



**Board Enterprises proudly presents
Build Your Fantasy World in**

Small Bites

THE CHIVALROUS KNIGHTS OF MYORK

aka All About Knights and Nobility



Y? Y? Y!

INTRODUCTION

Welcome to what was almost our first edition of Small Bites. Halfway through it, we realized that it was less about noble knights and more about the vators - the men-at-arms.

So this is going to stress both the noble aspect and the heavily armored aspect of our knight archetype. No, we didn't forget their horses, but those were covered in a strong way by All About Equines.

We're going to try not to waste time and space here, so let's jump in. Please never forget - We want you to be involved in the project. We want you to let us know what you're looking for. We have already adjusted the schedule and priority of the various editions to give our Patreon patrons what they wanted and we will happily do it again. But you have to let us know!

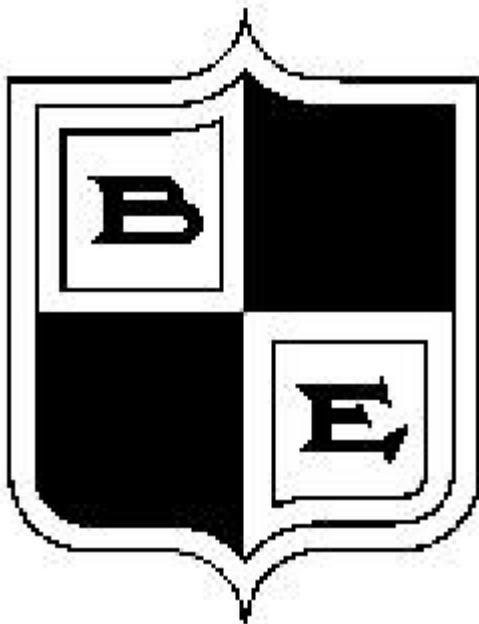


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We've moved Y? Y? Y! to the front of this edition for an important reason. We need to explain the long term plan and how it is going to play out going forward. Assuming this is not your first **Small Bites** edition, you've sensed the trend, but let's lay it out fully:

In The Avatar of Manoto, we introduced the war god Manoto and his placement of an avatar or demi-god in the mortal world. He did this because he received a prophesy of an upcoming holy war and he was trying to delay it or at least prepare for it.

In The Mercenary Vators of Myork, we introduced the military might of Myork. Here was an entirely different style of warrior and soldier than had been introduced in Avatar.

In the Harpoon Happy Whalers of Scaret, we showed you a different style of campaign that included different religions, "evil" cults and minor deities trying to have an impact on the world.

Here in The Noble Knights of Myork, we're going to continue the stories about Myork, her military and how they keep getting themselves involved in the activities going on in the continent of Drentae.

Each edition had news and details involved in the upcoming holy war between some of the gods of the Dinsthain Pantheon and some of the gods of the Jemmistake Pantheon. Each (of the other three editions) had a Campaign Starter Kit that could legitimately take beginning characters and prepare them for the upcoming "main event" by building their related activities as well as placing them in the general region where most of the action will take place.

So how are we going to do this? Well, in addition to what you are reading now, we will soon publish an edition entitled Paladin vs. Paladin aka All About Holy Wars. But there will be a change. We will not be putting out a free World Walker edition. All our Patreon patrons will get the edition as they always have, but there will be no free version.

In addition to the standard Game Master edition, we will also be publishing a companion piece that will go into far more depth about all of the campaigns (and CSKs) that build into this global event. Where the GM edition will continue to give advice on how to run major wars and present a ton of information, the companion piece will lay it out more like a campaign, with mission descriptions and broader guidance on loot and enemies.

Since there will be a World Walker edition of this book, we felt we needed to be clear on what would be available in the near future. We're not trying to cliff hanger anyone, but we have sort of been giving the milk away for free.

FLETNERN WIKI

Chreckrike Street

Site

Chreckrike Street is a street in Myork, famed for military tailors. Chreckrike Street tailors specialize in military uniforms, including the intricate uniforms of the various battalions and orders. On Chreckrike Street, knights and other nobles can get all of their tailoring done, including accessory items. Capes, cloaks, sashes, gloves, etc. are all for sale, and of course, everything is fitted to the individual, so there is no “off the shelf” here. Their embroidery of insignias is not only of the highest skill, but they know nearly every emblem and coat of arms.

Council of Knights (Myork)

Group

Within the city-state of Myork, a knight is a land owner who is allowed to vote within the Council of Knights. The Council of Knights is a 100 person body that passes laws for the city-state. It is the ruling body of the city-state, and the Prince General is only a first among equals. He too only gets one vote, but minor matters are often left to the Prince General to administer when the Council is not gathered.

Often times, the terms “knight” and “baron” are used interchangeably, but Knights get to vote on the Council and Barons simply own tracts of land. It is uncommon, but one could be a Knight and not a Baron (most Knights are also Barons). So, a Knight gets to vote, and a Baron owns land. A Baronet is an unofficial term, often used for one who owns something of value that doesn’t happen to be a large tract of land. Baronets often own ships or businesses within one of the cities or towns. This does not mean that every tavern owner is considered a Baronet. A Baronet would be a wealthy person who has received the respect of his neighbors due to his wealth and/or business prowess.

The few Knights on the Council who are not Barons or Baronets are always fighting men of great renown. Most commonly they are officers or leaders, but there have been soldiers of such skill that they were added to the Council.

Election to the Council requires a vote of the other members of the Council. A candidate must receive 60% +1 vote to be elected to the Council. Special preference is given to the heirs of recently deceased Knights, so membership on the Council is typically hereditary.

Before the military coup of 539, Knights were placed on the Council by order of the king, who also respected most rights of succession. This Council was far less formal and was seen as an advisory body to the king. It

is only under the “regents” that the Council has become a legislature.

Court of Chivalry (Myork)

Group

The Court of Chivalry in Myork is set up as a court of law including judges and clerical staff. But while many people assume that this court is set up to maintain the knightly orders code of conduct, it is nothing of the sort. The Court of Chivalry has jurisdiction over heraldry and heraldic devices. If two coats of arms look too much alike, it is the job of the Court to determine who has the earlier claim to the design and award the design to that family. If two brothers seek to split their family and both want the same coat of arms, the Court will decide who deserves it more.

To the nobles of Myork, the Court of Chivalry is a vital part of maintaining justice and decency. To the commoners, it is a foolish waste of time and resources and is proof that the nobles take themselves far too seriously.



Dargecail Avenue

Site

Dargecail Avenue is the official name of the Street of the Smiths also known as the Street of the Armor Crafters. This is where the elite in Myork go to have their armor made. While these armors are suitable for warfare, they are most often extremely ornate and would never be used in battle for fear of scratching and denting the art work.

Dargecail Avenue is where the most skilled armor etchers and other decorators ply their trade. While there are still armorers and metal smiths crafting the armor pieces, most of the forging is done elsewhere and the decorating is done on Dargecail Ave.



Delta Dawn

City

Delta Dawn is town built near the delta of the Yilldre Condrontra. Other than Myork, it is the largest city in the region, but the river's delta prevents ocean-going vessels from docking here. Despite its lack of continental commerce, it is some of the best farming on the continent. Delta Dawn is the home of 18,000 humans and 4,000 elves. Unlike Myork, it is a fairly open and liberal society. While it is ruled by the Grand Duke Archerown Tyndeeruy, several knights loyal to Myork have built strongholds within the town's expansive city limits. Most of the people who live here accept the uneasy truce between Tyndeeruy and Myork, though many also have plans for the day when the truce fails and Myork comes to take possession of the town.

Delta Dawn is a beautiful city laid across lush, grassy hills. A series of well-maintained levies keep the flood waters of the Yilldre Condrontra away from the city, while pushing them into the irrigation systems for the nearby farmlands. The annual flooding is so extensive, that there are very few roads into the city. Travelers are expected to arrive by river boat. Delta Dawn is an Anglic city, though the elven influences are noticeable. Despite its size, it is mainly a rural, agricultural society. There is a high amount of river travel, but these people are mainly agricultural as well.

Grand Duke Tyndeeruy maintains a strong castle, protected by stout walls and wide moats. He maintains over 100 soldiers and knights. While he has no navy, he has stocked his castle with siege weapons and the staff to use them. All of this is needed mainly as a threat against aggression from Myork. Delta Dawn's position makes it an extremely strategic base should Myork ever declare war on the elves and druids of the Circle Forest.

Divine Quest, Knights of the

Group

The Knights of the Divine Quest is a semi-secret, semi-religious order. The Order is dedicated to various gods of battle, especially those associated with strategy and tactics, but its distribution across the world changes the names of these gods by region.

The Divine Quest mentioned in their name is the desire of this organization to bring peace to the world. They believe that the only way to bring peace is through strength. In pursuit of this, they will often involve themselves in conflicts outside of Myork's legal boundaries, which has brought some questions from Myork's rivals.

These knights are a loose confederation and hold no legal standing.

Dragon King

Individual

The Dragon King is actually Illiono. Illiono is a harrsmon warlord who has convinced a powerful (but rather stupid) grand dragon to be his steed. Illiono has been trying to gather a dragon force that will be able to sack and take Myork. He believes that he can give the loot to the dragons, while taking the city for himself. He sees them simply as a means to an end and is becoming too confident for his dangerous situation.

The Dragon King has been raiding some of the more distant Anglic towns, trying to prove to the dragons the ease of the conquest and the rewards. Most of the dragons realize the foolishness of the idea, knowing that the knights of Myork have trained for centuries in the killing of dragons. While a sufficient number of dragons could probably destroy Myork, they would not have the ability to capture the city intact.

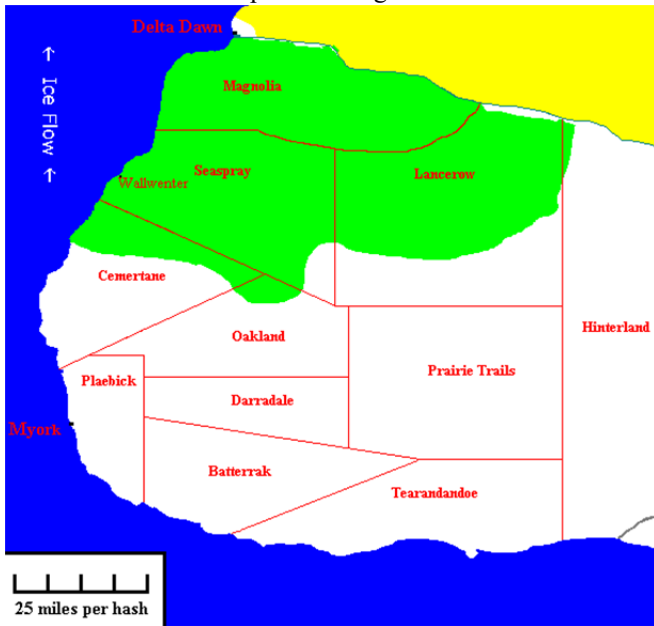
Martial Zones (Myork)

Region

The territory controlled by the City-State of Myork is broken into "Martial Zones". Each zone is under the authority of a Marshal. These Marshals are not feudal lords, they are military commanders and peace keepers. Each leads an army and administers several castles and garrisons.

The average citizen during times of peace has no need to be concerned about which zone they are in. Day to day life goes on without any regard for the zones. Other than check points on some of the roads, the zone

borders are meaningless. Should bandits or a dragon come rampaging into the area, having a capable Marshal becomes the most important thing.



Zone	Location	Marshal
Batterrak	southern central	Hemptoun
Cemertane	west	Meynwhant
Darradale	central south	Semtemsens
Hinterland	distant east	Haggerty
Lancerow	northeast	Faeldiggon
Magnolia	northernmost	Craggrech
Oakland	central north	Whenteng
Plaeback	southwest	Demblode
Prairie Trails	east	Llwydrapre
Seaspray	northwestern	Whistrulle
Tearandandoe	southeastern	Pageunt

Revolution City City

Revolution City is a small, coastal town between Chulme and Myork. The town’s location makes it questionable as to whether it is in Myork’s territory or Chulme’s. The town was built to flaunt this “no-man’s land”. Its founders believed themselves outside both governments’ authority. In its history, Myork military units have set the town ablaze three times.

Revolution City has become less of a pirates’ den and more of a relatively normal coastal town. By not taunting the Angles government, the people of Revolution City have been able to live in peace for more than 60 years. Revolution City is considered the last region that can support agriculture before the soil and the weather turn too much towards the desert region to the east. This agriculture allows the town to supply ocean

going vessels with fresh food and fresh water. Some timber is harvested in the area, but not enough to support a ship building industry. Ships often dock to make repairs, but there are no expansive boat yards.

While the town has begun to alter its reputation, it is still the home port for various pirates and criminals. The most famous of these is Captain Silas Instango. Captain Instango lives a double life. On the seas, he is a ruthless pirate plundering merchant ships that sail through the region. On land, he is a kind-hearted, philanthropist who serves as an unofficial mayor for Revolution City. This attitude is common among the pirates. They see their plundering as a job and act as normal family men when at home. They avoid Anglic ships, and therefore avoid bringing down the wrath of Myork’s navy.

Shining Brotherhood, The Group

The Shining Brotherhood is a collection of noble warriors seeking to establish generally accepted rules of engagement. They have a respect for life, and do not wish soldiers to die needlessly in battles. They have instituted a system of ransom values for hostages (typically 60% of the value of their equipment). With this rule, it is hoped that prisoners will be returned to their families after reasonably humane treatment.

Many of the Brotherhood’s rules of engagement are basic to this type of group. Assassination is completely immoral. Surrender should be accepted, and only offered in good faith. Civilians should do everything possible to avoid the field of battle, and if they do so, should be left alone. Anyone on the field of battle should be held to the same rules. Medics and healers should remove the wounded from the field and then ply their trade. Those obviously designated as medics and healers should not be attacked.

The Brotherhood also has many odd rules, which its members argue over, typically making them more complicated. The rules concerning battles on religious holidays have probably caused the most disagreements. The Brotherhood is based out of Fyllundiun Castle north of Myork.

Stermdehck, Darren Baldoheir

Sir Darren Baldoheir Baron Stermdehck, Prince General of Myork Individual

Prince Darren is the current Prince General leading the government of the city-state of Myork. He is surprisingly of relatively insignificant noble birth. He was the favorite captain of the former Prince General and is respected by both military and merchant Knights.

Darren is an incredibly honorable man. No one on the Council of Knights questions his integrity or his honor, though they retain the prerogative to disagree with him on policy issues. He portrays himself publicly as a



THE SOUNDING BOARD

What's a Noble to Do?

Thinking back on historic nobles - In a lot of ways we think of them as soldiers and tax collectors. But if you read some of the histories closely, you find out about the kings granting this deed of land and that deed of land to the nobles. Sure, sometimes these were just tracts of land filled with sharecropping peasants, but sometimes it was more. Sometimes it was towns or villages. Sometimes it was mills.

I've made no secret that the nobles in my world are also merchants. I think this makes really good sense. I think the lesser nobles would have controlled the mills, so that not only did they collect the tax on the crops, but then they also get a share of the profits from milling the grain. This works even better when the noble lord is the soldier and his younger brother is the miller. But extend it - The nobles control all the land so they make perfect ranchers. Think back to the Old West where the ranchers controlled the law in the towns and no one could stop their cattle herds from wandering into corn fields.

In Fletnern, one of the major noble activities is the crafting of wines. They own the vineyards, they control the serfs, and they are the ones making the wine. Of course, if they produce enough wine to export, they are going to be the ones transporting it, and likely taking others along with them for the ride. After all, they have private armies, why not split the army during times of peace and send half to protect the caravan from bandits?

Don't stop here. Think of all the commerce driven mainly by land ownership. Quarries, mines, any water powered mill, lumber camps, shipyards. The logic is this: If nobles control most of the land and some guy discovers a diamond mine, wouldn't the noble who controls that land simply take over, no matter what agreement he originally had with the prospector? And if he didn't control the land, he'd contact his buddy the king and have the land granted to him and then kick the prospector out. If it's a valuable enough diamond mine, the king might even send an army to help the noble take that piece of land away from the neighboring king.

I'm not saying that only nobles can be merchants, but when you're the one who gets to make the laws, why would you be content to simply collect taxes, while others got rich, especially if they might be getting richer than you?

Stipends or the benefits of being nobility

Let's assume for a moment that there is a king who controls a kingdom 50 miles by 50 miles. In true feudal

humble, rural knight, but in private meetings his strategic brilliance and unwavering focus come out. While not the most skilled in battle, he can certainly hold his own, but it is his thinking and anticipating of enemy moves that propelled him to stardom.

While it seems premature, the Council of Knights is already planning on making the title of Prince General hereditary for Darren's son Hadderus. Seeing as Hadderus is only nine years old, the Council is putting an incredible amount of faith in Darren's ability to raise his son to be a leader.

Tetrlane, Knights of the Grand Order of Group

The Knights of the Grand Order of Tetrlane are the best and brightest that Myork has to offer. All come from wealthy families who can give them the best equipment, staff and trainers. The order was founded by Tetrlane after the epic battle that freed Helatia from Garnock. The order's main goal is to make the entire world a safer place. They do this by traveling to distant lands and freeing their people from oppression. It is the Knights of Tetrlane who typically ride out from Scaret to do battle with the Latvich troops.

The order is restricted to 120 members. Each member must be an experienced knight and follow a strict code of conduct. One of the less practical precepts of this code is that knights must never use a weapon that kills from afar. In this way they must come to terms with each and every opponent they face. Their squires are not held to this same code.

The Knights of Tetrlane are based out of Wasorik Castle north of Myork along the coast. They also have holdings near Scaret and in the foothills of the Mountains of Purity. Membership is quite valuable to politicians and is considered a high honor.

fashion, he has four counts who each control 25 mile x 25 mile tracts. Each count has five barons who control 125 sq. miles of land. Each baron has five knights who control 5 mile by 5 mile portions of land.



What if a count simply wants to build a town and a mill along a certain stretch of river? That piece of land is controlled by a knight who really isn't cut out to manage land and peasants. So the count cuts him a deal: The count gives the knight a house in the capital and a stipend of 500 per year - forever! Why? Well, the count is sure he can break up the knight's lands and charge far more taxes than he was getting from the knight, especially now that there will be a mill there. Probably makes 500 a year just on the mill and the rest is gravy. Meanwhile, the knight is now happily living in the more glamorous capital with income and no responsibilities.

OK, fast forward a couple hundred years. There are three counts; the queen controls the fourth county. Many of the knights have had their lands taken away (in exchange for stipends) by all levels of nobility above them. The queen looks around her and her capital is filled with these supposed noblemen who are receiving these stipends and have been for generations. Now in the olden days, if a soldier did the kingdom a huge service, they would be knighted and given a shire, but there's not land left to give. (There is, but she's not giving any of her land away.) So she decided to knight someone and just give

them a stipend, as though they had been given land and then she bought them off. There, now the new knight is on equal footing with the other lay-abouts.

This isn't uncommon - but what does it do for game masters? It creates a level of nobility who have nothing to do all day but pester the king/queen and attend court. While some nobles might have managers back at their lands administering to everything, these guys just get their money on the royal welfare system. Now in theory, they are collecting their fair share of income on their ancestral lands, but it gets harder and harder to tie the nobility to the reason for their titles. This actually gets complicated. Six generations later, you have someone who holds four titles, three of which are receiving stipends.

Well, that might be interesting, but what does it really do for game masters? For those of us devoted to classic literature, the adventurers are always these well to do nobles who have nothing but time on their hands. They are already rich, or at least well off, and looking for something to do. They are bored at court and will happily take on missions for the queen (or king). They might start off as seemingly minor issues - diplomatic missions, etc. - but quickly turn into action packed spy adventurers dealing with foreign courts and exotic criminals. Meanwhile, you never have to worry about how they live, because the crown is making sure the stipend is delivered to their chief butler who is maintaining the home.

This type of campaign isn't for everyone! First - It demands that the players and their characters actually show some class. Barbaric behavior is not going to be tolerated at court. Just because someone is your enemy, you do not get to whip out your sword and behead him, especially not on the queen's new carpet. Second - The action is downplayed and the role-playing is brought forward. It's often more of a murder mystery type adventure - a whodunit. While fighting can still be integral, it is not the end-all/be-all. This can be a lot tougher on the game master too. Now you have to actually develop personalities for all the bad guys, not just how many points to kill. But when it works ... it is a ton of fun and will keep your players interested for years!

Instead of doing a whole book on **Lifestyles of the Magical and Mundane**, we've been rolling them out here in Small Bites. We haven't been showing all of the math and numbers, but we are going to be doing a better job of that going forward. You'll be able to declare how you PCs live by picking their level of home, meals, etc. A couple of quick choices and you know what it costs to live between adventures. Stipends are a short cut when you want to look at things like this. The heir of an ancestral manor lord would easily have enough cash every month to live on without having to worry about finding a job or spending their loot.

Bringing Action Oriented Politics into your Campaign

As you have probably seen - we like getting the player characters involved in the politics of the region. But there are a lot of campaigns out there where this likely seems either boring or too difficult. Let's see if we can convince you otherwise.

First off, why politics? The honest answer is that after game mastering for the same crew for decades, I ran out of ideas for traps. Remember all those fun tricks and traps that you would find in dungeons and you needed to figure out? Well my players love those, but they know me too well. I just couldn't surprise them anymore. So I looked for something that would get their brains working without a dungeon. I tried a bunch of things, but the two that worked best were: Putting them in situations I had no idea how they could get out of and politics.

Politics can add that level of intrigue, suspense and surprise that you probably can't get from folks who have been playing FRPGs for more than a couple of years. Let's face it; after you get good at these games, it is no longer all that interesting to open a dungeon door just to see what is on the other side. By putting politics in, you can surprise them and make them think, and surprises in RPGs are usually pretty cool.

So what do you do? Let's do what I think is the easiest way to introduce it: I call it, the Little Mermaid Gambit. You remember that movie, right? Forget the source material, we're thinking mainly about the movie. Princess falls in love and because she is forbidden to marry her love, she risks everything: her life, her father's life, the kingdom, etc. Even non-feminist women seem to hate the idea that a stupid girl gets herself in trouble only to have boyfriend pull her out after she basically killed her father. How does that play in a FRPG?

It plays perfectly. In politics, it is often about motives and secret motives. Let's turn this gambit into an adventure: The party has a reputation as guys who can get things done, possibly get things done quietly. They are called to the palace and meet with one of the king's advisors. It seems that the princess has gone missing. The advisor wants to pay the party to "rescue" the princess without alerting every peasant in the kingdom to the fact that she's gone. You see the princess is beautiful, just about marrying age, and loved by the people (even if she is a little bubbleheaded). Odd thing is, and the PCs may not pick up on this, the advisor seems to know a lot about where she is.

So the party goes off to retrieve the princess. They probably encounter a few things along the way, just to make them think this is a "normal" adventure. I think we say she's at some rural cabin, and there are some wilderness encounters along the way. So they get to the cabin and assault it. Inside is a hunter who immediately surrenders. Let's hope the party accepts his surrender and doesn't just murder him, but that might depend on your players and the kind of games they've played. So they question the hunter and though he admits that he and the princess are in love and have been trying to find a way to run away together, she didn't show up. She was supposed to come to the cabin the night she disappeared.

So now they have a mystery on their hands. If they need to track, the hunter can probably help with that. You might want to distract them by making them kill a band of bandits that the hunter thinks may have intercepted her. But they need to get back to the palace and talk to that advisor. The advisor knew all about the hunter and assumed the party was just going out to retrieve the princess from her secret boyfriend. Problem is, many

people in the palace knew about the boyfriend, and several of them knew she was planning to run off with him. What really happened was {feel free to go any direction you want here} the king's younger brother/uncle/whatever actually had his goons kidnap the girl, knowing that the hunter would be blamed. He is holding her in a secret part of the palace. The king agreed to marry the princess off to a neighboring prince, thus instigating her desire to flee. Now the king is going to have a huge diplomatic issue on his hands if he cannot produce his daughter when the foreigners come for the big announcement. Meanwhile the evil guy is planning on holding the princess until his nephew/brother looks stupid, then "rescuing" her and giving her to the foreign delegation. This will make him look great and the true king look like an idiot. It will also make the foreigners (who are probably far more powerful than this kingdom) see him as the true power in the kingdom. This is probably just the first step towards the bad guy making an idiot of the king and eventually taking his place.

So what's different here? The PCs need to start accomplishing tasks without killing people. Killing the main bad guy will be unacceptable, no matter what his crimes are, because he is of royal blood and in some way in line for the throne, though he might be third to sixth in line. Killing the foreign delegation will also be unacceptable - it would lead to war. So no matter what the players may want, they cannot kill some of these folks - at least not and keep their heads. They also need to talk to people in order to learn things. Remember all those spells they didn't bother to take, like charm? Yeah - now they need them. Who's the bad guy? Even if they figure out where the princess is and rescue her, the bad prince has kept himself distant enough from them that he may not be implicated, so they may fight his hired hands but they never figure out who Mr. Big is. Of course, he's still actively trying to discredit the king, so more stuff will happen (more missions), which the king will want the party to do because they were so good at this one.

This is actually an overly simplistic write-up. There won't just be good guys and bad guys. The king's bodyguard(s) may be good guys who want to protect the king and princess but they might hate the party for showing them up, or just for being riffraff off the streets who shouldn't be trusted to carry weapons so close to the king. The king's wife might have been given to him as an alliance prize, and she has her own agenda. She may only be the crying mother while her daughter is missing, but once she's safe, her true desire to subvert this kingdom under her father's rule might surface. Who's the heir? What does she want? What about the lesser nobles? Are they looking to get some pressure on the king to lower their taxes? How far will they go?

I really hope something here jogs something in your brain. Most of what I have been running for some time now works similarly to this. Really not able to come up with any plot lines? Think about Batman - The World's Greatest Detective. No, not that Joel Schumacher crap, some of the good stories. The more of these you run, the more characters you will be creating for your game world, because unlike dragons at the end of dungeon romps, these guys tend to stay alive. For anyone who has been playing RPGs for more than four years, you'll make the old new again.

Armor - How much can you afford to endure?

A knight's main weapon of war is his armor, right? I know, doesn't seem like it should be called a weapon, so if you want, think of it as a tool of the trade ... of war. But what is armor? Yeah, yeah, we all know - it's the stuff you put between your skin and the other guy's weapons, but is it just a matter of armor styles or simply of money.

In a fantasy game, better armor is nearly always simply a matter of money. Let me explain my point, and to do so - I will use comic books! Makes sense, right? Give me a second on this.

Wolverine - sure he heals from anything and he's a berserker, but how effective would he be without the adamantium? Without claws and bones that cannot be broken, he would be all but useless against Colossus, Doctor Doom or anyone else with the slightest amount of protection. It is the fact that you can't simply cut him in half or behead him that actually makes him tough to kill, otherwise healing factor of not, he'd be lying in a heap at the beginning of every big fight.



Similar with the Black Panther. We're still trying to figure out if he is actually supposed to be super strong or just a black Tarzan, but in the comics and movies, it is his vibranium that makes him so tough to kill. Without it, Hawkeye might be able to beat him.

So this is my point - I'll bet your world either has adamantium and vibranium or substances that are similar. Fletner does! But let's take it to the next step: magic! **LEGEND QUEST** has an enchantment spell that makes things tougher, in fact there are three: harden, harden-steel, and harden-diamond. So even if you didn't have adamantium, you could still cast harden-diamond on things and it would be like walking around wearing the densest stuff known to man (maybe not densest known to modern man, but still in the top dozen and I do think top natural substance).

Wow! Seems like I'm taking forever to get to the point here, but here it is: If you can enchant leather to be stronger than steel, or find a metal stronger than steel, then why not build your armor out of that stuff? And if you can afford to make your armor out of that stuff, how can you get wounded in the game?

I hear you yelling at that last paragraph - but you didn't mention criticals. True, but while that Robin Hood movie claims any boy can be taught to find the weak points in a knight's armor, that job becomes vastly more difficult when you're wearing a custom built suit of full plate armor. Not only have you covered up what might have at one time been chain instead of plate, you have a suit of armor that the enemy has not seen before. Sure, he will assume that the underarm is weaker than the breastplate, but he will not have been trained to defeat it. Maybe your plates are articulated in a different fashion which makes piercing attacks from the front more difficult, though still possible from behind? Yeah, Robin Hood's boy wasn't taught that in forestry school.

But take this to the magic world again, and the undercoat could be made of hell hound hide which is impervious to blades. OK, I'm just making crap up now, but the point remains - Take a look at your warrior characters. Ignoring how much you spent to make sure that your sword does both fire and shock damage, along with delivering a massive poison hit, how much have you invested in your armor? Is +3 enough?

Go talk to your armor smith. You know how much money you have and how much adamantium costs per pound. Start by talking through the finer points of that. Better yet - After you kill that celestial dragon thing, check out its skin. How much armor did it have, and do you have a leather worker good enough to tan that hide into something that can become armor? It is all a matter of money - How much can you afford to endure?

The next post will be about how GMs can make this not work for players. Sort of a point-counterpoint kind of thing.

Armor - How much can you afford to endure? Part 2

OK, so in the last post, we were pushing getting better armor made out of better materials and enchanted to even higher points. So why not? What can a GM do to prevent the PCs from getting impervious armor?

Well, let's start with - Have you allowed your PCs to accumulate so much wealth that they could probably pull this off? If the answer is yes, then game balance is already your problem. If this is the case, you have two choices: 1) end this campaign and start another where you will better control the rewards to prevent the PCs from becoming the next billionaires. or 2) assume that everything we wrote in that last post did not concern the PCs, but instead the NPCs and let the bad guys get impervious armor first.

So we are now assuming that the PCs want impervious armor but cannot afford it. Or can they? First things first, the supply of some style of super steel needs to be restricted. In Flettern, the first level of “super steel” is considered to be dwarven steel. Dwarven steel is a steel alloy assumed to be more similar to some of our modern alloys. It is stronger than steel, but not as tough as “diamond”. So yep, you guessed it, the next step up is diamond. There are intermediary steps as well, but if steel is a “3”, dwarven steel is a 4 and diamond is a 5.

Dwarven steel is only available in smaller quantities, but someone with sufficient wealth could get a suit of dwarven steel plate armor. Because in **LEGEND QUEST**, armor slows you down, if you’re making dwarven steel armor, you have to decide if you are keeping the same general thickness and thus making the armor sturdier or if you are thinning the metal to give the same protection in a lighter form. But getting that much dwarven steel would likely require someone to do a favor for the Rocchairian Nation (hint hint - mission reward, not something sold in the farmers’ market).

Which makes us turn to diamonds. Obviously building a suit out of diamonds is out of the question - or is it? Can alchemy do this? In LQ it doesn’t matter, because enchanters can use the harden-diamond enchantment to make it happen magically. So why aren’t all the adventurers running around in diamond hard armor? Well, the cost of the enchantment is pretty high. But also, a suit of armor is not a single thing. It is a large number of plates, scales, and other items that are attached to each other. So in order to enchant a suit of plate armor, you need to enchant every single piece. Every strip, scale or plate would need to be individually enchanted. For this reason, typically only the biggest pieces are enchanted - the breastplate and the helmet.

Just to take that one step further - In LQ, steel is tough to enchant, so enchanters often seek other substances. For example, after a harden-diamond spell, a leather breastplate would be just as durable as a harden-diamond steel breastplate and a whole lot easier to enchant, so would the warrior be willing to have a breastplate and helm that did not match the rest of his armor?

Let’s add an additional element that likely affects both special substances and magic: craftsmanship. To begin, there shouldn’t be a lot of folks out there who can make plate armor - it is not only a specialized skill, but without factories banging out identical pieces, it is one that requires experience. So whatever else you’re doing, you need to find an armorer willing to work with you. That is a slight difficulty.

Once you find this armorer, you need to make certain that they can do the job. Dwarven steel needs a hotter forge to work than regular steel - does the armorer

have it? What other complications kick in when trying something like this? Again, in LQ, there are nemean lions, like the thing Herc fought and kept the hide from. Nemean armor is the best armor in the game, but it cannot be made by just anyone. Why? Because it cannot be pierced. How do you stitch something that cannot be pierced? You sew it with a needle that has been enchanted to be vorpally sharp. Finding an enchanter that can do a vorpal sharpness enchantment is tough enough, but finding one that can do it on something as small as a needle is much more difficult.

So having the craftsman shouldn’t be a problem, but having a craftsman with the proper tools is. Remember all the Wolverine origin stories? Adamantium, really tough stuff to work with. So are these substances.

So here’s the summary: If you have enough money, you should be able to get really good armor, but you need to overcome the rarity of the supplies, the limitations of magic, and the rarity of craftsmen with the appropriate tools. Once you’ve done that, you’re golden. Oh, as long as you have the means to repair it when it gets damaged in combat. Yeah, that’s a pain in the @\$\$. too.

I really like having stuff made out of stuff other than steel. A character may want to have the greatest armor ever, but does that mean it resists weapons best? Does it have built in fire avoidance? Does it repel the undead when they look at it? We’ve only begun to scratch the surface (sorry, that pun was sort of planned) of what armor can do. Repelling weapons may be its main job, but there are so many other things it could do that have to be considered.

Soap Operas and Why your fantasy city should be one

Maybe you watch or have watched soap operas and maybe you never have. Maybe you think you don’t watch soap operas, but I think you do. Like what? Well, duh, like Game of Thrones. But also like Law & Order (some of the time), or Gotham, or professional wrestling, or Spiderman. What’s the common theme here - Lots of stories about lots of characters and they all intertwine in a way that isn’t exactly realistic. Ignoring GoT for a second, what isn’t realistic about them? Well, typically that this many stories happen to this few people and they are all still intertwined. How is GoT different? Well, there really might be enough characters there to make it sort of make sense.

Don’t tune out just yet, here’s the point: The same way that tons of stuff keeps happening to the same family, two families, group of friends or colleagues, or whatever is exactly how it can work for your fantasy city! Look, none of us have enough time to come up with as many characters as GRRM. If we did, we’d be six years late

with the latest portion of the campaign too. So you need to appear to have a vast cast of characters, but keep things reasonably well contained. This helps you as the GM and it helps your players, since they typically only interact with these characters once a week. They don't remember every one, and they can't flip back through the pages to look up who that guy is/was.

But how do you do it? You start small. You introduce someone who is seemingly important but not really important. Say the son of a Duke who just needs some little help. Someone stole his prize race horse and he needs adventurers to get it back for him before the big race. That's a good mission to send adventurers on. But wait - It turns out that the Duke's second cousin (who is also putting a horse in that race) is behind the plot. They don't get to kill the Duke's cousin! (Maybe you don't let them meet him if you think your players are too stupid to know not to kill noblemen.)

So now they know the Duke, and that he has a rival. A couple more adventures and maybe they are able to publicly discredit the rival, removing him from the picture. Then there's a war, and the Duke wants the party as men at arms with him. But the Duke's cousin the King gets himself killed in the conflict, so he's now the new King. And the party rises to the top. Meanwhile, they've met the Duke's family, his extended family, the rivals, the King (now dead) and a ton of other nobles while they were all off at war together. Once their guy is king, they start meeting the ladies of the court and other hangers on.

What's the soap opera part? Well, the family has internal conflicts and external conflicts. The adventurers take care of some of these, but others cannot be handled with a sword or a spell, so they either get good at the court manipulations or they let other people handle those. The cast of characters has grown to at least two dozen members of the royal family, many are allies; many are enemies. There can be bastards who want revenge, scorned lovers, people who think they are scorned lovers, forgotten twins, mad men who want to take over the world with freezing rays (OK, don't use that soap opera plot line, it's too weird even for fantasy). You started small with the Duke and his rival cousin. You probably expanded when they met the Duke's father and some of the others in his immediate family. There was the rival family line, and there had to be more than one of them. I never watched Dallas, but I'm getting a Ewing feel here, where the Duke is Bobby and the cousin is JR. and that is the point!

Need more? Well the Duke is married to or engaged to another rival's ex-girlfriend. Let's make it better: The Duke was betrothed to a noble woman, but she died in a horse riding accident. So another noble family broke an engagement between their daughter and some Count (being less than a Duke), and she married the Duke. So now the Count is a rival as well, as is the brother of the dead girl. But now there's a girl walking around town

with amnesia and she might be the dead noble girl or she might be some insidious plot to trick the Duke. Once he's King, all manner of former family lines are going to come out of the woodwork swearing that they have a better claim to the throne than the ex-Duke does. Maybe there is even a civil war in the making. But if you can avoid letting the rivals simply be killed (because royal families don't go around killing off other royals), you have a festering pot of drama where the same characters keep stirring the drama around the pot. OK, I'll stop with that crazy analogy!!

Ranks and Titles

I was asked by one of you folks to explain how ranks, titles and forms of address were used in my game, which I'll interpret as Flettern more than **LEGEND QUEST**. I knew I had some stuff on this, but I don't think I can completely answer his question. His point was - different cultures do it differently, and how do I explain that in the game.



Let me start with some of the ones that I know. The city-state of Purity controls the Tandish Lowlands right up and even into the Mountains of Purity. Over centuries of intermarriages and a few skirmishes, those remaining in power agreed to a stable state of affairs. Now there are three Dukes (or Duchesses) that control the region. Each is reasonably autonomous in their own duchy, but they need to come to agreement to make decisions about the city as a whole. Their culture is such that they tend to always agree. Beneath the Dukes are the Counts who control counties. Makes sense, right? Next in line are the Barons over baronies, and then the Baronets over baronets. A Tandish (Purity) county is typically about the size of a Velesan barony (in the Council of Baronies), which

sometimes causes amusing difficulties in the two understanding each other.

Nobles of authority (land controllers) are most typically referred to as "Your Grace". Nobles of no authority are typically referred to as Lord or Lady. Therefore, Tandish barons are Lord or Lady, while Velesan barons are Your Grace. Only kings and queens are referred to as Your Highness, but there are relatively few of those around anymore. Other nobles tend to get upset when their bosses demand to be known as king; it leads to rebellions. Baronets are typically appointed, as are many Mayors or Burgomeisters. These lower titles (and they are jobs, not noble titles) are normally referred to by the job: Mayor Jones or Burgomeister Haffen. Knights - those who are knighted as a reward for some service (or perceived service) are "Sir", so John Smith becomes a knight and he becomes John Sir Smith, at least officially. None of the jobs or knighthoods survive the person - You do not get to be a knight simply because your father was one.

Amongst the orc tribes, chiefs are addressed as "Chief My Chief" when they are chief of a smaller sub-tribe of the major tribe. The chief over all of one tribe is known the Chieftain. (The confusion here is that the Vile Ones is a major tribe with a Chieftain. But it has various smaller family units that make it up, and each of these is referred to as a tribe as well, thus the family unit sized tribe is Chief My Chief.) The orc known as Emperor Baratock amongst the humans is called Ocala by his inner retinue. It doesn't really translate well, but would probably be something along the lines of Most Blessed One - not a divinity, just smiled on by a lot of gods.

The problem in getting too detailed here is that of "white space". White spaces are those areas on your world map that you haven't really designed yet because nobody has wanted to go there. If you plan out the different noble titles, then you start figuring out how much land they control. When you know how much land they control, you start thinking about how many there are and where they all are. Eventually (at least if you are like me) you find yourself hip deep in a project to name nearly every nobleman in your world. Those never work out. Fatigue on the project will cause you to either leave it behind (unfinished, but still so detailed that you'll lose hours trying to figure something out a year later) or rush it and you wind up with square baronies ruled by guys named Bob.

I'm not saying don't go there - You should! but remember to pull back before you sucked into the quicksands. As you may know from Fletnern, I've used major Earth or fantasy cultures to represent most of my human cultures, so when I need titles, I can rely on online encyclopedias. When you're using Earth - make sure it works in your fantasy environment. Is a battle mage automatically an officer in the army? Can he reach

knighthood? These are often better questions than what's his rank called. (Not trying to offend there! The guy who asked me about this probably already has that piece figured out.)

Shields - as weapons?

OK - I know most of you are out there playing D&D or Pathfinder or old school, but I want to cover an explanation of shield bashing in Legend Quest.

If you want to use your shield as a weapon while dual weapon fighting, it counts as an irregular _____. Bucklers = saps, small shield = club, medium = mace, and large = cudgel. The rules say that the strength needed for the shield is the strength needed for the weapon.

But what if your shield bash is your main attack and not part of dual weapon fighting (because no one has seven levels in Dual Weapon Fighting to handle a large shield). The main questions have come down to this:

#1 - If shield bashing, can I use my weapon levels in my weapon to parry? I think yes. If you can use your shield levels to parry while attacking with a weapon, you should be able to use your weapon levels to parry while bashing with a shield.

#2 - Do I receive a negative modifier for attacking with my "off" hand? No - Your shield is intended to be used with your off hand, so it does not receive a negative. You are using it properly. Even if you put a shield in your main hand, you still don't get a minus, because it is your main hand. A rare case of having your cake and eating it too.

and the more rarely asked: #3 - Do I get surprise? Quite often - yes! Assuming this is not the first turn of combat, where the guy should be ready for anything, few soldiers would expect their enemy to do a quick shield bash instead of attacking with their main hand and main weapon. However, I do think that characters who are more like adventurers and would be expecting more exotic forms of attack should get a chance to notice that you shifted your weight or your shoulders or whatever you would need to do to drive your strength into your other arm. So case by case would get a chance to Sense the surprise and defend against it.

One more before we go - If you are attacking with shield, you do not get to use the weapon in your weapon hand to parry.

For any who don't know the LQ rules - your skill with shields increases the amount of defense you get, but when being attacked from multiple sources, you may need to split these skills between those attacks. Our intent has always been to allow players to create defensive fighters instead of only crafting offensive fighters, so parrying is equally as important as attacking. The strategy is yours to tinker with.



LIFESTYLES OF THE MAGICAL AND MUNDANE The Noble Warrior

As we're going to be discussing throughout this edition, knights aren't just guys with armor, horses and swords. They are in some fashion an extension of the government, or at least the noble families. This means that they have duties, but are not expected to work an honest day's labor in order to afford the things they need in life. They can expect certain things to be taken care of for them.

Let us lay out what we will be describing here: Our adventuring knight is going to be assumed to have grown up within the nobility, though likely the lesser nobility. Higher levels of noble families typically do not need to go out risking their lives on missions for the king in order to get ahead. No matter what the noble family derives their income from, this knight lives in the capital. Not only does he want to be in a more upscale environment, but he needs to be close to the court in order to be there when they need someone to do some problem solving.

We mentioned stipends in the Sounding Board, but let's expand upon that some. Historical fact (we think because we were told, but were unable to confirm): The Order of the Garter was originally set up as two teams for tournament battles (13 vs. 13). This means that the King set up a knightly order just so he would have great jousting events. We truly believe that this sets up the perfect fantasy equivalent of a kingdom establishing an annual stipend just so you can support a team of horses.

But how to make this work? In All About Equines, we said that stabling a horse in a high service stable cost about 100sc per month. Feeding a stabled war horse runs 2sc per day or roughly 60sc per month. So, as a knight of the cavalry, we expect that the government either supplies a stable where the knight can board his warhorse

or they provide him with a stipend of 160sc per month. It could just as easily be the knight's family or a friend of the family that provides the stall and the feed for the knight, but as long as he is in the service of the kingdom, his stipend for a horse should net to zero against his expenses for the horse.

If something happens and the knight needs a new horse, most likely that would be out of his own pocket, though the king may reward him with a horse after some successful mission. Similarly, the tack the knight needs to maintain would also be on him, though some kings might be really generous. What likely matters here is who is the knight's patron? The king? The family? A friend? and exactly what do they expect from the knight?

One thing we haven't touched on yet is that the knight is part of polite society. All those folks giving him room and board and stipends and other benefits expect to be treated well. Giving gifts is an extremely important part of gaining favor at most royal courts. The knight is expected to bring little gifts, to dinner hosts, nobles having birthdays or anniversaries, and on and on and on. Depending on the culture, these could be bottles of wine, fine cigars, or far more elaborate and well thought out gifts.

The Nobility

Each culture does nobility a little bit different. To give a flavor of how it is done in various regions, here is a simplified version of some of the titles:

<u>Region</u>	<u>Title</u>	<u>Ave. Land</u>
Brinston	Lord/Lady	none
Council of Baronies	Baron/Baroness	1,900
Garnock	Count/Countess	no longer used
Garnock	Baron/Baroness	300
Myork	Marshal	17,000
Parnania	Baron/Baroness	350
Purity	Duke/Duchess	14,000
Purity	Marquess/Marchioness	2,500
Purity	Count/Countess	1,500
Purity	Baron/Baroness	150
Purity	Baronet	30

(land is shown in acres)

There are many noble families in and around Brinston, but in many cases, the city itself absorbed the lands that had been small fiefdoms. When this happened, the nobles that controlled that land typically became the Civil Authority, or policemen for that portion of the city. While various noble families still control large tracts of land outside the city, most are covered in vineyards, they are no longer ruled as monarchies.

While many will have a head of family, that role does not pass solely to that person's heir. The family controls the family's land more communally. For this reason, there are no longer dukes, counts or barons near Brinston, there are simply the nobility who are addressed as Your Lordship/Ladyship or as Lord Michael, etc.

Something similar is true in Myork. Since the overthrow of King Bayyis in 539P, specific noble titles have gone away. The ruling of various fiefs (Myork had been a fully feudal society) is now considered a meritocracy where the best are chosen to rule various castles and the lands around them. In many cases, the same family is still ruling the lands they had before and with many of the same obligations, but the lord of those lands holds his position by the authority of the Council of Knights, not necessarily his heredity.

Most members of the Council of Knights are Barons (land owners with a manor house), but not all are officially barons. What are now seen as the Martial Zones had been counties ruled by counts, but this title has gone away. The prestigious title is being a Knight and even more importantly a Knight of the Council. Simply being a baron no longer holds any glory.

Since the rise of the Generals' Conclave in Garnock, they too have moved away from feudalism. Similarly, the title Baron still exists and is passed down by the old rules of heredity, but the title Count no longer exists. Barons owe their fealty to the city-state.

In Purity, the three Dukes control the lands in the east. Each of their duchies controls a portion of the actual city of Purity. The six Marches are controlled by the Marquesses. These six do not swear fealty to the Dukes, but instead to the city-state and therefore are not technically under the Dukes in the feudal structure. All the others are feudal. The baronets owe fealty to the barons who owe it to the counts who owe it to the dukes.



THE GOOD LIFE

Castles and Architecture

The art of building is one of the most important sciences in the city-state of Myork. While at one time focused solely on functional, strong castles, the discipline has gone much farther in the last century or two. They've never forgotten how to build them strong, but now they build them both strong and beautiful.

Building is so important in Myork that to send a child to architectural school is extremely expensive. Only the nobility can afford to send their children. While being an architect is unlikely to get your child onto the Council of Knights, it is an incredibly lucrative profession, on the scale of alchemists and some other magical craftsmen. While architects are typically noble born, the stone masons taking instruction from these architects are commoners and rarely seen as better than any other low skill profession.

One of the common urban legends is that the dwarves originally invented the buttress, but the Angles invented the flying buttress. Though the answer is truly lost to history, this is probably true. Only the dwarves have shown themselves to be better builders in stone than the Angles.

But this is not intended to be a scholarly essay on how to build a castle and how to make it fantastically strong. It is instead an article about The Good Life - ways that castles can be used to show character and add to the immersiveness of your campaign world. One of the best ways is to show the differences.

Many castles have moats or other water features that make them difficult to assault. But only rarely is the water feature part of the actual character of the castle itself. Does the moat cause moss to grow up the side of the walls or at least the walls on the northern side of the buildings (away from the sun)? If the castle is built on an island in a lake, how does that affect the underground areas? Can there be cellars? Are those cellars damp and musty, perhaps too damp for the storage of provisions and other things that might not perish quickly under normal conditions, but cannot survive that much humidity?

We know the southern exposure gets all the best light. Does that mean that the northern side of the castle tends to be cooler? Are the servants' quarters in the northern sections? Or did the nobles want to escape the heat and put their quarters on the northern side? That seems unlikely as they would probably have wanted the best light for themselves.

What does the local rock look like? Is the castle white, cream or red? If the local stone is no good, did

they make bricks and build the castle walls from brick or perhaps even concrete? The Romans built primarily with concrete, so most fantasy era folks should be able to. If the local stone tends towards red due to the iron content, did the builder(s) ship white or crème stone in from far away to avoid having a “pink” castle? Maybe it was brick red 200 years ago, but now it’s pink, so they are white washing it every summer.

These are things you can think about to bring your castles more to life. Maybe you think it through from when the castle was originally built. Castles rarely appear fully mature, but instead tend to grow over time. Maybe a tower was built first, then a castle wall, then a keep, and so on. Maybe the wealth of the people ebbed and flowed over this time so the original tower is very plain, but the castle wall is far more decorative. Perhaps the original tower is now a guard tower or even a prison, now that a beautiful new keep has taken over the interior space. Did they have to change stone providers? Maybe part of the wall had to be taken down to expand the buildings? Maybe part of the wall had to be replaced after a particularly long battle. Maybe the patched piece of wall doesn’t match the earlier construction.

Maybe the original wall was a wooden palisade, replaced only much later? How much is enclosed in the castle walls? These things can really add to the flair and flavor of the castle.

What is the religion of the castle builder? Are any of those religious aspects included in the castle? If there are eight major gods did they build eight major towers? an eight sided building? Is the pentagon a holy symbol? Would that encourage them to build the towers as pentagons? If you understood how many castles and other buildings were built in the shape of crosses, including some of the more complicated crosses, you would better understand what we’re going for here.

If you are trying to set up adventures at the same time, maybe the annual harvest festival is held within the castle walls. This would allow the commoners to visit the castle at least once a year, but also allow traitors access through the portcullises and other gates. What other aspects can be used to allow for adventure but still make it unique? Does one of the castle walls look down directly over a cliff? Is the cliff scalable? Is the wall at the cliff as tall as it is where it can actually be assailed?

Fashionable Behavior

The nobility of Myork remains intrinsically tied to the military government that is controlling the city-state and passing laws. This means that knights are expected to be warriors and politicians, two professions that do not always go well together. Additionally, they are expected to be well versed in etiquette and other fashions of the day. Honestly, this is far too much for any one person to fully keep track of.



So how do they do it? They rely on their wives and their staff. A knight’s father is going to teach him to ride a horse and fight. That training is continued, most commonly in one of the military academies. Each academy is a little bit different. At first glance they would appear to be identical with the same courses and curriculum, but each stresses different priorities. For example, while each teaches etiquette, some legitimately focus on it while others barely touch on it and others still focus on the military decorum and etiquette in the field, all but ignoring table manners and courtiers. For this reason, different commanders prefer different academies, though most commonly the one they went to.

So after learning to fight, the knight should get married and then his wife can teach him the rest of what he needs to know. Certainly his mother tried to teach him as a boy, but those lessons rarely sink in. Knights will almost always have a squire or some other underling in the field who can help him get into his armor and maintain his whole kit. But at home he will have some manner of valet (typically a different person) who helps him dress and maintain his “noble kit”. The valet is most commonly under the management of the lady of the house and is going to be quite different from the more rough and tumble squires and other men-at-arms.

This noble kit is nearly as difficult to manage as the military one. Fashions change in Myork, and there is enough wealth that the nobles can afford to be buying new clothes nearly every year. One of the biggest fashions currently running through the city is in what colors are “in”. Several years ago, the fashions turned away from wearing related colors, such as dark green pants, an emerald green shirt, and a jade green jacket. Now, a noble is expected to wear everything of exactly the same color - same shade, same hue.



Getting clothing to match this well in a fantasy era technology requires the fabrics to all be dyed by an expert dyer and all at the same time. This is an expensive way to buy clothing, and prevents one from using the same brown pants with both the tan shirt and the light green shirt. This matching is typically only for formal events, so a knight isn't going to dress like this every day - at least most of them won't.

The other side of this is that green was the "in" color a few years ago. But green became associated with the elves of the Circle Forest and it went away quickly. Red came in shortly after, but once the knights realized a lot of the red dye was coming from Garnock, it was gone too. Orange had a short run, but was too obnoxious to last. The current "in" color is purple, typically in the lighter shades. This is very expensive!

These fads of color have been very costly for the mercers, dyers and tailors in Myork. If one invested in orange and then the fad turned, they are out all the money they invested. At this point, only the speculators have been driven out of business, but some of the common craftsmen have had very rough years.

There is more to going to formal occasions than wearing the right clothing. Seeing themselves as an island of civilization in a dangerous world, the nobles of Myork seek to embody all aspects of civilized behavior. So knights are expected to follow appropriate table manners, address others with their status earned titles, and yes, dance. Dancing at formal functions typically goes like this: After dinner, the band or orchestra will begin to play something very easy to dance to. The

knights will take their wives or ladies onto the dance floor and work diligently to not make noticeable mistakes. The knights will leave the dance floor after one or two dances and their valets will take their wives back out onto the floor. Then the knights can enjoy some "desert beverages".

This may all seem very silly and unimportant but it is not. Just as elks "bugle" at each other to threaten their rivals (the fittest bulls being able to bugle louder and longer), so too do the knights of Myork need to intimidate their rivals. They absolutely do this on the battlefield and in sparing matches, but more often than not, the noble ladies are more impressed with their social standings than their military abilities. This is why having a properly decorated home, wearing the right clothes, throwing the right kind of parties, and all the rest of these issues matter to the knights.

Women in Myork

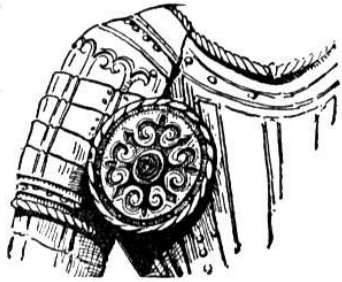
The Anglic culture has a bad reputation for how they treat their women. First off, the "queen of the gods" is seen as a villain. In several myths, she uses her feminine wiles to trick enemies into traps while her husband is in the field with the rest of the army. This is considered dishonorable, and women in general are considered dishonorable.

Further, the majority of the stories of gallant knights do include them saving damsels in distress. So women as expected to be weak and in need of help. Most of these stories were developed by bards and poets who were in the field with the armies, telling the knights and soldiers the types of things they wanted to hear. These men often needed to hear that their women were weak and were longing for their safe return from the battle to take care of them. Anglic women are (typically) no less able than any other women and they certainly found ways to make do while their men were far from home.

But Myork has not been in a major war for quite some time. This means that the "man's world" and the "woman's world" have been merged and clashing for several generations. As mentioned, a knight relies on his wife to keep him out of trouble in all these fashion things. So they need each other, but they have been raised so differently that they often have difficulty seeing eye to eye.

Before a knight is married, his mother is expected to teach him everything he needs to know about culture, but if the knight has reach manhood (typically around 15), having his mother around is a sign of weakness. For this reason, many knights out on their own will have a sister or close cousin live with them. Until he lands his noble lady, this relative will help him establish his home, pick out his clothing, and possibly even hire his staff for him. This can work out nicely as it likely offers the

young lady a chance to meet the knight's other knightly friends and expand her horizons. Of course it is also often putting two young people out on their own with very little supervision; young adults who were likely overprotected while in their parents' homes.



Art

The Anglic people are fascinated with metal. Their art most commonly depicts this as most artistic pieces are metal sculptures. Steel and silver are by far the most common, but other metals can be used or used to add color or contrast to a shinier piece. Even the common folk will typically have some manner of metal sculpture in their homes, typically a religious piece of some sort.

Not surprisingly the more common metal art works are armor or weapons. These are often miniature versions of famous pieces or more commonly just something that looks impressive. As the wealth of the person increases, so does the size of the art work. The nobles will commonly have several suits of decorative armor standing in their homes. These suits will commonly have silver and gold inlays, fancy etchings, and even precious stones as highlights. The Angles are not completely over the top, and the stones used will often be the cheapest translucent stones that will give a sparkle, not high quality precious stones.

After armor and weaponry, the most often seen subject matter is human figures. These are not detailed, exact figures, but more commonly have somewhat distorted faces. They are crafted by smiths using tools to bang out rough facial features. These figures may or may not be wearing armor and may or may not be mounted, but these are the most likely subjects.

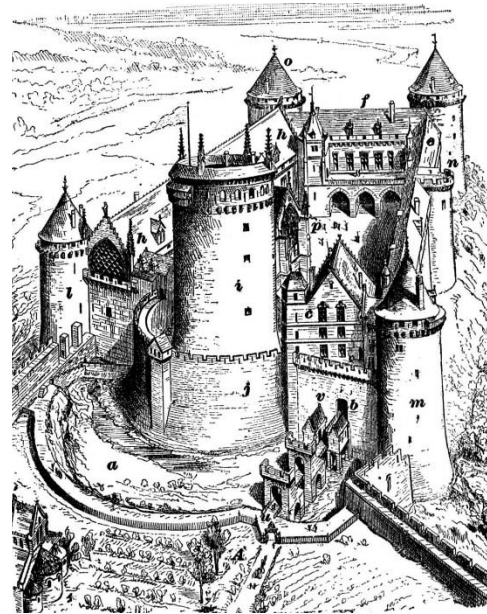
NEWS OF FLETNERN

Citadel of Baderuic

In the western reaches of Tearandandoe, not too far north of the coast, there is a new castle being built. This is remarkable as the relative peace of Myork has caused them to stop building as many castles, often relying more on manor houses and other less extensive construction projects.

In order to get the vast amounts of stone to the building site, they have been digging a canal, or more to the point, widening a stream to provide a canal capable of transporting barges. Of course, to fill this stream / canal, they needed to dam a small river to their north. This built a reservoir and diverted the river into their stream. They then built another dam closer to the building site to supply them with their own reservoir and allow them to control the flow of water in their canal. The dam will also control the amount of water in the moat, which is still under construction.

This castle has been named the Citadel of Baderuic (bah DER ruse). Baderuic is a small town in central Cemertane, but here it is used to designate St. Mathias Baderuic. St. Mathias is a famous knight who was clearly favored by the gods, even having the clouds above him cleared during a battle so he could be bathed



in light. St. Mathias is also considered to be one of the founders of the Knights of the Divine Quest, and many believe that this name was chosen to advertise that this fortress is being constructed by that secretive group.

The planned citadel is enormous, a small city unto itself. Where the builders got the funds for such a project is unknown but again lends itself to designating that this is likely the new headquarters of the Knights of the Divine Quest. Currently, there is only a great hall. Storage buildings and some barracks stand now, but these will be torn down and replaced with stone buildings later. The biggest portions of the construction currently underway are the three-and-a-half-mile canal to the sea, the moat, the second dam, and the great wall. Myork's greatest builders seem to all have gathered here to create this greatest of all citadels.

When completed, the Citadel of Baderuic will have massive defensive capabilities including the moat, the main wall, interior walls, strong towers complete with siege weapons, and many more. Additionally, it will have its reservoir and several internal cisterns. Other underground tunnels and chambers are being dug now which will be covered by the fortress. No one can truly estimate the number of people the fortress could eventually support, but most discussions set the number between 50,000 to 100,000.

Especially since the majority of the current work is digging, most of the workers are Detheb refugees. Apparently the builders of the fort are unconcerned that foreigners will know the outline of the fortress, because it would be unacceptable amongst the Angles to slaughter the workers in order to maintain secrets. It may take a decade to complete this massive project, but once complete, it will dominate this region as the strongest castle around.

Of Deserts and Earthquakes

On Marina 16, 653P, a massive earthquake ripped through the southeastern sections of the continent of Hughijen, focused mainly on the Detheb regions. At least a quarter of the continent felt the quake as it shook even the eastern regions of the city-state of Myork. Since this event, refugees from throughout the Detheb cities and towns have been fleeing the region.

While many of these refugees sought to escape by ship and sailed for Drentae, many were too poor to afford such a thing. They fled by foot but were turned back at the border of the city-state of Chuhlme. Long time enemies of each other, the Glodons of Chuhlme were unwilling to allow large numbers of Dethebs to settle in their territories. As more and more Dethebs massed at the border, the Glodons brought in some guides and led the Dethebs across the deserts to the western edge of their territories, dumping the Detheb refugees on the doorstep of Myork.

While the reaction to this influx of immigrants was broadly mixed, there have been many Angles who were willing to take the refugees in. Some did this out of mercy, but more did it seeking cheap labor. The odd reaction was that many of the Dethebs were better fed by the Angles taking advantage of them than they had been back in their own homes.

This inflow of immigrants and refugees is beginning to have an impact on the city-state of Myork. The Dethebs largely refuse to integrate into the Anglic culture. The landowners in Myork have begun to farm areas they never bothered to before, because they now have the man-power, which in turn is beginning to have an impact on the amount of water needed in various areas. While water had never been a problem before, this additional farming is causing issues.

The full effects of the earthquake have not yet been felt as many refugees are still in motion. Further, the Detheb culture was not the only one impacted by the quake as both the Glodons and the Dharvics to the north felt some of the destruction brought on by the upheaval. This one event has been the domino that began toppling others over the last two years and continues to cause change across the known portions of the globe.

WHAT'S MISSING

This is the "World Walker" version of this edition. Therefore, it is not the complete version, but instead the slimmed down version. So the question is - What's missing? Here is a summary of what you'd see if you got the Game Masters' version of the book:

Wet Behind the Ears: A look at how to craft a starting knight character, including figuring out the issues (both role-playing and game driven) of having a starting character without enough money to afford the tools of his trade (like the heavy armor and war horse).

How to Play a - Noble Knight: It's not just the character stats you need but the role-playing aspects as well. This will give you ideas about how to be a noble knight, including three very different examples to keep your character from simply being a trope.

How to GM a ... Noble Knight: Acting like a snob is one thing, but game mastering for one is another. If one of your PCs is a noble, there is an extra challenge for the GM to better understand the inner workings of the royal court and some other cultural aspects, both for the role-playing (which can be important) and for the mission spawning aspects.

The Enlistment Report: In a slightly different direction than most Enlistment Reports, Lord Marshal Whenteng gives us his experiences with cavalry charges.

Optional Rules: What are the impacts of being a "noble" to your character? We give you several examples of what wealth and privileged birth can do to a PC with game determining stats involved (both the pluses and the minuses).

Silver Sense: Armoring a PC can be pretty easy in most rules, but what about the war horse? Here we're showing some of the simple rules on how you can make barding (horse armor) work.

By the Numbers: Is steel the only thing they make armor out of? Clearly in a fantasy game it is not. So here is some of the math on how to make non-steel armors work.

Gold, Silver and WHAT!?!: Well, we discussed barding and non-steel armors and their stats in a game, but here we tell you what they really cost, along with

some of the other things that a noble knight needs to dress the part.

Monsters & Other Menaces: Without duplicating anything already shown in All About Equines, we get deeper into the war horse. As well as two of the more famous knights walking around Myork today and why they aren't what you think they are.

Campaign Starter Kit: The dragons may have a dragon demi-god in the mortal realms, but the humans have a group of saviors chosen by the gods. All they need to do is get someone to gather them and train them - the PCs.

Mass Market Magic: Saint Lights appeared in the All About Men-at-Arms edition, and here we revisit them with some disturbing news.

Church Bells: Prince Darren's father just might be a saint - Here's why.

Tavern Talk: Guido leaves Myork and travels the Anglic countryside, looking for a drink.

A Funny Thing Happened ... A quick encounter that could get the PCs tied in with the Divine Quest.

Pull Back the Curtain: Myork as it is shown today is a far cry from where it originated in the World of Fletnern, or is it? We lay out how it started, how it grew and how it may come to start a holy war.

The full Game Master version of this edition is 41 pages of content. That is considerably more than what you're seeing here.

Do you know how to get the Game Masters' version instead of this World Walker edition? Well, use the links below to head out to our Patreon site and become a patron. Check it out because there's a ton of stuff that we're doing, and we want you to be involved.

IN CONCLUSION

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