
05	Beaten	05	Barrel	30	Fickle	30	Gentleman	55	Malevolent	55	Mushroom
06	Bedevelled	06	Beetle	31	Flaccid	31	Gland	56	Malodorous	56	Mustard-pot
07	Bewildered	07	Behind	32	Flapping	32	Grapes	57	Melancholic	57	Orifice
08	Breeding	08	Belch	33	Foaming	33	Gravy	58	Noxious	58	Pancake
09	Broken	09	Bishop	34	Fornicating	34	Groom	59	Odious	59	Peach
10	Bursting	10	Bladder	35	Frothy	35	Gutter	60	Paddled	60	Peasant
11	Busty	11	Blanket	36	Gaping	36	Hag	61	Panting	61	Pedant
12	Buxom	12	Bottom	37	Gasping	37	Head	62	Pestilent	62	Periwig
13	Carnal	13	Bride	38	Gluttonous	38	Hedgehog	63	Phlegmatic	63	Pie
14	Celibate	14	Buns	39	Greasy	39	Helmet	64	Pickled	64	Pig
15	Choked	15	Butter	40	Gritty	40	Hiccup	65	Pissing	65	Pigeon
16	Copulating	16	Cavalier	41	Gushing	41	Hole	66	Poxy	66	Pizzel
17	Creamed	17	Cheese	42	Hairy	42	Hook	67	Puddled	67	Plums
18	Crinkled	18	Chicken	43	Hanging	43	Jelly	68	Pungent	68	Pocket
19	Crippled	19	Chop	44	Hungry	44	Jugs	69	Putrid	69	Pork
20	Curdled	20	Cockerel	45	Immoral	45	Kipper	70	Queasy	70	Prickle
21	Dancing	21	Cream	46	Irate	46	Lady	71	Rancid	71	Prig
22	Dangling	22	Cress	47	Jaded	47	Maid	72	Ravished	72	Protuberance
23	Defective	23	Dragon	48	Jellied	48	Mask	73	Reeksme	73	Pudding
24	Dizzy	24	Duck	49	Knitted	49	Maw	74	Repellent	74	Rascal
25	Drunken	25	Face	50	Lamentable	50	Meat	75	Repulsive	75	Rat



Part the Fourth: Random Tables

D100	Column 1	D100	Column 2	D100	Column 1	D100	Column 2	D100	Column 1	D100	Column 2
76	Revolting	76	Ratcatcher	85	Stinksome	85	Spoonful	93	Unfortunate	93	Turnip
77	Rotten	77	Relish	86	Sugared	86	Stain	94	Unsavory	94	Unguent
78	Runny	78	Rocket	87	Suppurating	87	Tart	95	Unwholesome	95	Urchin
79	Scabby	79	Rogue	88	Throbbing	88	Tickle-toby	96	Venereal	96	Waif
80	Scaly	80	Roundhead	89	Tickled	89	Toadstool	97	Vexed	97	Whore
81	Shrunken	81	Sauce	90	Tossed	90	Trifle	98	Wanton	98	Worm
82	Sickening	82	Sausage	91	Trickling	91	Trousers	99	Wincing	99	Wound
83	Spent	83	Sack	92	Unctuous	92	Trout	00	Yeasty	00	Yolk
84	Spurting	84	Slattern								

4.2 Sensible Inn Name Generation

For those who want something more sensible, here is a table of historical 17th century inn names.

3D6	Pub Name	3D6	Pub Name
3	King's Head	11	The Bell
4	The Bear Inn	12	The George and Dragon
5	The Green Man	13	The Golden Lion
6	The Ship	14	The Bull
7	Stag and Hounds	15	The Seven Stars
8	The White Hart	16	Coach and Horses
9	Ye Olde Man and Scythe	17	The Boar's Head
10	The Hatchet Inn	18	The Lamb and Flag

4.3: Innkeeper Attitude

1D20	Innkeeper's Attitude/Motives
1	Surly - unimpressed by the party and moody
2	Cheerful - possibly too cheerful
3	Suspicious - "who are you and why are you here?"
4	Working for a Rival Faction (and spying on visitors)
5	Apathetic - "Whatever" *shrug*
6	Servile - pathetically fawns over party
7	Penny Pinching - overpriced and mean portions
8	Overly Protective (probably of wife/daughter)
9	Aggressive and confrontational
10	Conversational and gossiping - won't shut up
11	Wanting payment for information
12	On his/her last legs - old and poorly
13	Attracted to a party member - a sleazy sort
14	Superior - believing all travellers are "riff-raff"
15	Seeking an opportunity to steal from the party
16	Wanting to fence stolen goods to the party
17	Creepy
18	Nervous
19	Stupid
20	Psychopath

If you wish to merely describe the mood of the innkeeper roll on this table. Ignore this table if you want to run a longer or more in-depth encounter using an adventure seed (found in table 4.4) or simply roll again if the innkeeper's mood doesn't seem to fit with the described event.



4.4: Roadside Inn Adventure Seeds

Of course, sometimes the party might spend an uneventful night at an inn. On other occasions, the following table can be used to provide some excitement (or misery).

1D20	Adventure Seed
1	A constable from a nearby town is looking for an Outlaw - who coincidentally closely resembles one of the Adventurers.
2	The Inn is a Smuggler's den - the Smugglers might wish to hide from, attack, or deal with the party.
3	The Inn is a brothel - one of the girls has been robbing her clients, and somebody wants revenge.
4	A Spy (for the opposite power to the locally ascendant one) is staying in the inn. He or she is being hunted by Soldiers.
5	Soldiers ask the party to join them in a hand of cards. One of them cheats (rather badly).
6	A local recruiting Sergeant tries to recruit those at the inn - forcefully.
7	The inn is haunted by a mischievous Ghost, who tries to turn the guests against each other.
8	The landlord's wife (or landlady's husband) takes a shine to one of the party, much to their jealous spouse's disgust.
9	Theobald Crapper, the Clockwork designer, is staying with his guards at the inn. He is attacked by assassins.
10	A local official decides to visit the inn and impose taxes on everyone staying there.
11	A tearful stranger offers the party a small fortune if they will hunt down a murderer, last seen skulking in nearby woods.
12	The inn is raided by a military requisitioning party with official papers ordering the seizure of weapons and food.
13	A self important Cavalier, Clarkson May, demands that all guests are turfed out of the inn so he can enjoy some solitude.
14	Local thugs are having a drink. After a few ales, the surly locals start taunting the party as "strangers from foreign parts."
15	The beer is sour and the food is bad. The locals decide to punish the landlord/lady and their family.
16	The Adventurers are just tucking into their meal when a dog lurches out of the kitchen and expires. The stew is poisoned.
17	Adamites are partying upstairs. They wonder if any of the Adventurers wish to join them for nude fun.
18	Puritans are staying at the inn. They are offended by frivolity. Then a group of Entertainers arrive to liven things up.
19	The inn is out of food and beer. Can the party sell them some?
20	Outlaws descend on the inn. They want to rob anyone there. The landlord/lady is in league with them.

5. Bridge Tables

Various bridges span the streams and rivers of England.

5.1: Bridge Type

1D8	Bridge Type
1	Collapsed bridge, impassable
2	Tiny footbridge
3	Wide footbridge with toll-keeper
4	Walled bridge wide enough for a cart
5	Walled bridge, with toll-keeper
6	Wide bridge
7	Wide bridge with toll-keeper
8	Wooden bridge with rotten planks

5.2: Bridge Encounters

1D20	Bridge Encounter
1-6	No incident
7-10	Road Wardens
11-13	Random NPC
14-15	Highwayman
16-17	Outlaws
18-20	Soldiers maintaining checkpoint

6. Village Tables

6.1: Village Size

1D6	Village Size	No. of Dwellings
1	Tiny Hamlet	1D3+1
2	Medium Hamlet	1D4+4
3	Large Hamlet	4D6+2
4	Small Village	3D6+10
5	Medium Village	4D6+20
6	Large Village	3D20+30

6.2: Village Prosperity

1D8	Village Prosperity
1	Starving
2	Pitifully Poor
3	Poor
4	Subsisting
5	Pleasantly Stable
6	Thriving
7	Wealthy
8	Suspiciously Wealthy

6.3: Village Adventure Seed

1D20	Adventure Seed
1	The local Cunning Man wishes to see the Adventurers. He offers them money to fetch some herbs from nearby Outlaw-infested woods.
2	Everyone in the village looks identical (although men are distinguishable from women, and the old from the young).
3	The local "guide" directs everybody the wrong way and gets hopelessly lost, always heading toward the most dangerous territory.
4	The village is at war with a neighbouring village. Once a week everyone goes to the village green (they alternate) and has a punch up.
5	The villagers are holding a "testing" festival - they throw strangers and authority figures off a river bridge - survivors are treated to dinner.
6	A group of ruffians turn up - they try to lead the villagers away - the local Lord has sold his villagers to white slavers!
7	Any young men are invited to race around the village bounds. The winner gets a fair maid's hand, the key to the village and a prize turnip.
8	The villagers have declared themselves independent of England and vowed to live by old Saxon law. The local nobles have been locked up.
9	A local Justice believes Papist spies are abroad. He insists any strangers to the area should be pressed with stones to make them confess.
10	There is smoke over the village. The villagers are strung up from trees, a couple burning on pyres. Then the Witch Hunters spy the party.
11	The village is invaded by Soldiers, requisitioning food and weaponry. The locals plead with the party to intervene.
12	The village floods. It seems a local Farmer has made some changes to the drainage system on his farm, with unfortunate consequences.
13	The villagers are engaged in their yearly "lordly" ritual - a young (and capricious) simpleton is in charge for the day.
14	The villagers are going to burn a Witch, an old widow with a cosy cottage they want for themselves.
15	There is something odd about the locals. They all share distinctive features - overlarge eyes, webbed fingers and a distracted demeanour.
16	The village is seemingly abandoned. At night the place is overrun by Ghouls.
17	The villagers are overly friendly. They will ply the party with strong liquor, try to overpower them, butcher them and put them in the pot!
18	The village has been raided by Parliamentarian and Royalist alike. Come nightfall, Clubmen attack any obviously partial Adventurers.
19	The village is in mourning - a seemingly senseless murder has taken place, that of the local preacher. The villagers suspect the local Lord.
20	The village is out of food and beer. Can the party sell them some? If not, they might just help themselves.



6.4: Rural Area NPC Residents - England

The following table is for random individual NPC rural inhabitants (whether living in an individual cottage or larger village). Most larger villages will have a tavern or inn, possibly several, even if sometimes they are little more than rooms in a villager's house. Anything bigger than a hamlet will have a little chapel. But for when you need an NPC on the fly, consult the table below. Roll first to determine the Profession on table 6.4, then roll to determine the NPC's Factional loyalties on table 6.6 below. Note, certain Professions, such as Mechanical Preacher and Alchemist are usually loyal to Royalist or Parliamentarian Factions, others roll on table 6.6 according to the generally prevailing regional loyalties.

1D100	Profession	Faction
01	Alchemist*	Royalist
02-10	Cottager	According to region
11-20	Craftsman	According to region
21	Cunning Man	According to region
22	Entertainer	According to region
23-72	Farmer	According to region
73-74	Highwayman	Royalist
75	Iconoclast	Parliamentarian
76	Mechanical Preacher**	Parliamentarian
77	Merchant	According to region
78-80	Outlaw	According to region
81	Physician (Herbalist)	According to region
82	Preacher	According to region
83-84	Smuggler	According to region
85-86	Soldier	According to region
87	Spy	According to region
88-90	Vagabond	According to region
91	Warlock	According to region
92	Wise Woman	According to region
93	Witch	According to region
94	Witch Finder	According to region
95-00	Woodsman	According to region

*In a Parliamentarian or Neutral rural area the Alchemist would be operating secretly (and would have a hidden laboratory).

**In a Royalist or Neutral rural area the Mechanical Preacher would be operating secretly (and would have a hidden workshop).

6.5: Rural Area NPC Resident Table – Scotland

This table can be used to determine randomly encountered NPCs in Rural locations. Once the Profession is determined then roll on the Scottish Faction Table (6.7) to determine the NPCs' Faction.

1D100	Profession	Faction
01-08	Cottager	50% Gang or According to region*
09-12	Craftsman	50% Guild or According to region*
13	Cunning Man	According to region
14	Entertainer	According to region
15-69	Farmer	According to region
70	Iconoclast	Covenanter
71-73	Merchant	50% Guild or According to region*
74-80	Outlaw	50% Gang or According to region*
81	Physician (Herbalist)	According to region
82	Preacher	According to region
83-84	Smuggler	According to region
85-86	Soldier	According to region
87	Spy	According to region
88-90	Vagabond	50% Gang or According to region*
91	Warlock	According to region
92	Wise Woman	According to region
93	Witch	According to region
94	Witch Finder	According to region
95-00	Woodsman	According to region

*Roll 1D100. If you roll 50 or under the NPC is in a Guild (or Gang) as appropriate to their Profession. If you roll over, roll on the Scottish Faction Table according to Region as usual.

6.6: Faction – England

1D100	Royalist Region	1D100	Neutral Region	1D100	Parliamentarian Region
01	New Model Army	01-05	Puritan	01	Invisible College
02	Tinker	06-08	Anabaptist	02-08	Royalist
03	Leveller	09-10	Catholic	09-10	Catholic
04-10	Parliamentarian	11-13	Laudian	11-12	Laudian
11-12	Digger	14-20	Presbyterian	13-23	Guild
13-19	Puritan	21	Quaker	24-27	Digger
20	Anabaptist	22-30	Guild	28-29	Anabaptist
21	Quaker	31	Invisible College	30	Adamite
22-23	Clubman	32-40	Clubman	31-33	Clubman
24	Adamite	41	Leveller	34-38	Leveller
25-35	Guild	42	New Model Army	39-45	New Model Army
36-43	Laudian	43-55	Gang	46	Quaker
44-50	Catholic	56-60	Parliamentarian	47-70	Parliamentarian
51-55	Presbyterian	61-66	Digger	70-74	Presbyterian
56-60	Gang	67	Adamite	75-82	Puritan
61	Ranter	68	Ranter	83	Ranter
62-88	Royalist	69-74	Royalist	84-88	Gang
89	Satanist	75	Tinker	89	Satanist
90-98	Self Interest	76-98	Self Interest	90-98	Self Interest
99+	Invisible College	99+	Satanist	99+	Tinker

After determining Profession, roll on this table to determine Faction. Choose a column based on the prevailing regional loyalties appropriate to the area the Adventurers are travelling through. Certain NPCs (Highwaymen, Mechanical Preachers, Alchemists, Witches, Courtiers, etc) roll on a column based on their Profession instead of the region (see the Faction column on tables 6.4 and 6.5 above and note below).

Note: **Alchemists** always roll on the Royalist Region column, adding +20 to the roll. **Mechanical Preachers** always roll on the Parliamentarian Region column, adding +20 to the roll. **Witches** always roll on the Neutral Region column, adding +20 to the roll.



6.7: Faction – Scotland

1D100	Highland/Island	1D100	Lowland/Borders
01-03	Puritan	01-05	Puritan
04-70	Clan	06-30	Clan
71-76	Laudian	31	Laudian
77-85	Catholic	32	Catholic
86-87	Covenanter	33-84	Covenanter
88	Ranter	85	Ranter
89	Royalist	86-89	Royalist
90-99	Self Interest	90-99	Self Interest
00	Satanist	00	Satanist

7. Manor House Tables

7.1: Noble Temperament

1D20	Noble's Attitude/Motives
1	Down to earth and jovial
2	Welcoming and hungry for news
3	Extravagant and generous
4	Manic and distracted by Alchemical pursuits
5	Obsessed with Clockwork trinkets
6	Injured by soldiers and fearful of strangers
7	Distracted and managing a house full of refugees
8	Arrogant, boastful and endlessly competitive
9	Rakish and hopelessly stupid
10	Abrupt, rude and impatient
11	Mean
12	Confused
13	Eccentric to the point of full-blown madness
14	Snobby - believing travellers are "riffraff" or worse
15	Spy (will try to gather information from party)
16	Impostor (Perhaps a squatter or servant of the real owner)
17	Frightened (Hiding a guilty secret)
18	Hiding someone (Priest/escaped prisoner, etc).
19	Flirtatious
20	Psychopath

7.2: Manor House Size

1D6	Manor Type
1	Large Farm
2	Small Manor
3	Medium Size Manor
4	Large Manor
5	Large Fortified Manor
6	Palatial Manor



7.3: Manor House Adventure Seeds

ID20	Adventure Seed
1	Everyone, apart from three cowering children, has been killed. Can the party take them to relatives in a nearby town?
2	The Lady of the house is spoilt - she demands the Adventurers entertain her - by dancing, wrestling, painting her, etc.
3	Lord and Lady Botton-Topps are keen Satanists. Their latest sacrifice is delivered on the night the party stay.
4	The Lord berates his "idiot" son - he will beg the Adventurers to take the lad as a squire/assistant/student, etc.
5	If the party will defend the Manor from Bailiffs the Lady will reward them handsomely.
6	The Lord and Lady are accomplished and mischievous liars. They will give the party misleading information.
7	The Lord of the Manor is holding court - handing out medieval sentences to his tenants, brutally enforced by the Sheriff.
8	The Lord claims to be the dead King, Charles. He demands everyone swears allegiance to him and kisses his ring.
9	There is a brand new extensive orangery - but anyone who steals the fruit turns the colour of the stolen foodstuff.
10	The Lord's son insists one of the Adventurers fence with him - he falls dead, from a seizure, during the bout.
11	The "Puritan" Lord and Lady look shifty as Entertainers and prostitutes arrive for orgy night.
12	The place is full of secret doors, leading to underground tunnels, filled with traps, treasures and a Stoorworm.
13	The Manor seems to be a living thing. It tries to prevent the party leaving (and bleeds if they try to hack their way out).
14	Overnight the Manor becomes entangled in vines and foliage. The owners are transformed into dusty skeletons.
15	The Lady of the Manor wants the party to murder her bullying husband so she can marry his brother.
16	The steward of the manor is an officious busybody who is spying for Cromwell.
17	A burglary takes place in the night. The steward is hoping the party will get the blame - but he has taken the valuables.
18	The residents are not the owners, rather wealthy squatters who have escaped the capital. They hold the staff captive.
19	The owner, an elderly Cavalier, is hoping somebody might cause him offence so he can challenge them to a duel.
20	Diggers arrive, demanding local common land is returned to them. The owner of the Manor asks the party to disperse them.



8. Town Tables

8.1: Town Size Table

1D6	Town Size
1	Overlarge Village
2	Small Town
3	Medium Town
4	Walled Market Town
5	Large High-walled Market Town
6	Fledgling City

8.2: Town Adventure Seeds

1D20	Adventure Seed
1	Bored Mercenaries decide to take over the town and run it as their own feudal fiefdom.
2	An officious Mayor has had all the dishonest traders locked up. Now there are no shops and everyone's unhappy.
3	Rival pamphleteers are fighting - one is Parliamentarian and the other Royalist. The gathering crowd is taking sides.
4	A fire breaks out. A baker's apprentice is accused. Before his fate's decided, everyone needs to stop the blaze spreading.
5	Local apprentices are fighting. The Puritan foundry boys are battling with Presbyterian mercantile apprentices.
6	A Witch Finder believes there are Satanists at work in the town. He would like the Adventurers to help hunt them down.
7	Chronic food shortages mean food has quadrupled in price and people are destitute, starving and desperate.
8	A family have fallen ill - everyone believes they have plague. Soldiers quarantine the town.
9	A force advances, preparing to lay siege to the town. The party will have to act quickly to avoid being trapped inside.
10	A pamphleteer is convinced the party are famous entertainers. He stalks them, refusing to accept any denials.
11	The Town is enduring a lengthy siege. Conditions within are terrible. The party will probably not be allowed in.
12	The town is attacked by cavalry from the opposite Faction to prevailing local loyalties. The raiders are merciless.
13	The town officials have fallen out - they are divided between Royalist and Parliament and conducting a small war.
14	A papist Spy is being hunted by a mob. The Breton Merchant proclaims his innocence and begs the party for help.
15	The town is full of beggars trying to claim poor relief. The sheriff asks the party to get rid of them.
16	The local guilds and councils are taxing the poor so heavily that they rise up and riot.
17	A pie maker has found a cheap and tasty meat source - he sets his burly butcher boys on any lone drunks.
18	Everyone is convinced that dogs spread plague. The party will be paid a shilling per dead dog they can rustle up.
19	The town Watchmen have absconded to fight in the war. The party are asked to step in and keep the peace for a while.
20	The town council decide to ban all entertainment. The confused constables try to arrest anyone who looks jolly.

8.3: Town Area NPC Inhabitants – England

This table can be used to determine random town inhabitants. Note: The town's location and main industry will influence the overall population (e.g., a coastal town will have a larger population of Sailors, a university town will have more Scholars, etc), but when you need a quick random NPC, consult the table below. **Note:** the Faction column refers to which column should be used on table 6.6. After determining Profession, determine Faction by rolling on the appropriate column on table 6.6 (see above).

ID100	Profession	Faction
01	Agitator	Parliamentarian
02	Alchemist*	Royalist
03	Cavalier	According to region
04-10	Clerk	According to region
11	Courtier	Royalist
12-35	Craftsman	According to region
36	Entertainer	According to region
37	Highwayman	Royalist
38	Iconoclast	Parliamentarian
39	Journalist	According to region
40	Lady	According to region
41-43	Lady's Maid	According to region
44	Lord	According to region
45	Mechanical Preacher*	Parliamentarian
46	Member of Parliament	According to region
47-48	Mercenary	According to region
49-68	Merchant	According to region
69	Physician (Galenic)	According to region
70	Physician (Paracelsan)	According to region
71	Preacher	According to region
72	Rook	According to region
73-78	Ruffian	According to region
79	Sailor	According to region
80	Scholar	According to region
81-82	Smuggler	According to region
83-88	Soldier	According to region
89	Spy	According to region
90-92	Thief	According to region
93-95	Valet	According to region
96	Warlock	According to region
97-98	Watchman	According to region
99	Witch	Neutral
00	Witch Finder	According to region

8.4: Town Area NPC Inhabitants – Scotland

This table can be used to determine randomly encountered NPCs in Rural locations. Once the Profession has been determined then roll on the table 6.7 to determine the NPC's Faction.

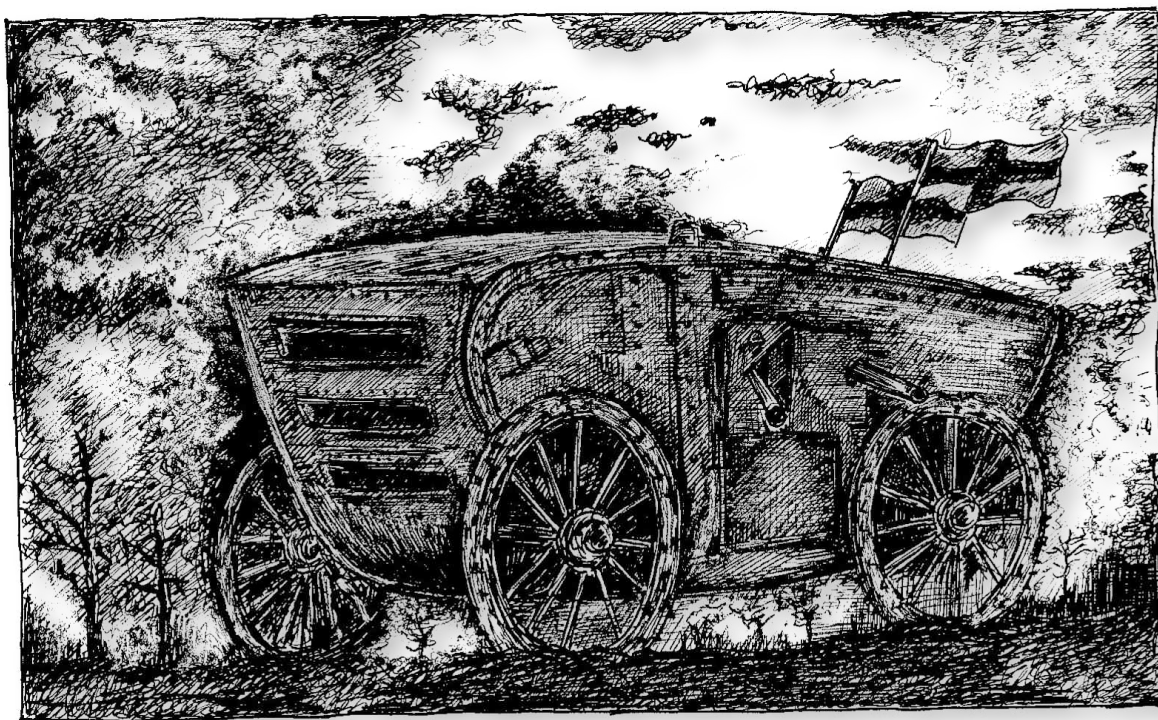
ID100	Profession	Faction
01-02	Agitator	Covenanter
03	Cavalier	According to region
04-10	Clerk	According to region
11	Courtier	Royalist
12-35	Craftsman	According to region
36	Entertainer	According to region
37	Iconoclast	Covenanter
38	Journalist	According to region
39	Lady	According to region
40-42	Lady's Maid	According to region
43	Lord	According to region
44-48	Mercenary	According to region
49-68	Merchant	50% Guild or* According to region
69	Physician (Galenic)	According to region
70	Physician (Paracelsan)	According to region
71	Preacher	According to region
72	Rook	According to region
73-78	Ruffian	50% Gang or* According to region
79	Sailor	According to region
80	Scholar	According to region
81-82	Smuggler	According to region
83-88	Soldier	According to region
89	Spy	According to region
90-92	Thief	50% Gang or* According to region
93-95	Valet	According to region
96	Warlock	According to region
97-98	Watchman	According to region
99	Witch	Neutral
00	Witch Finder	According to region

*Roll 1D100. If you roll 50 or under the NPC is in a Guild (or Gang) as appropriate to their Profession. If you roll over, roll on the Scottish Faction Table according to Region as usual.



Part the Fifth: Adventures

In which a number of tales are set forth
only for the eyes of the Master of the
Gaming Table



The Naked and the Dead

Here is an adventure (which can best be described as a deadly romp) set in a small village somewhere in Parliamentarian-controlled lands. The adventure stands alone but can easily be slotted into *The Alchemist's Wife*, the first volume of the Kingdom & Commonwealth campaign.

The Dead

The Adventurers are travelling together through the Parliamentarian lands when they come upon a small church on the outskirts of a village. Read or paraphrase the following to the players:

You have been travelling along the country lane for a couple of hours when you come to a small stone-built church with a square tower, set in its own graveyard, a few minutes walk from the next village. The door is ajar, and you notice that all the windows appear to have been smashed from the inside, leaving shards of coloured glass scattered on the grass.

Have the Adventurers make Perception rolls; on a success they will notice that it seems very quiet – there are no birds singing, and the sound of bleating sheep, which has been a constant background to their journey, is now absent. At the side of the path leading up to the church door, several dead songbirds lie on the ground with their legs in the air. There is not a mark upon them.

Assuming the Adventurers decide to look in the church (it doesn't matter if they don't, they can come back later), this is what they see:

When you enter the church, a scene of utter devastation meets your eyes. The windows

are all smashed; the altar rail has been toppled and lies chopped and splintered on the floor; and several painted statues of saints have been cast down from their alcoves and are now broken. An intricate mural of the Last Judgment has been defaced with whitewash, and there is a scattering of bent golden candlesticks and a crumpled communion cup near the altar. Sprawled in the aisle is a middle-aged Priest, obviously dead, with a look of utter horror on his face.

A Culture (Own) roll will tell the Adventurers that the damage is probably the work of Iconoclasts (see the Profession description on p.10) – though they are not known for killing priests in cold blood.

The priest has probably been dead for a day at most, though there are no wounds on him, only



a look of utter horror on his face.

Searching the church further will reveal little of interest, except in two places:

Office: This is probably the priest's vestry; there are several ornate silk priestly robes hung up here, and a desk, its drawers open and contents scattered about the room (only boring notes for sermons and the like). There is also a bookshelf, which looks as though it has been emptied recently; a couple of books of theology are scattered on the floor, but the rest are gone.

Laboratory: An unusual feature in a church, this is obviously an Alchemist's laboratory. It too has been smashed, the contents of flasks and bottles puddled on the floor. In the middle of the room is a smashed crate with soiled straw in the bottom and a scattering of corn, as though some animal or bird had been kept in it. A Difficult (-20%) Perception roll will allow an Adventurer to find two unbroken Potion jacks, containing a Bladesharp Potion (Magnitude 6) and a Cure Disease/Poison Potion.

Backstory

This is what has happened. Yesterday, a Puritan Iconoclast by the name of Zeal-for-the-Lord Harrison, and a couple of his assistants, visited the church and began smashing the place up. They were especially incensed that the Priest (the Reverend Richard Holmdyke, a Laudian) was dabbling in Alchemy – a mostly respectable Profession in Royalist lands, but outlawed here. They smashed up the laboratory, including the crate. Inside the crate was a Basilisk (see *Clockwork & Chivalry* p.100), which the Reverend had recently bought, at great expense, from a gypsy. The Basilisk fled from the violence of the Iconoclasts into the church hall, only to meet the priest coming in the other direction. Killing the hapless vicar with its deadly gaze, it fled into the countryside, where it has been killing things ever since.

Village of Fear

When the Adventurers leave the church and head for the village, they will see several dead sheep in the fields, as well as more dead birds, a number of dead rodents and a dead dog. In the village, the chimneys are all smoking, as though people are at home, but there is no-one about.

The curtains of all the windows are drawn, or if the house is too poor to afford curtains, cloth or wooden boards have been hastily put over the insides of the windows. If the Adventurers call out in the street, no-one will answer – the curtains won't even twitch. If they knock on the door of a house, the first couple they try won't reply (though they may hear muttering within), but at the third house, a voice from behind the door will call out, "*Have ye seen the Devil's Cock?*"

Whatever the reply, the man on the other side of the door will begin a rant:

"Aye, the Devil's Cock, I tell ye! Seen it with me own eyes, I did. With four legs, and a tail like unto the tail of Satan himself! 'Tis a punishment on this poor village for its sinful ways! It'll kill you, soon as look at you! You'd better come in, mean miserable sinners though ye be, lest the vengeance of the Lord be upon ye!"

He will open the door just wide enough for the Adventurers to slip through, though any horses or mules they have will be left to the mercies of the "Devil's Cock." Any character with the Alchemy skill or Lore (Zoology) or similar will, on a successful Difficult roll (-20%), be able to identify the "Devil's Cock" as a Basilisk, though they will know little more than that, other than that they are reputed to be extremely dangerous, poisonous in some way and able (so it is believed) to kill with a glance.



The Adventurers' host is Repentance Halliwell, a devout Puritan shoemaker (Righteousness Points: 78). He is a tall, stoop-shouldered, gaunt-faced man with grey hair. His cottage is full of shoe-making equipment and pieces of cut leather. His wife Constance, a demure, rotund little woman, says very little, though she



will occasionally admonish her husband with a gentle “Oh, Repentance,” if he becomes too righteous. She offers the Adventurers pease porridge (a plain but wholesome porridge made from split peas with small pieces of bacon in it), while they can ask questions to find out what has been going on.

Repentance blames it all on the vicar and his ungodly ways:

“A Catholic and a Witch, he were! (Not that there’s much difference, if you want my opinion). What with his robes and incense and fancified gold candelabras, not a proper man of God at all. And then the potions he used to make – noxious vapours coming from the vestry at all times of the day and night. Devilish, it were! Almost sent for the Witch Finders more than once, I did. But then that proper Godly man turned up yesterday – Zeal-of-the-Lord Harrison – Iconoclast General he called himself, reckoned he had orders from Cromwell to purify the churches of their heathenish popery. Had a couple of assistants with him, proper young men, all righteousness and muscles. Off they went to the church to cleanse it of its devilish trappings. Well, a lot of us proper Godly folk cheered ‘em on, though some folk stayed in, hidin’ like. We could hear the smashing and banging from here, quite warmed the heart it did. But then it all changed. There were screaming come from the church, and then the three of ‘em came galloping back through the village on their horses as though the Devil ‘imself were on their heels. “Lock your doors,” they shouted, “shutter your windows! Satan’s curse is abroad!” An’ off they went.

And that’s when the dying started. I saw the beast with me own eyes, though it didn’t see me, thank the Lord. Nasty scraggly thing, like a chicken it were, but with four legs, an wings like a bat, and a slimy serpent’s tail. One of the village dogs went for it, and it raised its tatty wings and glared, and the dog just dropped dead. We’ve been hidin’ ever since. There’s no-one in the village knows what to do, we’re not learned folk. Only one with any proper book-learning were the vicar – unless you count Crazy Giles. He knows everything about everything, though he’s tormented by demons something rotten. How

do you fight the Devil’s Cock?”

Under the Gaze

It should be apparent to the Adventurers that they’re going to have to sort out the situation; either that or run away and leave the village to its own devices. Some of what Halliwell said may have raised the ire of some of the characters – any Catholics or Laudians will have to make Righteousness tests to avoid getting into an argument with him. But things shouldn’t get too heated, what with a Basilisk waiting outside to kill everyone.

If no-one else thinks of it, Halliwell will suggest that there may be something in the vicar’s library which will tell them how to deal with such a beast. When the Adventurers reveal that the library was empty (assuming they know this), the shoemaker will immediately suspect

“...that Crazy Giles. He were always trying to get in the church and steal the vicar’s books. Book mad he is. Well, just plain mad, really. Believes every word he reads, even if it contradicts what he read the day before.”

The village is arranged in a square, the cottages surrounding a village green, with a duck pond in the middle. (The church is a little way out of the village, as the original tiny old church burned down in the last century. A much larger new one was built, outside the village, where there was more space). Giles lives across the village green from Halliwell, so the Adventurers will have to either cross the open space or creep round the edge of the green to get to his house.

Recruiting others

The Adventurers (either before or after visiting Giles) may want to recruit other villagers to help them hunt down the Basilisk. Halliwell and his wife say they are much too old for that sort of thing, and can’t be persuaded. Anyone making a successful opposed Persuade roll (Difficult, -20%) against the villagers’ Persistence of 80% (it’s so high due to their, probably sensible, fear of the Basilisk!) will get 3D6 young men to come out of their houses. Its a small village, so further successful rolls will not add to this total. After getting information from the books at Giles’ house, if they failed in



their earlier recruitment attempts, they can make another roll without the penalty, as long as they sound like they know what they're talking about. Games Masters may give a bonus if the plan sounds particularly convincing.

Avoiding the Basilisk

The Basilisk is currently asleep, in a barn, on the edge of the village closest to the church, but of course the Adventurers don't know this. The trip to Giles' house should be a fraught affair. There seem to be dead creatures everywhere, as well as live creatures which look a lot like Basilisks when seen out of the corner of the eye. The Adventurers could use up quite a lot of powder and shot killing innocent hens before they reach their destination.

The Naked



When the Adventurers knock on Giles' door, they will be confronted by a short, tubby, hairy and completely naked man, who gives them a welcoming, joyful smile and attempts to hug them! This is "Crazy" Giles Whimshurst, a somewhat deranged Scholar who retired to the village from Cambridge, to live with his aged mother (now dead) after a having a breakdown at university. He would be the "village idiot" except that he's far too clever. As Halliwell said, he believes everything he reads. Just now, he's read a pamphlet about the Adamites (see the Adamite Faction on pp.14-15) which he found among the vicar's books, and he's become a convinced convert to the cause.

"Come in, come in, my friends! My home is yours. I shall bring you beer. But surely, you must feel constricted and uncomfortable in all that clothing. Come, cast off your worldly trappings, and let us be as the Lord God

made us!"

It is, of course, extremely unlikely that anyone will take him up on this offer – even a Ranter is only likely to strip off in order to make some sort of political point, and there's not really a reason for that here. Other than that, nakedness is a *very* big taboo in 17th century England!

Luckily for the Adventurers, due to Giles' mental condition he only has 4 Righteousness Points in the Adamite faith, and while he seems very passionate about it, can be converted to another faith quite easily (using the Righteousness rules in *Clockwork & Chivalry* p. 57ff) – at which point he will become very contrite and rush off to put some clothes on.

His little cottage is filled with books, stacked in teetering heaps, with only narrow walkways to get between them. Once the problem has been explained to him, he will be fascinated and begin pulling books from various piles; some of them are the vicar's and some his own, but they are all bestiaries of one sort or another. Giles is easily distracted and will appear to be studying the topic in question only to suddenly say, "I say, did you know that pelicans feed their young by pecking their own breasts to give them blood?" or "To think that barnacle geese grow from barnacles, who'd have thought it?" It will be up to the Adventurers to find the information they need.

Alchemy, Lore (Aristotelian Science), Lore (Zoology), Lore (Africa), INTx2, or any other skill the player can persuade the Games Master to accept, can be used to find information about Basilisks. Adventurers can make a roll every 15 minutes, and each successful roll gives one piece of information from the following list:

- The Basilisk can inject poisonous venom with its beak.*
- The Basilisk can kill you just by staring at you.*
- The Basilisk can be killed by hearing the cry of a cockerel.
- The Basilisk can be killed by the smell of weasel urine.
- The Basilisk can only be harmed by a magically-treated weapon.
- The Basilisk has corrosive blood.*



- The Basilisk can be killed by making it stare at itself in a mirror.
- The Basilisk can only kill you with its gaze if you make eye contact with it – if you only look at it in a mirror, you're safe.

Those marked with a * are definitely true (see *Clockwork & Chivalry* p.100) – the others may be true or false at the Games Master's discretion. If the Games Master wants to run a game in which the Adventurers spend their time hunting weasels for their urine, go ahead – there's probably someone in the village with a ferret, but will that do the job? Feel free to come up with any other real or imaginary facts about the Basilisk – it could be that the players have read the entry on Basilisks in the *Worldbook* and think they know what they're getting into, in which case some new true facts may be entertaining (Basilisks are irresistibly attracted to freshly-laid hens' eggs, Basilisks can only be killed by a male Natterjack Toad, etc.).

Whatever resources the Adventurers think they need can probably be procured in the village, whether it's mirrors (or highly polished pans, more likely), toads, or volunteers (see *Recruiting Others*, above), though collecting them may take a while.

If you can get your characters sneaking around the hedgerows, peering into mirrors, carrying bottles of weasel urine and crowing like cockerels, this will make for an interesting confrontation when the Iconoclast returns at the end of the next scene!

It's possible, of course, that one or more of the Adventurers are Alchemists themselves, in which case, if they're caught casting spells in Parliamentary territory, they could be in serious trouble.

Hunting the Devil's Cock

Once the Adventurers have gathered their resources (and possibly a group of villagers willing to help), it will be time to hunt the Basilisk. How this goes depends entirely on what sort of plan the players came up with. Bear in mind that the Basilisk is *very* dangerous and could kill most of the party if you're not careful. If the Adventurers have some villagers helping them, it might kill one of them first,

giving the players some warning as to quite how deadly it is.

When the hunt begins, the Basilisk is just waking from sleep in a barn on the edge of the village nearest the church. It will head toward the village looking for food. Despite its lethal nature, it prefers the same sort of foodstuffs as chickens eat – seed corn, vegetables, scraps, etc. The Basilisk is actually quite nervous of this strange environment; it was brought up in captivity in far off Cyrenaica, has spent most of its life in a box, and is not used to the English countryside. Its response to anything it sees as a threat is to spread its tattered wings menacingly and gaze at it – which is usually fatal. If the threat seems too overwhelming, however, it will attempt to escape. It cannot fly, but can flap in an ungainly fashion over low hedges and the like, and its small size means it can squeeze through narrow gaps in hedges, into henhouses, through carelessly left-open windows, through barns filled with animals, etc.

The Basilisk should lead the Adventurers a merry chase (though a potentially lethal one) around the village. This is likely to be a deadly serious hunt from the point of view of the Adventurers, but a ludicrous romp on the part of their players. Play it out for as long as your players are enjoying themselves, with hairs-breadth escapes on the part of the Adventurers *and* the Basilisk, and just when it seems that the Adventurers are about to triumph, interrupt them with the following:

Suddenly, you hear a terrific metallic roaring. The hideous clanking noise comes from the road leading out of the village.

Some of the Adventurers may recognise the noise as the sound of the Iron Horses of the New Model Army Clockwork Regiment.

Whose Side Are You On?

The Iconoclast, Zeal-for-the-Lord Harrison, has gone off to the next town, donned his other money-making "hat" and returned as a Witch Hunter, with a squad of New Model Army Soldiers, determined to root out all signs of Witchcraft in the village. There are three of the large Clockwork two-wheeled Iron Horses (see *Clockwork & Chivalry* p.144); each of them normally carries two Soldiers, though one of



those has been replaced by Harrison for this mission.

The Adventurers may be expecting help from the New Model Army, but this is not to be forthcoming. At the sound of the Iron Horses, the Basilisk panics and flees if possible (killing if necessary). If the Adventurers are in the middle of combat, the sound of the Iron Horses will require them to make a Persistence roll to avoid being distracted, allowing the Basilisk to get away. Even if the Adventurers manage to kill the Basilisk, Harrison will have a story ready.

The Iconoclast-turned-Witch Hunter is determined to uncover evidence of Witchcraft, as he is paid for every Witch he turns in. The Adventurers are bound to be doing something which could be construed as Witchcraft, whether it's wandering around with mirrors, toads and magic potions, or apparently sacrificing a deformed chicken to Satan. Harrison will point at the Adventurers and cry out, "Seize the Witches – I want them alive for hanging!"

The Soldiers will shut down their Iron Horses, draw their swords and leap into the fray. Harrison is not much of a fighter and will stay at the back, out of the way. If the Basilisk is still alive, it will no doubt cause complications, and it is even possible that Crazy Giles will have another conversion to Adamite beliefs and run naked through the conflict, calling for peace and love.

The NMA Soldiers will be attempting to subdue rather than kill the Adventurers; the Adventurers may not be so cautious.

There are any number of ways this fight could go, depending on your players. For instance:

- If the Adventurers can capture Harrison, the Soldiers will hold off and listen to their explanation of events.
- If the Adventurers are captured, the villagers will probably stick up for them and the Soldiers will release them, though they will have made an enemy of Zeal-for-the-Lord Harrison, who may return in a future episode.
- If the Basilisk is still free and kills someone else, the Soldiers can be persuaded to

change sides and help hunt it down.

- If the Adventurers kill all the soldiers, they will likely be hunted across the county as murderers (and Witches too, if Harrison has anything to do with it).

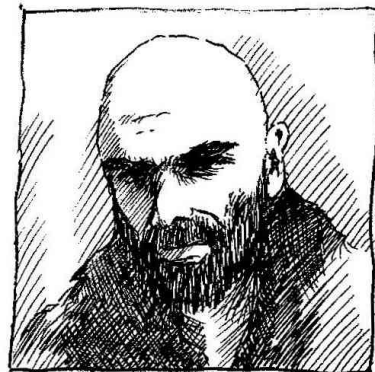
The best possible result is that the village is saved, the Soldiers end up on their side, and Harrison's accusations are proved to be untrue. In that case, some of the villagers (after laying out their dead vicar in the church for later burial) will have a celebration party for the Adventurers. This may be rather more than the Puritan members of the community can put up with (particularly Repentance Halliwell) and they will wax loud and long about the sinfulness of drinking, dancing, singing, and anything else that's fun. Crazy Giles will probably make a fool of himself in some way. Harrison will storm off in disgust, plotting to take his revenge on the Adventurers at a later date.

Survivors should be given three Improvement Rolls and a Hero Point.

NPCs

The following NPCs have General Hit Points (see *RuneQuest II* p.96); if the Adventurers are already weakened from fighting the Basilisk by the time the NMA Soldiers arrive, treat them as Underlings.

Zeal-for-the-Lord Harrison



Puritan Iconoclast

STR 12 CON 11 SIZ 10 INT 13 POW
15 DEX 11 CHA 14

SR 12 CA 2 Hit Points 11



Part the Fifth: Adventures

Skills: Evade 69%, Influence 67%,
Oratory 59%, Persistence 45%, Pistol
(Duelling) 32% (2D4+1), Resilience
32%, Sword (Rapier) 42% (1D8),
Unarmed 25% (1D3)

Faction: Puritan RP: 68

New Model Army Soldiers (5)

STR 15 CON 13 SIZ 11 INT 9 POW 10
DEX 12 CHA 9

SR 11 CA 2 Hit Points 12

Skills: Evade 53%, Persistence 36%, Pistol
(Flintlock Carbine) 67% (2D6+1), Resilience
43%, Sword (Mortuary Sword) 65% (1D8),
Unarmed 56%

Peasants (3D6)

STR 12 CON 11 SIZ 10 INT 9 POW 10
DEX 10 CHA 9

SR 10 CA 2 Hit Points 11

Skills: Club 32% (1D6), Evade 42%,
Persistence 36%, Resilience 46%, Unarmed
56%



The Dragon of Naseby

The Dragon of Naseby is a standalone adventure for *Clockwork & Chivalry*, although with a little tweaking it could be fitted into an existing campaign. It was originally written for Continuum 2010. The pre-generated characters included have been randomly created using the rules for Seasoned Adventurers (aside from the Earl of Richmond, who is a Veteran), reflecting the difficulty of the mission.

Introduction

The Battle of Naseby caused great disturbances in the area around the village of Naseby in Northamptonshire. The land itself has become “tainted”, perhaps by the concentration of magicks expended at the battle. The area is uninhabitable for most, now home only to the damned and the cursed. (See *The Alchemist’s Wife* for more information on the Tainted Lands). As if that were not enough, the magickal energy has woken an ancient Dragon from its long sleep beneath the earth. The Dragon flew from the already ravaged Tainted Lands, seeking plumper targets on which to feast, rather than the miserable twisted denizens of that place. At first it circled to the south, frustrated by the cool air, but driven by hunger, to pluck what livestock it could from the land. Petrified tenants hid in their shacks as the Dragon perched itself on Arbury Hill. Before settling, the beast intentionally scorched the top of the rise and forged a nest of animal bones.

Once ensconced on the hill-top, the Dragon, rather than resting and contenting itself with the marrow from its animal victims, flew forth once more, terrorising the nearby villagers. In fact, it was seeking a larger target – it laid waste to the Parliament-held town of Northampton to the

east of its new lair, swooping in, again and again, and releasing fire upon the town, swallowing retreating residents whole in its fearsome maw, its claws smashing down church towers and mangling siege-works. The Dragon seemed to delight in its frenzied destructive rage as much as it relished its meal of human flesh.

Now Parliament and Royalist alike fear the beast and the damage it could do, both sides uncertain as to the Dragon’s intentions. A pact of convenience has been forged between Cromwell and Prince Rupert – neither of them certain of how the Dragon may be brought down; neither wishing the glory that would be bestowed on the Dragon Slayers to be rendered to their opponents; neither wishing to take the risk that the Dragon might move on once more, and perhaps make their respective capitals its next target. Brokered by the old friends Henry Ireton and Reginald Perkinson, this deal has led to an expedition being launched to kill the malevolent beast.

The Adventurers have received the letter on the following page, dispatched via a rider, with individual instructions as to how to make their way to a common rendezvous.

Hope

The Leviathan Hope is currently mounted with six light cannon. Each require a crew of two to fire and are bolted in place; two along the port side, two along the starboard side and two at the rear. The machine has 55 hit points (any hits, breaching the armour, do damage to the total hit points of Hope), 16 armour points (all round) and moves at 8m per round in low gear; 40m in



18th Day of March, Anno Domini 1646

My dear friends,

As you may have heard, a greate menace has arisen in the land, which threatens both Royalist and Parliamentarian alike. But one week ago, a mighty dragon was seen flying over the lande from the direction of Nasebye. Two days ago it descended on Northampton, casting that towne in fire and flame, killing many and destroying a great deal of the said towne. Such a dragon has not been seen in England since Saint Leonard killed the last one in Hampshire in the sixth century.

Scholars speculate that the dragon muste have been sleeping beneath the land itself, and nowe it has been disturbed by the magickal upheavals at the battle of Naseby, the summer laste. After its attack (during which it devoured several prominent townspeople, including the Mayor, as well a large number of cattle) it retreated to nearby Arbury Hill, where it has curled up once more in a nest that it has contrived from the bones of its victims, going to sleep in that moste ancient hill fort. Although it is currently in Parliament-held Northamptonshire, it is within easy striking distance of Royalist Oxford. It has been decided at the very highest levels that a joint mission to wipe out this evil creature is of vital necessity.

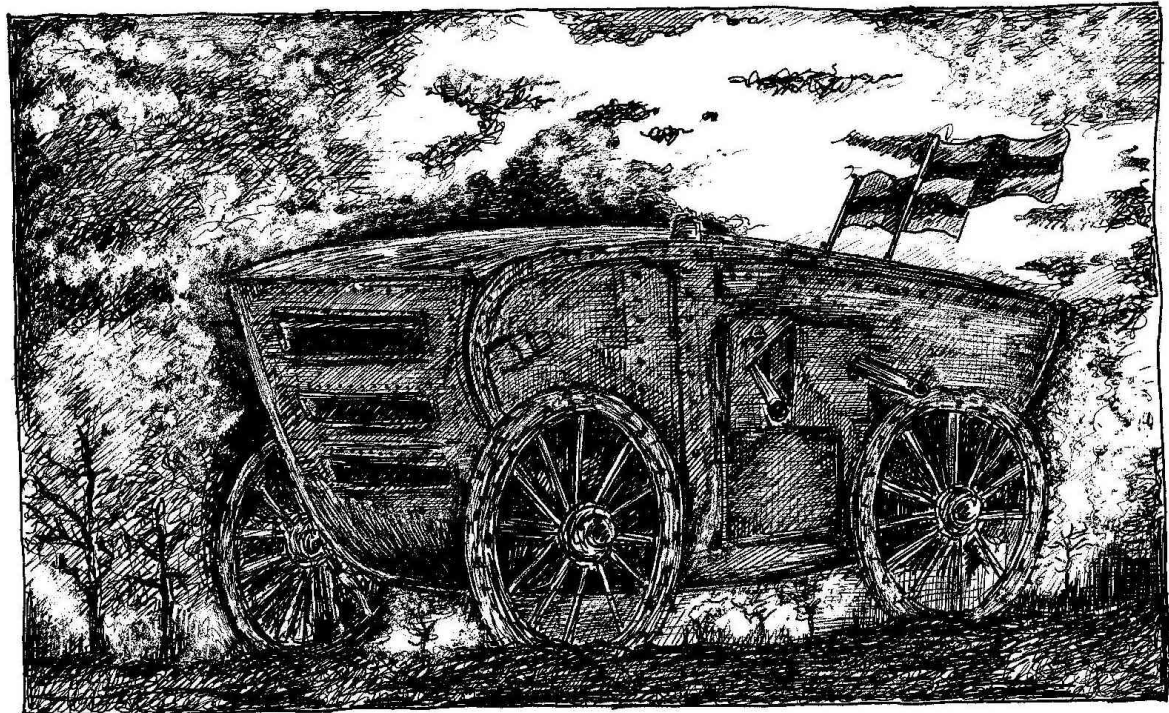
You are required to report to Northampton, where the Leviathan "Hope" is waiting to take you to the site of the dragon's slumbers. It it to be hoped that a combination of Alchemical magick and Clockwork science can defeat the massive beast, uncomfortable as this combination may be for some of you. If this beaste is not laid low, divers mischiefs may befall us all. For now, brother must once more fight alongside brother and make common cause. From Northampton you will travel to the Winding Station at Daventre, where the Leviathan will be recharged, and then on to Arbury Hill itself, which lies just outside the village of Badbye.

May God go withe you all,

Henry Tretton, General of the New Model Army, Governor of Ely
and Member for Appleby

Sir Reginald Perkinson, Dean of Christ Church Colledge and Vice
Chancellor of Oxford University





high gear.

SIZ: 60 Move: 8/40 AP: 16 HP: 55

Ramming Damage: +2D6/+2D12

6 Cannon: Damage: 4D6 Range: 100m
Load: 15 AP/HP: 12/100

D20	Hit Location	AP/HP
1-3	SB (r) Side/f	16/-
4-6	SB (r) Side/r	16/-
7-9	Front	16/-
10-12	Rear	16/-
13-15	Port Side (l)/f	16/-
16-18	Port Side (l)/r	16/-
19-20	Front	16/-

New Blood

A tragedy befell *Hope's* crew prior to the current mission. As the *Leviathan* was being put through its paces post refit, the machine lurched uncertainly while practising scaling an earth-work, and some poorly fitted plating broke free from the mechanism. In the ensuing accident the *Hope's* Commander lost his life and the driver was seriously injured, resulting in multiple amputations. The engineer was arrested and papers sent to NMACR headquarters to request replacements. An ugly

rumour has gone around the barracks that the *Leviathan's* gunners did for their unpopular Commander. It is a completely false rumour, the gunners were not even present at the test-drive, but nevertheless word has got back to the Master gunner and his crew, who all feel most aggrieved by the slander.

The new driver, Arthur Flats, has had no time to get to know the crew or machine. His appointment was rushed through due to the Dragon's antics, and he has been driving constantly, bar breaks at Winding Stations along the way, since leaving Cambridge accompanied by the new engineer, Tremble Spangle. The new *Leviathan* Commander has not even seen his new machine yet – he was dispatched after the *Leviathan* left for Northampton, riding hard on its heels to catch up with it so as not to miss the action.

Master Gunner Mister William Pince

Lead Gunner of Leviathan Hope

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

SR 13 CA 3 DM 0

Skills: Artillery 76%, Drive 34%, Evade
45%, Persistence 70%, Resilience 50%,

Sword 40% (1D6+1), Unarmed 50% (1D3)

Faction: New Model Army
RP: 80

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



William is one of only a few crew members to have served on Hope since its manufacture and installation in the NMACR (although not *all* the others have actually died, some were merely maimed). At Naseby, William served as an ordinary gunner and he watched his former Master die from horrific wounds, caused by Alchemical fire. William himself was lucky to escape with his life, and the left side of his face bears burn marks to prove it. William has been the lead gunner of Hope since after Naseby. His crew have quickly learnt from the old hand, priding themselves on affecting the fatalistic demeanour and reckless courage that runs through the NMACR. They believe that William is a lucky Master to serve under.

William and his crew are most annoyed at the scurrilous rumours that have been circulating since Hope's former captain and driver were involved in a nasty training accident. Like most Leviathan

crews, William and his boys are eccentric to say the least. You don't serve in a Leviathan in the heat of battle without becoming slightly maddened, and the newer recruits always like to pretend they are as battle hardened as the old hands. But the rumours have punctured the gunner's pride – Leviathan crews are nothing but loyal, and to suggest otherwise is an insult. William is also less than impressed that the Leviathan has had a new Commander appointed, another toff from what he has heard, although he grudgingly admits to himself that it had to happen. The new driver and engineer seem like they will fit in well enough though.

Leviathan Gunners (11)

STR 11 CON 11 SIZ 11 INT 10
POW 10 DEX 11 CHA 10

SR 11 CA 2 DM 0

Hit Points 11 AP 0
Faction NMA Righteousness 60

Artillery 55%, Evade 40%,
Persistence 50%, Resilience 55%,
Sword 50% (1D8), Unarmed 50% (1D3)

When William and the rest of the gunners find out they have to take Alchemists on the mission, they will seem close to mutiny. In fact the crew will not abandon the mission, but they will still feign needing convincing as a matter of principle. Their obedience to Ireton and Cromwell and their pride in their own personal courage is such that they will follow orders and fight to the last *while stationed in Hope*, only retreating if they fear their beloved Leviathan is in danger of becoming completely destroyed. Under no account will they fight outside the Leviathan, nor will they undertake any aspect of the mission that requires operating outside of their duties as gunners (basically, they will fire the cannon and that is it). If their new Commander attempts to make them operate outside of the Leviathan they will effect a Levelling attitude! Otherwise, ensure that the Parliamentarian Adventurers bear the burden of hearing interminable complaints about Alchemists from the gunners.



Northampton Laid Waste

The adventure begins with the party gathering in Northampton. It's probably mid or late morning. Read them the following:

The town is in ruins, many of its buildings are burnt to the ground, and a pall of ash hangs in the air. A few disconsolate people pick among the smoking rubble, looking for lost belongings or missing loved ones. But most are heading east. A stream of refugees are leaving, their meagre possessions piled in carts or carried on their backs, making for the dubious safety of Cambridge.

On the edge of the burnt-out town stands a massive vehicle. Its spiked wheels are three times the height of a man, and its iron-clad sides are broken by cannon-ports and musket slits. This is the Leviathan "Hope", one of the three terrifying war machines of Parliament's New Model Army Clockwork Regiment. To Parliamentarians it is indeed a symbol of hope; but to Royalists it is a monstrous blasphemy against the natural order. A small huddle of people stand beneath its terrible shadow, surveying the blighted town.

There are twelve NMA gunners awaiting the Adventurers by the Leviathan, including the master gunner (if none of the Adventurers has the expertise to drive and operate a Leviathan, there will be a driver too). Those Adventurers who do not know each other already will meet now for the first time.

If using the pre-generated Adventurers – **Arthur Flats** and **Tremble Spangle** will have driven in the Leviathan from Cambridgeshire to Northampton; the Leviathan commander, **Captain Haston Masterton** will have ridden down from barracks in Huntingdonshire; and the Alchemists, **Sir Marmaduke** and **Henderson Fry** will have ridden from Oxford, accompanied by the Cavalier, **Sir Maudesley**. The Leviathan has been there for an hour or two, the others all arrive within a few minutes of each other.

Allow the Adventurers a little time to become acquainted if they are so inclined. The gunners

will be uncommunicative for the moment, sullenly staring at the ground, perhaps glaring a little at any Royalist Adventurers. William does all the speaking for the gunners.

Leaving Northampton

As the Adventurers are preparing to leave, one of the many refugees who are streaming past the Leviathan will break off to come and rant at the party.

Repentance Adams



A gaunt man, dressed all in black and wearing the typical wide-brimmed hat of a Puritan, approaches you. There is a wild look in his eye, and a bible open in his hand. "Do not think to go up against the great dragon. For as is said in the Book of Revelation, an angel came down from Heaven and laid hold of the dragon, that old serpent, which is the Devil, and Satan, and bound him a thousand years, and cast him into the bottomless pit, and shut him up, and set a seal upon him, that he should deceive the nations no more till the thousand years should be fulfilled, and then he must be loosed upon the world! And now, behold! The prophecy is fulfilled, for Satan IS loosed out of his prison and the last days are upon us, and the time of judgment is here!"

At this the Leviathan crew start muttering among themselves. As they return to their machine, mutterings of "we're doomed" can be heard emanating from the gunner's ranks.

Repentance will gloomily rant further

prophecies of Armageddon, probably quoting the entire book of Revelations for those who care to listen, his voice eventually drowned out by the immense clanking of the Clockwork as the Leviathan begins its journey.

Journeying in a Leviathan

Leviathans are very big. This will cause problems when journeying due to the terrain. Rather than number crunch, just draw attention to the consequences of the Leviathan's progress through the countryside and villages (the party can observe from the hatches, or even walk alongside – in slow gear the Leviathan goes no faster than someone on foot). By far the easiest way for the Leviathan to travel is cross country. The roads are simply not big enough for the machine to fit down, and the consequences of trying would be to merely crush the hedgerows and dry stone walls that flank the tracks, causing maximum damage to the Farmers' land. Cross country, the machine will wreck the furrowed fields that the Farmers are preparing for planting, and will still mean that enclosures need to be periodically breached as the Leviathan exits one field and enters another. However, the route will tend to be more direct. Make sure you describe the occasional angry Farmer waving his pitchfork, or pitiful tenant clutching his hungry children, as the Leviathan smashes through his tiny plot and destroys his hard work!

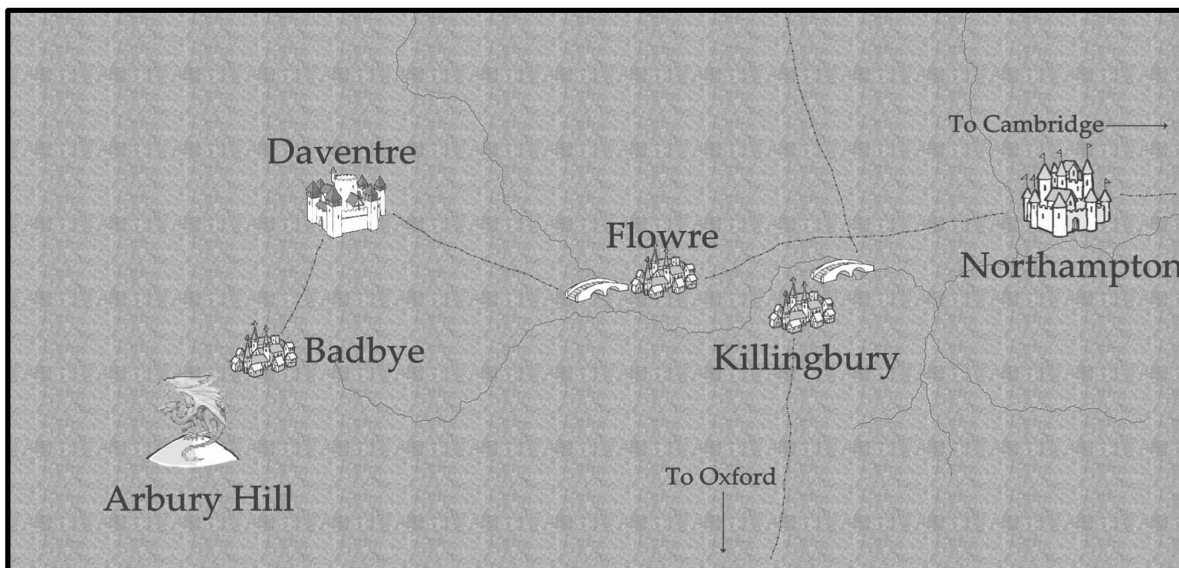
Bridges are an even greater problem. Again, avoid the labour of recording Structure Points to bridges and damage to the Leviathan at this

stage. Just make sure that the Leviathan takes the odd bridge (see *Flowre* below) crashing down behind it, narrowly avoiding careering off the side in a horrific manner; or suffers some minor (non-crippling) damage, as it crosses the river avoiding the bridge (you get the idea – water rising through the floor; the gunners' powder becoming wet; and perhaps a gunner's leg being crushed, as cannonballs slide across the Leviathan floor due to the lurching of the machine as it goes down or up the river banks).

Nearer the Dragon's lair, the ancient tracks are not sided with walls or hedges, although the hill-top pastures themselves are enclosed, so it will be as easy to follow the rough tracks as they churn up the landlord's fields.

The Leviathan will need to be driven in low gear, if it wants to be guaranteed to reach the Winding Station. Generally low gear is used, unless high gear is needed in a combat situation, as it tends to cause the Leviathan to wind down much more slowly. Also, anyone not used to travelling in a Leviathan will find that the change from low gear to high gear (and vice versa) causes an incredible lurching sensation. Anyone not holding on and bracing themselves is likely (Athletics -20%) to sustain an injury (1D4 to a random location). The crew are unlikely to bother warning anybody, although the driver should shout "Gear Change!" as a courtesy just before he cranks the lever.

Also, emphasise the deafening noise of the Clockwork mechanism, amplified in the giant



metal box, and the sickening motion of the regular lurching movements. Anyone prone to biliousness should make regular Resilience rolls to avoid throwing up.

Killingbury

Killingbury is a small village, surrounded by small independent farms. The Manor belongs to John Maunsell, a Lawyer and a member of the Gentry. When John's father, also a Lawyer, bought the estate, he had no desire to farm his land, or even manage it. So he parcelled it up and sold it to the existing tenants, arranging favourable terms by which they could buy it. This means that the locals are mainly fiercely independent yeoman Farmers, who will not be happy that a big Leviathan is trampling their fields and hedges. Some of these farms are stretched along the north bank of the river, the probable route the Leviathan will take. The Farmers will rush to John Maunsell, when they sight the Leviathan approaching, and as the machine comes to the edge of their lands, a man on horseback will approach and hail the Leviathan to stop.



John Maunsell, a young man with earnest features, dressed in the crow-like cloaks of a lawyer, is clutching a hastily drawn up legal document. He will present it to anyone outside the Leviathan, and if there is nobody available, will dismount and quickly run up to a hatch and try to drop it through (on a fumble, 99-00 he slips and is squished flat, one answer to the problems he will present). Of course if the Leviathan is going fast it will be impossible to deliver the paper, but warn the party, as above in the *Journeying in a Leviathan* section, about the dangers of winding down. The document is an order demanding that the Leviathan does not trespass through Beetham Jessop's farm

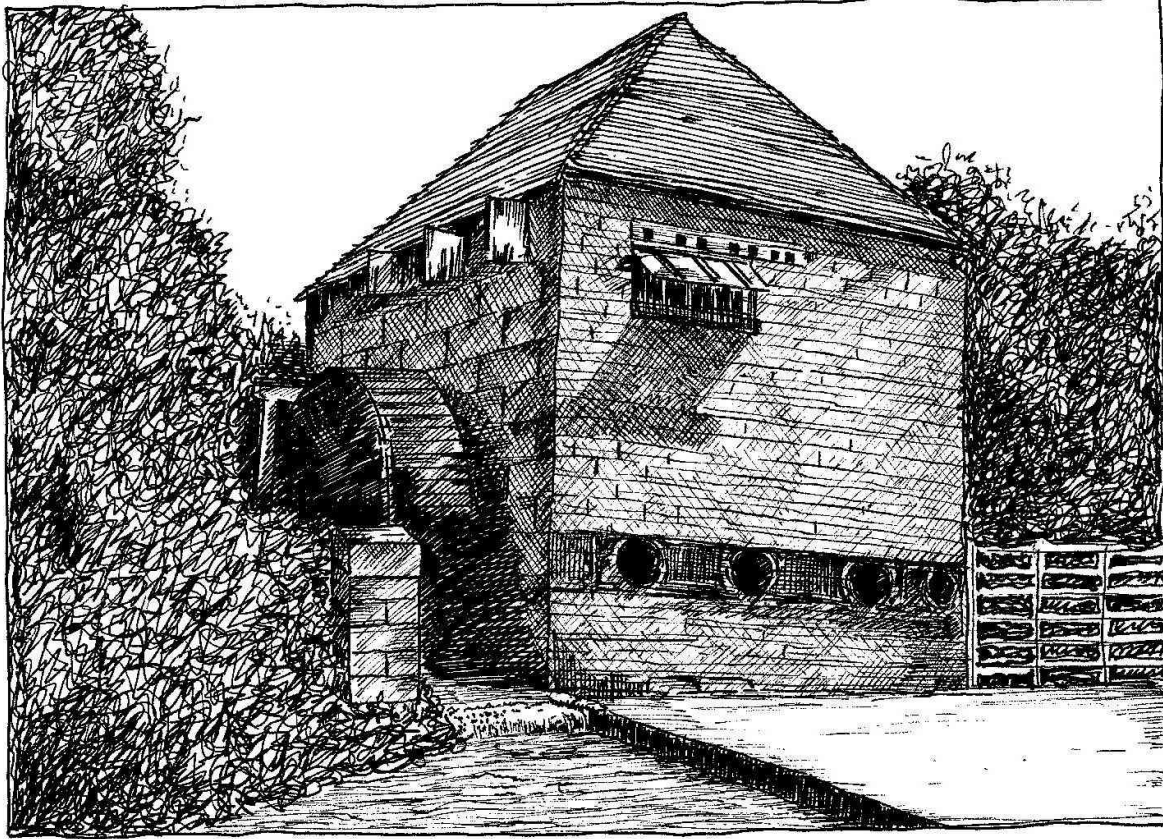
property, on pain of a personal fine for all involved. If the Adventurers ignore the document, that is fine, but they will be hectorred as they continue. A little later, another document will be sent their way – this time it has another name on it. The lawyer intends to serve them with a writ each time they enter a different yeoman Farmer's property.

The party have a choice. Any Gentry or Noble Adventurers can make a Culture (own) and any Adventurer a Lore (Law) roll. If successful they will realise that Maunsell is a top London lawyer who will likely win a case for compensation, which will be directly levied on the Adventurers. On the other hand, if they stop and negotiate, they can guarantee a smaller amount of compensation on behalf of Parliament (Maunsell does not believe Prince Rupert and the Royalists will be around long enough to pay up). They will be asked to sign a further eight documents guaranteeing compensation, which Maunsell will shuffle off to prepare, wasting an hour of journey time. If the party accept this peaceful way out, they will only hear praise for Maunsell from the Farmers. Otherwise, they will only hear abuse directed at the Leviathan (and have to await their day in court). Warn the party if they attempt to go round the farms, they will probably run out of power before they reach the Daventre Winding Station.

Flowre

Flowre is a small village, with little of note to recommend it. The villagers gather at a distance and cheer their approval, shouting encouraging words to the party. "*Slay that Dragon, sirs!*", "*Good Luck and Godspeed!*" and a brave lass might even dart forward and offer a homemade cake through a hatch.

Flowre is a good place to have the bridge collapse – so if the party decide to go over the bridge (make it wide enough to tempt them) it will crumble in their wake, and they can hear the happy exclamations of encouragement from the villagers turn to angry shouts of recrimination – "*That bridge has been there for centuries*"; "*Go and ruin someone else's village*"; and "*Don't come back here unless you want a pitchfork up yer backsides.*"



Daventre Winding Station

As the day draws to a close (after all, the Leviathan does move slowly and may well have been delayed by a lawyer) the party approach the outskirts of Daventre. Read them the following:

You are nearing the end of the first leg of your journey. You can see Daventre town quite clearly now, a substantial enough place. Before the town is the welcome sight of a converted water mill by the river, the Daventre Winding Station. As you get even closer you see there is some sort of altercation occurring outside the mill.

A concerned looking Parliamentarian Sergeant is trying to reason with an angry mob. There must be upwards of thirty people, and many of them are armed with stout cudgels. The sergeant speaks:

“Boot it is wrooang. It is not, how you say, your Stashoon.”

An angry protester shouts from a hatch near the top of the Winding Station.

“This were never your mill. It’s our bloody mill. Bread ‘as doubled in price, then doubled again. We’ve ‘ad enough. Yer a bloody shower of criminals, the lot of you. You can’t eat bloody Clockwork. Now take yer guard an’ shove off.”

You can see there is an old winching pole, jutting out of the mill. Before it was converted to a Winding Station it might have been used, with a pulley, to carry up sacks of grain. The shouting man’s voice comes from a hatch by this pole. When he finishes speaking the hatch is swung open, a rope lashed around the winching pole, and then a terrified soldier is thrown out of the hatch. He has been strung up. His gurgling quickly stops, his legs shaking above the cheering crowd below.

Basically the Winding Station is occupied by Clubmen. They are angry at the high grain prices, the lack of a local mill and the war itself. With the added threat of a Dragon they are venting their fear and frustration on the local Winding Station and its unfortunate guard.

The crowd might be bought off. If a substantial enough bribe is offered and an amnesty

promised, they may disperse. But it has probably gone too far for that.

It is very likely a battle will ensue. Some of the Clubmen are milling about outside the Winding Station, the others, (about a dozen of them, including all the leaders) are actually inside the Winding Station. One of them is unsuccessfully trying to set the place on fire, the others are scattered about, but unless the party open up with a volley of withering fire they will all join in the fray.

Clubmen Leaders (3) Loaf, Plym and Jonesy

STR 12 CON 11 SIZ 12 INT 11 POW 11
DEX 11 CHA 12

SR 11 CA 2 DM 0

Hit Points 11

Club 55% (1D6), Evade 55%, Persistence 50%, Resilience 50%, Unarmed 50% (1D3)

The Clubmen aren't really that organised, but certainly three of their number hold some sway over the mob. Although they do not give orders (they really are a fairly egalitarian bunch) if all three fall, then reluctantly the rest of the mob will disperse.

Clubmen and women (20)

STR 11 CON 10 SIZ 11 INT 10 POW 10
DEX 10 CHA 10

SR 10 CA 2 DM 0

Hit Points 10

Club 40% (1D6), Evade 45%, Persistence 45%, Resilience 45%, Unarmed 40% (1D3)

Basically the Clubmen (and women) are angry for a variety of reasons. Some are secret Royalists, some are Farmers who have to travel further to grind their grain etc. But mostly they are united in being angry that Parliament has stolen their mill and given them no compensation. They will fight, but are not prepared to take heavy casualties. If either five of their number are seriously wounded or killed, or the three leaders listed above are similarly injured, they will flee. Although only 20 are capable of fighting, the others mill around

attempting to help their brethren (their stats are not included as they won't fight back even if assaulted).

Sergeant Elbert Hindricks



Sergeant of the Guard

STR 14 CON 16 SIZ 12 INT 12 POW 10
DEX 12 CHA 10

SR 12 CA 2 DM +1D2

Skills: Evade 45%, Persistence 70%, Resilience 50%, Sword 70% (1D6+1+1D2), Unarmed 50% (1D3+1D2)

Faction: Puritan

RP: 50

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

Elbert is a Dutchman who travelled to England to escape persecution, and signed up to the Parliamentary cause. He is starting to wish he hadn't bothered. He doesn't know what to do about the rebellious Clubmen. Some of his garrison have gone to Northampton to help the survivors there. He has sent into Daventre town for reinforcements, but doesn't think there will be enough to dislodge the Clubmen, even if they do arrive, and they seem to be refusing to listen to his attempts to negotiate. He will beg the party for aid. He commands a small troop of

four Parliamentarian foot soldiers.

Parliamentarian Infantry (4)

STR 11 CON 11 SIZ 11 INT 10 POW
10 DEX 11 CHA 10

SR 11 CA 2 DM 0

Hit Points 11

Evade 40%, Persistence 50%, Resilience
55%, Sword 50% (1D8), Unarmed 50%
(1D3)

AP 1 all over

After, hopefully, sorting out the stand-off at the Winding Station, the party will be able to wind up the Leviathan. A grateful Elbert will profusely thank the party. He will say that it will be possible to drive the Leviathan into the market town, and suggests the Wheatsheaf as a suitable inn for such gentlemen as the Adventurers. He will then busy himself, sorting out casualties, cutting down the hanging guard, tidying up the Winding Station etc.

Daventre

The party will not have a vast choice of places to stay. When the Adventurers arrive, read the following:

Daventre has been a market town for centuries, broad streets sweeping in to a large square which would normally be filled up with traders and their stalls. Were it not for the tension in the air, it would be a pleasant enough place. But with doomsayers cluttering the street corners; grieving civilians, weeping as they walk, fearing the delivery of dreadful news regarding their relations in Northampton; and grim-faced soldiers, fearful that the mood of the people might turn ugly; the place feels gloomy. Rather than a happy bustle, it feels shambolic and chaotic; desperate people filing into the town, frightened people moving out.

Some of the inns have filled up with people fleeing from the hamlets closest to Arbury Hill. Others, the owners having heard tell of the fate of Northampton, have their doors shuttered as a futile precaution against the Dragon's wrath,

and some are full of refugees, for even though Daventre takes them nearer to the Dragon, their relatives live to the west and they have little choice but to attempt the journey, having nowhere else to go.

One inn maybe worth trying for a billet. The Wheatsheaf Inn is certainly the most exclusive looking of the various drinking establishments, so there is a chance that it might have some rooms left, prospective customers put off by the "exclusive" prices.

The gunners will insist they stay with the Leviathan, which can be parked either in the Market Square, drawing a mixture of interested and bemused looks, or on the outskirts of town, in preparation for the morning's journey. The Leviathan engineer and driver can choose to stay at the Wheatsheaf (if they can afford it or one of the wealthier Adventurers is paying), or in the Leviathan with the gunners. Basically, the gunners will be impressed with them if they stay (and most unimpressed if anyone else decides to). The gunners send out for hard liquor and gamble and carouse, until they fall into a drunken stupor. If in the town square, a watchman might attempt to rouse the Commander of the Leviathan and ask him to tell the gunners to quieten down their bawdy choruses. If so, the men will quieten down for two minutes, then sing twice as loudly, so the noise is audible through the whole town.

In the Wheatsheaf, the party will be greeted by a large red-faced fellow. His name is Jeremiah Gilbody, and he is the proprietor. He will explain that he has only one room left, which he would be happy to allow the party to share. Jeremiah will extract as an extortionate price as he can, explaining that it is the luxury suite, and crowned heads and important personages have rested there. (Depending on whether he gauges it safe, he will reveal King Charles himself stayed there).

The inn is truly splendid, and its clientele all seem pleasant enough, although gripped by the same fear as the rest of the town. They are mainly merchants. If anyone tries to find out any gossip they might discover the following:

- Daventre is more divided than Parliamentarian Northampton, with a larger proportion of the townsfolk favouring the



Royalists;

- The Watch are useless. They couldn't catch a cold, let alone a thief, and the only way for a gentleman to be safe is to hire a bodyguard;
- There were some outspoken Ranters in the town earlier, but they were evicted by the soldiery as a public nuisance.

The party will be able to get a splendid (but costly) meal and similarly high quality (and highly priced) drinks. If they enquire, whores are not available. Jeremiah will explain he is "not running that sort of establishment."

Overnight in the Charles Suite

If one or more of the Adventurers decides to take the suite (there really is nowhere else available in town, so it's that; the Leviathan with the rowdy (and smelly) gunners; or the streets) then at some point in the night the following will occur:

The evening has been pleasant enough, warm and with the gentlest of breezes. As you settle down to rest for the evening, the window frames start to rattle. A whoosh puffs out of the chimney, pushing soot into the room, then the chamber pot flies from out under the bed, cracking into a wall. An apparition starts to form, coagulating out of the air itself. The pale figure is translucent, a vivid red mark around its otherwise lily-white neck, crimson blood streaking down from the wound, the only colour visible. The ghost has a small goatee beard and was obviously handsome in life. The figure looks around at all of you and speaks:

"Hear me. Your task is impossible. You cannot win through force of arms. Your mission is doomed. Fire cannot be fought with fire."

The figure is the ghost of the former King's advisor, Thomas Wentworth, 1st Earl of Strafford. Strafford was so famous that most of the party will probably recognise him. Killed at the Tower, despite the King's grave misgivings, this is not the first time Strafford's ghost has appeared at the inn. When Charles stayed last year, before his ignominious capture and execution, Strafford warned the King not to go

to Naseby in similar tones.

Strafford will not stay long. He confines his speech to dire warnings, whining about having his head cut off by ungrateful and jealous traitors – "I only wanted the best for the country"; "The king was given bad advice, had he listened to me it would have been different"; "They say beheading is so quick that you can't feel a thing. I tell you it's not true. It bloody hurt."; etc. His statistics are not given, as he does not stay long, and if anyone tries to banish him he will go voluntarily, moaning all the while about the party's "terrible ingratitude and appalling manners". If the party tell anyone else of the encounter they will shake their heads and explain it is a terrible ill omen.

Civil War

The next morning any Adventurers in the Wheatsheaf will have their sumptuous breakfast interrupted by a commotion outside. Likewise any Adventurers who slept in the Leviathan will be woken from their drunken stupor.

A large crowd has gathered in the Market Square. There are two large blocks of men, all dressed similarly, but obviously hostile to each other. A row has broken out in the town regarding the Leviathan. Half the townsfolk, the Royalists, have decided it is an evil machine which will only bring the nation to ruin, and that it must be taken apart by force. The other half (Parliamentarians) are convinced that it is the only hope against the Dragon, and that after the Dragon has been defeated it should return to mow down the Royalists.

Cries ring out of "rebel scum" and "treacherous villains" and it seems a riot must break out.

And indeed it will. Unless the party are inclined to get involved, let events play out and allow the party to do what they may in a dynamic and descriptive way – the numbers involved don't make for an easy combat to run (without figures and a set of wargames rules).

Basically the following will happen:



Phase 1

The crowd will start jostling each other, and the odd punch will be thrown. This stand off will last a while. The party will largely be ignored, despite being involved with the Leviathan which started the whole argument. The town is in panic, and relishing letting off steam and the feeling of doing something. Suppressed hostilities are boiling over, and no-one wants to step back from the brink. The Parliamentary soldiers can't do anything. Most of them are now guarding the Winding Station and the few that remain have merely joined the Parliamentary mob (to avoid being lynched by the Royalists), or gone home to hide. The party, if they get back into the Leviathan, could really mishandle things now. If they start to move the Leviathan, it *will* crush people. Even in low gear it is too crowded and people will get caught. In high gear it will be a massacre.

Phase 2

It's all very odd. The crowd seem to have dispersed. Now would be a really good time for the party to go. If so they will see phase 3 from the rear hatches of the Leviathan (or just hear the muffled noises of battle behind them).

Phase 3

Everyone went home for weapons. Now there are two massed blocks of pikemen, snipers taking pot-shots out of buildings, the sound of the wounded screaming and the occasional horse trotting into combat. Basically, the town has descended into one big skirmish.

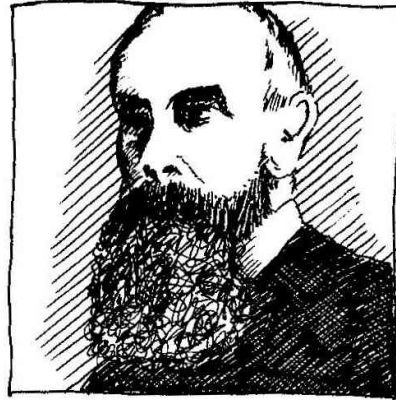
Assuming the Adventurers remember they have a Dragon to defeat, they will leave Daventre, at war with itself, behind them.

Badbye

Things should be fairly uneventful until the party reach the next village, Badbye. Even if they attempt to skirt around it they will be flagged down by a villager, keen to save his daughter.

Badbye is a small village, not more than sixty people remain, as half of the residents have fled since the Dragon took residence on Arbury Hill. They were visited yesterday by three Ranters,

who have a scheme to save the villagers from the Dragon. Read the following to the party, once they are in earshot:



There is a crowd gathered in a semi-circle outside a cottage. Three ragged fellows are at the doorway of the cottage, tapping at the entrance with staves.

"Come hither, come thither, tis time, my love" they sing, over and over.

A large man bursts through the crowd and boots the door down. He comes out, dragging a young woman before the crowd. The three strange men (all middle aged, dressed in loincloths and with straggly beards) start singing again.

"Here comes the pretty one, pretty one, pretty one,

to fry in flames, yum, yum, yum."

Suddenly a young man bursts forward. He is straining, as a couple of the other villagers try to hold him back. He shouts, "You can't 'ave her. For I already 'ave." There are angry shouts, but one of the ragged men, seemingly the leader, holds out his hand for silence.

"Then you shall be wed. Abram can do it, off to the church with you."

Two bulky villagers and one of the strange men march off to the chapel, the young couple dragging behind them.

"Then we need another," says the ragged man. "What about Ethel?" shouts one of the villagers. "Nah, she's spoiled. 'Av yer not noticed 'er bump? I was gonna take her over the broom before long." One of the other villagers drags a wretched



crying girl into the circle. The ragged man strokes her tear-stained cheek. "She'll do," he whispers.

The three Ranters have persuaded the superstitious, and frankly desperate villagers, that they can defeat the Dragon if they sacrifice a virgin to it, today, on the Spring Equinox. The villagers consider themselves Godly, but country ways and country pastimes die hard.

Seeing you, one of the curious ragged fellows waves and asks:

"My fine fellows, in your giant metal moocowcow. How lucky, how fortuitous, how splendid. We were going to tie the maiden to a crucifix, and march her up the hill. But perhaps, would it be too much too ask, could we burden you, please, will you strap her to the front of your machine and let the Dragon lick her from the metal plate?"

The Ranters are called Isaac BaahLamb (90 RP), Joshua Goat (80 RP) and Abram Ramram (50 RP). They are all barking mad, although quite normal for Ranters. If the party attack, they will howl and whine about being persecuted for telling the truth but under no account fight back.

The party can expect no help from the local Gentry at Badbye Manor, they have locked their doors to all and sundry, and unless the party are prepared to smash their way in they will get no joy there. The Manor is owned by the Knightleys – Puritans at odds with their

villagers (over rights to pasture etc.). They are hostile to any visitors at the best of times, but in particular the thought of helping the wretched villagers will make their skin crawl.

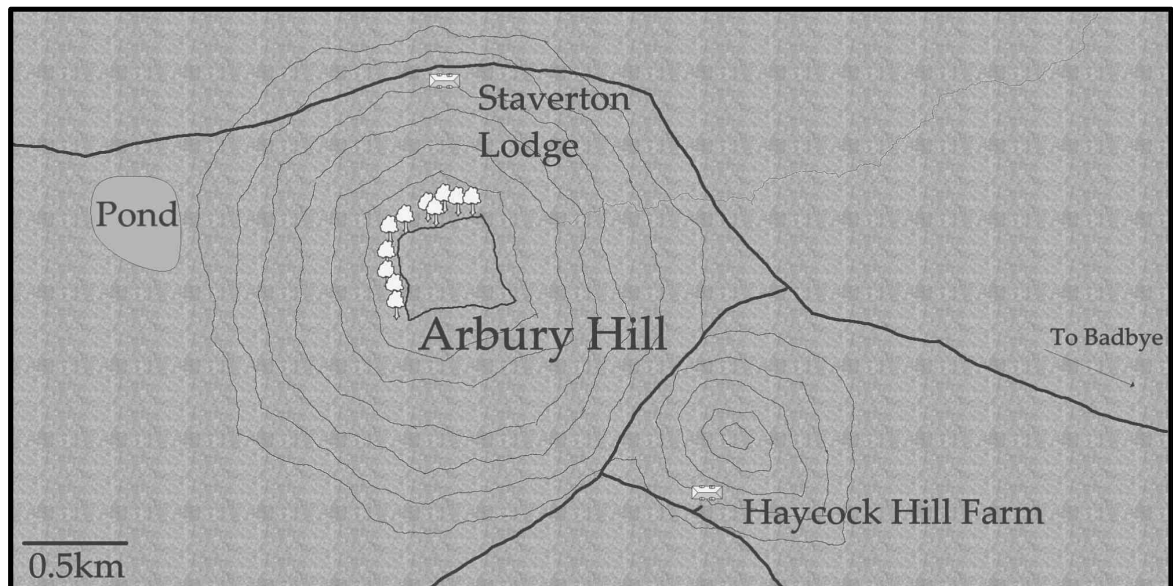
Aside from the three Ranters, there is no spiritual guidance to be had either. The local preacher was an extremely wise man, which is why he left the moment he saw a big Dragon had taken to living on a nearby hill!

The party will have to decide what to do. It is likely they will be somewhat divided. Some might think that the sacrifice might work (Culture (Own)) others that it is a heretical pagan notion (Beliefs). Whether they save the virgin or not, next stop is Arbury Hill, and the final confrontation with the Dragon.

In the Vicinity

As the party near Arbury Hill (or in other words, reach one of the edges of the map below) read them the following, adjusting what they can see according to the direction they arrive (the description presumes they come from Badbye).

As you advance, along what is probably an ancient track, you see what must be the Dragon's lair before you. In front of you is a small ridge, a farmhouse perched on its southern face. But the small ridge is dwarfed, a mere bump compared to the large mound of Arbury Hill, crested by a ridge at its top. The size of Arbury Hill means that it looks more like a gentle,



continuous slope before you, rather than a steep mount. On top of the wide elevation is a 200 metre square ditch and embankment, where once an ancient hill-fort stood. You know that within that enclosure the Dragon probably lurks. On the north face of the rise there is a small manor, like the farmstead, currently intact, but perilously close to the beast's chosen residence.

Staverton Lodge

Staverton Lodge used to belong to the Knightleys. They have granted it as part of their eldest daughter's dowry to her new husband, Christopher Darby. Christopher is away, much to his new family's disgust, fighting for Prince Rupert (the Knightleys are all Parliamentarians). His wife has fled to join her family at Badbye Manor. There is only an elderly steward tending the property now, a Cecil Cecilson. Cecil is nearly eighty, and not at all sprightly. When his master is around, Cecil's grandson fulfils the traditional task of the steward, but when the Dragon arrived, said grandson fled to Badbye Manor with his mistress. Old Cecil refused to go, swearing he would let no harm come to the Manor. He will be pleased to see the party, saying, "*Ah, at last. Some proper Dragon Slayers. I will get my armour on and assist you.*" He is so frail he will probably chip a bone or two trying to get the ancient mail on. The armour has been handed down by generation after generation of Cecilsons, and is old fashioned, heavy and rusty. He certainly won't be able to move, even if he actually does manage to armour himself, and only at that point will he sigh and give up, urging the party to "*die like heroes*".

Haycock Hill Farm

The tenants at Haycock Hill farm will be most unimpressed if the party attempt to take up defensive positions or park the Leviathan nearby. They are in dispute with the Knightleys, the local landowners, over rights to pasture and enclosures. Despite sharing a staunch Puritan outlook (and a pressing danger) with the Knightleys, they will stress they –

- i) can't afford trouble;
- ii) might as well be dead if they have to

abandon their property;

- iii) hope the Dragon razes the Knightleys' properties to the ground, preferably with the Knightleys in them.

The tenants consist of two sisters (Marian and Josie), their husbands (two brothers, Bil and Jim) and a sprawling collection of infants.

The Situation

Backstory

The Dragon woke from centuries of banishment, as pregnant as when she and her fellows were dismissed from the earth's surface by Saintly interventions. She also awoke ravenously hungry. Having slaughtered enough cattle to stave of her hunger pains, and to provide her with enough bones with which to build a nest (it didn't help her temper that there are no caves locally in which to create a decent hoard) she went forth once more for a "proper" meal – human meat. Forgoing the pitiful local settlements she alighted on Northampton where there was plenty of meat all in one place. She ate her fill, returned to her nest restored, birthed her egg and immediately fell asleep, tail curled protectively around her "treasure".

At Present

The Dragon is currently asleep on the top of Arbury Hill. How the Players want to handle the confrontation is up to them.

Running The Battle

Sneaky, Sneaky...

The Party might decide to try and sneak up on the Dragon. This they can do with the appropriate Stealth scores, and it will allow them to get near enough to attack the Dragon's vulnerable spot (if they can find it, and you want to allow it to have one. Aimed attack, ignore armour, double damage, but only if you wish to be so kind) and throw potions, etc. It will also mean they are exposed if the Dragon survives to retaliate. You might want to give the party an increased chance in sneaking up on the



beast – if they fail one Stealth test then the dragon merely stirs; two and it is fully awake; three, and it knows exactly where they are. On the other hand, a Leviathan and Dragon are pretty evenly matched, so you might want to just let them slug it out...

Charge!

The party might decide to battle it out using the Leviathan. The Dragon will waken if the Leviathan comes within half a kilometre of the ridge (the Leviathan is loud enough to be heard for miles around, but the Dragon is sleepy and will only react if directly threatened). In this instance, the Dragon will attempt to see what is approaching (she might even wonder if it is her mate!). The gunners will have to be lucky in order to hit the Dragon, (after all it can fly and swoop down from above), and their rate of fire is tortuously slow. In addition the Leviathan will not be able to employ its main ramming attack, as the Dragon can easily evade by flying. That said, there may be a collision if it looks like the Leviathan is going to smash its way through the bone nest and crush the egg. In such a case the Dragon will at least make an attempt at standing her ground.

Other Means

Of course, the party may well try to use a mixture of measures – sending a Familiar to scout the hilltop, stealthily stealing the Dragon's egg, and then launching a combined Magickal and Leviathan attack. Only the players' imaginations (and Adventurers' capabilities) should limit the possibilities.

If the Egg is Broken

If at any point the Dragon's egg is broken, the Dragon will become frenzied with rage. It will launch itself first at anyone within reach, and if it has struggled to damage the party because they are lurking in their Leviathan, read the following:

The Dragon roars with grief. It rises up into the air, belches out one more gout of flame in your direction, then takes to the sky. It soars upwards as it flies south, then lurches down at a sickening speed. Flames leap from the beast, engulfing the nearby farmhouse. Without stopping to observe the

chaos it has caused, the beast once more flaps its giant wings and is away. Time and time again the pattern is repeated, the Dragon strafing as it zigzags, first through Badbye, then toward Daventre. The sight of burnt houses and wailing gentle-folk dragging the corpses of loved ones out of the engulfed buildings greet your eyes. You have failed. The Dragon is abroad, and who knows how many will be slain before its thirst for vengeance is slaked?

Success!

If the party slay the Dragon, they will become the stuff of legends. Well, they will if they make it back in one piece to tell their story. The battle will have been observed (from behind shutters) by the local farmers and the steward of Staverton Lodge, and news travels fast. They may also have a collection of the rarest of prizes – artifacts stripped from the dragon's body and perhaps even, rarest of all, a precious dragon's heart and egg. However if using the pre-generated characters then the party may unravel once the Dragon is slain – their heroic status may mean little if post-battle squabbles descend into murderous violence. Presuming the party do survive the Dragon (and each other) they should be allowed to end the adventure seeing waving villagers emptying from their houses, cheering the victorious Adventurers, who will be showered with praise, monies for their trophies, lashings of Improvement Points and perhaps even a smattering of Hero Points. Huzaah!

The Dragon

STR 70 CON 35 SIZ 65 INT 21 POW
26 DEX 14 CHA 21

SR 18 CA 3 DM +3D12 MP 26 Move
12 Ground/20 Flying

Skills: Athletics 120%, Brawn 135%,
Breathe Flame 78%, Elemental Casting
(Fire) 68%, Evaluate 100%, Influence
150%, Lore (all) 100%*, Persistence 88%,
Resilience 115%, Tracking 110%

*Although well versed in Lore, the dragon will lack knowledge of the events of the past 1000 years due to its banishment.

Traits: Breathe Flame (4D6) reload 6*,



Part the Fifth: Adventures

Dark Sight, Formidable Natural Weapons, Night Sight.

* Unlike in the standard rules, this Dragon can breathe fire more regularly.

Spells: Fire Spells

Weapons: Bite (Size E; Reach L) 125% 1D10+3D12

Claw (Size E; Reach VL) 95% 1D8+3D12

Tail (Size H; Reach VL) 90% 1D6+3D12

D20	Hit Location	AP/HP
1-2	Tail	12/20
3-4	R Hind Leg	12/20
5-6	L Hind Leg	12/20
7-8	Hindquarters	12/21
9-10	Forequarters	12/21
11-12	Right wing	12/19
13-14	Left Wing	12/19
15-16	R Front Leg	12/20
17-18	L Front Leg	12/20
19-20	Head	12/20

Pregenerated Characters

The Player Characters on the following pages are specifically designed for this adventure, and have motives and secrets associated with the mission.



Thou-Shalt-Tremble-When-His-Glory-is-Revealed Spangle



Nationality: English **Homeland:** Huntingdon **Age:** 21
Gender: M **Hero Points:** 2

Social Class: Townsman
Profession: Leviathan Engineer (Mechanical Preacher)

Religion: Puritan **Faction:** Self-interest (Gambling)
RPs: 65 **Political Affiliation:** Parliamentarian

STR: 17 **CON:** 15 **SIZ:** 18 **INT:** 13 **POW:** 10 **DEX:** 13
CHA: 9

Damage Mod: +1D4 **Improvement Mod:** - **Move:** 8m
Strike Rank: 13 **Combat Actions:** 3

Common Skills: Athletics 56%, Brawn 59%, Culture (Own) 56%, Dance 22%, Drive 33%, Evade 46%, Evaluate 57%, First Aid 46%, Influence 48%, Insight 32%, Lore (Regional) 61%, Perception 32%, Persistence 30%, Resilience 50%, Ride 23%, Sing 19%, Sleight 32%, Stealth 36%, Swim 42%, Unarmed 70%

Advanced Skills: Art (Clockwork Design) 29%, Beliefs (Puritanism) 31%, Craft (Smith) 36%, Gambling 23%, Language (English) 72%, Lore (Gambling) 56%, Lore (Mechanical Philosophy) 36%, Oratory 19%, Streetwise 29%, Teaching 32%

Combat Styles: Wrench 70%

Armour: None

Weapons: Wrench (**Skill:**70% **Size:**M **Reach:**S **Damage:**1D6+1(+1D4) **AP:**6 **HP:**6 Stun Location)

Unarmed (**Skill:**60% **Size:**S **Reach:**T **Damage:**1D3(+1D4) Grip/Take Weapon)

Wealth: Broke

Equipment: Heavy Wrench, Clockwork Mechanic's Kit, Bible, Gambler's Almanac

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

Tremble hails from Huntingdon where, as an infant, he lived with his doting mother, Goodwife Spangle, a seamstress. Tremble's father was seemingly an itinerant peddler, although Goodwife Spangle insists he is a wealthy Merchant who is merely "away on business" and "due back any day soon". Tremble was apprenticed at a young age to a blacksmith, who was impressed with the boy's strength, although less impressed with his appetite. His mother shed a tear as she wished him well and waved him goodbye, although she ensured she visited regularly, bringing him a cake or basket of bread when she could afford it. The strapping boy grew into a hulking young man, and at the outbreak of the war the smithy was visited by a Commissioner from the Cambridge workshops. His Master paid off, Tremble was recruited as a Clockwork Engineer and Mechanical Preacher.

Tremble moved to lodgings in Cambridge where he hungrily learned his new trade. He also found his Puritan upbringing challenged by a new love – he began gambling with his comrades, a little at first, but soon compulsively. Tremble Spangle is not having the best of times of it of late. His gambling has got out of hand, and he has lost all his money and more. He has just escaped his creditors due to an uncharacteristically "lucky" break. Tremble has been awarded the position of engineer on the Leviathan *Hope*, the previous engineer having been slain (Tremble has heard some rumours, and not pleasant ones at that, regarding the crew of *Hope*, but the nature of the gossip escapes him now. He is too preoccupied with his other troubles to pay them much mind and the gunners seem a pleasant enough bunch).

Some threat has necessitated an early start to his new job. He has been ordered immediately to Northampton, where there are rumours that there has been some sort of disaster, the town burning to the ground. Tremble met his new crew-mates, and they have made full speed to Northampton, only stopping to wind *Hope* along the way. Tremble's heart is swollen with pride at his new position, yet he fears returning to Cambridge or his creditors catching up with him.

A giant of a man, Tremble carries an over-large wrench, which he swings in his competent fists as if it were a toy. He is plain looking and his drab Puritan garb is soiled at the collar and cuffs by grease and ash.

Mission Briefing

As an engineer Tremble must:

- Look after his Leviathan.

He must also:

- Try to turn some coin. It would be a shame to return to Cambridge a hero, just to be locked up as a debtor.
- Rumour has it that a Dragon's heart would fetch a king's ransom in gold. Such a prize could solve all Tremble's money worries.

Rules

New Faction: Self-interest (Gambling).

Allies: Gamblers he doesn't owe money to.

Enemies: Gamblers he owes money to.

Faction Zeal: 25

Faction Beliefs: Pay off debts; Avoid being caught by creditors; Make a big win; The unlucky streak will end soon.



Sir Marmaduke Flowerby, Earl of Richmond



Nationality: English **Homeland:** Richmond
Age: 30 **Gender:** M **Hero Points:** 2

Social Class: Noble **Profession:** Alchemist

Religion: Catholic **Faction:** Catholic **RPs:** 60
Political Affiliation: Royalist

STR: 11 **CON:** 11 **SIZ:** 13 **INT:** 17 **POW:** 18 **DEX:** 12
CHA: 14

Damage Mod: - **Improvement Mod:** +1 **Move:** 8m
Strike Rank: 15 **Combat Actions:** 3

Common Skills: Athletics 23%, Brawn 24%, Culture (Own) 64%, Dance 26%, Drive 30%, Evade 34%, Evaluate 71%, First Aid 31%, Influence 68%, Insight 68%, Lore

(Regional) 75%, Perception 61%, Persistence 76%, Resilience 22%, Ride 40%, Sing 32%, Sleight 26%, Stealth 39%, Swim 22%, Unarmed 23%

Advanced Skills: Alchemy 80%, Art (Painting) 44%, Beliefs (Catholic) 59%, Craft (Whittling) 29%, Courtesy 31%, Elemental Casting (Air) 50%, Elemental Casting (Earth) 70%, Elemental Casting (Water) 80%, Lore (Animal) 60%, Lore (Aristotelian Science) 49%, Lore (Falconry) 44%, Lore (Mythology) 44%, Lore (Theology) 34%, Seduction 31%

Combat Styles: Black Powder Weapons 64%, Rapier 58%

Armour: None

Weapons: Pistol (duelling) (**Skill:**64% **Damage:**2D4+1 **AP:**4 **HP:**4 **Range:**10m **Loading:**2 Bleed/Impale)

Rapier (**Skill:**56% **Size:**M **Reach:**L **Damage:**1D8 **AP:**5 **HP:**8 Bleed/Impale)

Unarmed (**Skill:**23% **Size:**S **Reach:**T **Damage:**1D3 Grip/Take Weapon)

Wealth: 100 shillings in money bag, 4000+ shillings wealth, estates confiscated

Equipment: Jack Box containing the following potions: 2 x Heal (Mag 6), 1 x Elemental Downpour (Mag 2), 2 x Frostbite (Mag 2), 1 x Summon Undine (Mag 6)

Spells: Roving Eye (Air), Dominate Familiar (Earth), Heal (Earth), Dismiss Undine (Water), Elemental Downpour (Water), Frostbite (Water), Shape Undine (Water), Summon Undine (Water)

Philosopher's Stones: 6, 4, 4

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

Sir Marmaduke would no doubt have been awarded a generalship if not for his religion. As a Catholic he has been much abused, his name dragged through the mud in Parliament, and he is spoken about with a mixture of hatred and fear in the pamphlets and on the streets. That said, those who actually get to know the Earl are often won over by his sharp intelligence and uncanny presence (others are unnerved by his cool demeanour and piercing stare). His religion is no secret, due to his prestigious family line – the Flowerbys are related, be it distantly, to nearly all the Catholic royal houses of Europe.

At the outset of the war, Sir Marmaduke's estates were all seized and voluntary residence at Oxford University has turned into enforced exile. As the highest political, military, and even educational positions have been denied him, he has thrown himself further into his Alchemical studies, and he has paid off. He is now one of the most talented Alchemists in the country, and he has ambitions to be the most powerful (which if Prince Rupert does suspect, he declines to comment on). He is also brave – and ambition and courage have combined to cause him to push himself forward for the mission, insisting that he, and not Sir Reginald, should take the risk (and, he hopes, prizes) that Dragon-slaying entails.

It is rumoured that Dragon artifacts hold power. Sir Marmaduke has been informed that the Dragon has amassed a pile of bones atop a hill. He suspects that the Dragon has built a nest in order to protect an egg (surmising, therefore, that the Dragon must have been pregnant when sent into hibernation by the Saints). That would be a rare prize indeed, as would a Dragon's heart.

He will take his loyal lurcher Flick with him on the mission; the dog has proved useful in the past as an extra set of eyes.

Mission Briefing

Sir Marmaduke will try to:

- Slay the Dragon and cut out its heart. A Dragon's heart is said to hold the key to Alchemical power that could win the war;
- Get any other rare Dragon artifacts. In particular if there is an egg it must be his (could a baby Dragon be trained as the ultimate Familiar?);

In addition, it would surely be impossible for Rupert to deny him preferment if he could:

- Destroy, damage or otherwise impede Cromwell's precious Leviathan.

Familiar: Flick

Marmaduke has a Familiar in the form of a friendly and boisterous female lurcher called Flick.

STR 7 CON 11 SIZ 6 INT 5 POW 9 DEX 13 CHA 5

CA 3 DM -1D4 SR -1D4 Move 16

Skills: Athletics 60%, Bite 50% (1D6-1D4), Evade 40%, Persistence 20%, Resilience 40%, Perception 55%, Stealth 45%, Survival 40%, Track 75%



Henderson Fry



Nationality: English **Homeland:** Oxford **Age:** 21
Gender: M **Hero Points:** 2

Social Class: Middle Class
Profession: Alchemist (Student)

Religion: Laudian **Faction:** Loyalty to Another
RP: N/A **Political Affiliation:** Royalist

STR: 10 **CON:** 8 **SIZ:** 11 **INT:** 14 **POW:** 16 **DEX:** 10
CHA: 11

Damage Mod: - **Improvement Mod:** - **Move:** 8m
Strike Rank: 12/9* **Combat Actions:** 2

*unarmoured/armoured

Common Skills: Athletics 20%, Brawn 21%, Culture (Own) 58%, Dance 51%, Drive 26%, Evade 50%, Evaluate 65%, First Aid 29%, Influence 62%, Insight 40%, Lore (Regional) 58%, Perception 30%, Persistence 52%, Resilience 16%, Ride 36%, Sing 37%, Sleight 51%, Stealth 44%, Swim 18%, Unarmed 40%

Advanced Skills: Alchemy 60%, Art (Mime) 37%, Courtesy 45%, Elemental Casting (Air) 60%, Elemental Casting (Fire) 60%, Gambling 30%, Language (English) 78%, Lore (Aristotelian Science) 38%, Lore (Law) 48%, Play Instrument (Lute) 41%

Combat Styles: Dagger 60%

Armour: Linen Padding (3)

Weapons: Dagger (Skill:60% Size:S Reach:S Damage: 1D4+1 AP:6 HP:9 Bleed/Impale)

Unarmed (Skill:40% Size:S Reach:T Damage:1D3 Grip/Take Weapon)

Wealth: 20 shillings in money bag, 750 shillings personal wealth

Equipment: None other than weapons and armour.

Spells: Boon of Lasting Night (Air), Dismiss Sylph (Air), Summon Sylph (Air), Demoralise (Fire), Dragon's Breath (Fire)

Philosopher's Stones: 6, 3, 1

Diseases, Poisons, Health: Prone to biliousness.

D20	Hit Location	AP/HP
1-3	R Leg	2/4
4-6	L Leg	2/4
7-9	Abdomen	2/5
10-12	Chest	2/6
13-15	R Arm	2/3
16-18	L Arm	2/3
19-20	Head	0/4

Henderson is the youngest son of a wealthy Merchant. Henderson has always felt a little sorry for himself, even though he has been well supported by his family. While his older brothers have taken up posts in the family business, army and clergy, Henderson abandoned his studies at Cambridge to move to Oxford and learn the Alchemical arts. His Puritan family considered this heretical, and he found his financial support immediately cut. Rebelling further against his Parliamentarian kin, Henderson became interested in working for Lady Arabella Blackwood, a woman he believed to be an important Royalist agent and reputedly, a close confidant of Prince Rupert himself.

Tragically, Lady Arabella has cast an unbreakable (well at least as far as this adventure goes) spell on Henderson. This spell has bound Henderson to her service. She has ensured Henderson was in the right place (or possibly, reflects Henderson, some independent thought still remaining, the wrong place) to be selected for a mission. He has ridden from Oxford with Sir Marmaduke, a high ranking Alchemist, and Sir Maudesley, a Cavalier sent to protect them. He doesn't believe the senior Alchemist (who is a notorious Catholic) suspects anything, but is aware a struggle may ensue later – Sir Marmaduke will no doubt want to present artifacts from the Dragon to the Oxford Colleges, or possibly Prince Rupert himself. Henderson is determined to prevent that happening.

He is completely devoted to Arabella, and although having enough wits left about him to make polite conversation and still being able to remember the necessary incantations needed to cast his spells (indeed, he does still retain his own personality), he is seething inside with an insatiable desire to do her bidding. The constant yearning to fulfil the tasks he has been given is almost too painful to bear. He will never betray (even under pain of death) who he is working for, but is allowed to make a Persistence roll to avoid following his Mission Objectives where they are completely suicidal (although he will still need to seek every opportunity to carry them out). Perhaps if he delivers the goods to Arabella she will be merciful, and release Henderson from his obligations.

Henderson is subject to bilious attacks when travelling in a Leviathan. He will feel constantly unwell when travelling, and may need to make a Resilience roll on particularly bumpy ground, to avoid throwing up.

Mission Briefing

Henderson would just like to:

- Have a quiet life.

But, unfortunately for him, he has the following tasks to perform for his mistress:

- Bring Arabella the Dragon's heart (in fact one of her minions will accept it, as Arabella will not be showing her own face in Oxford for a while);
- Bring Arabella (as above) the Dragon's egg, if there is one.



Sir Maudesley Masterton



Nationality: English **Hometown:** Northamptonshire
Age: 23 **Gender:** M **Hero Points:** 2

Social Class: Gentry by birth
Profession: Cavalier (Royalist Captain)

Religion: Laudian **Faction:** Royalist **RPs:** 60
Political Affiliation: Royalist

STR: 11 **CON:** 10 **SIZ:** 13 **INT:** 12 **POW:** 16 **DEX:** 12
CHA: 18

Damage Mod: - **Improvement Mod:** +1 **Move:** 8m
Strike Rank: 12/6* **Combat Actions:** 2

*unarmoured/armoured

Common Skills: Athletics 43%, Brawn 33%, Culture (Own) 64%, Dance 65%, Drive 28%, Evade 44%, Evaluate 60%, First Aid 24%, Influence 81%, Insight 43%, Lore (Regional) 59%, Perception 43%, Persistence 47%, Resilience 25%, Ride 88%, Sing 34%, Sleight 30%, Stealth 24%, Swim 21%, Unarmed 33%

Advanced Skills: Art (Poetry) 64%, Beliefs (Royalist) 49%, Commerce 45%, Courtesy 70%, Language (English) 80%, Lore (Military Tactics) 39%, Oratory 49%, Seduction 55%

Combat Styles: Duelling 64%, Sword 62%

Armour: Finely crafted plate, plus lobster-pot helm (6) No leg armour.

Weapons: Pistols X 2 (duelling) (**Skill:**64% **Damage:**2D4+1 **AP:**4 **HP:**4 **Range:**10m **Loading:**2 Bleed/Impale)

Pistols X 2 (**Skill:**62% **Damage:**1D6+2 **AP:**4 **HP:**4 **Range:**5m **Loading:**3 Bleed/Impale)

Rapier (**Skill:**57% **Size:**M **Reach:**L **Damage:**1D8 **AP:**5 **HP:**8 Impale)

Sword (**Skill:**62% **Size:**M **Reach:**M **Damage:**1D8 **AP:**5 **HP:**10 Bleed/Impale)

Unarmed (**Skill:**33% **Size:**S **Reach:**T **Damage:**1D3 Grip/Take Weapon)

Wealth: 80 shillings in coin purse, personal wealth in excess of 2000+ shillings, plus estate

Equipment: None other than weapons and armour

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

Sir Maudesley Masterton is a damned likable fellow. That's what everyone says, and indeed it's true. Sir Maudesley is the son of Maudesley Masterton senior, a successful man of finance. Sir Maudesley's father was a loyal supporter of the former king, and Sir Maudesley shares an enthusiasm for the decency and honour of the Royalist cause. He fought hard for Charles I, and is happy to do the same for Rupert, who seems a damned fine chap. In fact, his bravery came to the attention of his betters, and he found himself knighted after Edge Hill, early on in the conflict. His father is damned proud. To think, a Masterton, the cream of the crop with a title, splendid stuff!

The only slight cloud on the horizon has been his miserable wretch of a younger brother, Haston. Haston just won't play the game. The sulky fellow stormed off to join the Parliamentarian army at the start of the war. Nothing wrong with that you might think, after all, nothing better than a fair fight, but the recalcitrant oaf only did it to displease his loving father. Oh well, you can't have everything they say, and the chisel-jawed Sir Maudesley has more than most. (In fact Sir Maudesley loves his brother more than he cares to admit, and wishes that some bridges could be built between them. But he is determined that, for that to happen, Haston needs to abandon his commission with the traitors and come home to his family).

Damned funny thing, Sir Maudesley has been chosen to join with a couple of Alchemists, or wizards, or whatever the funny chaps are calling themselves these days, and ride out to Northampton, where they are to rendezvous with a Leviathan and jaunt off to slay a Dragon. Damned good fun!

Mission Briefing

Sir Maudesley has the following objectives:

- Slay a damned Dragon!
- Protect the Oxford Alchemists.

And, when Sir Maudesley realises that his younger brother will be accompanying him on the mission;

- Make his younger brother see the folly of his ways, and if not, drag the whelp back to Oxford and the bosom of his family (and failing that, damn it, try to keep the fool alive).

Rules

Sir Maudesley's suit of armour (of which he is damned proud) would take his Encumbrance over the maximum he can carry, so he has left the leg armour at home. This makes him look rather comical, but he doesn't care.



Haston Masterton



Nationality: English **Homeland:** Northamptonshire
Age: 21 **Gender:** M **Hero Points:** 2

Social Class: Gentry
Profession: Leviathan Commander (Soldier)

Religion: Puritan **Faction:** Parliamentarian **RPs:** 60
Political Affiliation: Parliamentarian

STR: 11 **CON:** 10 **SIZ:** 14 **INT:** 11 **POW:** 10 **DEX:** 15
CHA: 10

Damage Mod: - **Improvement Mod:** - **Move:** 8m
Strike Rank: 15/9* **Combat Actions:** 3

*unarmoured/armoured

Common Skills: Athletics 41%, Brawn 50%, Culture (Own) 52%, Dance 26%, Drive 55%, Evade 65%, Evaluate 51%, First Aid 56%, Influence 50%, Insight 31%, Lore (Regional) 52%, Perception 51%, Persistence 40%, Resilience 55%, Ride 45%, Sing 20%, Sleight 55%, Stealth 56%, Swim 21%, Unarmed 66%

Advanced Skills: Artillery 56%, Art (Sculpture) 20%, Beliefs (Parliamentarian) 47%, Craft (Sculpture) 26%, Commerce 21%, Language (English) 71%, Lore (Farming) 22%, Lore (Tactics) 52%, Oratory 20%

Combat Styles: Black Powder 46%, Sword 56%, Dagger 36%

Armour: Metal helm, backplate and breastplate (6) tough leather coat (2)

Weapons: Pistol (**Skill:**46% **Damage:**1D6+2 **AP:**4 **HP:**4 **Range:**5m **Loading:**3 Bleed/Impale)

Unarmed (**Skill:**66% **Size:**S **Reach:**T **Damage:**1D3+1D4 Grip/Take Weapon)

Sword (**Skill:**56% **Size:**M **Reach:**M **Damage:**1D8 **AP:**5 **HP:**10 Bleed/Impale)

Dagger (**Skill:**36% **Size:**S **Reach:**S **Damage:**1D6+1 **AP:**6 **HP:**8 Bleed/Impale)

Wealth: 40 shillings in money bag, 2000+ shilling in personal wealth

Equipment: None other than weapons and armour

D20	Hit Location	AP/HP
1-3	R Leg	0/5
4-6	L Leg	0/5
7-9	Abdomen	2/6
10-12	Chest	6/7
13-15	R Arm	2/4
16-18	L Arm	2/4
19-20	Head	6/5

Haston Masterton's father is a successful financier, and his older brother Maudesley has recently been knighted, for services to the Royalist cause. Haston is impressed with neither of his male relatives. The older Masterton men are backward looking; deferential and stuffy, at a time when the very liberties that a true Englishman should uphold are threatened, formerly by the most incompetent monarch the country has known, latterly by that upstart pretender, Prince Rupert. And that's why Haston left his family to fight for Parliament. And not because he is jealous of his handsome older brother. Honest.

He first went to Cambridge to become a sculptor, but when he came back from lunch after his first morning's sculpting, his teacher compared him to "a dog returning to its own vomit" and he was forced to give up his dreams of being a great artist and join the army.

That said, Haston has made a solid soldier and, as is the wont of the New Model Army, he has received a commission for his dedication and skill in the art of soldiering. Most recently, Haston was informed that he would be moved from his post with a regular artillery battery, to learn the art of commanding a mighty Leviathan. Events have hastened this posting. With news of the threat to Northampton, and possibly beyond, Haston has been dispatched from his barracks in Huntingdon to rendezvous with his new command, the Leviathan *Hope*, as soon as possible.

As Haston rode to Northampton, he could not help but reflect on the rumours whispered in the Huntingdon barracks. Gossips have been speculating on what befell the last Commander of *Hope*, and the wagging tongues mentioned that some grim fate befell the Leviathan's former engineer and driver, who have had to be replaced as well. Still, Haston is a professional soldier and he relishes the opportunity to prove himself. His brother may have been knighted, but such a title is illegal anyway. In Cromwell's England, his brother's glory will be nothing compared to that of Haston Masterton, Leviathan Commander.

Mission Briefing

Haston has the following objectives:

- Slay the Dragon.
- Let no harm befall the Leviathan, and if possible its crew.

And, when Haston realises that his older brother will be accompanying him on the mission;

- Impress on him his success as a military leader (and protect the arrogant fool).



Arthur Flats



Nationality: English **Hometown:** Northamptonshire
Age: 23 **Gender:** M **Hero Points:** 2
Social Class: Townsman **Profession:** Leviathan Driver
Religion: Presbyterian **Faction:** Tinker **RPs:** 60
Political Affiliation: Parliamentarian
STR: 11 **CON:** 8 **SIZ:** 8 **INT:** 11 **POW:** 8 **DEX:** 15 **CHA:** 9
Damage Mod: -1D2 **Improvement Mod:** - **Move:** 8m
Strike Rank: 13 **Combat Actions:** 3

Common Skills: Athletics 26%, Brawn 19%, Culture (Own) 52%, Dance 24%, Drive 83%, Evade 60%, Evaluate 70%, First Aid 66%, Influence 53%, Insight 29%, Lore (Regional) 52%, Perception 59%, Persistence 21%, Resilience 36%, Ride 23%, Sing 17%, Sleight 54%, Stealth 56%, Swim 19%, Unarmed 26%

Advanced Skills: Beliefs (Tinker) 47%, Commerce 20%, Craft (Clockwork) 46%, Gambling 46%, Healing (Paracelsan) 49%, Language (English) 72%, Lore (Mechanical Philosophy) 22%, Streetwise 17%, Track 29%

Combat Styles: Grenadier 60%, Black Powder 62%

Armour: None

Weapons: Musket (**Skill:**60% **Damage:**2D8+1 **AP:**4 **HP:**8 **Range:**30m **Loading:**6 Bleed/Impale)
Grenades X 4 (**Skill:**60% **Damage:**3D6 **AP:**4 **HP:**3 **Range:**5m **Loading:**2)
Dagger (**Skill:**26% **Size:**S **Reach:**S **Damage:**1D6+1(-1D2) **AP:**6 **HP:**8 Bleed/Impale)
Unarmed (**Skill:**26% **Size:**S **Reach:**T **Damage:**1D3(-1D2) Grip/Take Weapon)

Wealth: 50 shillings in coin bag, 500 shillings personal wealth

Equipment: Paracelsan Healer's Kit (2)

Diseases, Poisons, Health: Consumptive/Phlegmatic

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

Arthur has just been given his dream job. He has been appointed driver of a Leviathan. To Arthur, a devout Tinker, he could think of nothing more inspiring than the vast metal conveyances. He never thought he would have the honour of driving one on active service. He is ecstatic. But he doesn't let it show. As a Leviathan driver, Arthur knows the most important thing is to project a surly, eccentric and devil-may-care attitude. Luckily that's his nature anyway.

As a young boy, Arthur spent most of his time living on his wits, begging, stealing and getting by as best he could. Small and sickly, he was lucky to survive. Then, at the outbreak of the war, he heard a Mechanical Preacher giving a lecture on the principles of Clockwork, urging the listening crowd to both educate themselves and to fight against the Ungodly Royalists. Inspired, young Arthur joined the army, pressing himself into a pack of recruits, hoping the recruiting Sergeant wouldn't turn him away as a weakling.

He was stationed initially in Cambridge. One day he and his fellows snuck a look into one of the workshops. Arthur caught a glimpse of the constructions within, and set himself the goal of working with the wondrous machines. With a few engineering principles he had learned from listening to Mechanical Preachers speak (and due to the fact that there were not enough willing recruits mad enough to want to crew the machines), Arthur inveigled himself into the New Model Army Clockwork Regiment. Once in, his enthusiasm for Clockwork got him recruited to the Tinkers, and they in turn found him a position in the workshops. The Leviathans needed spare operators, in case of casualties. Arthur trained for this eventuality, travelled with the baggage train to Naseby, but never saw, let alone fought in the battle.

Now, due to a fatality, Arthur has been given the position of driver on a Leviathan. Admittedly, it is on *Hope*, whose crew have a murderous and mutinous reputation. But at last he has his dream job. And due to some tragedy in Northampton, he has had no time to adapt and get to know the gunners. He is off, to help that ruined town and take his beloved new Leviathan to war.

Arthur is a consumptive and has a hacking cough.

Mission Briefing

Arthur has the following objectives:

- Slay the accursed Dragon.
- Protect the Leviathan (a Leviathan driver would die rather than abandon his machine).

And, if at all possible;

- Cause as much inconvenience and harm to the satanic Alchemists as he can (as long as said harm doesn't cause the first two mission principles to be compromised). The Tinkers have warned Arthur that the Alchemists will try to garner artifacts from the Dragon. They must be stopped or they will work the most wicked Magicks with them.



The Mad Monk of the Moss

1646: A Spanish man-o-war has been wrecked on the bleak and windswept coast of Lancashire. As the only Royalists in this remote area, you must secure the wreck and its valuable cannons and powder stores before the Parliamentarian forces get there. But are you prepared for the wild salt marshes of Cockersands Moss and the weird creatures that locals say haunt its fog-covered expanses?

This is an adventure for a group of Royalist Adventurers. A ready-made set of characters is available at the end of the adventure.

Briefing



The Adventurers are staying in a coaching inn, the *Pickled Pizzel*, near Lancaster, and socialising with the Earl of Derby (see *Clockwork & Chivalry Core Worldbook* p.65) when a messenger arrives to say a Spanish ship has been wrecked off the coast at Cockersands.

Read or paraphrase the following:

*It's early morning, the 7th of March, 1646.
You are staying in an airy, although*

shabby, coaching house, on the Lancaster to Preston road. You rode there the night before, to receive orders, requisition papers and messages from the Earl of Derby. The Earl insisted you stay over with him. Now, you are having some breakfast with the great man. It's hearty but plain fare – peasant food, really. The service is terribly slow. After your meal you must go your separate ways once more.

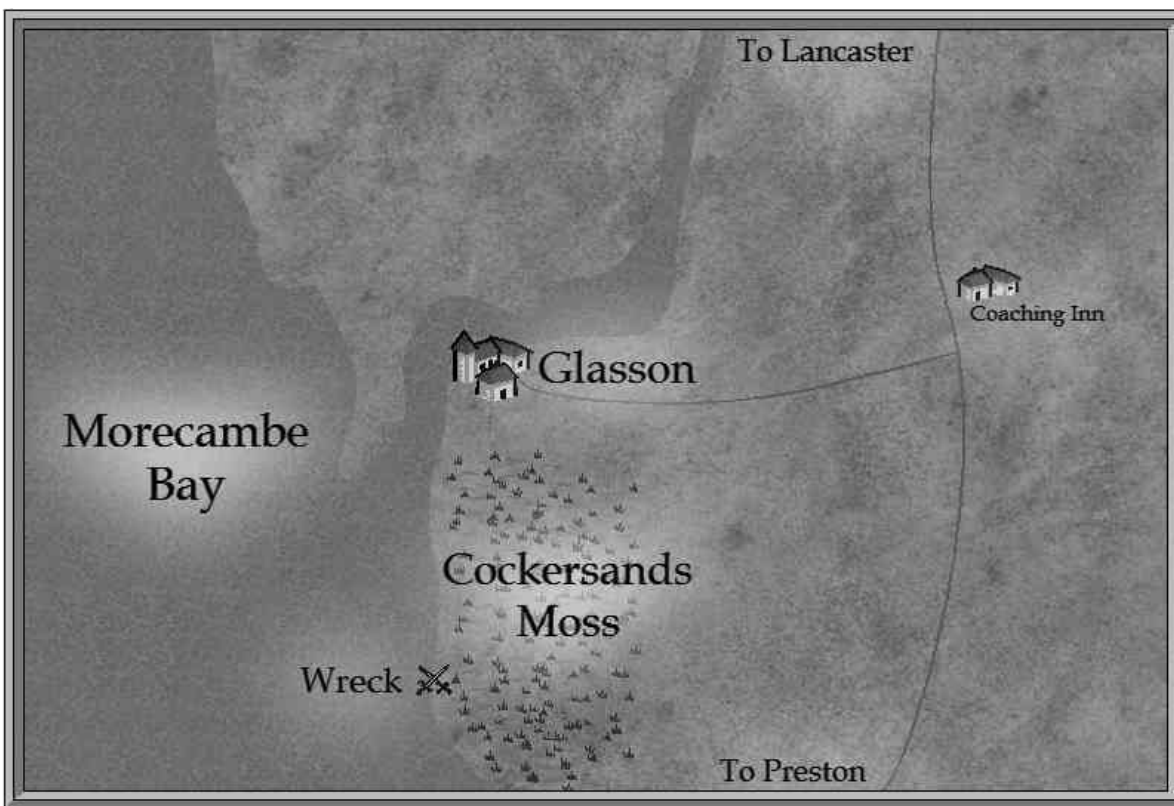
The Earl is moaning about the war and the treachery that caused it, favourite themes of his. "What price loyalty in these mean times? The neglect of tradition and the old ways is the bane of this nation. Let us sup before we return once more to the unholy fray that blights the land. Landlord, pray bring forth some wine, and snap about it, knave!"

The Earl of Derby is travelling around the roads of Lancashire, recruiting for, and supplying various fortresses in the region. His formidable wife is installed in Lathom House, as ever fighting an interminable siege, which the Earl might get around to trying to lift at some point, if only he weren't so busy.

Your reveries are interrupted by a mud-bespattered man, a messenger by the looks of him. He bundles into the inn, heading directly for the Earl, who rises to greet him. The Earl moves away from the table and has a private, whispered conversation with the fellow.

Anyone listening in will hear the messenger describe the shipwreck and its location.

The messenger informs the Earl of the shipwreck. The Earl, who only has a small



guard with him, will ask the Adventurers to investigate. The Earl has no Soldiers (just two bodyguards) with him, and it will take a while to get word back to the garrison at Lancaster Castle, so he asks the party to go and claim the wreck before Parliamentary forces can get there. He suggests the Adventurers go to Glasson and recruit some villagers with carts to get the cannons, any gunpowder, guns, etc. that might have been washed ashore.

"I apologise, my friends. My messenger has just informed me that a large ship has been sighted, freshly wrecked upon the coast of Cockersands. From the description she's a Spanish vessel, and a Man 'O War at that. I must impose on you to investigate the wreck. There might be survivors...and of course such a ship is probably carrying cannon, powder, and who knows, maybe even treasure from the west. If so, it must be secured to prevent the rebels gaining any such prizes. Any recovered treasure will need to be moved to the garrison at Lancaster. Go to Glasson and recruit some local help, the farmers there are sure to have some carts or somesuch, and I would be most indebted to you."

The Earl knows little of the area, aside from the

fact that it's a marshy backwater. He does know the way however (as will any Adventurers making a Regional Lore test). See the map. If asked, the Earl will promise to send another small party after the Adventurers, to assist with the recovery of the goods. *"But first I must away on business to the garrison. Godspeed!"*

Jem Higgs the landlord won't offer any help. He is not enamoured of his Royalist customers. While appreciating their coins, he doesn't appreciate their high and mighty manners. His lad Wilf will ready the Adventurers' horses, but he doesn't seem to be working particularly quickly. *"Beating him won't help, he's a plodder. But I promised my wife I'd take care of 'im. Ah'll get to it meself sirs, won't be long."* Jem is no quicker – the Adventurers will have to help if the horses are ever to get saddled and away. The Earl will have no such problems, his guards arose early to prepare his mounts.

Getting to Glasson

Adventurers will probably travel by road to Glasson (the alternative would take a long time). If the party travel down the road/track, rather than across country, then when they reach the junction (off which the track to Glasson runs) Adventurers making a Perception



test will be aware that a sizable group (8-12) has recently used the track, likewise heading toward Glasson.

The weather is cold, but not bitter. The sun is out, although it is threatening to cloud over. The ground is fairly dry underfoot, as the morning dew starts to dry out a little.

Encounters on the way

Before reaching the junction, the Adventurers notice a small group, shuffling along the trail, heading north towards Lancaster. They seem to be two family groupings. They are walking on opposite sides of the trail, effectively blocking you. Perception rolls will determine from a distance (otherwise, wait until the party draws near):

There are a group of people blocking the trail. As the scrawny wretches come toward you, you see they are actually split into two groups. The groups are jostling each other – spitting and shoving as they wind their way up the track. Some of them are pushing handcarts. Others carry babes. Most of the men (of whom there are few, and those that there are seem quite elderly) are swigging from jugs.

The families are those of Rosemary Nutt and Violet Brakes – they have been evicted from their properties (just down the road toward Garstang). The group are not a threat, but will stick to two themes – baiting the party if they seem (which they do) rich:

“Ah, gentlemen is it? Well, weren’t no gentlemen that ‘as put us on the street, babes an’ all. Pox to all o’ yer I say.”

And fighting with each other:

“We us lost ah’re ‘ouses thanks to your meddlin’, Rosemary Nutt. An’ now yer callin a pox on yer betters. Lock ‘er up sirs. As the witch she is. That’ll teach the awkward bisum.”

There are three women, one man, five children and two babes in Rosemary’s group; four women, two elderly men, eight children and a couple of babes in Violet’s.

If asked about Glasson they haven’t a clue (“foreign parts is it?”; “No, you crooked mare, its by the sea. Ye know about nuthin.”)

If the Adventurers think to ask, there are a few people scratching a living in the fields – Neddy Grubbin, Jo Preston and Bill Penner, to name but a few. They will attempt to avoid engaging with the party (they want no truck with military types of any persuasion), but if pressed will point directions (although as it is just “down t’track” there is not much to be gained!); will shrug if asked anything about the shipwreck; and will deny seeing anyone pass down the track earlier (in fact, any farm workers will have observed the Parliamentarian soldiers – successful intimidation or persuasion will be rewarded with, “Aye, there were another group. Din’t pay ‘em much mind though”).

Glasson

The party are going to have a hard time recruiting any help. Glasson is just a tiny farming village by the river (the current dock won’t be built until 1779). Most of the locals in Glasson are Royalist (as far as it goes) but they would rather keep out of any hazardous expeditions, and are scared of the strange denizens which are said to lurk in the marshes. There is one pub, half a dozen houses, and a tiny, deserted, chapel (the locals have hounded out the “hot” vicar - they prefer their religion more traditional). The houses are also quiet, aside from a few women.

The Puddled Yolk

Adventurers will probably go to the local inn, *The Puddled Yolk*, and try to recruit villagers. If they do, they find mainly old men (“Ah, the young ‘uns are all away fighting fer the King.” In fact most of them are out farming the land or have gone to steal salvage from the wreck). There is no manor – the local authority had been previously exercised by the church, but with the Bishop so far away and the vicar driven off, people are pretty much left to their own devices.

Aside from the innkeeper and his wife, there are a few old men around a table, drinking from jugs, tugging on their pipes and saying little. Another fellow sits a little away from the others. He is also old.

The group of old men will offer:

About the shipwreck: “Aye. That so, is it? Well, Ah never.”



About the Marshes: “Oh, you don’t want to go out on the Moss. (The salt marsh is known as Cockersands Moss, or just the Moss). The boggarts’ll get you. Or the water faeries. Suck you down into the muck they will. And if they don’t get you, the mad monk will. Ah doubt Ebenezer there ‘as any sheep left.”

About the Mad Monk: “There’s a madman out there. He lives in the ruins of the old abbey. People have ‘eard him chanting late at night, and a ghostly glow can be seen out in the marshes on many an evenin’. They call ‘im t’Mad Monk”; and “He steals small children who haven’t been good – well, so they say.”

Besides: “No point going after the ship, the Parliamentarians are ahead of you. A bunch of ten soldiers left about half an hour ago. We warned them about the boggarts and the mad monk, but they wouldn’t listen.”

Only one might be helpful – the loner, old Ebenezer Cacklethwaite. He will say:

About Ebenezer: “Ah keeps sheep out on t’marshes.”; and, if pressed, “Aye, ah could take yer. But it would be no fun. Ah’ve lost a lot of sheep ‘o late an Ah’m not sure why.”

About the dangerous marshes: “Ah ‘ave a charm which keeps me safe from t’water faeries and t’mad monk.” He pats his chest, as if there might be a trinket beneath his shirt. (There isn’t).

Actually, Ebenezer knows the monk and is paid to take him food and alchemical supplies. He intends to make sure that the Adventurers don’t get too near the ruins. The Adventurers can requisition a mule and cart if they ask around, though the price will be steep (two pounds), as the person “lending” it doesn’t expect to see it again, and is actually selling it to them. Negotiation will mean that the man will lend the cart and mule for the two pounds – but return all but a couple of shillings if the party return the property intact.

Ebenezer will explain, “You don’t want to take your ‘osses down to t’marshes, they’re treacherous. Mules’d be good, but not fine ‘osses.”

The Salt Marshes

As you head away from Glasson, toward the coast, you enter the edge of the salt-marshes; it’s boggy grassland cut by wide meandering channels and there’s a thick drizzle, enough to make everyone wet and miserable and visibility low.

If anyone has taken a horse, it’s likely to slip in the slippery mud of one of the channels and break it’s leg (Riding or Driving Roll), and the characters will get wet and muddy before they’ve gone very far.

As the party slog on, a cold thick fog comes down, making visibility very poor.

A cold thick fog obscures the coastline ahead. Visibility rapidly reduces.

The fog creates an eerie sensation. Strange splashings can be heard on a successful Perception roll.

Ambush!

Suddenly the Adventurers are ambushed! A group of six Parliamentarian soldiers fires at them from behind tussocks of grass and then leaps up and charges in with swords drawn.

At the first sign of conflict, Ebenezer runs away into the fog and is not seen again this adventure.

Soldiers

STR 10 CON 11 SIZ 11 INT 9
POW 11 DEX 12 CHA 11

SR 11 CA 2 DM 0

Hit Points: 11

Skills: Evade 50%, Flintlock Musket 60% (1D8+1), Persistence 44%, Pike* 56% (1D8+1+1D2) Resilience 55%, Sword (Short Sword) 56% (1D6+1D2), Ride 64%

Armour: Breastplate. 6AP to Chest, -2 to SR

Hopefully the Adventurers will finish off the Soldiers. If any are left alive, they will tell them that another four Soldiers went ahead to secure this ship prior to a big force of Soldiers arriving in a couple of hours (this is a lie – they’ve sent word to headquarters in Manchester, but it’s likely to be a couple of days before a bigger





force can get here, as Parliamentary forces are thin on the ground in Lancashire. A successful Insight test will reveal the untruth).

Without Ebenezer, the Adventurers will just have to head west and hope to arrive at the right bit of coast. They'll probably have more troubles with finding their way through the channels without a guide who knows them.

Away with the Faeries

The Adventurers continue on their way.

You hear increasing sinister splashing and bubblings in the marshes around you. Suddenly a hand, apparently made out of the peaty water, reaches out and grabs your ankle (roll to find out which one of the Adventurers), pulling you downward. More small, sinister looking creatures with big fishy eyes and clutching hands rise out of the water and attack the party.

There is one for each of the characters. They are actually Undines (see *RuneQuest II* p.170) but shaped to look like evil faerie creatures. They are Magnitude 1 Undines (1 cubic metre),

with the following stats.

STR 6
CON -
SIZ 1 cubic metre
INT 3
POW 3
DEX 6
CHA -

CA 2 DM -1D4 SR+5 HP 9

Skills: Brawn 42%, Engulf 100%, Perception 30%, Persistence 43%, Stealth 45%

This should not be a tough fight, but should be fairly scary as Adventurers are pulled under the water and feel hands plucking at their clothing and water forcing itself into their lungs as their heads are engulfed by the Elementals.

An Alchemist in the party can identify the creatures as water Elementals on a successful Alchemy roll.

Gruesome Deaths

As you wind your way between the channels, you suddenly come across an area of churned up grass and mud, almost

as if a gigantic worm, or some devilish clockwork device had slithered across the landscape in front of you. Over to your left, in the path of whatever it was caused the disturbance, you can see some huddled bodies.

If the Adventurers check the bodies, they find four Parliamentarian soldiers, all of them dead. One of them has wounds, as if he'd been bitten by enormous teeth, but the others don't have a mark on them – just a look of horror on their faces. A strange sulphurous odour hangs over the scene.

Cockersands Abbey

As you stumble on through the marshes, you begin to realise that the land is rising slightly and becoming drier, as though you are climbing a low island in the middle of the swamp. Parts of crumbled walls loom out of the fog; you are obviously wandering among the ruins of a once substantial building. Some of the fallen walls and stumps seem to look like the remnants of some sort of church, with pointed archways.

On a successful Lore (Regional) roll (at -25% unless the character comes from Lancashire) the Adventurers will remember that there used to be an abbey (Cockersands Abbey) out here, before Henry VIII got rid of all the monasteries.

Suddenly, a more substantial building looms out of the mist. This is the home of the “mad monk”. (See picture on the next page).

The Mad Monk

The “mad monk” is in fact an aged and eccentric Alchemist by the name of Doctor Theophrastus Fazakerly. He has lived here for years, doing experiments, and creating Undines to scare off anyone who might disturb him. He is mostly harmless, though he doesn't really care if someone gets killed by the Undines.

As the Adventurers approach the building, read the following:

This part of the ruins appears to be intact, and a glow of candle-light comes from one of the windows. Suddenly, a figure seems to rise up directly before you. An old man with a tangled grey beard, dressed in a

black monk's habit, his pale eyes glaring madly, points a finger at you. “Begone! Begone I say, for the forces of hell haunt the marshes, and surely if you do not leave, Satan himself will come for your soul!”

Fazakerly makes an Oratory roll to see how convincing he is – on a critical success, the Adventurers will probably want to run away, otherwise they will be scared. On a failure he just looks silly.

Theophrastus Fazakerly

STR 10 CON 12 SIZ 11 INT 16 POW
15 DEX 12 CHA 14

SR 14 CA 3 DM 0

Faction: Self Interest (Leave Me Alone)
RP: 62

Skills: Alchemy 82%, Elemental Casting (Water) 96%, Evade 26%, Oratory 78%, Persistence 61%, Resilience 41%, Unarmed 28%,

Spells: Bandit's Cloak, Chill, Dismiss Undine, Elemental Downpour, Elemental Fog, Extinguish, Frostbite, Shape Undine, Summon Undine, Water Breath

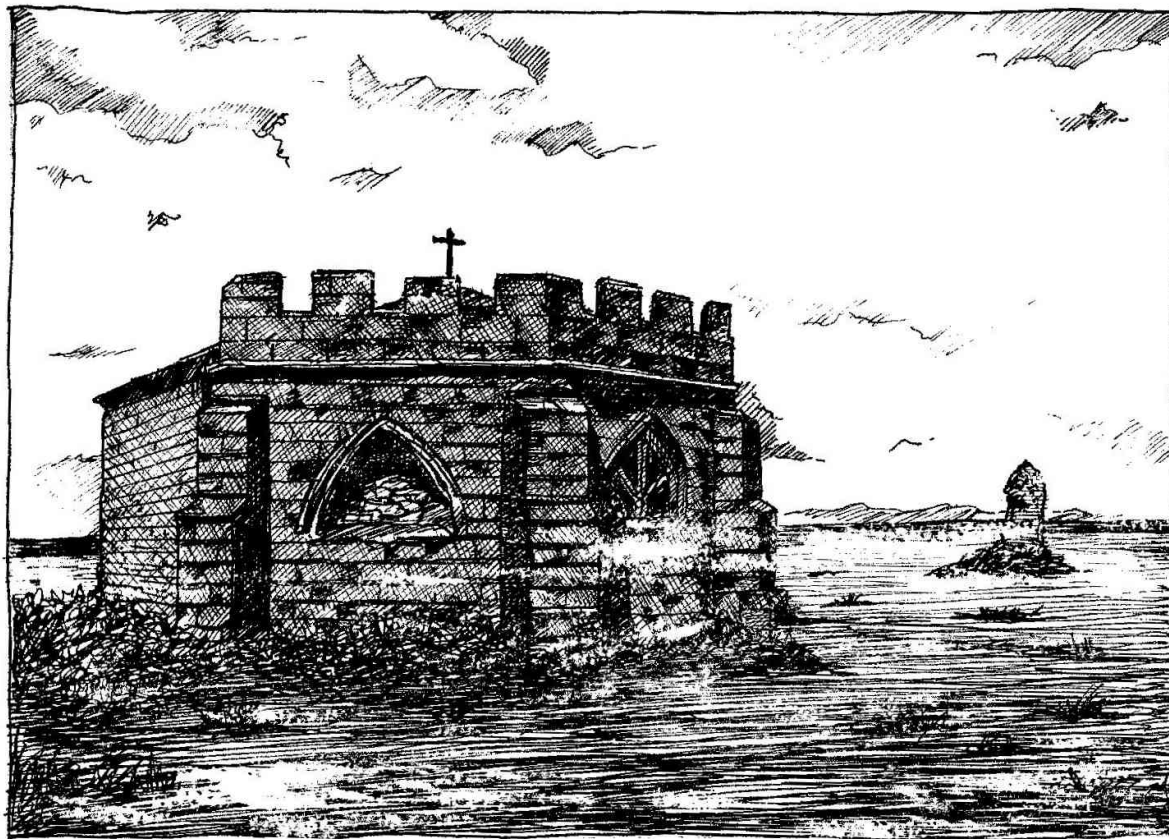
Currently has no Philosopher's Stone (has used it up), but could make a 6 point stone by morning if necessary.

If the Adventurers decide to attack the alchemist, he will immediately back down and apologise. “I'm not used to strangers, I don't like them snooping round.” He may even admit that he sent the Undines to scare them off. (He has no magick at the moment, so has no way of getting rid of the Adventurers.)

He will ask the Adventurers if they have seen the “fearsome beast which slithers. It will come for me, I'm sure of it. It will be my undoing, that fearsome beastie.” The Adventurers may assume this is another effort to scare them off, but an Insight roll will allow them to recognise that he is genuinely scared. He knows nothing about it, but has seen it's trail. He's never seen anything like it in all his years of living in the Moss.

If asked about the wreck, he knows nothing of it, although there was a big storm last night, and he thought he heard cries and screams on the wind. If pushed he will admit there were more





cries throughout the night, and he will point in the direction of the wreck.

The Wreck

The Adventurers are actually only about 10 minutes walk from the shore and the wrecked ship, though it's impossible to tell because of the fog. When they get to the wreck, they find the ship broken in two on the edge of the marsh, with the sea lapping at the hulk. There are dead Spanish sailors everywhere, and the same sulphurous odour the Adventurers smelt at the site of the soldiers' death.

There are about 20 cannons, and lots of kegs of gunpowder scattered across the Moss, some already sinking into the black ooze.

Stoorworm

As the Adventurers are picking through the ruins, have everyone make a Perception roll. A huge Stoorworm (see below) slithers round one side of the wreck. It is about 20m away. If everyone fails the roll, the Stoorworm will be on them with a terrifying hiss.

It was sleeping beneath the Moss, but was disturbed by the wreck gouging into its resting place. It killed the crew with its poisonous breath and ate a number of them, and has been sleeping off its meal, curled up in one half of the wreck.

Read the following:

Around the side of the wreck comes a fearsome head, like the head of some huge crested snake, followed by yards and yards of scaled body, covered in marsh-slime. A rank, sulphurous odour hits your nostrils. Its eyes are a virulent scum-green and it opens its mouth to reveal rows of ragged fangs. Its head comes up, like a serpent about to strike and, with a hiss, it exhales a cloud of noxious green fumes in your direction.

Check Stoorworm Breath poison (*Clockwork & Chivalry* p.110) and the Poison rules in *RuneQuest II* p.55.

Stoorworm

For information about the Stoorworm, see *Clockwork & Chivalry Core Worldbook* p.109).

Dealing with the Stoorworm

It's quite likely the Adventurers might want to run away, if they realise how dangerous this creature is, and how quickly it regenerates. It will pursue them. The only place to hide is the ruined abbey. Fazakerly will be reluctant to let them in, and there may be a scene where they bang on the door while the worm gets closer, before he relents. Once in there, Fazakerly will insist no-one goes out again until he's made a new Philosopher's Stone. During the night the Stoorworm slithers round the outside of the building, seeking a way in, before retiring back to the wreck.

Alternatively, the Adventurers may just slug it out with the monster, in which case they may have trouble!

Ending

Once the Stoorworm is dealt with, the Adventurers may be able to get four of the cannons on the back of the cart (assuming they have one), and a few barrels of undamaged gunpowder, plus 10D100 shillings worth of Spanish gold.

If they ended up on reasonably good terms with Fazakerly (and particularly if he discovers that Alchemists are now legal and respected in this part of the country) he will return to Glasson with them, where he will be an incredibly annoying presence to the villagers for years to come. In a couple of days' time, Royalist and Parliamentarian troops will turn up to claim the wreck, and a battle may ensue – but that's another story!



Sir Kingsley Freckleton



Nationality: English **Hometown:** Kent **Age:** 27
Gender: M **Hero Points:** 2

Social Class: Nobility **Profession:** Lord **Religion:** Laudian
Faction: Self Interest (Amoral) **RPs:** 60

STR: 11 **CON:** 13 **SIZ:** 11 **INT:** 15 **POW:** 6 **DEX:** 16 **CHA:** 12

Damage Mod: - **Improvement Mod:** - **Move:** 8m
Strike Rank: 16/14* **Combat Actions:** 3

*Unarmoured/armoured

Common Skills: Athletics 47%, Brawn 29%, Culture (Own) 60%,
Dance 50%, Drive 22%, Evade 67%, Evaluate 42%, First Aid 31%,
Influence 69%, Insight 21%, Lore (Rgnl) 60%, Perception 51%,
Persistence 27%, Resilience 42%, Ride 67%, Sing 18%, Sleight 29%,

Stealth 34%, Swim 24%, Unarmed 37%

Advanced Skills: Beliefs (Royalist) 60%, Courtesy 40%, Culture (French) 45%, Dance 50%, Language (English) 80%, Lore (Politics) 45%, Seduction 55%

Combat Styles: Dagger 47%, Pistol 62%, Sword 82%

Armour: Steel Back/Breast Plate (6)

Weapons: Rapier (**Skill:**82% **Size:**M **Reach:**L **Damage:**1D8 **AP:**5 **HP:**8 Impale)

Dagger (concealed) (**Skill:**47% **Size:**S **Reach:**S **Damage:**1D4+1 **AP:**6 **HP:**8 Bleed/Impale)

Pistol X 2 (duelling) (**Skill:**62% **Damage:**2D4+1 **AP:**4 **HP:**4 **Range:**10m **Loading:**2
Bleed/Impale)

Unarmed (**Skill:**37% **Size:**S **Reach:**T **Damage:**1D3 Grip/Take Weapon)

Wealth: 100 Shillings

Equipment: Horse, 2 X sets of clothes, one week's rations, bedroll, Poodle

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

You are Sir Kingsley, an adventurer and a cad. A dissolute Lord, you are ruthless in the pursuit of your own ends. You lost your lands in Kent due to your association with Charles' court. You serve the Royalist cause – but only in as far as you have little alternative. You are quick to jump at any chance to increase your fortune (which is currently rather small, which suits your rakish lifestyle not one jot). You are even quicker to jump at the chance of a romantic dalliance – you treat your wife appallingly, but your mistresses extravagantly. A machiavellian schemer, you are quick to use your blade if you feel it will further your personal agenda. You are unhappy in your current role as a mere messenger for the Royalist garrison in Garstang, but your cousin there owns a manor, and you are without lands. So, you feel obliged to follow your cousin's orders. You suspect your cousin has an ulterior motive for sending you to fetch the dispatches from Lord Derby – your

behaviour with the servant girls having created quite a stir. You have a valet (previously your steward, until you lost your Manor), Master Ambrose Binns. The fellow has served you well, but then, so he should! Truth be told Binns is a weary wretch. You miss the company of the old London court and since coming north have found the locals surly and superstitious, completely lacking sophistication. You wish you had contacts in Rupert's court in Oxford, you would have preferred to live out the war in style rather than grubbing about in Lancashire.

Master Ambrose Binns



Nationality: English **Homeland:** Kent **Age:** 34
Gender: M **Hero Points:** 2

Social Class: Townsman **Profession:** Valet **Religion:** Laudian
Faction: Royalist **RPs:** 35

STR: 12 **CON:** 9 **SIz:** 15 **INT:** 13 **POw:** 10 **DEX:** 12 **CHA:** 12

Damage Mod: +1D2 **Improvement Mod:** - **Move:** 8m
Strike Rank: 13/12* **Combat Actions:** 3

*Unarmoured/armoured

Common Skills: Athletics 46%, Brawn 43%, Culture (Own) 55%, Dance 24%, Drive 47%, Evade 51%, Evaluate 25%, First Aid 25%, Influence 46%, Insight 52%, Lore (Rgnl) 40%, Perception 63%,

Persistence 30%, Resilience 43%, Ride 42%, Sing 22%, Sleight 44%, Stealth 35%, Swim 51%, Unarmed 53%

Advanced Skills: Commerce 49%, Language (English) 76%, Lore (Household Management) 63%, Streetwise 56%, Track 47%

Combat Styles: Sword 48%, Musket 48%

Armour: Buff Coat (sleeved) (1), Soft Leather Cap (1)

Weapons: Sword (**Skill:**48% **Size:**M **Reach:**M **Damage:**1D8 (+1D2) **AP:**6 **HP:**10 Bleed/Impale)

Musket (**Skill:**48% **Damage:**2D8+1 **AP:**4 **HP:**8 **Range:**30m **Loading:**4 Bleed/Impale)

Unarmed (**Skill:**53% **Size:**S **Reach:**T **Damage:**1D3 (+1D2) Grip/Take Weapon)

Wealth: 30 Shillings

Equipment: Horse (poor condition), 2 X sets of clothes, one week's rations, bedroll

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

The Binns have served the Freckletons for generations. You are valet to the current Lord, Sir Kingsley Freckleton. You had been his steward, but since the loss of his lands he has pretty much treated you as a mere personal servant. Sir Kingsley is an ignorant oaf. As his valet you can accept that your Master's word is law as far as you are concerned; you also accept your Master's ambition, though you would prefer he were a little more discreet; you can even accept your Master's recent loss of lands to the Parliamentarians, though it has resulted in demotion. What you find difficult is Sir Kingsley's appalling treatment of his wife, a sweet creature whom he ignores and maligns, while chasing every other pretty girl he meets. You certainly don't wish to contemplate that your bitter resentment of Lady Abigail Freckleton's ill treatment is due to your own feelings for your mistress.

You can see why the Parliamentarians have risen against the monarchy, for there seems little justice in the natural order, when Gentlemen behave like swine. Still, you are wise enough to keep your views to yourself. You are charged with fighting for the Royalist cause in Lancashire. You have taken to hoping that a stray bullet might hit your Master and release you from his service once and for all!



Sir John Johnstone



Nationality: English **Homeland:** Oxfordshire **Age:** 27
Gender: M **Hero Points:** 2

Social Class: Nobility **Profession:** Lord **Religion:** Catholic
Faction: Catholic **RPs:** 64

STR: 14 **CON:** 12 **SIZ:** 8 **INT:** 13 **POW:** 9 **DEX:** 12 **CHA:** 16

Damage Mod: - **Improvement Mod:** +1 **Move:** 8m
Strike Rank: 13/7* **Combat Actions:** 3

*Unarmoured/armoured

Common Skills: Athletics 68%, Brawn 49%, Culture (Own) 70%, Dance 48%, Drive 21%, Evade 57%, Evaluate 45%, First Aid 25%, Influence 78%, Insight 67%, Lore (Rgnl) 59%, Perception 46%, Persistence 18%, Resilience 44%, Ride 51%, Sing 35%, Sleight 28%, Stealth 35%, Swim 46%, Unarmed 46%

Advanced Skills: Art (Poetry) 55%, Beliefs (Catholicism) 47%, Commerce 47%, Courtesy 60%, Language (English) 76%, Lore (Theology) 50%, Oratory 45%

Combat Styles: Sword 64%, Pistol 54%

Armour: Cuirassier Plate (no arms) (6)

Weapons: Sword (**Skill:**64% **Size:**M **Reach:**M **Damage:**1D8 **AP:**6 **HP:**10 Bleed/Impale)

Pistol (Duelling) (**Skill:**54% **Damage:**2D4+1 **AP:**4 **HP:**4 **Range:**10m **Loading:**2 Bleed/Impale)

Unarmed (**Skill:**46% **Size:**S **Reach:**T **Damage:**1D3 Grip/Take Weapon)

Wealth: 300 Shillings

Equipment: Horse, 2 X sets of clothes, one week's rations, bedroll

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

You might be lacking in stature, but you are full of heart. You rode from Oxford months ago, on Rupert's orders. You are now garrisoned near Preston, charged with harassing the Parliamentarians thereabouts. When you are not leading daring missions to capture prisoners, hamper supplies or otherwise inconvenience the rebels, you spend your time in quiet contemplation and prayer. You are a practising Catholic and are thus delighted to meet Lord Derby, the foremost Catholic in the land. You wish that Prince Rupert shared your faith. You are convinced that the only way to liberate England from the heretical Puritans is to invite the Catholic armies of Europe to invade, sweeping away Cromwell (who is surely a demon) and restoring the "old faith". You have been pleasantly surprised how many Lancashire folk share your views. Perhaps once the war is over you might purchase a house locally as it would be refreshing to live amongst people who have retained their loyalty to Rome.

Luke Sweetham



Nationality: English **Homeland:** London **Age:** 26
Gender: M **Hero Points:** 2

Social Class: Gentry **Profession:** Soldier **Religion:** Laudian
Faction: Royalist **RPs:** 63

STR: 10 **CON:** 11 **SIZ:** 10 **INT:** 13 **POW:** 11 **DEX:** 11 **CHA:** 15

Damage Mod: -1D2 **Improvement Mod:** +1 **Move:** 8m
Strike Rank: 12/10* **Combat Actions:** 2

*Unarmoured/armoured

Common Skills: Athletics 41%, Brawn 40%, Culture (Own) 66%, Dance 46%, Drive 32%, Evade 42%, Evaluate 38%, First Aid 24%, Influence 68%, Insight 54%, Lore (Rgnl) 56%, Perception 64%,

Persistence 22%, Resilience 42%, Ride 52%, Sing 46%, Sleight 26%, Stealth 34%, Swim 21%, Unarmed 41%

Advanced Skills: Art (Poetry) 70%, Beliefs (Royalist) 45%, Courtesy 65%, Craft (Printing) 48%, Language (English) 90%, Lore (Siegeworks) 42%, Lore (Tactics) 42%, Oratory 50%, Seduction 59%

Combat Styles: Pistol 52%, Carbine 42%, Sword 53%

Armour: Buff Coat (sleeveless) (1), Helmet (6)

Weapons: Carbine (**Skill:**42% **Damage:**2D6+1 **AP:**4 **HP:**6 **Range:**12m **Loading:**3 Bleed/Impale)

Sword (**Skill:**53% **Size:**M **Reach:**M **Damage:**1D8 (-1D2) **AP:**6 **HP:**10 Bleed/Impale)

Pistol X 2 (Duelling) (**Skill:**52% **Damage:**2D4+1 **AP:**4 **HP:**4 **Range:**10m **Loading:**2 Bleed/Impale)

Unarmed (**Skill:**41% **Size:**S **Reach:**T **Damage:**1D3 (-1D2) Grip/Take Weapon)

Wealth: 60 Shillings

Equipment: Horse, 2 X sets of clothes, one week's rations, bedroll

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

The Cavalier's Cavalier, you might only be a member of the minor Gentry, but you have far more powerful friends. Before the war you were a rake, poet and romantic, lauded by the London sophisticates for your witty prose. Since the beginning of the conflict you have dedicated yourself to learning the art of soldiering – determined to restore the monarchy to its rightful place at the head of the nation.

You are a man of honour, a true gentleman.



Lancelot Pritchard



Nationality: English **Homeland:** Lancashire **Age:** 28
Gender: M **Hero Points:** 2

Social Class: Townsman **Profession:** Soldier (see bio)
Religion: Puritan **Faction:** (see bio) **RPs:** 70

STR: 13 **CON:** 10 **SIZ:** 11 **INT:** 15 **POW:** 8 **DEX:** 14 **CHA:** 8

Damage Mod: - **Improvement Mod:** - **Move:** 8m
Strike Rank: 15/13* **Combat Actions:** 3

*Unarmoured/armoured

Common Skills: Athletics 60%, Brawn 44%, Culture (Own) 67%, Dance 22%, Drive 26%, Evade 58%, Evaluate 23%, First Aid 39%, Influence 36%, Insight 47%, Lore (Rgnl) 60%, Perception 53%, Persistence 16%,

Resilience 40%, Ride 62%, Sing 16%, Sleight 52%, Stealth 59%, Swim 43%, Unarmed 47%

Advanced Skills: Beliefs (Own) 60%, Beliefs (Royalist) 45%, Commerce 42%, Disguise 42%, Gambling 46%, Language (English) 80%, Streetwise 50%, Track 60%

Combat Styles: Carbine 60%, Dagger 58%, Sword 64%

Armour: Buff Coat (sleeved) (1), Helmet (6)

Weapons: Carbine (**Skill:**60% **Damage:**2D6+1 **AP:**4 **HP:**6 **Range:**12m **Loading:**3 Bleed/Impale)

Dagger (**Skill:**58% **Size:**S **Reach:**S **Damage:**1D4+1 **AP:**6 **HP:**8 Bleed/Impale)

Rapier (**Skill:**64% **Size:**M **Reach:**L **Damage:**1D8 **AP:**5 **HP:**8 Impale)

Unarmed (**Skill:**47% **Size:**S **Reach:**T **Damage:**1D3 Grip/Take Weapon)

Wealth: 50 Shillings

Equipment: Horse, 2 X sets of clothes, one week's rations, bedroll, documents (stolen)

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

You are a solid cavalryman, loyal to the Earl of Derby. Well, that is what you like everyone to think. In fact you are a Spy, working for Cromwell and Parliament. You are motivated by religious enthusiasm – you hate Catholics, and Derby is a Catholic. You would assassinate the fellow, but your orders are to defer such a strike – it is more important to your Paymasters that you continue as a messenger for the Earl, as it gives your comrades-in-arms much needed information, allowing them to stay one step ahead of the Royalists in Lancashire.

Captain Giles Horne



Nationality: English **Homeland:** Cambridgeshire **Age:** 30
Gender: M **Hero Points:** 2

Social Class: Middle **Profession:** Soldier
Religion: Presbyterian **Faction:** Presbyterian **RPs:** 64

STR: 16 **CON:** 13 **SIZ:** 13 **INT:** 13 **POW:** 9 **DEX:** 15
CHA: 9

Damage Mod: +1D2 **Improvement Mod:** - **Move:** 8m
Strike Rank: 14/11* **Combat Actions:** 3

*Unarmoured/armoured

Common Skills: Athletics 66%, Brawn 59%, Culture (Own) 56%, Dance 24%, Drive 44%, Evade 50%, Evaluate 34%, First Aid 38%, Influence 48%, Insight 42%, Lore (Rgnl) 56%, Perception 42%, Persistence 18%, Resilience 51%, Ride 64%, Sing 18%, Sleight 24%, Stealth 48%, Swim 39%, Unarmed 61%

Advanced Skills: Art (Painting) 30%, Beliefs (Presbyterian) 39%, Commerce 36%, Courtesy 29%, Language (English) 76%, Lore (Engineering) 30%, Lore (Siegeworks) 58%, Lore (Tactics) 48%, Streetwise 47%

Combat Styles: Carbine 60%, Sword 71%

Armour: Buff Coat (sleeved) (1), Cavalry Boots (1), Helmet (6)

Weapons: Carbine (**Skill:**60% **Damage:**2D6+1 **AP:**4 **HP:**6 **Range:**12m **Loading:**3 Bleed/Impale)

Sword (**Skill:**71% **Size:**M **Reach:**M **Damage:**1D8 (+1D2) **AP:**6 **HP:**10 Bleed/Impale)

Unarmed (**Skill:**61% **Size:**S **Reach:**T **Damage:**1D3 (+1D2) Grip/Take Weapon)

Wealth: 50 Shillings

Equipment: Horse, 2 X sets of clothes, one week's rations, bedroll

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

Originally a Parliamentarian, you dislike Cromwell's Independent Party so much that you have changed sides. You are a Presbyterian. You had been led to believe that the Parliamentarians would support the establishment of a national Presbyterian congregation. Instead, it seems that if Parliament wins, every man will be responsible for his own worship – which will no doubt lead to the abandonment of God and the pursuit of individual pleasures. So you have changed sides, ignoring the calls of "turncoat". Now you follow Rupert, who at least supports the establishment of a national religion. Sent to the north to serve Derby, you are beginning to wish you hadn't joined the Royalists. The place is riddled with damned Catholics, and worst of all, Derby himself is a bloody Papist!



Appendix:

In which the curriculum vitae of a number of persons, both proud and humble, are presented for your immediate convenience

The following Adventurers can be used in the *Kingdom & Commonwealth*, or any similar campaign. They are complete, aside from adding in the Background Connections between them. It is suggested that you do encourage your players to create such links – it will ensure that the Adventurers all have some bond between them as they set out on their perilous journey.



Nora Millar



Nationality: English **Homeland:** Wardington **Age:** 23
Gender: F **Hero Points:** 2

Social Class: Townswoman **Profession:** Smuggler **Religion:** None
Faction: Digger **RPs:** 54

STR: 11 **CON:** 12 **SIZ:** 11 **INT:** 13 **POW:** 7 **DEX:** 11 **CHA:** 11

Damage Mod: - **Improvement Mod:** - **Move:** 8m
Strike Rank: 12/11* **Combat Actions:** 2

*Unarmoured/armoured

Common Skills: Athletics 26%, Brawn 23%, Culture (Own) 56%, Dance 22%, Drive 38%, Evade 55%, Evaluate 64%, First Aid 34%, Influence 62%, Insight 62%, Lore (Rgnl) 71%, Perception 55%, Persistence 44%,

Resilience 52%, Ride 18%, Sing 18%, Sleight 66%, Stealth 54%, Swim 23%, Unarmed 29%

Advanced Skills: Beliefs (Diggers) 55%, Commerce 44%, Craft (Mechanic) 24%, Disguise 73%, Gambling 30%, Language (English) 74%, Lore (Geography) 26%, Streetwise 48%

Combat Styles: Dagger 62%, Pistol 32%

Armour: Soft Leather Jerkin (1)

Weapons: Hairpin Dagger (**Skill:**62% **Size:**S **Reach:**S **Damage:**1D4+1 **AP:**6 **HP:**8 Bleed/Impale)

Pistol (Flintlock) (**Skill:**32% **Damage:**1D6+2 **AP:**4 **HP:**4 Bleed/Impale **Range:**5m **Loading:**3)

Unarmed (**Skill:**22% **Size:**S **Reach:**T **Damage:**1D3 Grip/Take Weapon)

Wealth: 150 shillings (overall, not carried at all times)

Equipment: 2 X sets of clothes, one week's rations, bedroll, razor

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

Nora is dedicated to helping a Digger community. Although she has little wish to actually live such a secluded life herself, she stayed in the commune while "lying low" for a while, and decided that they were good people. Knowing that Nora was restless, and that she had a way of "finding" resources, the community have charged her with gathering supplies and garnering allies. Nora despises rich people, but she has a few contacts. She nursed a wealthy Royalist back to health, after he had contracted plague, and won his gratitude. Likewise, she has heard that Sir Reginald is trying to forge a peace, and wonders if this might extend to helping safeguard the Diggers. Nora often disguises herself as a man while travelling, and few see through the disguise.



William Oswaldthistle



Nationality: English **Homeland:** Northumberland **Age:** 30
Gender: M **Hero Points:** 2

Social Class: Gentry **Profession:** Mercenary **Religion:** Laudian
Faction: Self Interest (Greed) **RPs:** 46

STR: 11 **CON:** 13 **SIZ:** 13 **INT:** 13 **POW:** 8 **DEX:** 16 **CHA:** 9

Damage Mod: None **Improvement Mod:** None **Move:** 8m
Strike Rank: 15/11* **Combat Actions:** 3

*Unarmoured/armoured

Common Skills: Athletics 42%, Brawn 39%, Culture (Own) 56%,
Dance 25%, Drive 28%, Evade 37%, Evaluate 72%, First Aid 30%,

Influence 18%, Insight 39%, Lore (Rgnl) 56%, Perception 52%, Persistence 26%, Resilience 56%, Ride 39%,
Sing 17%, Sleight 25%, Stealth 34%, Swim 24%, Unarmed 67%

Advanced Skills: Art (Sculpture) 17%, Beliefs (Royalist) 29%, Beliefs (Laudian) 29%, Commerce 22%,
Courtesy 22%, Craft (Pottery) 29%, Language (English) 72%, Lore (Artillery) 46%, Lore (Geography) 56%,
Lore (Tactics) 26%, Oratory 17%, Seduction 52%

Combat Styles: Black Powder weapons 72%, Musket Combat 47%, Sword 79%, Sword and Dagger 67%

Armour: Buff Coat (sleeved) (1), Backplate (6), Breast Plate (6), Leather Cap (1), Long Boots (1).

Weapons: Sword (**Skill:**79% **Size:**M **Reach:**M **Damage:**1D8 **AP:**6 **HP:**10 Bleed/Impale)

Unarmed (**Skill:**67% **Size:**S **Reach:**T **Damage:**1D3 Grip/Take Weapon)

Wealth: 840 Shillings (overall, not carried at all times)

Equipment: 2 X sets of ordinary clothes, 1 week's rations, bed roll

William Oswaldthistle comes from a comfortable family. His father owns a pleasant estate in

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

Northumberland. William is fond of his (many) brothers and sisters, but nevertheless left home at an early age, to join a Mercenary company. He soon found himself fighting abroad, in the European wars. William was partly excited by the prospect of adventure, and in particular the acquisition of riches. But William has another reason for being happy to leave his home area. William is convinced that he is visited by ghosts and spirits, who talk to him and tell him of their woes. When he was younger, and less guarded about such matters, he made the mistake of telling his friends about the visitations. That turned out to be a big mistake. Rumours abounded locally that he was at best mad, at worst bewitched. Thankfully his new comrades-in-arms were untroubled by such tales – they had more earthly concerns.

Already disillusioned by the fighting overseas, the now battle-hardened William returned to fight for Charles I. His experience in the Royalist army was an unhappy one. He found himself commanded by fools to fight impossible battles. Having slipped out of the formal ranks, William is now hoping to turn his hand once more to Mercenary work. He would rather work for a private employer, such as Sir Reginald Perkinson (whom he holds in high regard), than for one of the larger armed camps. If he can make some serious coin along the way, all the better.

Sir Kenelm Partington-Smythe



Nationality: English **Homeland:** Oxfordshire **Age:** 28
Gender: M **Hero Points:** 2

Social Class: Noble **Profession:** Cavalier **Religion:** Catholic
Faction: Catholic **RPs:** 50

STR: 12 **CON:** 5 **SIZ:** 14 **INT:** 10 **POW:** 9 **DEX:** 12 **CHA:** 11

Damage Mod: +1D2 **Improvement Mod:** - **Move:** 8m
Strike Rank: 11/9* **Combat Actions:** 2

*Unarmoured/armoured

Common Skills: Athletics 40%, Brawn 56%, Culture (Own) 50%,
Dance 28%, Drive 51%, Evade 28%, Evaluate 21%, First Aid 22%,
Influence 67%, Insight 24%, Lore (Rgnl) 53%, Perception 30%,

Persistence 48%, Resilience 54%, Ride 72%, Sing 50%, Sleight 23%, Stealth 22%, Swim 47%, Unarmed 28%

Advanced Skills: Art (Featherwork) 20%, Art (Poetry) 20%, Beliefs (Catholic) 43%, Courtesy 40%, Craft (Taxidermy) 22%, Language (English) 71%, Lore (Ornithology) 20%, Oratory 30%

Combat Styles: Sword and Pistol 83%, Sword and Poinard 73%

Armour: Steel Breast/Back Plate

Weapons: Sword (**Skill:**83% **Size:**M **Reach:**M **Damage:**1D8 (+1D2) **AP:**6 **HP:**10 Bleed/Impale)

Unarmed (**Skill:**28% **Size:**S **Reach:**T **Damage:**1D3 (+1D2) Grip/Take Weapon)

Poinard (**Skill:**73% **Size:**S **Reach:**S **Damage:**1D4 (+1D2) **AP:**4 **HP:**5 Bleed/Impale)

Pistol (duelling) (**Skill:**83% **Damage:**2D4+1 **AP:**4 **HP:**4 Bleed/Impale **Range:**10m **Loading:**2)

Wealth: 2100 shillings (overall, not carried at all times)

Equipment: 2 X sets of clothes, one week's rations, flask of good wine, 600 shillings' worth of expensive jewellery, one set of expensive clothes, a horse

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

Sir Kenelm is a bluff, jovial fellow. The younger son of a minor Lord, he was debilitated through illness as a child. Never really recovering, Sir Kenelm decided to learn the arts of war regardless, and despite his weak, though portly, frame, has conditioned himself best as he can. He is a staunch Catholic, although he keeps his beliefs to himself, by and large. His religion is a matter of family tradition, and a private affair, so although he will not betray his Faction, he is not looking to convert the confused masses who seem to have turned their back on the Old Faith.

Despite his privilege, Sir Kenelm doesn't look down on anyone. He is polite and helpful and will always seek to aid a damsel in distress, believing in the knightly virtues of yore. He rallied to Charles' flag at the outset of war, but following injury, retired. He is convinced that the war is madness, holds no malice against anybody, and just wishes the

clock could be put back to simpler times. He is a reasonably close friend of Sir Reginald Perkinson, through his military service, although he has not met the Alchemist's family. Sir Kenelm is obsessed with creating the fanciest hats in Christendom. To this end he collects feathers, and is always on the look out for rare birds with beautiful plumage that he can shoot out of the sky.



Noah Fairfax



Nationality: English **Homeland:** Cambridgeshire **Age:** 26
Gender: M **Hero Points:** 2

Social Class: Middle **Profession:** Scholar **Religion:** Presbyterian
Faction: Presbyterian **RPs:** 49

STR: 13 **CON:** 17 **SIZ:** 11 **INT:** 17 **POW:** 12 **DEX:** 13 **CHA:** 12

Damage Mod: - **Improvement Mod:** - **Move:** 8m
Strike Rank: 15 **Combat Actions:** 3

Common Skills: Athletics 36%, Brawn 34%, Culture (Own) 74%,
Dance 26%, Drive 40%, Evade 49%, Evaluate 64%, First Aid 30%,
Influence 64%, Insight 58%, Lore (Rgnl) 69%, Perception 60%,
Persistence 44%, Resilience 44%, Ride 40%, Sing 24%, Sleight 25%,

Stealth 33%, Swim 30%, Unarmed 48%

Advanced Skills: Art (Clockwork Design) 74%, Beliefs (Presbyterian) 33%, Commerce 29%, Courtesy 29%,
Craft (Clockwork) 50%, Engineering 54%, Language (English) 79%, Language (Latin) 49%, Lore (History)
20%, Lore (Mechanical Philosophy) 54%, Lore (Theology) 34, Streetwise 34%

Combat Styles: Sword 56%

Armour: None

Weapons: Sword (**Skill:**56% **Size:**M **Reach:**M **Damage:**1D8 **AP:**6 **HP:**10 Bleed/Impale)

Unarmed (**Skill:**48% **Size:**S **Reach:**T **Damage:**1D3 Grip/Take Weapon)

Wealth: 1250 shillings (overall, not carried at all times)

Equipment: 2 X sets of clothes, one week's rations, drawing tools, small tool set, bedroll, basic camping kit

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

Noah was a Scholar at Cambridge where he engaged his considerable brain power in working on Clockwork designs. He is still firm friends with some of his colleagues, but fell out with the head of his design team, a Professor Swift. Noah had let slip how disillusioned he was with the war, and the dim view he took of the regicide. Professor Swift had no concern for Noah's qualms, instead telling him to get on with designing bigger and deadlier machines.

Noah has left Cambridge in haste, swearing to have nothing more to do with the war effort. He has headed toward Oxford, where he has been kicking his heels these past few days, wondering what to do and where to go. He knows his former patron Henry Ireton is an important man in the Parliamentary army, and he has written to him, asking for an extended leave of absence. He knows it is a risk, but at least he feel he is doing the right thing going through the official channels.

Lady Belenda Stobart



Nationality: Scottish **Homeland:** Edinburgh **Age:** 23
Gender: F **Hero Points:** 2

Social Class: Noble **Profession:** Alchemist **Religion:** Laudian
Faction: Self Interest (Revenge) **RPs:** 59

STR: 10 **CON:** 8 **SIZ:**9 **INT:** 13 **POW:** 17 **DEX:** 11 **CHA:** 12

Damage Mod: -1D2 **Improvement Mod:** - **Move:** 8m
Strike Rank: 12/10 **Combat Actions:** 2

*Unarmoured/armoured

Common Skills: Athletics 21%, Brawn 30%, Culture (Own) 56%,
Dance 23%, Drive 38%, Evade 36%, Evaluate 35%, First Aid 29%,
Influence 58%, Insight 61%, Lore (Rgnl) 26%, Perception 59%,

Persistence 44%, Resilience 38%, Ride 38%, Sing 29%, Sleight 49%, Stealth 34%, Swim 18%, Unarmed 24%

Advanced Skills: Beliefs (Royalist) 40%, Courtesy 45%, Commerce 25%, Craft (Torture) 36%, Elemental Casting (Earth) 60%, Elemental Casting (Fire) 60%, Language (English) 75%, Lore (Alchemy) 60%, Lore (Poisons) 46%, Seduction 35%

Combat Styles: Sword 31%, Pistol 32%

Armour: Padded Linen Jacket and Hat (2) Also, see equipment, below.

Weapons: Sword (**Skill:**31% **Size:**M **Reach:**M **Damage:**1D8 (-1D2) **AP:**6 **HP:**10 Bleed/Impale)

Unarmed (**Skill:**24% **Size:**S **Reach:**T **Damage:**1D3 (-1D2) Grip/Take Weapon)

Pistol (duelling) (**Skill:**32% **Damage:**2D4+1 **AP:**4 **HP:**4 Bleed/Impale **Range:**10m **Loading:**2)

Wealth: 1000 shillings (overall, not carried at all times)

Equipment: 2 X sets of clothes, one week's rations, flask of good wine, 400 shilling wedding ring, one set of courtly clothes, 5 flasks of potion substrate, portable alchemical lab, mule, healing kit, lantern, oil, basic camping kit, Belenda also has a full set of Plate Armour (her former husband's, which she has modified), which, if she were to don, she can hardly move in.

Spells: Dominate Familiar, Skybolt, Dragon's Breath

D20	Hit Location	AP/HP
1-3	R Leg	0/4
4-6	L Leg	0/4
7-9	Abdomen	2/5
10-12	Chest	2/6
13-15	R Arm	0/3
16-18	L Arm	0/3
19-20	Head	2/4

Belenda was happily married to an English aristocrat. She travelled from her native Scotland at a young age, to live with him, and quickly grew to love him. Her husband was a powerful Alchemist, loyal to Prince Rupert, and a close friend of Sir Reginald Perkinson. Her husband died following a raid on the family home – strangers burst into the house and killed the steward and Lord Stobart. Belenda was only saved because she was out riding when her home was invaded. She returned to find the bodies, strangely charred, and from that moment on determined to find and slay the killers.

She started her investigations ruthlessly – paying Mercenaries to bring other hired killers for her to question – but to no avail. She studied her husband's books, locking herself in his laboratory for nearly a year. She learnt much of his art, but little to help her in identifying the killers. Restless, she has decided to take to the road – Oxford holds no

answers, she must leave. But she is unsure where to go and realises that travel is hardly safe at present.



Reece Buckingland



Nationality: English **Hometown:** Cambridgeshire **Age:** 26
Gender: M **Hero Points:** 2

Social Class: Townsman **Profession:** Spy **Religion:** Puritan
Faction: Parliamentarian **RPs:** 36

STR: 13 **CON:** 11 **SIz:** 10 **INT:** 18 **POw:** 9 **DEX:** 16 **CHA:** 15

Damage Mod: - **Improvement Mod:** +1 **Move:** 8m
Strike Rank: 17/16 **Combat Actions:** 3

*Unarmoured/armoured

Common Skills: Athletics 29%, Brawn 23%, Culture (Own) 66%,
Dance 31%, Drive 35%, Evade 37%, Evaluate 63%, First Aid 54%,
Influence 70%, Insight 52%, Lore (Rgnl) 71%, Perception 52%, Persistence 23%, Resilience 42%, Ride 35%,
Sing 24%, Sleight 66%, Stealth 64%, Swim 24%, Unarmed 39%

Advanced Skills: Beliefs (Catholic) 46%, Beliefs (Parliamentarian) 36%, Culture (French) 46%, Gambling 37%,
Language (English) 86%, Language (French) 43%, Lore (Geography) 46%, Streetwise 44%, Track 29%

Combat Styles: Dagger 69%, Black Powder 62%

Armour: Buff coat (sleeveless) (1)

Weapons: Dagger (**Skill:**69% **Size:**S **Reach:**S **Damage:**1D4+1 **AP:**6 **HP:**8 Bleed/Impale)

Pistol (Flintlock) (**Skill:**62% **Damage:**1D6+2 **AP:**4 **HP:**4 Bleed/Impale **Range:**5m **Loading:**3)

Unarmed (**Skill:**39% **Size:**S **Reach:**T **Damage:**1D3 Grip/Take Weapon)

Wealth: 150 shillings (overall, not carried at all times)

Equipment: 2 X sets of clothes, one week's rations, bedroll, one set of fine clothes, healer's kit

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

Reece joined the trained bands as a youngster, but was quickly singled out by his commanding officer, due to his razor sharp wits. He was referred to meet with Henry Ireton, who saw the potential the lad had. Ireton recruited Reece to undertake spying missions. He already knew a little French, courtesy of his mother, and was schooled in the ways of the Catholic church and sent out hunting Catholic Spies. Reece was happy enough to do as he was told for a while, and even had some success. Posing as a French Merchant he helped entrap many covert Catholics.

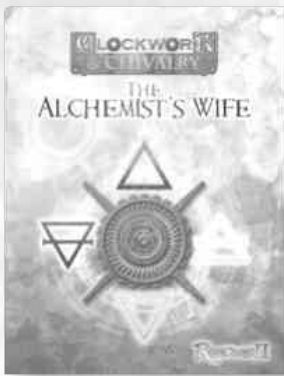
Reece began to be troubled by the job – he had little sympathy for Catholicism, but began to wonder if the people he was exposing were so devilish, after all. Many of them seemed little different to anyone else, aside from their preferred form of worship. Reece decided to face up to his misgivings, and told Ireton of his newfound reservations. To

his surprise Ireton was sympathetic, possibly just because he didn't want Reece to go about his work in a half-hearted manner. Whatever the reason, Ireton told Reece that he would find him a more suitable role. Reece is fiercely loyal to Henry Ireton, in fact he trusts the man far more than he does Cromwell, whom he thinks has got far too big for his boots.

The Kingdom & Commonwealth Campaign

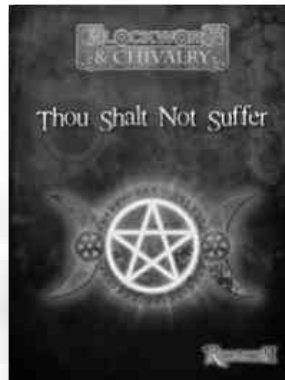
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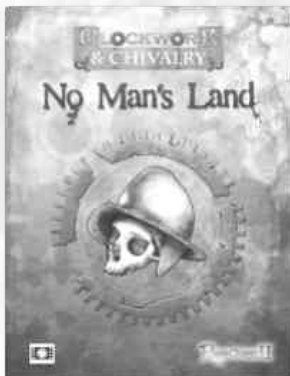
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