



Codex Integrum[®]

PLAYER'S GUIDE



HEMA-inspired d20 combat. Magic as Medieval scholars actually believed. Everything you need for a **FAST, BLOODY, and IMMERSIVE** historical game.

Codex Integrum

Player's Guide 2022 Edition, Version 60.9 by Jean Chandler

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With special thanks to Jack and Sam Gassmann for assistance with concepts and great ideas, to Lenny Zimmerman for corrections and assistance with moving toward better integration with 5e, to Payson Muller for supporting this project like a true guild brother! To Wayne Tiberius Heinz for introducing me to OSR, to Iason Tzouriadis for valued support and advice, and to François Charbonnel for useful feedback and the original idea for the Encounter at Zur Höll scenario.

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"And five times, for my honour, I have had to fight in unfamiliar places without relatives and without friends, not trusting anyone but God and my art and myself, Fiore, and my sword. And by the grace of God, I, Fiore, kept my honour and I did not injure myself."

--Maestro **Fiore dei Liberi**, from the introduction to the Flos Duellatorum, 1409 A

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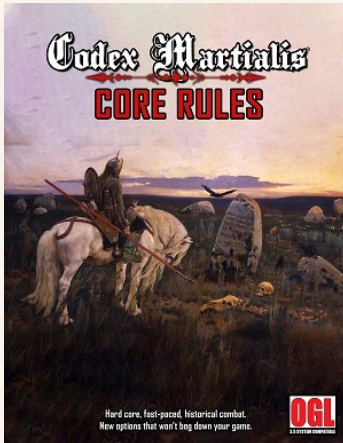
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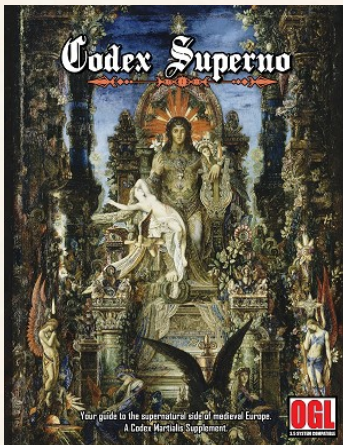
WELCOME TO THE **Codex Integrum** SERIES!

The *Codex Integrum Series* is here to bring **fast-paced** and **immersive** historical content to your RPG. Written by martial arts practitioners with real-life fighting experience and based on medieval combat manuals, grimoires, and treatises: *The Codex Integrum Series* is a window from your game into the **lethal reality** of combat in the ancient world.

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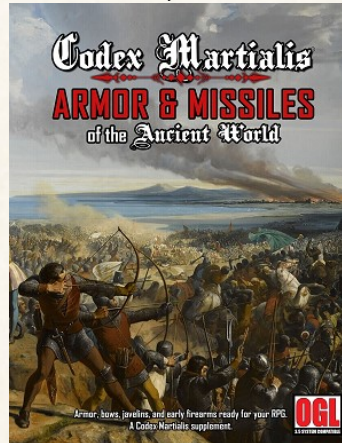


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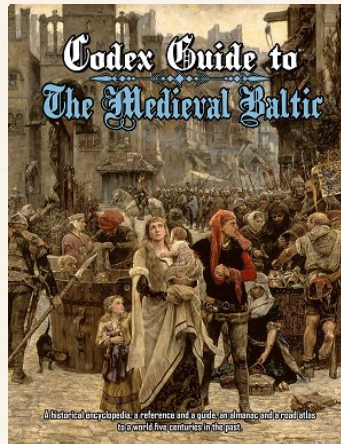


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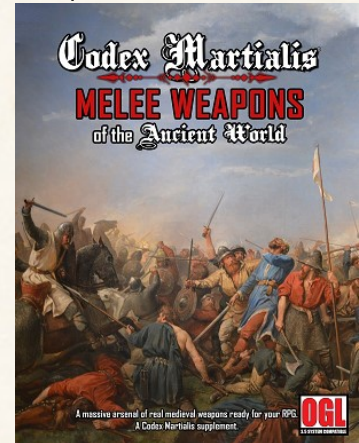
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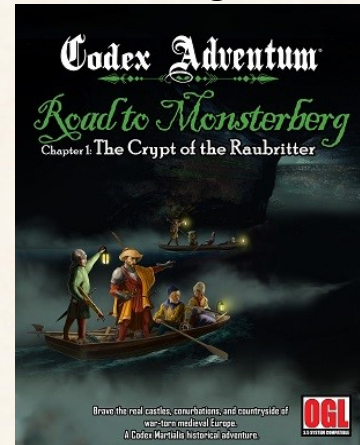
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Watch www.CodexIntegrum.com for news, player resources, support, dungeon master's tools like the upcoming historical lifepath character generator, and much more!

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INTRODUCTION

WHAT IS CODEX MARTIALIS?

THE BASIC PHILOSOPHY

The idea of the Codex Martialis is to slightly retool the basic OGL combat system in a way that enhances the immersive and dynamic aspects of combat in a realistic way without adding layers of complexity. Most other “realism” oriented RPG combat systems tweak the damage model, but we wanted to take a different approach. In Codex Martialis we have analyzed the mechanics of real-world medieval martial combat in an attempt to give players more tactical and strategic options.

Our goal is to make combat into more of a ‘game within the game’ without having to rely on spells or magical powers to make it interesting. By borrowing fencing techniques from Historical European Martial Arts as well as Budo (Samurai) traditions, Filipino Martial arts and other fighting styles from around the world, Codex Martialis imbues a more nuanced and internally consistent feel to the fight. We believe this allows players to more naturally enjoy the combat experience while contributing to a better feeling of immersion in the gaming environment.

Combat using the Codex is fast and bloody and often unpredictable. The individual player’s strategy has a major impact on the outcome of any fight. Codex Martialis seeks to promote player involvement in combat rather than increasing the level of detail for its own sake, and while complex damage tracking is not emphasized, an optional damage model is included and the system is designed to be modular so that a variety of other systems can be easily integrated.

TACTICAL OPTIONS WITHOUT THE NEED FOR MAGIC OR MINIATURES

OGL rules allow for some combat options. Codex Martialis builds on this by adding a variety of basic offensive and defensive choices. With more combat options available the player is able to take a more active role in how their character fights. New Martial Feats are also designed to be simple to understand and visualize without relying on numerous charts or requiring the use of miniatures, cards, chits, maps, or counters.

Thanks to the unique weapon characteristics in Codex, the choice of weapons becomes a major tactical consideration rather than a cosmetic adornment for a character. Weapons are not just rated for damage, but also for reach, defensive value, speed in follow-up attacks, effectiveness against armor and suitability for different types of attacks. The selection of weapons becomes another major aspect of the basic combat strategy.

This doesn’t mean you *can’t* use magic or miniatures! Codex has its own magic system now with the Codex Superno, and you should have no trouble integrating either magic or miniatures into a Codex game if you want to. Codex just gives you the means by which to make combat interesting without having to rely on magic powers, and is designed to let you visualize and resolve combat without needing to look at figures on a map.

HOW TO USE THE CODEX MARTIALIS

The Codex Martialis is a resource for people interested in fighting in a way which feels more natural and intuitive, with a series of options built around a core system. Many of the rules in the Codex are deliberately listed as optional. This allows the GM and players to choose those rules that best suit their campaign and their playing style. Codex Martialis is designed to work both as a self-contained system and as a kind of a-la-carte menu of crunchy combat mechanics which you can use as you please in your games.

Codex is designed with three types of people in mind. The first are gamers who like to make their own house rules, and enjoy tinkering with systems. If you are one of those people and looking for more interesting combat, Codex is for you, and you probably have everything you need in the core rules. The second type is also a gamer, maybe someone a bit bored of fantasy tropes and considering plunging into a new world. Codex is now linked to an historical setting – late medieval Central Europe, and has rules designed to help you find a foothold in that world well beyond combat. If you want to try historical gaming or adapt your own setting as a one-off from the historical baseline, this is for you. The third type is someone, maybe a reader and a thinker, who enjoys reading and exploring game design mechanics. If you are looking for something different to examine and think about, Codex should really open some new doors.

DICE POOL VS. D20

One of the problems Codex seeks to solve is the dreaded ‘flat curve’ associated with rolling a single die or percentile dice. A Dice Pool lends a lot of flexibility to combat, and helps avoid the curve, but a 20 sided die allows a much wider range of probability. Codex Martialis gives you a little of both by combining aspects of a dice pool with the 20 sided die in a “roll many / keep one” system. Multiple 20 sided dice can be rolled in a single attack or defense roll, but only the highest die is counted. This keeps it simple by avoiding the arithmetic, and allows players and GMs alike to overcome the dreaded ‘flat curve’. This way you can make your own luck, literally.

Do you prefer rolling defense against an attack or simply requiring your attacker to defeat a target number? Codex



Martialis allows both options. Defense can be either Active or Passive. Armor acts as Damage Reduction (DR) as in many other systems now, but armor can also be bypassed or attacked itself. Having trouble piercing that iron breast plate or those tough dragon scales? Strike around the hard parts and into the soft underbelly with a bypass attack. No luck piercing that brigandine? Maybe it's time to start taking it apart with a few well-placed cuts.

Character skills combine with choice of weapons to open up a variety of tactical options and personal strategies. Do you select a staff for its excellent defensive value, a military pick for its enhanced armor piercing features, or a longsword for its versatility in attack and defense? A spear or a pole-arm has a terrific reach in the opening attack but it is relatively slow in the subsequent attacks. A dagger is a very dangerous weapon at close range because it allows the wielder to perform rapid follow-up attacks. To use it effectively, mount a cautious defense until your opponent makes a mistake allowing you to rush in and stab stab stab. Most beasts such as lions and wolves will attempt to engage in close-fighting or grappling by preference.



Martial Feats allow personal combat strategies to take on considerable depth. For example, a spear-fighter may take the **Point Control** Martial Feat which makes it easier to impale folks with daggers who are attempting to rush into close range. A Samurai will usually choose the **Nukitsuke** Martial Feat allowing a sheathed weapon to be instantly deployed into a cut or a flowing block which confers a bonus to defense and opportunities for counterattack.

MECHANICS IN THE SERVICE OF NARRATIVE

The combat rules, skill rules, Martial Feats and other mechanics in Codex Martialis and Integrum are intended to enable you to tell better stories. The ability to emphasize attack over defense, the sense of increased vulnerability and peril, the ability for the choice of weapons and armor to have real meaning, are all ways to simply tell better stories. Do not feel constrained by the system.

Codex is made with the assumption that the GM is an impartial arbitrator. Though the Codex rules are somewhat more comprehensive than in other systems, the philosophy of this system emphasizes **rulings over rules**. We recommend that you do not get bogged down trying to figure out what every precise rule definition is in the middle of the game, and never go back and do do-overs.

Do what seems the most logical and likely in the moment, or what tells the best story under the circumstances. The rules are designed to fit a bit better with your common sense, and give you some mechanics to articulate what you would like to do in a given situation. Similarly, the setting in Codex Integrum is based on the real world, and while the 15th Century is strange until you get familiar with it, being based in reality it does have its own internal logic which is fairly consistent. Once you have played for a while it should begin to become intuitive.

Codex Martialis allows combat to feel like combat; you can try out ideas you see in movies, know from martial arts, or think up yourself. This system is designed to allow you to have fun with the fight and with the setting without getting bogged down in it. Precision vs. speed, strength vs. finesse, attack vs counterattack... the outcome of is decided by each character's specific abilities and each individual player's personal style and *their* clever innovations and ideas.

Our goal is to present the player and GM with a range of new tactics which bring a far more dynamic feel to combat, by adding numerous options without adding a great deal of complexity. This should allow you to tell better stories that make more sense to you, and thereby to retain immersion within and engagement with a strange and remote world!



Parco Di Monstri, Bomarzo Italy, built 1552



ENTER CODEX INTEGRUM

The original version of Codex Martialis was released under the OGL in 2008 with the indispensable help of Ian Plumb from Griffin Grove gaming who did the layout and hosted our forum, and Reynard Rochon who did the artwork. Between 2008 and 2012, many people from the historical fencing community as well as gamers contributed a great deal to this project and we made several improvements. We also got a lot of feedback from gamers who wanted closer adherence to 3.5 rules. By the end of 2012 version 2.5 of Codex was fully adapted for OGL 3.5. By 2013, the published version of Codex Martialis was still just a combat system, and that is how it remained. For the next six years, due to other commitments, work on Codex slowed to a halt.

In fall of 2020 **Codex Integrum** was formed and work began on a revival of Codex Martialis. The update was intended to make Codex more system independent, to reduce reliance on the OGL and to update some specific language and rules from older systems for easier compatibility with 5.X. We began to complete several stalled projects which would help flesh out Codex Martialis and begin to take it from a combat system to a complete game.

On Oct 31 (Halloween night) 2020 we released **Codex Supremo**, our first historically based magic supplement, and in January 2021 we released chapter 1 of **The Road to Monsterberg**, our first historical adventure. In March 2021 **Volume II** of our popular historical 'Housebook', **The Codex Guide to the Medieval Baltic** was completed, capping that project which had been in the works since 2017. In January 2021 we began a series of playtests using the Road to Monsterberg adventure. Our playtesters requested new resources 'beyond combat', to make the most of gaming in an historical setting. We added some material to the Monsterberg document, but it soon became clear that we had sufficient content for a new book.

In April of 2021 this new material became the basis of the document you are reading now. Most of the new rules, gaming advice, and GM resources added to Monsterberg were moved here. We also removed most of the 3.5 rules, nomenclature and Feats, and as much as possible, and front-loaded rules in this document to reduce the number of references to the SRD (of any version). Finally, we have added a rudimentary lifepath character generation system. What remains is a bit closer to 'pure' Codex.

The result, we feel, is a relatively simple and more consistent resource which makes Codex much more "version agnostic" and therefore easier to play with a variety of systems, or as a stand-alone game. This Players Guide includes many more tools to help take the leap into historical gaming, taking you across the threshold into the elusive but fascinating world of late medieval Europe, upon which so much of the fantasy genre is based.

BEYOND COMBAT: THE PLAYERS GUIDE

Codex Integrum Players Guide moves us into new territory with the introduction of concepts appropriate for historical gaming. Among these are a system for honor and reputation, some simple combat morale rules, rules for appearance and dress, and a new approach to using skills among other novel elements. We have also added historically based Special Abilities, which are similar to Martial Feats but for the most part are not (directly) combat related. And we have added markets and additional information about gaming set in medieval Central Europe. As usual, **these are all optional**, and as much as possible, modular. They are structured in such a way as to allow you to customize your own campaign as you prefer to do so.

CHARACTER GENERATION

We have added 14 new historically based character classes as well as guidelines for leveling up and creating new characters using a 'lifepath-lite' system.

HISTORICAL GAMING – NEW DEFAULT SETTING

As a combat system, Codex Martialis was designed to be adaptable to a variety of historical or fantasy settings. You can use Codex rules for a game set in Iron Age Ireland or Scandinavia, Imperial Rome, the Ottoman Empire, Feudal Japan or Germany in the 30 Years War.. and it could just as easily be set in Middle Earth, or the Dying Earth. Basically any kind of pre-industrial or low-fantasy combat on a relatively small scale works with Codex combat rules, and it's easily adaptable to any version of the OGL or similar systems. Just use what elements you like for your game.

Now that we are expanding beyond combat with a full panoply of roleplaying options, we have linked Codex Martialis to its own default world. Since we have already released the **Medieval Baltic** Volumes I and II history books, our setting is the same as those books: Late Medieval Central Europe. This is not a major change for the core rules, it just means that prices, skills and special abilities are pegged to this specific historical genre as a baseline. They can of course still be adapted to others.

MORE TO COME!

The 2021 edition of Core Rules and the Players Guide represent a new direction for Codex Martialis, heading toward easier compatibility with both 5.X and OSR. Meanwhile we continue to move forward in 2021 and beyond, and under this new framework more and better material will be added to the Codex system and to this document. This is an iterative process, and additional material will be added to this document. So if you own a PDF copy make sure you click 'allow updates' and stay tuned for more. And if you want to participate in the process, come to the forum and chime in. Is there a question you want answered in the FAQ? Is there a specific resource you would like to see more or less of? Let us know and become part of the process.



PART 1– CHARACTER CREATION



A hunter, having successfully brought down a stag, blows his horn to notify the rest of the hunting party. Gustav Adolf Closs "September" ((Detail). 1913.

CHAPTER 1 – CREATING A CHARACTER

The rules in this section allow you to do two things: make a new character (which can be done two ways), or level-up an existing character, which works in what should be a familiar manner, just spending the experience points and acquiring a level. In order to provide the ability to generate and level-up characters, we provide the following fourteen classes. Each class includes short descriptions sufficient to get an idea what the class is about, and about a half a dozen Class Specializations are also included. There are also some new skills, abilities and Martial Feats here, all of which are briefly explained below.

A SCALABLE SYSTEM – FROM TRADITIONAL TO UNIQUE CHARACTERS

The Codex Integrum Player's Guide offers you a modular, historically based character generation system. At the base level, you have classes which are somewhat similar to those you know from other games, except that these are historically based. If you want to keep it as simple as possible, you can just pick one of the new classes, and base your character on that. Each class has prowess (your To Hit and Defense bonus in combat), some Martial Feats, some skills, a level of wealth and social status (see Ehren, below) and that is that. You can go on and buy your gear and you have a character. Done and done.

On the other end of the spectrum, you can run your character through three or four different classes, use the class specializations, and create a much more unique individual. The Late Medieval period was also the early Renaissance. It is a characteristic of this time and place that people wore many hats. The so-called "Renaissance Man" (and woman) was not a one-trick pony. It was not unusual for the same individual to be able to ride a horse, pick a lock, mix a tincture, kill a man in a duel, recite a poem in ancient Greek, design a siege tower, and track a wolf through the snow.

The character generation system in this book will allow you to create characters like this. You can make a knight, and leave it at that, or you can create a knight ten different ways. Your first knight has lived as a pirate, who spent as much time sailing the Baltic in a two-masted carrack as riding his horse. He knows how to read the stars, how to sail and how to find his way in a strange foreign port. The second was a mercenary fighting the Turk in Hungary, and learned to shoot the composite bow, and all the tricks of the steppe nomad. The third is a wealthy noble with an obsession for hunting, always at home on the trails of the forest. He knows all the properties of the plants and herbs he finds there, and has a knack in the science of alchemy. The fourth is a burgher, a blacksmith of Nuremberg, who has led horsemen in the town militia in a dozen campaigns, and applies his skills as a gun founder to position the cannon on the battlefield, always knowing just where to aim the big guns to bring down the enemy towers. And so on.

Our 'modified lifepath' system will allow you to quickly take a character through three or four steps which then result in a completely unique individual, with a past, alliances, friends and family, special skills and abilities and life experiences which can help you imagine a trajectory for their story arc. You can make a knight, a burgher, a nomad, a bandit, an artisan, a scholar, a friar, or any combination of all of these, with additional nuances provided by more than a dozen specializations available to each class. Many of these specializations exist in more than one class and can help you jump from class to class and estate to estate.



Knights and soldiers on the city streets. Gustav Adolf Closs, 1896

NEW CONCEPTS

There are two new gameplay concepts introduced here which have to do more with roleplaying in an historical setting than with combat specifically. These are related to the social conflict prevalent in an historical setting, others are the key to unlocking a character's skills and abilities.

EHREN

Very roughly Ehren means honor or face. It has to do both with personal comportment and reputation. In game terms, having a high Ehren is helpful in Diplomatic negotiations: If one character's Ehren is at least ten points higher than the others, grant the one with the greater Ehren a Free Dice in any kind of contested skill check for Sense Motive, Intimidate, Bluff, or Diplomacy. For every ten points of Ehren (rounded down) grant a +1 on the Reaction Table (see Encounter Reaction Table, below). Random strangers met on the road may not be aware of a stranger's status, though Ehren is detectable by in subtle ways via posture, tone of voice, bearing, and appearance. In addition, one is expected to dress to their station, and this has a direct effect on Ehren (see **Chapter 4, Appearance and Dress** for more about this).

Ehren can also fluctuate based on a character's actions or public statements. For example, if you are caught in a lie or an empty boast, you will lose Ehren. If you fail to keep your word, you will lose Ehren. On the other hand, if you predict something which seems unlikely but which comes true, you will increase in Ehren. If you proclaim in public that you will do something dangerous or very challenging, this is like gambling with your Ehren. For example, if you announce that you are going to capture the robber knight Conrad within three days, and you actually do it, you will gain substantial Ehren. The GM and PC can decide how much a particular bet is worth.

Another important way to make a 'bet' with your Ehren is to get into a public duel or fight. This may be legal or illegal according to the specific rules of the local community, it could be formal or informal (like stepping outside of a tavern to settle differences), and it could be largely symbolic (with neither party receiving a serious injury, or any injury at all) or it could be serious and to the death. Just participating in such a fight will generally increase Ehren, unless one of the participants does something cowardly or deceitful. The person who wins the engagement will gain more Ehren.

Certain serious insults received in public or before witnesses by a PC, such as being called a liar, a coward, or a traitor, would damage their Ehren temporarily (the exact extent to be determined by the GM, but it could be substantial, up to half or more of your current points). This is even worse if the person insulting you is themselves of low Ehren. In this case, you would need to fight some kind of duel in order to remedy the damage. The stakes would

be higher and more serious outcomes would be more likely.

Disgraceful actions by a PC, such as making a fool of yourself in public, being caught in unethical or criminal acts, can all reduce your Ehren. Your appearance, including both grooming and the value of your garments and kit can also effect Ehren, see the section **Appearance and Dress in Chapter 4 – Adventuring** for more about this.

Ehren for artifacts

Ehren is not just an innate trait of people. It is also something which adheres to belongings, even places. While your innate bearing and presence has somewhat subtle effects on the perception of others, a big gold chain and a beautifully engraved breast plate are more immediately obvious. Personal artifacts such as weapons and armor, clothing, jewelry etc. may have an Ehren value associated with them. This is why nobles, church leaders, wealthy burghers and so on spent so much money on fine quality kit and often embellished their weapons and armor with precious metals and gemstones, and had all their possessions made to a very high artistic standard.

You can manage this in different ways. Either track the Ehren value of each particularly nice and expensive artifact and add it all up, or just guesstimate a more generic Ehren bonus based on 'In rags' -5 Ehren, 'Normal attire' 0, 'Affluent attire' +1 Ehren, 'Rich attire' +5 Ehren, and 'Resplendent' +10 Ehren. Due to the cost of such expensive kit, most PCs will not have a large number of such items to keep track of. For more on this see **Leveling Up, Wealth and Ehren**, and the section **Appearance and Dress in Chapter 4 – Adventuring**

PLAYER TEMPERAMENT

In the medieval world, scholars believed that people adhered to personality archetypes based on temperaments derived from Galen's four humours. During character creation, each PC can select a temperament, and as a result will gain a temperament bonus for one of the four Galenic humours: either Choleric (domineering / aggressive), Phlegmatic (calm, composed), Melancholic (precise, measured), or Sanguine (intuitive, spontaneous). When appropriate circumstances arise, as in applicable to that particular personality type, the PC can apply either a Free Dice or their Temperament bonus to one specific die roll, **once per point of Temperament bonus, per session**. You can keep track of this with poker chips or something similar.



Temperament is based on your Ability Scores, and the temperament *bonus* is comprised of the mods from two Ability Scores, as follows:

- Phlegmatic - Con, Wis
- Choleric - Str, Cha
- Melancholic - Dex, Int
- Sanguine - Cha, Int

So for example if your highest scores are Str of 17 (+3 Mod) and Cha of 15 (+2 Mod), your ideal temperament would be Choleric, for which you would have a +5 Bonus, Of course, you may have more than one ideal temperament, and it is also possible to choose a temperament that your character isn't ideally suited for, which may be something they will grow into (perhaps when certain ability scores improve as they level up, or through role-play per below). The ultimate rule for PCs is to just choose the one you like best.

Temperament and Combat

Temperament can also be applied to combat, either as a bonus, or a single Free Dice. This applies to the Temperament bonus described above, with one use allowed once per each point of Temperament bonus, per session. Both combat and routine skill checks apply to the same pool (**this can be tracked by handing players something like poker chips**). Whatever the action is, it should match with the temperament. So for example:

- Phlegmatic - A Will Saving Throw or an attempt to parry a wild (multi-dice) attack with Active Defense.
- Choleric - An attack with a sword, axe, or mace, or an Intimidate skill check
- Melancholic - A carefully aimed crossbow shot, thrust with a rapier, or a counterattack.
- Sanguine - A Bluff skill check, a Feint, a surprise attack, or Improvised Defense.

Temperaments and Skills. A characters Temperament bonus can be applied to Skill checks as a Free Dice. This is explored further in **Chapter 3, Skills, Martial Feats, and Special Abilities.**

Roleplaying Temperament

The baseline for a characters Temperament is normally the combination of their two best ability score modifiers, but as an optional rule you can allow PCs to increase their Temperament through good roleplaying. By performing to their chosen personality, especially where there is some risk, or inconvenience involved, and / or if there is particularly clever roleplaying, the GM can grant a temporary bonus to the Temperament bonus, between +1 and +4, depending on the circumstances. If while enjoying such a bonus, the PC rolls a natural 20 on a skill check, ability score check, or combat die roll while using the Temperament Bonus, at the GM's discretion they can grant a permanent +1 to Temperament.



A cavalrman in the forest, Gustav Adolf Closs, 1920

CHARACTER CREATION

There are two basic methods for character creation, one very simple and one a bit more involved.

OPTION ONE: ROLL A NEW CHARACTER WITH XP

This is the simple method. Just roll Ability Scores however you like, then assign a number of experience points, for example 4,000 for a 3rd level character, or 6,000 for a fifth level character, and 'buy' class levels until you run out, keeping the remainder noted on the sheet. We recommend starting characters at 2nd-3rd level at least for most historical campaigns, however this is up to you and the type of campaign you want to run.

OPTION TWO: ROLL A NEW CHARACTER WITH CP

To roll a new character with a bit more nuance, start with a number of Class Points. These can be used to buy better die rolls for your Ability Scores, to pick up levels in different Classes, or to buy extra money or Ehren. New Characters get 6 'free' ability score rolls at 4D6 and drop the lowest roll. They may then spend a fixed number of Class Points or CP, depending on how powerful a character you want to make, this will typically be between 8 and 12 points. 10 points is sufficient to make a third level character, which



is a good starting baseline for a Codex campaign. Characters will not typically start at zero level.

(CP Method) Ability Scores

For the cost of one Class Point, you can roll one more attempt at 4D6. So if you spent 3 CPs you would roll 3 additional Ability Score rolls with 4D6 and keep the best rolls. Regardless, the die rolls can be assigned freely to whichever ability you want. Alternatively, one CP can be used for an extra 3D6 roll, and you can discard your lowest roll(s).

Once you have rolled and assigned all of your Ability Scores, you can then buy your way into your first Class-Level, with or without a Specialization (see below). Each class listed below is associated with a Class Cost, which represents how many Class Points you need to spend to buy your way in. This cost represents the normal life experience for a young person, and the relative difficulty of entering certain career paths.

Using the Codex rules you will end up with a range of possible outcomes, so for example with 10 points you could end up between 2nd and 5th level, depending on which Class(es) you picked, and how much emphasis you put on ability scores vs. Class-level. When you buy a class-level with your CP, you can also select a specialization. Some specializations cost additional CP, others have restrictions such as a minimum of Ehren, while some cost less CP making it easier to enter the Class.

Rolling for Starting Ehren

This applies to both methods. After you have rolled all of your ability scores, make a 'Free' D6 die roll for Ehren. This represents a combination of your birthright, (essentially whether your parents and family are important or not), and how your innate honor as a person developed, as you came of age from childhood. Your Ehren helps determine what Classes you qualify for.

During initial character creation you are allowed to spend one CP (or 500 XP) to buy a second D6 die roll for Ehren – if you want to. Any further Ehren will cost one CP per point. If you end up with low Ehren, don't fear. There are both high and low status Classes, in terms of their respectability in medieval society and their wealth, but both types make good characters and there are many paths into higher status.

Ehren and Class

Your starting Ehren will determine your eligibility you're your initial class. Once you have established your Ehren you can review the following table for which class you may be eligible for. Anyone can be an outlaw, and anyone not already an outlaw can become a soldier, a zealot, or a sailor, but beyond that, you will need some Ehren.

Class	Ehren
Outlaw	0
Soldier	1
Zealot	1
Sailor	1
Bauer	2
Denizen	2
Nomad	3
Shaman	3
Artisan	4
Scholar	5
Courtier	6
Knight	6
Friar	6
Patrician	6
Noble	8

Eligibility for different classes will broaden as you level up and your Ehren increases. No matter how low your Ehren goes, you can always qualify as an outlaw.

(CP method) Buying Class Levels

As you level up your new character, keep a running tally of your Ehren and wealth. One of the requirements to enter a new class is to have sufficient Ehren. If you don't have enough, you'll need to buy some extra points of Ehren at the cost of 1 CP per point. Alternatively, you can spend 1 gd (gulden) of your money (if you have it available) to buy 1 point of Ehren. Or pick another class.

Once you are finished buying class levels, which usually means levels in two or three classes, look at the level you have reached in each class and add up your total number of skill points, Hit Points, and money. Next you will want to buy skills.

Classes and Multi-classing

Your class does not define you in the Codex system the way it does in some other systems. Class doesn't define your character, rather it is a stage you pass through on your way to becoming something unique. Using the Codex Integrum system it is normal to use multi-classing, which is representative of the many different hats people in medieval Europe wore, in the sense of the 'Renaissance Man' (or woman). But these classes should be chosen carefully, as each character can only have three different classes. Longer term goals for character development can be affected by early choices.

Class and Specialization

Each class listed below also has Specializations available. Picking a Specialization may increase or decrease the CP cost of entering or leveling up. Specializations can provide additional Martial Feats or skill types not normally available within that class.



Some Specializations can be found in more than one class. If you have already done a level in a particular Specialization, and pick the same Specialization again (including in another Class), it reduces the Class Cost for entering / leveling up by 1 (to a minimum of 1).

If your Temperament matches the Temperament of a particular Specialization for a given class, this also reduces the Class Cost to enter that class by 1 CP (cumulative, but to a minimum of 1). If you are using the Experience Point method, 1 CP = 500 XP in terms of adjusting for cost to enter the class.

Age

During character generation, characters start at age 16. **Each new Class-level ages the character ages 2-4 years (the number of years is based on the Class).** So while it is possible to start with a 5th level PC, **for each 4 years after Age 30, characters must lose 1 point from one of their Ability Scores.** At Age 36 that would be 2 points, at age 40, 3 points etc.

This penalty can be applied to any Ability Score of your choice, but it is a rather painful penalty. This is a disincentive toward creating very old but high level characters. This penalty only applies to newly generated characters; it is not relevant to leveling up during regular play.

Conversely any character completed at 20 years of age or younger *gains* their choice of +1 Str, Dex or Con. You can reduce your starting age by spending CP, at a rate of 1 CP per year.

Acquiring Skills

Each time you level up in a class (including the first time you enter the class) you get one point of each skill type available to that class. For example, if you gain a level as a Bauer, you get the skill types Rural, Rural Wisdom, Equestrian. Write down one point for each of these. In addition, each specialization may give you between one and four additional points in different skill types. Write those down as well for each level.

Once this is sorted out, you can go through the skill list and buy the actual specific skills (see **Chapter 9, Skills**) or if you are using Skill Types as skills, just keep those as your skill list. Once you decide you have reached the right starting level, any remaining CPs can be spent to buy additional Ehren (at +2 per CP) or money (1 Gulden per CP) or a Martial Feat (at 1 MF per 2 CP) or to reduce your starting age (1 Year per CP) or for a Free Dice on your (optional) Peril and Vice rolls (1 Free Dice per CP). See **Perils and Vices** for more on that.

Buying Equipment

Once you have figured out all your class levels and skills, just head over to Chapter 6 – Finding Gear, and use the tables there listed for markets. Depending on what your GM allows, buy whatever you want. It's a good idea to keep some cash handy for travel, to pay tolls or fines, to bribe people etc. But this of course will vary by campaign.

If you don't want to bother with adding up all the prices, you can abstract the purchasing of equipment, by setting price ceilings based on your wealth. Take a look at your wealth, and on this basis, consult the table below. You can have anything you want under the value listed under the 'Free Items' column, within reason (or up to ten or twenty items, whichever the GM decides), and three items under the value listed in the Special Items column.

PC Wealth	'Free' value	Items	Special Items value
< 1 gd	Up to 10 kr		Up to 40 kr
1-3 gd	Up to 20 kr		Up to 1 gd
4-10 gd	Up to 40 kr		Up to 3 gd
11-20 gd	Up to 1 gd		Up to 5 gd
21+	Up to 2 gd		Up to 20 gd

If you choose your equipment in this manner, your remaining cash amounts to whatever the original stated value was, but stepped down one level. I.e. if you started with 70 kr it becomes 70 dr. If you started with 5 gulden it becomes 5 kr etc. You can also take a fixed amount of your money, say 10 gd, and spend it according to the rule above, while retaining any money you had left over. Again, this is only an optional method for those who don't want to add up the cost of every item.

LEVELING UP

Leveling up an existing character is much simpler than using the point buy system to create a new one. Just pick whichever class you have sufficient experience points to level up in, and add your new Martial Feats, skills and special abilities according to the chart. As an option, if you want you can apply the same experience point benefits for matching Temperament, matching Specializations, or for consecutive levels in the same Class (500 XP for each, cumulative). Remember if your Prowess increases based on your previous level, then that also means your MP increases (MP is Prowess +1, up to a maximum of 4). This benefit lasts until the Character reaches the age of 30.

LEVELING AND ABILITY SCORES

For every *three* total levels that your PC advances, you may increase one Ability Score of your choice by 1 point. This applies both during character generation and when leveling up an existing character.



WINGING IT (OPTIONAL)

You may not like math, or looking at charts. Meanwhile leveling up tends to happen at a fairly predictable rate within a given group, every 2 or 4 sessions or whatever. Getting granular with experience points can be a way to reward players for being clever, for thinking outside the box, or for using less obvious skills and stratagems. This is the real point of bothering with points. But there is more than one way to do this, and you should feel free to let the players in your game level up when you as GM or the group more generally feels the time is right.

The historical character generation system in Codex Integrum puts the emphasis on multi-classing and specialization, with the eye toward widening the player skill base rather than just climbing a ladder ever higher into greater and greater power, but it is ultimately up to you and your players how to handle character progression. If it's easier to wing it, just do that.

BUYING SKILLS AND FEATS (OPTIONAL)

Leveling up boils down to three things: gaining Hit Points and Martial Pool, both of which max out at around 4th level, and picking up Martial Feats, Special Abilities and Skills. Once you have maxed out on your Martial Pool (4 MP) and Hit Points (3 x CON score), you can use an alternative to leveling-up. You have the option to buy five skill points or one Martial Feat or Special Ability for the cost of 1,000 xp per (total) level(s). So if you have an 8th level Knight, that would cost 8,000 xp. If you have a 3rd level Soldier / 2nd level Bauer, you have gone up 5 total levels so the cost would be 5,000 xp. The skills should at least in the ballpark of something the character has done or tried to do since their last time leveling up. The Martial Feats should also be in the ball park of something the character has been involved in since the last level-up, for example no cavalry Feats if they have not done any horseback riding.

WEALTH AND EHREN

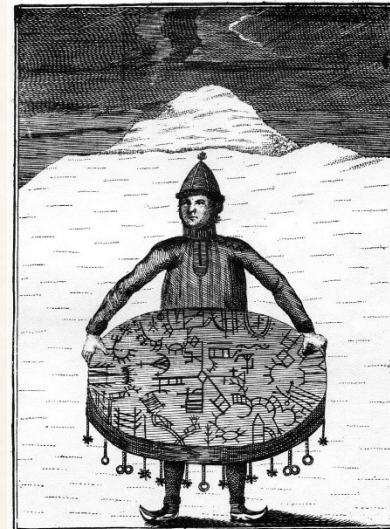
During character creation, Wealth and Ehren accrue per your class level, at the rate based on the highest level you reached. So for example if you buy 2 levels as a Patrician, you will receive 6 Ehren and 5 gulden in wealth as a 2nd level Patrician. When you level up during normal gameplay, Ehren will increase to whatever the value for the new level, if and only if that number is higher than your current Ehren. So if you started as a 2nd level Patrician and leveled up to 3rd level, your Ehren would increase by 2 – if your Ehren was still 6.

Wealth during character generation indicates wealth retained per term, which is to say after your normal expenses. On an ongoing basis, it is a guideline which represents your normal annual income. This may or may not be relevant depending on the circumstances of your campaign. I.e. if you are a Bauer or an Artisan but have spent the last year traveling away from your land /

workshop, you may not have earned any income from it, unless you have made arrangements for someone else to manage it in your absence.

PROWESS

Prowess is a new concept meant to take the place of what was called BaB in 3.5 and what is now called Proficiency in 5e. Prowess is slightly different from both other in that it does not apply to skill checks, but it does apply to both attacks and Active Defense.



A type of Sami Shaman called a Noaidi, posing with a magical drum, Finland 1767

HAZARDS: PERILS AND VICES

Each Class Specialization may or may not have a Peril or Vice modifier associated with it. These represent the inherent moral and physical hazards associated with certain professions and lifestyles, and they can help balance the benefits of taking on riskier Specializations which also sometimes confer the greatest skills or better status or income. When you are finished all of rest of character creation, if you have accumulated any points of either type, add them together (separately, one total for Perils and one for Vices).

This becomes your risk DC for each potential hazard. Roll a D20 with no modifiers, once for each type of hazard your character was exposed to. If you have CP remaining you can spend 1 CP to roll a Free Dice. If you roll higher than your DC, you were lucky and escaped the hazard. If you roll lower than or equal to your DC, then your die roll is the number of Peril or Vice points you will have to spend on the tables below, accumulating injuries or scandals. You can thereby accumulate some complications in your life! If you do not wish to use these rules you can just skip this section.



So for example if you did three levels as a Bandit, you accumulate six Peril and three Vice. Roll a D20 for Peril, your DC is six, so if you rolled a five, then you must spend five points on the Peril table below. If you rolled a seven, or anything above a seven, you suffer no Peril hazards. Then it's time to roll for your Vice hazard, with the DC being three.

Perils take the form of injuries with lasting effects. You can pick your tragedy from the table below.

Peril	Result	Pts
Minor leg injury	-5' base move rate	1
Moderate leg injury	-10' base move rate	2
Leg amputation*	-15' base move rate, -1 Dex	3
Finger amputation	-1 Dex	1
Hand amputation**	-2 Dex	3
Serious injury	-1 to one Ability Score (player's choice)	1
Serious injury	-1 to one Ability Score (random)	2
Major injury	-2 to one Ability Score (player's choice)	3
Minor scar	-1 to Cha	1
Serious scar	-2 to Cha	2
Random Scar	Roll d6: (1-3 = -1 Cha, 4-5 = -2 Cha, 6 = +1 Cha)	2
Long illness	+1 year age	1
Major illness	+1 year age, -1 Con	2
Eye injury***	-4 to Spot, -2 to Search	1

* One lower leg was partially amputated; character has a wooden prosthetic.

** One hand is replaced by a bronze hook

*** Character wears a patch over one eye.

Vice	Result	Pts
Scandal	Banned from a Bishopric, -1 Ehren	2
Scandal	Banned from a Village, -1 Ehren	1
Scandal	Banned from a Town, -2 Ehren	2
Scandal	Enmity of a woman, -2 Ehren	1
Scandal	Enmity of a man, -2 Ehren	1
Scandal	Enmity of a knight, -2 Ehren	2
Scandal	Enmity of a noble, -2 Ehren	3
Scandal	Enmity of a town, -2 Ehren	3
Scandal	Enmity of a prince, -3 Ehren	4
Scandal	Excommunicated, -4 Ehren	4
Gambling (moderate)*	-1 gulden / 60 kroner wealth, -1 Ehren	1
Gambling (serious)*	-1D6 gulden wealth, -2 Ehren.	2
Bad tempered	-2 on all Diplomacy checks	1
Absent minded**	-1 on all Skill checks unless explicitly paying attention	1
Alcoholic***	-1 Wisdom	2
Lecherous****	-1 Wisdom, -1 Ehren	1
Spendthrift	½ wealth lost	2
Debt (moderate)	3 gulden debt, -1 Ehren	1
Debt (serious)	3d4 gulden debt, -2 Ehren	2

* Will be compelled to enter any gambling game they run across (Will Save DC 10)

** GM can spring this on you at random.

*** Must make a Saving Throw (Will DC 10) every time you have a drink or will continue drinking all alcoholic beverages available until very drunk.

**** Must make a Saving Throw (Will DC 10) each time you encounter a person of your preferred gender or make a pass at them.



CHARACTER GENERATION SOUP TO NUTS

The following is a review of all the steps you need to roll a character. To start with, pick either a number of CP or Experience Points with which to roll your character. It's generally recommended not to start at 1st level. If you have 12 CP (or the equivalent in XP which would be 6,000), you should be able to make a character of 3rd – 5th level which is ideal for most historical settings, though lower or higher may be recommended by your GM.

ABILITY SCORES

Roll your Ability Scores by whichever method you prefer.

STARTING EHREN

Roll 1 D6 for your Starting Ehren. You can spend a CP for an additional D6. After that, you can only buy Ehren at a cost of 1 Ehren for 1 CP.

TEMPERAMENT

Choose your Temperament and calculate your bonus. This is largely a function of your Ability Scores, but will affect your ability to enter Classes and level up in Classes during character generation.

BUY CLASS / LEVELS

Pick a class you qualify for in terms of CP (or XP) and Ehren. Remember if your Temperament matches the cost is -1 CP, if you already did a level in this class, it's less by -1 CP, and if you have already done a level in the same Specialization (in this or in another Class) it's -1 CP. All cumulative, to a minimum of 1 CP. Classes are in **Chapter 2**.

Buy Specializations

You can enter the class without picking a Specialization, or you can pick a Specialization. Each Specialization can increase the CP cost or lower it. Also see the factors listed above.

Write down your Martial Feats, Wealth and Skill Type Points

Add up your Skill Type points, write down your income, and write down any Martial Feats or Martial Feat Types, and any Special Abilities you acquired from this Class / Level. Write down any Peril or Vice points you acquired if using that system.

Determine Ability Score Improvements by Level

For every three levels your character achieved, you gain +1 to one Ability Score of your choosing.

DETERMINE AGE

Once you have spent all your CP or XP, add up aging for all of your levels, and calculate your Age. Contend with the Age modifiers to Ability Scores as appropriate. You can spend 1 CP to lower your age by 1 year. Each 4 years past age 30, you suffer a penalty of -1 to an Ability Score of your choice.

CHOOSE YOUR SKILLS AND MARTIAL FEATS

Pick your specific Skills (unless using Skill Types instead), and pick your specific Martial Feats. See **Chapter 3** for more of this.

ROLL PERIL AND VICES (OPTIONAL)

If you are using the Perils and Vices, roll for that. If you have CP remaining, you can spend a CP to give you a Free Dice on this roll. (See **Buy Class / Levels, Roll Peril and Vices (Optional)** for more on this)

CHOOSE YOUR SPELLS

If you are using the magic system, and your character has some spellcasting classes, chose 1 spell or Cantrip per spellcaster level. You will find a few spells and Cantrips in **Chapter 7**, see **Codex Superno** for more.

CHOOSE YOUR STARTING EQUIPMENT

Based on your starting wealth, choose your starting equipment from the tables under **Chapter 4 - Adventuring, Finding Gear**



CHAPTER 2 – CHARACTER CLASSES

NEW CLASSES

The following chapter provides a basic character generation system. We have provided the details for 15 new historically based character classes which can be used to create characters. These new Classes include five new “Primary Classes” (Bauer, Denizen, Friar, Noble, and Outlaw) and ten new “Secondary Classes” (Artisan, Courtier, Knight, Nomad, Patrician, Sailor, Scholar, Shaman, Soldier, and Zealot). The Primary classes are where many characters typically start their careers, and have no special requirements to enter, whereas the Secondary Classes are more ‘expensive’ to enter in terms of requirements, and also Creation Points or Experience Points (depending which method you are using to create characters).

LIFE PATH SYSTEM

This is a “Life Path” system, which means to create your character, you will pass through one or more (usually several) ‘terms’ during which your character will spend time in one or more distinct Classes, and within each class, you may enter a different Specialization. Each term in a given Class will advance your character in age, financially, and in capability. Your character will acquire Skills, Martial Feats, Ehren, and Special Abilities. You will accumulate Prowess, Hit Points and Martial Pool (via Prowess). **In this system, characters are not necessarily defined by their Class.** Class is more of a pass-through, a stage through which in your character’s development. Each character is at least somewhat unique and can bring many skills and life experiences to bear upon their adventures. This is in keeping with the nature of the period, which overlaps with the early Renaissance.

Prowess

Prowess is your baseline ability to attack enemies and defend yourself in combat. The Prowess of your character is not cumulative, rather it is based on the highest level of Prowess you reached in any Class. So for example if you were a second Level Bauer and a third level Soldier, your Prowess would be +3 (from the Soldier Class / Levels). If you increased one level in Bauer from two to three, your Prowess would remain at +3, because the bonus for a third level Bauer is +2, and you are already at +3. If you advanced to level four as a Soldier or advanced to level seven as a Bauer, your Prowess would then increase to +4.

Specializations and jumping from class to class

Specializations can help you move from one class to another and thereby advance socially or just in your Martial Feats, skills and Special Abilities. Many specializations are found in more than one Class, and if you have already done a level as say a Trader while in the Bauer Class, and wished to enter the Nomad Class, you could do so as a Trader again, and because you already have the Specialization, the cost would be reduced by 1 CP (or 500 XP).

Other factors which can make it easier to enter a new Class or Specialization include having a matching Temperament (i.e. your character’s Temperament is the same as that for the Specialization), having a level in the same Class already (for example, after jumped from Bauer to Nomad, if you wanted to do another level as a Nomad, your cost would decrease by 1 CP or 500 XP). Finally, some Specializations within a given class may be easier or harder to enter (-1 CP or +1 CP).

All of these factors are cumulative, down to a minimum of 1 CP. So for example if you have a Bauer character with a melancholic Temperament who did one Bauer term Specialized as a Trader, and who then became a Nomad, also in the Trader Specialization, the CP cost would be -2 CP (-1 for Temperament, -1 for having done the Trader Specialization already) for a total Cost of 2 CP (4 -2). If you did a second term as a Nomad / Trader, the cost would go down by another point, to 1 CP (-1 for already doing a term in the same Class). Note that the financial benefits, Ehren and other factors may be different from one class to another even in the same Specialization. Factors like income, Ehren and Prowess will also of course potentially increase with a new level.

Peril and Vice

This is an optional rule which models the potential downside of some Specializations. Some vocations and lifestyles carry with them certain physical or moral risks. Physical risks are represented by Peril, and moral risks by Vice points, which accumulate with each term. Note, the risks are not necessarily the same for a given Specialization within a given Class. I.e. it can change from Class to Class even for the same Specialization. If you want to use this rule, make a note of every Peril and Vice point accumulated during character generation. When you have finished your character, consult the tables in the Peril and Vice section at the end of this chapter.

Hit Point Ceiling

We recommend that you do not give your PCs or NPCs very high numbers of Hit Points. The best way to ensure survival in an historical setting is with more Martial Pool and Martial Feats, good equipment, helpful allies and comrades, and maybe a fast horse, and most of all, through the cunning and cleverness of your players. Codex emphasizes immersion over resource management. A very high number of Hit Points will make the game feel a bit less real and fights in particular feel less perilous or urgent. Therefore, we recommend a ceiling of Hit Points equal to 3 x the CON score for each PC or NPC. This allows some buffer against being killed with a single blow, but not so much that any character will be blasé about being attacked with a sword or shot at with arrows. Needless to say however, as with all Codex rules, this is optional. You can use more or less HP as seems to work best in your own campaign.





Pieter Bruegel, The Return of the Herd (Detail), 1565

BAUER

Class Cost: 3, Type: Primary, Estate: Peasant, Hit Die 8, Starting Ehren: 2, Skill Types: Rural, Rural Wisdom, Equestrian
Age per Level: 3 years.

Bauern are rural people, usually farmers, though the class also includes herders, hunters and fishermen and all kind of other people who make their living in the rural countryside. Unlike serfs, Bauern are free and typically own at least a small amount of land. Even Bauern who work as farmers or herders also tend to spend a lot of their time hunting, fishing and trapping to supplement their diet and income, and they can become very skilled in the use of hunting weapons.

As rural people Bauern also have tracking and stealth skills, which come with an understanding of the lay of the land and the ways of predator and prey. Living on a farm also grants a certain familiarity with life and death, anatomy, and how to handle a blade. Many Bauern go on to become **Soldiers** or **Sailors**, and some become **Nomads**. Wealth starts at 2 gulden per level, mainly representing land and livestock owned by the Bauern.

Bauer Levels

Level	Prowess	Fort	Ref	Will	Bonus Martial Feat	Special	Ehren	Wealth	XP
1	+1	+2	+2	+1	-	Animal affinity	2	1 gd	1,000
2	+1	+3	+3	+1	Feat (select)	Local Cunning	3	2 gd	2,000
3	+2	+3	+3	+1	-	Go to Ground	5	3 gd	4,000
4	+2	+4	+4	+2	Feat (select)	Clan Kinship	7	5 gd	8,000
5	+3	+4	+4	+2	-	Ambush 1d6	9	8 gd	12,000
6	+3	+5	+5	+2	Feat (select)	Trap Making	11	10 gd	16,000
7	+4	+5	+5	+3	-	Ambush 2d6	13	12 gd	20,000
8	+4	+6	+6	+3	-	Clan Leader	14	16 gd	32,000

Martial Feats Available: Ringen, Simple Fencing, Shooters Prowess

Bauer Specializations:

Specialization	Temperament	Skills	Class Cost / Ehren	Peril / Vice	Wealth Mod	Martial Feats
Blacksmith	Choleric	2 Artisan (Metals), 1 Alchemy	E +1			
Drover	Phlegmatic	2 Equestrian, 1 Rural		P 1		
Hunter	Phlegmatic	2 Stealth, 1 Rural, 1 Rural Wis.		P 1		
Poacher	Sanguine	3 Stealth, 1 Itinerant	CC -1 / E -1	P 2		
Crofter	Phlegmatic	2 Rural, Rural Wisdom 1				
Farmer	Phlegmatic	2 Rural Wisdom, 1 Administrative	CC +2 / E +2		+1 gd	
Förster	Melancholic	1 Stealth and 2 Investigator	CC +2 / E +1			
Miner	Phlegmatic	2 Mining, 1 Artisan (Stone) and 1 Alchemy	CC +2 / E +1	P 1		
Trader	Melancholic	2 Mercantile and 1 Social	CC +3 / E +2	P 1	+1 gd	



A Blacksmith is kind of an entry-level metalworker. They typically make things like nails, horseshoes, and basic farm tools. Some become more specialized and go on to enter other more lucrative and prestigious metalworking crafts. A Drover is a type of mounted cattle-herder who brings livestock to market, like a cowboy. They are good horsemen and often make the jump to cavalry.

A Hunter is someone who makes a living hunting wild game. Some specialize in large or small game or fowl, others are more generalist. Many hunters eventually become guides or enter the entourage of a noble, wealthy country gentleman or burgher. They typically have good stealth skills, wood lore, and are proficient in the use of their weapons.

A Poacher is someone who illegally hunts for game on protected game preserves. They have all of the skills of a Hunter plus exceptionally good stealth skills and some social skills related to their clandestine activities. Though this is a risky lifestyle, it is not as perilous as being a robber or bandit.

A Crofter is a small scale farmer who only owns 1-4 acres of land at the most, and usually works for another Farmer at least part of the time.

A Farmer is a landowner who owns at least 20-40 acres of land. A PC with this Specialization is the head of their household, and they can become relatively wealthy. Many become part of the local gentry and they or their children may eventually merge into the lower nobility.

A Förster is someone in charge of protecting game and timber in the forest, like a game warden only more so. They catch poachers, manage the forest resources, coordinate with sanctioned hunters and beekeepers and so on.

A Miner is someone who knows the secrets of mining salt or metals, and makes their living underground. They have many skills related to working with stone, spelunking, and processing ore. Some miners can become wealthy.

A Trader is a petty merchant, trading on the local level. They often travel from market to market or fair to fair and typically have a servant or two as companions. Traders stick to specific places where they know the authorities and can predict the tax arrangements. They can be vulnerable to highway robbers and bandits. Traders are part of many worlds and can be found among many Classes, making this one of the specializations which helps in switching careers. If they do well some Traders enter the town and eventually become Artisans, Merchants or even Patricians. Others may go further afield and join with groups of Nomads or Soldiers.



Hunters and their dogs, taking down a boar on a hunt. Les très riches heures du Duc de Berry - December (detail), Limbourg brothers, 1416.



Augsburger Monatsbilder July, August, September Jörg Breu the Elder, 1550

DENIZEN

Class Cost: 4, Type: Primary, Estate: Burgher, Hit Die 8, Starting Ehren: 2, Skill Types: Burgher, Mercantile, Social
Age per Level: 3 Years

Denizens are residents of cities, towns, or market villages who have not yet become guild artisans or patricians. Their ranks include servants (of the church, the town government, or other Denizens), shopkeepers, small scale merchants, day laborers, non-guild artisans ('bunglers'), bodyguards, lay clergy, peddlers, teamsters, boatmen, paid guards, messengers, clerks and other workers, and at the highest levels, professionals such as physicians or lawyers, merchants, and civil-servants. Like artisans, Denizens have a lot of skills, and some reasonably good fighting abilities.

Denizens also make a regular income from their normal occupation, though not nearly as much as Artisans or

Patricians do, it increases and becomes more comparable at higher level, as does Ehren. Denizens start out substantially poorer than Bauern but have much more potential for upward social mobility. For player characters, the Denizen class is almost always a waypoint toward something better.

The goal of most Denizens is to become an **Artisan** or a **Patrician** though it is also possible to reach fairly high status as a civil servant or a merchant (i.e. while remaining in the Denizen class) though many also move on to other Estates and become a **Soldier** or **Sailor**. Wealth starts at 3 gulden per level, but not until level 2.

Denizen Levels

Level	Prowess	Fort	Ref	Will	Bonus Feat	Special	Ehren	Wealth	XP
1	0	+2	+2	0	-	-	2	0	1,000
2	+1	+3	+3	0	Feat (select)	-	4	2 gd	2,000
3	+1	+3	+3	+1	-	Provisional Citizen.	6	3 gd	4,000
4	+2	+4	+4	+1	Feat (select)	Militia	8	4 gd	8,000
5	+2	+4	+4	+2	-	Burgher Citizen.	10	8 gd	12,000
6	+3	+5	+5	+2	-	Guild Membership	12	12 gd	16,000
7	+4	+5	+5	+3	-	-	14	15 gd	20,000
8	+4	+6	+6	+3	-	-	16	20 gd	32,000

Martial Feats Available: Simple Fencing, Swashbuckler Fencing



Denizen Specializations:

Specialization	Temperament	Skills	Class Cost / Ehren	Peril / Vice	Wealth Mod	Martial Feats
Krämer	Sanguine	1 Mercantile, 1 Administrative	CC+2 / E +1		+1 gd	
Blacksmith	Choleric	2 Artisan (Metals), 1 Alchemy	E +1			
Peddler	Sanguine	1 Mercantile, 1 Itinerant, 1 Social	CC -1 /	P1		
Clerk	Melancholic	2 Scholar and 1 Administrative				
Trabant	Choleric	1 Military	CC +2 / E +1	P1		1 Dueling or KDF
Thief	Sanguine	2 Criminal, 1 Stealth, 1 Itinerant	CC -1 / E -2	P2 / V1		1 SwashB
Midwife	Melancholic	2 Healer, 1 Rural Wisdom				
Bargeman	Phlegmatic	2 Maritime		P1		

A Krämer is a shopkeeper. They buy and sell cheaper commodities like charcoal or food, or artifacts like pottery or baskets, usually not things that they make themselves but rather what they buy at fairs or from local Artisans, Traders or Merchants. Their margins are fairly slim, but if they are cunning they can accumulate wealth and move up in status.

A Blacksmith is a metalworker (see definition under **Bauer**, above).

A Peddler is an itinerant petty trader who travels from one town or market village to another, usually carrying their own small horde of merchandise on their back, sometimes with a donkey or a mule, or more rarely, (when better off) on a cart. Peddlers are usually poor but can move up in status to become a Trader.

A Clerk is a petty administrator typically from the Clerical estate, someone who takes notes and passes along orders and other information. They typically work for the Church, for the town government, for a noble or for a merchant. They are literate and numerate, and some may go on to become Scholars or Friars.

A Trabant is a bodyguard. The word literally means 'satellite'. They are personal companion and servant to a VIP, whose body they protect. Trabants tend to be good fencers as their profession is fighting. Trabants sometimes become Soldiers or Courtiers.

A Trader is a small scale merchant (see **Bauer** for more details)

A Thief is a criminal who makes a living in a clandestine fashion by robbery and theft. Medieval law is harsh toward thieves so they must be very careful in picking their marks. They often operate in poorly supervised areas, small towns or villages which are not adequately policed. Thieves often fight so they gain a Swashbuckling MF.

A Midwife is a healer who specializes in treating women and children, and in particular, assisting with childbirth. This is a specialization which can lead toward becoming a Shaman. Some Midwives are able to get on the town payroll and become respectable citizens.

A Bargeman is a sailor who travels on barges or any kind of river or lake boats (but not the sea). This can be a pathway toward becoming a Sailor.



Peter Neumeister, a merchant ("Kaufmann") of the city of Nuremberg, who died in 1440 (from the Nuremberg House of the 12 Brothers).





St. Ivo, Rogier van der Weyden, 1450

FRIAR

Class Cost: 4, Type: Primary, Estate: Cleric, Hit Die 6, Starting Ehren: 6, Skill Type: Scholar, Liturgical, Social
Age per Level: 4 Years

In theory, clergy are the official spiritual class of medieval Europe, "those who pray", and functionally, they are both the intellectual and administrative class. Clergy in the Codex Integrum typically means the religious (friars, monks, nuns) or the lay religious community such as Beguines and Begherds. Friars are more worldly than cloistered monks or nuns and freely interact with the general public, in fact they often go on journeys and some spend their life on the road. Orders of friars include the Franciscans (who wear gray habits and are sometimes called gray robes), Dominicans (who wear black habits and are often called black robes), Carthusians, Carmelites (called white robes), and Augustinians.

Each Order has its own *rule*, or code of guidelines of behavior which include strict restrictions on dress and ownership of property, obligations for prayer and fasting, and other specific restrictions to their lifestyle. Some orders such as the Franciscans are mendicant orders who take a vow of poverty. Lay religious, Beguines and Begherds, Brothers and Sisters of the Common Life, Jacobsbrüder and Students are on the cusp of this class and are not under such strict restrictions, but may roam around and mingle with others. Some will move on to become **Courtiers**, usually as agents of towns or nobles, others become **Scholars**, and some become **Zealots**. Wealth starts 3 kreuzer per level.

Friar Levels

Level	Prowess	Fort	Ref	Will	Bonus Feat	Special	Ehren	Wealth	XP
1	0	0	0	+3	-	Peace of God	6	3 kr	1,000
2	+1	+1	0	+3	-	Religious Order	8	3 kr	2,000
3	+1	+1	+1	+4	-	Pardoning	10	6 kr	4,000
4	+2	+2	+1	+4	-	Monastic Sign. Lng.	12	6 kr	8,000
5	+2	+2	+2	+5	-	Researcher	14	9 kr	12,000
6	+3	+3	+3	+6	-	Prayers	16	9 kr	16,000
7	+3	+3	+3	+6	-	Rhetoric	18	12 kr	20,000
8	+4	+4	+3	+6	-	Leadership (Abbey)	20	12 kr	32,000



Friar Specializations:

Specialization	Temperament	Skills	Class Cost / Ehren	Peril / Vice	Wealth Mod	Martial Feats
Franciscan	Sanguine	2 Scholar, 2 Social, 1 Itinerant	E +1			
Dominican	Choleric	2 Scholar, 1 Investigator, 1 Courtly	E +2			
Cistercian	Melancholic	2 Scholar, 1 Artisan	E +1			
Augustinian	Phlegmatic	3 Scholar, 1 Spiritual	E +1			
Carmelite	Phlegmatic	2 Spiritual, 1 Itinerant	E +1			
Clerici Vagantes	Sanguine	2 Itinerant , 1 Subversion	CC -1 / E -1	P1 / V1		
Beguine	Sanguine	2 Spiritual, 1 Healer	E +1			
Clerk	Melancholic	2 Scholar and 1 Administrative	CC -1 / E -1			

Franciscans are Friars of the mendicant Order of St. Francis. They wear grey habits. Franciscans are popular with the common folk and can be found all over the world. They are educated including in Natural Philosophy and the principles of William of Ockham. Franciscans sometimes work as diplomats, investigators or inquisitors, some may end up as **Scholars** or **Zealots**.

Dominicans are Friars of the mendicants Order of St. Dominic. They wore black robes. Dominicans are experts in the law and often well versed in Natural Philosophy. They are popular with the nobility and patriciate, and they often work as diplomats and **Courtiers**, and quite a few become inquisitors (within the **Zealot** Class). Many become important **Scholars**.

Cistercians are monks, meaning most live a cloistered life unlike Friars who are free to roam. Cistercians tend to build extremely well developed abbeys and model farms, and are popular in general due to their knowledge of high technology.

Cistercians may sometimes travel on special missions, with the permission of their abbot, and some become **Courtiers** or **Scholars**.

Augustinian Friars are of the Order of St. Augustine. Many work as missionaries and as agents of the Church. Some work as clerks or functionaries of nobles (becoming **Courtiers**) or others spend their life spreading the faith as **Zealots**.

Carmelite Friars are of the Order of Our Lady of Mount Carmel. They were originally an order of hermits and lived under a very severe *rule* but this was relaxed in the 15th Century.

Clerici Vagantes are itinerant disgruntled ‘clerks’ (which could mean scholars, monks, nuns or Friars who have absconded from their order). They tend to roam around subsisting from alms, and often getting themselves into trouble by holding drunkard’s masses and engaging in other forms of rabble rousing. Eventually some move on to become **Scholars**.

A Beguine is a (typically female) lay mystic. They live a semi-cloistered lifestyle in their own separate communities (typically within towns), but they are not required to remain within them. Beguines are usually educated and often acquire useful skills and abilities. Some become **Artisans**, others **Shamans**, and a few **Scholars** or **Zealots**.

Friars and Magic

Friars have a special affinity for Magic, even though they must be circumspect in its practice. A Friar can practice **Learned Magic** (as a Magus), **Cunning Magic** (as a Sage) or **Clandestine Magic** (as a Witch), but they must choose one of the three paths. For progression of spells, see **Scholar**, **Shaman**, and **Zealot** respectively. **Any Friar who elects to study magic gains 1 Vice point, or 2 for Clandestine Magic.**



“Two monks”, 15th Century





Hunting scene from a hunt, Master of the Amsterdam Cabinet, circa 1495

NOBLE

Class Cost: 5, Type: Primary, Estate: Aristocrat, Cost: Hit Die 8, Starting Ehren: 8, Skill Type: Chivalric, Courtly, Equestrian, Rural, Soldier, Social

Age Per Level: 4 years

Nobles are the rural landowners and social elite. All nobles are members of an aristocratic family or 'house'. The family provides support but also makes many demands, and family politics, called *Hausmachtpolitik*, have a great deal to do with the fate of a noble. Nobles can become ranchers or planters, country squires, courtiers or professional warriors. They are first and foremost administrators of their own estate or demesne. Beyond that, many also act as judges or magistrates, as social leaders, and as military leaders of their local region.

The nobility are above the peasants in social rank but live close to them, making them both more intimately familiar with one another and also more socially distinct. They cultivate the skills of hunting, horsemanship, and the enjoyment of refined tastes and good manners – often based on Epicurean ideals combined with a complex feudal etiquette. Above all, the agenda of a Noble is to advance the cause of their family. Most PCs who are Nobles will also become **Knights**, **Soldiers**, **Courtiers**, or **Scholars**. Wealth starts at 4 gulden per level.

Noble Levels

Level	Prowess	Fort	Ref	Will	Bonus Feat	Special	Ehren	Wealth	XP
1	0	+1	+1	0	-	Hausmacht	8	4 gd	2,000
2	+1	+1	+1	0	Feat (select)	Rank Hath its...	12	8 gd	4,000
3	+2	+2	+2	+1	Feat (select)	Patron	16	12 gd	6,000
4	+3	+2	+2	+1	Feat (select)	Noble Title	20	16 gd	10,000
5	+4	+3	+3	+1	-	Leadership	24	20 gd	16,000
6	+5	+3	+3	+2	Feat (select)	Vassalage	28	30 gd	20,000
7	+5	+4	+4	+2	-	Stronghold	32	50 gd	32,000
8	+6	+4	+4	+2	-	Fürsten	36	100 gd	64,000

Martial Feats Available: Chivalric Fencing, Dueling Fencing, Shooters Prowess



Noble Specializations:

Specialization	Temperament	Skills	Class Cost / Ehren	Peril / Vice	Wealth Mod	Martial Feats
Castellan	Melancholic	2 Military, 1 Administrative	E +1			
Vogt	Choleric	2 Legal, 1 Military, 1 Administrative				
Dienstmann	Phlegmatic	2 Administrative, 1 Mercantile	CC -1		-1 gd	
Lehnsmann	Choleric	2 Chivalric, 1 Equestrian, 1 Administrative	CC -1	P 1		
Planter	Choleric	2 Administrative, 1 Equestrian	CC +2/ E+2		+2 gd	
Rancher	Choleric	2 Equestrian, 1 Rural	CC +2/ E+2		+2 gd	
Vintner	Melancholic	2 Victualing, 1 Mercantile	CC +3/ E+1			

A Castellan (Minimum Ehren 10) - is the ruler of a castle (which could mean a big proper castle or a small fortalice or blockhouse), often on behalf of another Lord. This may or may not also include some degree of administration or oversight over the surrounding district. Depending on the region it is typically a safe job but not necessarily a thrilling one. Many Castellans were originally **Soldiers** or become **Soldiers**.

A Vogt (Minimum Ehren 10) - is a kind of manager or senior administrator for more powerful nobles or princes. They are usually in charge of rural areas.

A Dienstmann is a minor administrator, functionary or scribe working for nobles (or for a Vogt).

A Lehnsmann is a vassal of another more powerful noble, which can mean something like a Courtier or something more like a henchman or a soldier. They may own some of their own land but are potentially subject to attack by the enemies of their patron, and may be forced to perform risky errands or engage in feuds on their lord's behalf. Many Lehnsmann are also **Knights** or **Soldiers**.

A Planter (Minimum Ehren 16) is a noble who owns land which produces cash crops such as madder or hops, flax or some other valuable commodity.

A Rancher (Minimum Ehren 16) is a noble who owns land upon which livestock, especially cattle or horses are raised.

A Vintner (Minimum Ehren 20) is a special type of planter who grows wine grapes and makes wine.



Lords and ladies cavorting in the deer park, from the Tres Riche Heures de Duc de Berry, 1416





Robbers waylay a traveler, from an illustrated copy of the Decameron, 15th Century.

OUTLAW

Class Cost: 2, Type: Primary, Estate: Exile, Hit Die 6, Starting Ehren: 0, Skill Type: Stealth, Rural, Rural Wisdom, Itinerant, Subversive

Age per Level: 2 Years

Outlaws are either people who have been exiled from feudal society or who never had a place in it to begin with. They make their living on the fringes of civilization, in the hills and mountains, where there are still substantial tracts of unclaimed land, in the deep forests, in the marshes and swamps, in the cataracts of rivers, and on remote islands. Most survive by semi-legal means, including smuggling and

poaching, as well as even humbler methods such as charcoal burning and seasonal work on farms. Some bolder outlaws act as military guides, or even bandits or brigands. Outlaws know their local region very well, are adept at hiding and skills related to stealth, and as hunters know how to track and kill game. Outlaws can often become **Sailors**, **Soldiers**, or **Nomads**. Wealth starts at 5 Kreuzer per level.

Outlaw Levels

Level	Prowess	Fort	Ref	Will	Bonus Feat	Special	Ehren	Wealth	XP
1	0	+2	+2	0	-	Go to Ground	0	5 kr	1,000
2	+1	+3	+3	0	Feat (select)	Outlaw Band	2	10 kr	2,000
3	+2	+3	+3	+1	-	Ambush 1d6	3	15 kr	4,000
4	+2	+4	+4	+1	Feat (select)	Vagabondage	4	30 kr	8,000
5	+3	+4	+4	+1	-	Ambush 2d6	5	60 kr	12,000
6	+4	+5	+5	+2	Feat (select)	Tinkering	6	2 gd	16,000
7	+4	+5	+5	+2	-	Ambush 3d6	7	4 gd	20,000
8	+5	+6	+6	+2	-	Outlaw Elder	8	8 gd	32,000

Martial Feats Available: Swashbuckler Fencing, Shooter's Prowess



Outlaw Specializations:

Specialization	Temperament	Skills	Class Cost / Ehren	Peril / Vice	Wealth Mod	Martial Feats
Fringeman	Melancholic	2 Stealth, 2 Rural, 1 Administrative	CC+2 /E+1	P1		
Guide	Phlegmatic	2 Rural, 1 Stealth		P1		
Trader	Melancholic	2 Mercantile, 1 Social	CC +2/ E+2		+10 kr	
Drover	Phlegmatic	2 Equestrian and 1 Rural skill		P1		
Hetzrüden	Choleric	1 Equestrian	CC +1	P2		1 Swashb.
Vagabond	Sanguine	2 Itinerant and 1 Subversion	E -1	P1 / V1		
Poacher	Sanguine	2 Stealth, 1 Itinerant	E -2	P1		
Bandit	Choleric	2 Subjugation and 1 Stealth	E -3	P2 / V1		
Smuggler	Sanguine	2 Stealth, 1 Mercantile and 1 Administrative	CC +1 /E+1	P1		

A Fringeman is a special type of guide, or a fixer for remote areas. These people are a kind of a rural elite.

A Guide is someone who specializes in leading hunters, soldiers, merchants, and various other types of travelers through remote areas.

A Trader is a petty merchant who trades in various goods in frontier areas. See the entry under Bauer for more.

A Hetzrüden ('Staghound') is an armed and mounted henchman usually employed by towns to fight bandits and robber knights. It's a risky job but they acquire many useful skills and fighting abilities. Many go on to become **Soldiers** and some become **Courtiers**.

A Vagabond is a roaming itinerant traveler who never stays in the same place for long, and lives from odd jobs and sometimes petty crimes.

A Poacher is someone who illegally hunts game in a given area (see **Bauer** for more on this Specialization)

A Bandit is a rural criminal who makes a living accosting travelers and robbing or kidnapping them. This is a risky profession and they are inevitably at odds with local authorities, especially towns but also frequently princes and nobles as well. Bandits have good skills for subjugation and stealth.

A Smuggler is a person who makes a living smuggling goods through the countryside, usually to avoid taxes or staples (local trade monopolies). They have particularly good Stealth skills.

Outlaws and Magic: If you are using the magic rules from **Codex Superno**, an Outlaw can use Peasants Cantrips and Thieves Cantrips.



"Traveling folk", anonymous, 15th Century





Albrecht Dürer's entry into Antwerp (Detail), by Hendrik Leys, 1855

ARTISAN

Class Cost: 5, Type: Prestige, Estate: Burgher, Hit Die 8, Starting Ehren: 4, Skill Type: Artisan, Administrative, Mercantile, Military, Social

Age per Level: 3 Years

Artisans are members of the Burgher Estate, which includes most of the urban middle class, although some actually live in small towns and market villages, or even castles and abbeys. Skilled craftsmen who form the heart of the urban economy, they also form the hard core of the infantry in the town militia, and regular duty as police is one of the requirements of their citizenship. Because of this, though part of a relatively affluent urban culture, artisans are usually also pretty tough and experienced in combat.

Artisans go through up to four phases in their careers: Apprentice, during which they are effectively the servant and student of a Master; Journeyman, when they must leave their home town for a life of adventure traveling the roads - to find work and learn their craft; Master, when they may found a workshop, begin making some money, and gain the right to marry and take on apprentices and journeymen of their own; and Alderman, when they become part of the political and military leadership of their guild and their home town.

Artisans have the right to carry sidearms (swords or daggers) and are expected to use them when necessary to defend their personal honor and the honor of community. Many Artisans study the semi-secret fencing system known as the *Kunst des Fechtens*. They test their skills in competitions called *fechtschüler*. Most Artisans also spend time acquiring and perfecting shooting skills with the crossbow or the gun. Towns sponsor shooting contests, called *schützenfest*. For the town, a good shooter is actually more valuable to the community than a good fencer or grappler.

Artisans can have unusual skills. Some are experts in more general professions such as baking or weaving, others have highly specialized professions such as sword making, clock making, or goldsmithing. Artisans specializations confer entry into a guild for 'free' (at no extra **Class Cost**). Wealth starts at 1 kr during apprenticeship, rising to 2 gulden starting at 3rd level.

Artisan Levels

Level	Prowesses	Fort	Ref	Will	Bonus Feat	Rank	Special	Ehren	Wealth	XP
1	0	+2	+2	+1	Feat (select)	Apprentice	Provisional Citizen	4	1 kr	2,000
2	+1	+3	+3	+1	-	Journeyman	Free Pronouncement	6	1 gd	4,000
3	+2	+3	+3	+2	Feat (select)	Journeyman	Militia	8	2 gd	6,000
4	+3	+4	+4	+2	-	Journeyman	Guild Membership	10	4 gd	10,000
5	+4	+4	+4	+3	Feat (select)	Master	Burgher Citizenship	12	9 gd	15,000
6	+4	+5	+5	+3	-	Master	Leadership-Apprentice	14	12 gd	20,000
7	+5	+5	+5	+4	Feat (select)	Master	Leadership-Journeyman	16	15 gd	25,000
8	+5	+6	+6	+4	-	Alderman	Alderman	18	20 gd	32,000

Martial Feats Available: [Kunst Des Fechtens](#), [Shooter's Prowess](#), [Battlefield Fencing](#)



Artisan Specializations:

Specialization	Temperament	Skills	Class Cost / Ehren	Peril / Vice	Wealth Mod	Martial Feats
Cutler	Melancholic	Profession: Cutler*, Artisan – Metals				
Furrier	Melancholic	Profession: Furrier, Artisan – Fabric				
Painter	Sanguine	Profession: Artist, Artist 2, Scholar 1				
Carpenter	Phlegmatic	Profession: Carpenter, Artisan – Wood				
Bowyer	Melancholic	Profession: Bowyer, Artisan – Wood				
Mason	Choleric	Profession: Mason, Artisan – Stone				
Goldsmith	Melancholic	Profession: Goldsmith, Artisan – Metals, Artist 1	CC+2/ E+1		+1 gd	
Tavernkeeper	Sanguine	Victualing 2, Administrative 1	CC +1/ E+1	V1		
Scribe	Melancholic	Profession: Scribe, Scholar 1				
Surgeon	Melancholic	Profession: Surgeon, Healing 2				

*Where you see a “Profession:” skill, that is an actual skill not a skill type. These are unique to certain specializations.

A Cutler is a sword (and knife) maker. They can enter the [Guild of St. Mark](#) or [St. Vitus](#) so many are fencers.

A Furrier makes clothing and other artifacts from furs. Many are fencers and members of the [Guild of St. Mark](#).

A Painter is an artist capable of working with a variety of media. They tend to be well educated, and are trained in the geometry of Euclid and higher math. Most are members of the [Guild of St. Luke](#) and have fighting skills. They may become **Courtiers**.

A Carpenter is a woodworker capable of making small or large artifacts, including buildings. Some become **Sailors** or **Soldiers**. Many are members of the [Guild of St. Sebastian](#) or [St. Mark](#).

A Bowyer makes bows and / or crossbows. They are usually good shooters and join either the [Guild of St. Sebastian](#) or [St. George](#).

A Mason is a stoneworker. They join the [Guild of St. Barbara](#) and many are gunners. Some go on to become military engineers or sappers as **Soldiers**.

A Goldsmith is an elite Artisan and they are often marksmen in the [Guild of St. George](#).

A Tavernkeeper is also a somewhat elite artisan though they are usually too busy to actively participate in martial sports.

A Scribe is a literate and at least somewhat educated Artisan who writes for a living. Basically a more professional and more secular version of a clerk. Some become administrators for Patricians or Nobles as **Courtiers**. Many join the [Guild of St. Vitus](#)

A Surgeon is a healer specializing in conditions of the hair, teeth and skin. They often work with Physicians to perform procedures. Many join the [Guild of St. Luke](#)



St. Eligius in his workshop, Manuel Deutsch, 1515. St. Eligius was the patron saint of artisans.





Philip The Good, Rogier van der Weyden, 1448.

COURTIER

Class Cost: 6, Type: Secondary, Estate: Aristocrat, Hit Die: 6, Starting Ehren: 6, Skill Types: Courty, Investigator, Legal, Social, Stealth

Age per Level: 4 Years

A Courtier is an elite member of society, usually from the **Noble** Estate, though they can also be from the clergy or the burgher Estates as well, and a few ascend from the ranks of **Soldiers** to become Courtiers. Masters of manipulation and the use of power, Courtiers are adapted to the subtleties of the treacherous, sophisticated world of the royal or princely court. They combine some of the martial abilities of the **Knighthly** class, (with an emphasis on dueling) with intellectual chops that may rival those of the Scholar, and a more refined set of unique skills suited to the worlds of espionage, politics, and courtly intrigue.

Courtiers usually work for high ranking Nobles (princes or prelates), though some also work for Patrician families or their

companies, and some for powerful Soldiers such as mercenary captains. Many work for the Church or for prelates. Some high level Courtiers are agents, something like the James Bond of the late Medieval world, with skills at subterfuge, manipulation, and efficient lethal combat. Others are advisors, fixers, servitors of whatever powerful personage they called a patron, and some are little more than drinking buddies of the wealthy and powerful.

Some Courtiers are *habitués* of the princely court, but many act as agents, as functionaries of the prince in various places around their domain, or as diplomats or spies in foreign lands. Wealth starts at 2 gulden per level (but increases rapidly at higher levels).

Courtier Levels

Level	Prowess	Fort	Ref	Will	Bonus Feat	Special	Ehren	Wealth	XP
1	0	0	+1	+3	-	Provisional Citizen	6	2 gd	2,000
2	+1	0	+1	+2	Feat (select)	Flattery	8	4 gd	4,000
3	+2	+1	+2	+2	-	Patron	10	6 gd	6,000
4	+2	+1	+2	+3	Feat (select)	Voice of Authority	12	10 gd	10,000
5	+3	+1	+3	+3	-	Rank hath it's Privileges	14	12 gd	15,000
6	+3	+2	+3	+4	Feat (select)	Seduction	16	20 gd	20,000
7	+4	+2	+4	+4	-	Knighthly Order	20	30 gd	25,000
8	+5	+2	+4	+5	Feat (select)	Noble Title	24	50 gd	32,000

Martial Feats Available: [Dueling Fencing](#), [Swashbuckler Fencing](#)



Courtier Specializations:

Specialization	Temperament	Skills	Class Cost / Ehren	Peril / Vice	Wealth Mod	Martial Feats
Courier	Melancholic	Stealth 2, Rural 1		P1		
Painter	Sanguine	Profession: Artist, Artist 2	CC+2			
Agent	Melancholic	Investigator 2, Stealth 1, Social 1		P1	+1 gd	
Physician	Melancholic	Profession: Physician, Healer 2	CC+3/E+2		+2 gd	
Castellan	Melancholic	2 Military, 1 Administrative	CC+2/E+1		+1 gd	
Vogt	Choleric	2 Legal, 1 Military	CC+2/E+1			
Herald	Melancholic	2 Courtly, 1 Legal	CC+1/E+1			
Jester	Sanguine	2 Subversion, 1 Itinerant		V1		
Hetzrüden	Choleric	1 Equestrian	CC -1	P2		1 SwashB.
Trabant	Choleric	1 Military	CC -1	P1		1 Dueling or KDF
Negotiator	Melancholic	3 Social, 1 Investigator	CC+2/E+2		+1 gd	
Assassin	Melancholic	2 Stealth	E -2	P2		1 SwashB.

A Courier is a messenger who can reliably and discretely convey messages including through dangerous areas.

A Painter is an artist, who secures courtly status by their artistic creations, but may take on many other roles.

An Agent is a reliable person who performs tasks for their patron, which may include espionage, diplomacy, surveillance, or more fraught missions such as sabotage or even assassination, though the latter is not their normal role. Agents are also used to get to the bottom of mysteries, to solve problems, and resolve issues which may require some discretion.

A Physician **Min Ehren 12**, is a university trained medical expert, whose fortunes in the court often hinge directly on the health of their patron and his favorites. Most Physicians are also **Scholars**.

A Castellan **Min Ehren 16**, is the lord of a castle or fort. For more see the entry under **Noble**.

A Herald is an official spokesman and master of etiquette. Herald's often speak many languages, know the etiquette of many foreign lands, and knows the genealogy of many houses. Herald's are relied on to communicate with foreign guests. Some become Negotiators.

A Jester is usually a *habitué* of the court, often in the presence of their patron, and acts as a kind of comedian and advisor. They are allowed to speak truth to power, which is part of their role.

A Hetzrüden is a horseman who acts as hired muscle, often on behalf of towns, see the entry under **Denizen** for more.

A Trabant is a bodyguard, see the entry under **Denizen** for more.

A Negotiator **Min Ehren 10**, is a diplomat like and ambassador, something like an Agent but more specifically oriented toward the niceties of diplomacy and trusted to faithfully and accurately represent the wishes of their patron. Many Negotiators are men and women of the Church.

An Assassin is a specialist in killing people whose continued existence their patron finds superfluous. They typically keep this role a closely guarded secret, but ominous rumors often spread about them.

Courtiers and Magic: If you are using the magic rules from **Codex Superno**, a Courtier can use Courtiers Cantrips and Thieves Cantrips.



Feasting at the table of the Prince, Très Riches Heures du Duc de Berry, 1416





Albrecht Dürer, knight on horseback, 1498

KNIGHT

Class Cost: 6, Type: Secondary, Estate: Aristocrat, Hit Die 12, Starting Ehren: 6, Skill Types: Chivalric, Equestrian, Military, Rural
Age per Level: 4 Years

Knights are the chivalric heart of medieval armies, forming the hard core of the heavy cavalry and an important part of the leadership. With a few regional exceptions, knights are first and foremost horsemen, and with the exception of a **Man at Arms** who is equipped by his lord, all types of knights must own their own warhorse, armor, and weapons. As members of the martial elite, they must also have the exceptional physical traits of a born warrior, some social status, and / or at least some experience on the battlefield (meaning knights must start with at least some levels of another warlike class). The knight is a very powerful warrior class who gets reasonable skills, high hit points, good combat abilities, and a large number of bonus martial feats, making them truly formidable on the battlefield.

The knight is first and foremost a strong cavalry fighter, skilled with lance and sword, and a master of horsemanship. At higher levels, the knight is also a leader of men and can count on a number of heavily armed, trained henchmen for support. At fourth level the knight is the leader of a lance consisting of a team of 4 other horsemen. At the highest level they lead small armies of their own, and control a stronghold. At eighth level the knight becomes the leader of a Banner, which is a large troop of cavalry of at least 4 lances (20 riders), but up to 10 lances (50 riders) or more.

Though historically knighthood was both a social and a military rank, this class represents the latter, for the former see the Core Class **Noble**. These fighting knights form the warrior elite of heavy cavalry in the late medieval period. A knight must have either honor or valor in abundance, preferably both. Knights are often nobles, but many are also **Burghers** or common **Soldiers** from the peasant estate (the *Ministeriales*), and some- the *Ritterbruden*, are **Friars**.

Many knights are heavily involved in Chivalric or martial sports such as jousting, tournament combat, horse racing, falconry and hunting. Knights have many special rights and privileges, though they must retain a certain level of respectability to retain these rights (Ehren of 10 or more). These special rights include first and foremost the courtesy of being captured and held for ransom in the event of a defeat, rather than killed. Not everyone kills captives who aren't knights but some soldiers particularly from the Western Kingdoms like France and England routinely kill prisoners unless they believe they can pay a ransom.

Other rights include the right to wear a knight's special belt and spurs, the right to have a coat of arms, the right to go about armed almost anywhere (in some cases, even as a captive) and that one's word as a knight qualifies as evidence in court. Wealth starts at 3 gulden per level.



Knight Levels

Level	Prowess	Fort	Ref	Will	Bonus Feat	Special	Ehren	Wealth	XP
1	+1	+2	+2	+1	Feat (select)	Horse Sense	6	3 gd	2,000
2	+2	+3	+3	+1	Feat (select)	Squire	8	5 gd	4,000
3	+3	+3	+3	+2	Feat (select)	Patron	10	8 gd	6,000
4	+4	+4	+4	+2	Feat (select)	Leadership (Lance)	14	10 gd	10,000
5	+5	+4	+4	+3	Feat (select)	Hausmacht	18	12 gd	15,000
6	+6	+5	+5	+3	Feat (select)	Knightly Order	22	16 gd	20,000
7	+7	+5	+5	+4	Feat (select)	Rally	26	28 gd	25,000
8	+8	+6	+6	+4	Feat (select)	Leadership (Banner)	30	32 gd	32,000

Martial Feats Available: Chivalric Fencing, Battlefield Fencing, Swashbuckler Fencing

Knight Specializations:

Specialization	Temperament	Skills	Class Cost / Ehren	Peril / Vice	Wealth Mod	Martial Feats
Hauptmann	Melancholic	2 Military, 1 Administrative	CC+2/E+1	P1		
Man at Arms	Choleric	2 Equestrian, 1 Military	CC-1/E-2	P2		
Ritter	Choleric	2 Equestrian, 2 Military		P1		
Ritterbrüder	Choleric	2 Equestrian, 2 Military	CC+2/E+2	P1	-3 gd	
Castellan	Melancholic	2 Military, 1 Administrative	CC+1/E+1			
Raubritter	Choleric	2 Subjugation, 1 Stealth	CC-1/E-2	P2/ V1		
Lancer	Choleric	2 Equestrian, 2 Chivalric	CC-1	P1	-1 gd	

A Hauptmann is a leader of a small army of men, typically 2 to 10 or more Lances (5-50+ cavalry), or maybe two to ten times that number of infantry. Many Hauptmann act as mercenary contractors, known as Condottieri in Italy.

A Man at Arms is a knight who is equipped and 'given a horse' by a patron. These men are very loyal to whomever they work for, at least until they acquire sufficient personal wealth to pay for their own mount and equipment. They are often sent on dangerous missions.

A Ritter is an ordinary knight, usually though not always also a noble, who typically owes fealty to some Lord, but also has a degree of personal autonomy. They own their own horse, weapons and armor at a minimum.

A Ritterbrüder is a brother-knight, meaning a member of a military-religious Order like the Teutonic Knights or the Livonian Order.

A Castellan is the boss of a castle or fortification on behalf of a patron. See the entry under Noble for more.

A Raubritter is a robber knight, a kind of bandit leader, who exploits the Feudal system of feuds (Fehde in German) to kidnap and rob travelers as a means of making a living. Most are somewhat notorious. Many control some kind of fort or castle, though some roam around as 'knights-errant'.

A Lancer is a warrior, usually a Soldier, who specializes in fighting on horseback with a lance. Most are **Soldiers**.

All knights except the Man at Arms must purchase a horse and armor.



A knight traversing the lonely forest, Gustav Adolf Closs, 1911. Image public domain.





Albrecht Dürer, Tartar Archer on horseback, 1514

NOMAD

Class Cost: 4, **Type:** Secondary, **Estate:** Exile, **Hit Die:** 10, **Starting Ehren:** 3, **Skill Types:** Rural, Rural Wisdom, Equestrian, Stealth, Subjugation

Age per Level: 3 Years

Nomads are people adapted to the perpetually roaming life of pastoralism (i.e., as a herder), and often live on horseback for most of their lives. Of the Outlaw Estate, they populate the fringes of Latin culture and in many cases live on the steppe or in the desert. Many are Muslim, some pagan, some Christian such as the Cossacks and certain Mongol Hordes. Nomads are part of a tribal society and can call on the support of their clan, but they must also obey their clan chiefs (Hetman, Emir, Bey or Khan) and may frequently suffer the effects of feuds, raids and border clashes. Nomads make their living by herding cattle and are also often involved in slave raids.

Nomads are excellent horsemen and horsewomen, and often have many skills related to fighting on horseback as well as hunting, raiding, and scouting. As herders many nomads are focused on herding cattle and other animals like sheep and goats. Some nomads are more actively involved in trade, others with raiding and warfare. Many contend with all of the above at different times or seasons. In general nomads have many valuable skills and abilities which make them a kind of elite among the exile estate. Wealth starts at 10 kr.

Nomad Levels

Level	Prowess	Fort	Ref	Will	Bonus Feat	Special	Ehren	Wealth	XP
1	+1	+1	+1	+1	-	Horse Sense	1	10 kr	2,000
2	+2	+1	+2	+1	Feat (select)	Ambush 1d6	3	20 kr	4,000
3	+2	+2	+2	+2	Feat (select)	Hipika	5	1 gd	6,000
4	+3	+2	+3	+2	Feat (select)	Ambush 2d6	7	3 gd	10,000
5	+3	+3	+3	+3	Feat (select)	Feigned Retreat	9	5 gd	15,000
6	+4	+3	+4	+3	Feat (select)	Ambush 3d6	11	8 gd	20,000
7	+4	+4	+4	+4	Feat (select)	Read the Land	13	12 gd	25,000
8	+5	+4	+5	+4	-	Leadership (Ataman)	15	20 gd	32,000

Martial Feats Available: Steppe Fencing, Swashbuckler Fencing, Shooter's Prowess



Nomad Specializations:

Specialization	Temperament	Skills	Class Cost / Ehren	Peril / Vice	Wealth Mod	Martial Feats
Bandit	Choleric	2 Subjugation and 1 Stealth	E-4	P2, V1		
Brigand	Choleric	2 Subjugation, 1 Equestrian, and 2 Stealth	CC+1 / E-4	P3, V1		
Smuggler	Sanguine	2 Stealth, 1 Mercantile and 1 Administrative	E+1	P1		
Guide	Phlegmatic	2 Rural, 1 Stealth		P1		
Caravan Guard	Choleric	2 Military and 1 Administrative		P1		
Trader	Melancholic	2 Mercantile and 1 Social	E+2		+1gd	
Tartar	Sanguine	2 Equestrian, 1 Rural, 1 Subjugation				1 Mounted Combat
Cossack	Choleric	2 Military, 1 Equestrian, 1 Subversion		P2, V1		1 SwashB

A **Bandit** is a rural criminal who preys on travelers and locals alike. See the entry under **Outlaw**.

A **Brigand** is a more militarized type of Bandit, who often operate in unregulated frontier zones or in difficult (forest, mountain, swamp) type terrain which isn't heavily populated or well supervised. They are typically mounted on horseback, and often affiliated with some local or foreign prince, clan, tribe or nation of some sort. Brigands routinely rob and kidnap travelers and may be linked to slave-taking.

A **Smuggler** is a rural criminal who specializes in the clandestine movement of merchandise. See the entry under **Outlaw**.

A **Guide** is someone who specializes in leading people through the wilderness. See the entry under **Outlaw**.

A **Caravan Guard** is a person, often though not always with some kind of military background, who takes on the role of armed protector of trade caravans and other travelers. They are the enemy of the Bandit and the Brigand.

A **Trader** is a petty merchant, see the description under **Bauer**.

A **Tartar** is a member of one of the Mongol Hordes such as the Golden Horde, Blue Horde, or Krim Tartars. They can be of any ethnicity. They are herders and also warriors, and are often involved in slave raids against Latinized Christian Europe.

A **Cossack** is a type of rebel or guerilla fighter, usually opposed to the Mongols and the Ottomans. They are effective warriors often of great courage, though they are also wild and somewhat feared by more settled people.



Three Mamluk horsemen, Daniel Hopfer, 1526 (left), Ottoman Sipahi cavalryman with saber, shield, and lance (anonymous, 16th Century)





Nuremberg Merchant Oswolt Krel, Albrecht Durer 1499. The Wildman flanking the portrait are part of the Krel family crest, and are representative of the dangers of the road, and the wild nature of the Krel family.

PATRICIAN

Cost: 5, **Type:** Secondary, **Estate:** Burgher, **Hit Die:** 8, **Starting Ehren:** 6, **Skill Types:** Chivalric, Legal, Administrative, Maritime, Mercantile, Military, Social
Age per Level: 4 Years

Patricians form the 'merchant warrior elite' of the towns, at the highest level they are truly 'merchant princes' forming a key part of the urban civilian and military leadership. As a fighter, the patrician follows two military paths: naval warfare and heavy cavalry. As burghers, patricians have a lot of personal skills, but they specialize in diplomacy and social abilities related to politics and the art of negotiation. Patricians must also be literate and numerate, and need to learn many languages both for work and political life. As part of their role as cavalry, many patricians endeavor to be familiar with everything to do with horseback riding.

A patrician is in a position of wealth and power, and must act as a leader of men; he or she will eventually become the head of a household, with servants and household staff, as well as other members of their family, under their own command. At higher levels, patricians, therefore, have many henchmen. Patricians travel routinely and often lead expeditions to distant lands. In most cases, this includes the command of an expedition or a ship. Because they also form the core of their town militia's cavalry force, patricians also train as cavalymen. During times of war they must lead men into battle. On land, patrician lead other riders into battle on horseback. Wealth starts at 1 gd but increases rapidly.

Patrician Levels

Level	Prowess	Fort	Ref	Will	Bonus Feat	Special	Ehren	Wealth	XP
1	+1	+1	0	+1	Feat (select)	Burgher Citizenship	6	1 gd	2,000
2	+2	+1	0	+1	Feat (select)	Hausmacht	6	5 gd	4,000
3	+3	+2	+1	+2	Feat (select)	Staff	8	10 gd	6,000
4	+4	+2	+1	+2	-	Guild Membership	12	20 gd	10,000
5	+4	+3	+1	+3	Feat (select)	Salt	16	50 gd	16,000
6	+5	+3	+2	+3	-	Chivalric Fencing	20	80 gd	20,000
7	+6	+4	+2	+4	Feat (select)	Konstafler	24	100 gd	32,000
8	+6	+4	+2	+4	-	Household	28	200 gd	64,000

Martial Feats Available: Kunst Des Fechtens, Shooter's Prowess, Chivalric Fencing



Patrician Specializations:

Specialization	Temperament	Skills	Class Cost / Ehren	Peril / Vice	Wealth Mod	Martial Feats
Konstafler	Melancholic	2 Equestrian, 2 Military	E+1	P2		1 Chivalric
Trader	Melancholic	2 Mercantile, 1 Social		P1		
Skipper	Phlegmatic	3 Maritime and 1 Military		P1		
Merchant	Melancholic	3 Mercantile, 1 Administrative	CC+1/E+1		+1 gd	
Agent	Melancholic	2 Investigator, 2 Stealth, 1 Social	E+1	P1		
Schöffe	Melancholic	2 legal, 1 Scholar, 1 Investigator	CC+1/E+2			
Castellan	Melancholic	2 Military, 1 Administrative	CC+1/E+1			
Company Clerk	Melancholic	2 Scholar, 1 Administrative	CC-1/E+1		-1 gd	
Scribe	Melancholic	Profession: Scribe, Scholar 1	CC-2		-2 gd	

A Konstafler is a member of the elite urban cavalry societies, they are often knighted and they act as military leadership in the town militia. Konstafler may join the Guild of St. George or any Knightly Order they qualify for.

A Trader is a small scale merchant who brings merchandise from one town to another. See **Bauer**.

A Skipper is the captain of a merchant ship. They act as leaders of men and know the ways of the seas. They have many skills related to seafaring and are often good fighters.

A Merchant is a long-distance trader who operates under the staple of a given community and has rights to most or all markets they visit.

An Agent is a kind of fixer or problem solver for Patrician families or companies, or for princes or prelates. See **Courtier**.

Schoffe is a magistrate, and a type of lawyer. Many are university trained and came from the world of the Scholar. They are leaders in the community and many are on town councils.

Castellan is the boss of a castle or fort. See **Noble**.

A Company Clerk is a literate and highly competent representative or employee of a Patrician family or firm. They often spend time in foreign entrepots. They often start out as Scribes, though some are university educated **Scholars**.

A Scribe is a literate petty administrator, copyist, and / or secretary. Many are members of the Guild of St. Vitus. See **Artisan**.



Medieval merchants arrive in port, from a book of hours, 15th Century





A small Hanseatic Carrack or Krak, about to get underway. Vessels like this carried the goods of wealthy merchants all around Europe and the middle east. Hans Holbein the Elder, 1532.

SAILOR

Class Cost: 3, Type: Secondary, Estate: Exile, Hit Die 8, Starting Ehren: 1, Skill Types: Maritime, Social, Itinerant, Administrative
Age per Level: 3 years

A sailor is a laborer and explorer of the seas (and rivers and lakes). In taking on this hazardous work, sailors expose themselves to many risks and lead a sometimes harsh life, but also gain opportunities for social advancement. Sailors have many skills and often a broad experience of many different parts of the world. Maritime work though dangerous

offers many opportunities for advancement. The ultimate goal for most sailors is to acquire a ship of their own as a skipper, or to become a navigator, or to become a merchant and create their own trading company. Sailors start out poor but can make money at higher levels. Wealth starts at 5 kr

Sailor Levels

Level	Prowess	Fort	Ref	Will	Bonus Feat	Special	Ehren	Wealth	XP
1	+1	+2	+1	0	-	Sea Legs	1	5 kr	1,000
2	+1	+3	+1	0	Feat (select)	Portata	2	10 kr	2,000
3	+2	+3	+2	+1	Feat (select)	Sea Rat	3	20 kr	4,000
4	+2	+4	+2	+1	Feat (select)	Sailor	4	2 gd	8,000
5	+3	+4	+3	+2	-	Any Port in a Storm	6	6 gd	12,000
6	+3	+5	+3	+2	-	Ship Command	8	12 gd	16,000
7	+4	+5	+4	+3	-	Sea Bird	10	24 gd	20,000
8	+4	+6	+4	+3	-	Navigator	12	30 gd	32,000

Martial Feats Available: Swashbuckler Fencing, Shooter's Prowess



Sailor Specializations:

Specialization	Temperament	Skills	Class Cost /Ehren	Peril / Vice	Wealth Mod	Martial Feats
Navigator	Melancholic	3 Maritime, 1 Scholar	CC+3/E+2	P2		
Boatswain	Choleric	2 Maritime, 1 Military	E+1	P1		
Bargeman	Phlegmatic	2 Maritime, 1 Administrative		P1		
Sailor	Phlegmatic	2 Maritime, 1 Logistical		P2/V1		
First Mate	Choleric	2 Maritime, 2 Military	E+1	P1		
Merchant	Melancholic	3 Mercantile, 1 Administrative	CC+2/E+2	P1	+2 gd	
Skipper	Phlegmatic	2 Maritime, 1 Administrative	CC+3/E+1	P1	+1 gd	
Pirate	Choleric	2 Maritime, 2 Military	E-1	P3/V2		Swashbuckler
Carpenter	Phlegmatic	Profession: Carpenter, 1 Artisan-Wood				

A **Navigator** (Minimum Ehren 12) is a sailor who knows the dark secrets of navigation, including reading the skies, knowing the secrets of the stars and planets, using devices such as the compass and astrolabe, and often knowing many mathematical skills including geometry and trigonometry. Navigators are well respected and form an elite among sailors

A **Boatswain** (Minimum Ehren 4) is a kind of maritime petty officer who is charge of everything on the deck of the ship, including the ships boat.

A **Bargeman** is an entry level sailor who manages barges and flat boats mostly on inland waterways. See **Bauer**.

A **Sailor** is the basic worker in the maritime field, and learns the trades of the sea. It's a risky job but one with potential for adventure and advancement.

A **First Mate** (Minimum Ehren 8) is a senior petty officer who assists the Skipper in keeping the ship's crew disciplined and the ship itself seaworthy and ready to sail.

A **Merchant** is an elite long distance trader, see **Patrician** for more.

The **Skipper** (Minimum Ehren 16) is the boss of a ship. See **Patrician**.

Pirates are Bandits of the seas. They prey on seafarers and merchant vessels, and try to avoid heavily armed ships and especially warships. In spite of their notoriety, they are habitually welcome in some areas mainly due to the money they bring and their free-spending habits which result from their dissipated lifestyle.

A **Carpenter** is a woodworker capable of making small or large artifacts, in a maritime context usually in charge of ever necessary ship repairs. Some **Artisans** with this skill become **Sailors** and vice versa. See **Artisan** for more. Many are members of the [Guild of St. Sebastian](#)



Portuguese carrack Santa Catarina do Monte Sinai, flagship of Vasco da Gama on his third voyage to India, in combat with a galley and other ships just off shore, circa 1512





St. Augustine in his studio, Vittore Carpaccio, Venice 1502

SCHOLAR

Cost: 5, **Type:** Secondary, **Estate:** Cleric, **Hit Die:** 4, **Starting Ehren:** 5, **Skill Types:** Healer, Legal, Liturgical, Scholar, Social
Age per level: 4 Years

A scholar is a trained intellectual. Whether through the university system, the Church, private tutoring, or intensive personal experimentation and reading, the Scholar becomes an expert in one or more types of secret wisdom. In some cases, this is ancient learning, more rarely, new discoveries based on empirical research, sometimes a combination of both.

Scholars have access to a wide range of useful abilities, ranging from the conventional fields of law and medicine, engineering and astronomy, to more esoteric arts such as alchemy, astrology, pyrotechnics, and the occult practices. The

erudition of scholars is widely recognized in medieval society and they are treated with respect, especially those with bachelor's, master's, or doctor's degree. During their time as university students, many scholars learn to fence and they have access to Martial Feats from the **Dueling Fencing** tradition.

If you are using the **Codex Superno** magic system, a level as a Scholar is the equivalent of a level as a **Magus**, (a learned magic practitioner, roughly equivalent to a **Wizard** per the SRD). See Part 4, Magic, and see also **Codex Superno** for more information on spells, magical artifacts and more.

Scholar Levels

Level	Prowess	Fort	Ref	Will	Bonus Feat	Special	Ehren	Wealth	XP
1	0	+1	0	+1	-	Researcher	5	10 kr	2,000
2	+1	+1	0	+1	Dueling Fencing	Rhetoric	5	20 kr	4,000
3	+1	+2	+1	+2		Patron	6	1 gd	6,000
4	+2	+2	+1	+3	Dueling Fencing	Rank Hath it's Privilege	8	3 gd	10,000
5	+2	+3	+1	+3	-	Natio	10	6 gd	15,000
6	+3	+3	+2	+4	Dueling Fencing	Debate	15	12 gd	20,000
7	+3	+4	+2	+4	-	Leadership	20	18 gd	25,000
8	+4	+4	+2	+5	-	Erudition	25	25 gd	32,000



Magic: If you are using the magic system from the **Codex Superno**, Scholars have access to Scholars and Courtiers Cantrips, and can cast spells of Learned Magic as a Magus. Each level as a Scholar is the equivalent to one level as a Magus.

Magus spells, per level

Scholar Level	Cantrips	Level 1	Level 2	Level 3	Level 4	Spell Points
1	3	2	-	-	-	9
2	3	3	-	-	-	11
3	3	4	2	-	-	19
4	4	4	3	-	-	23
5	4	4	3	2	-	31
6	4	4	3	3	-	35
7	4	4	3	3	1	40
8	4	4	3	3	2	45

Scholar Specializations:

Specialization	Temperament	Skills	Class Cost / Ehren	Peril / Vice	Wealth Mod	Martial Feats
Clerici Vagantes	Sanguine	2 Itinerant, 1 Subversion	CC-2/E-1	P1/V1		
Alchemist	Melancholic	3 Alchemy, 1 Scholar		V1		
Scribe	Melancholic	Profession: Scribe, 1 Scholar	CC-1			
Physician	Melancholic	Profession: Physician, Healer 2	CC+2/E+2		+1 gd	
Bachelor	Melancholic	3 Scholar, 1 Liturgical, 1 Legal	CC+2/E+1			
Magister	Melancholic	4 Scholar, 2 Liturgical, 1 Legal	CC+3/E+2			
Doctor	Melancholic	6 Scholar, 3 Liturgical, 1 Legal	CC+4/E+3		+1 gd	
Schöffe	Melancholic	2 legal, 1 Scholar, 1 Investigator	CC+1/E+2			

Clerici Vagantes are itinerant clerks who travel through many estates. See the entry under **Friar** for more.

An Alchemist is an educated person with some knowledge of the esoteric arts of Alchemy, and they make their living producing and selling alchemical products including aqua vitae (i.e. moonshine), tinctures, elixirs, and sometimes more serious substances such as pyrotechnics, black powder, acids used in mining and processing ores, and so on.

A Scribe is a literate person who is a worker with letters, copying documents and carrying out administrative duties. See **Artisan**.

A Physician is a university trained healer. See **Courtier**.

Bachelor is the lowest ranking degree of a university educated Scholar. They have some training in law, medicine, astronomy, the Seven Liberal Arts, and other fields. They can work in many different fields.

Magister is the middle ranking degree of a university educated Scholar.

Doctor is the highest ranking degree of a university educated Scholar.

A Schöffe is a kind of (usually urban) magistrate, with knowledge of the law. See the entry under **Patrician** for more.



Leo Schnug, the copyist (detail)





The Love Potion, Evelyn de Morgan, 1903

SHAMAN

Cost: 3, **Type:** Secondary, **Estate:** Exile, **Hit Die:** 6, **Starting Ehren:** 3, **Skill Types:** Rural, Spiritual, Rural Wisdom, Subversion
Age per Level: 4 Years

There are basically two types of Shaman – the first are holy women and men from the non-Christian faiths, mostly of people in pagan or semi-pagan zones like the Mongol Hordes or in Lithuania, but also in the more remote or protected districts deep within Latinized Europe. The other types are the so-called ‘Cunning Folk’, men and women within Latin Europe, and at least nominally Christian, who are practitioners of herbalism, alchemy, and occult practices.

Many of these people act as healers and sometimes form part of the community leadership in many rural areas, and their use

of alchemy and occult practices is typically kept within bounds of respectability, and therefore tolerated by the authorities. Wealth starts at 5 kr.

Shamans and Magic

If you are using the **Codex Superno** magic system, a level as a Shaman is equivalent to a level as a **Sage** (a Cunning magic practitioner, very roughly the same as a Druid per the SRD). See **Codex Superno** for information on spells and more. Wealth starts at 5 kr and remains fairly low. Shamans are rarely rich.

Shaman Levels

Level	Prowess	Fort	Ref	Will	Bonus Feat	Special	Ehren	Wealth	XP
1	0	+1	+1	+1	-	Intuition	3	5 kr	2,000
2	+1	+1	+1	+2	-	Familiar	3	10 kr	4,000
3	+1	+2	+1	+2	-	Enthrall	5	15 kr	6,000
4	+2	+2	+2	+3	-	Patron	7	20 kr	10,000
5	+2	+3	+2	+3	-	Prophecy	9	30 kr	15,000
6	+3	+3	+2	+3	-	Blessing	11	1 gd	20,000
7	+3	+4	+3	+4	-	Leadership – (Cult)	13	3 gd	25,000
8	+4	+4	+4	+5	-	-	15	6 gd	32,000



Sage, spells per level

Shaman Level	Cantrips	Level 1	Level 2	Level 3	Level 4	Spell Points
1	2	3	-	-	-	8
2	2	3	-	-	-	8
3	2	4	2	-	-	13
4	3	4	3	-	-	18
5	3	4	3	2	-	26
6	3	4	3	3	-	30
7	3	4	3	3	1	35
8	3	4	3	3	2	40

Shaman Specializations:

Specialization	Temperament	Skills	Class Cost / Ehren	Peril / Vice	Wealth Mod	Martial Feats
Cunning Woman	Phlegmatic	2 Spiritual, 2 Healing, 1 Rural Wis	CC+1			
Witte Wieven	Melancholic	3 Spiritual, 2 Social, 1 Scholar	CC+2/E+2			
Burtinikas	Sanguine	2 Spiritual, 1 Subversion	E-1	P2/V1		
Bard	Sanguine	1 Subversion, 1 Courtly, 2 Oratory, 1 Itinerant	CC+1/E+1	P1/V1	+10 kr	
Skald	Melancholic	1 Courtly, 2 Oratory, 2 Spiritual, 2 Rural Wisdom, Natural Philosophy 2	CC+2/E+2		+20 kr	
Kravis	Melancholic	2 Legal, 1 Courtly, 1 Spiritual	CC+1/E+1		+30 kr	
Noaidi	Melancholic	3 Spiritual, 2 Rural Wisdom				

A Cunning Woman (or Cunning Man) is a person of some social acceptability who acts as a community healer and problem solver, particularly with regard to crops and animal husbandry.

A Witte Wieven is a type of wise-woman and prophet, well respected by the common folk and even by more exalted people. Often found in the Low Countries or the Baltic coastal regions closer to Lower Saxony and Denmark.

Burtinikas – A clandestine practitioner of the esoteric arts, usually of Lithuanian heritage or who has had contact with Lithuanian traditions, who is suspicious even to other pagans, and generally keeps their skills secret.

A Bard is a specially trained musician with a knack for powerful rhetoric. In the 15th Century Bards are still found in Ireland and some parts of the British Isles, notably in far northern Scotland and the Hebrides islands. In the Baltic one can find the Vaidila, the pagan Lithuanian equivalent of a bard. They typically operate within Lithuania and or in remote places if inside the Christian zone of the Baltic (like in Poland, Finland or Livonia). They are welcome in most places due to their skills, but if among Christians, will generally not reveal their true nature.

Skald – this is the Norse term for a court poet specializing in skaldic poetry, composing special allegorical rhymes called kennings, as well as the art of flyting (insult rhymes) and poetry of praise which is valued by warriors and nobles. Though the tradition has become ‘softened’ after conversion to Christianity, it still exists in the 15th Century. In Ireland and some parts of Scotland, the equivalent are called Filí, they are similar to Bards but more highly trained. Filí are rare in this time but still do exist by the time of this setting, and their traditions hold truer to their pre-Christian Gaelic role. In Ireland, the Hebrides and some of the other smaller British Isles, they are highly respected.

A Kravis is a Lithuanian pagan magistrate, analogous to a Celtic druid. In Christian areas they may have the role of a Schöffe. They are discrete but not paranoid about their actual faith.

A Noaidi is a Shaman in the Sámi tradition, found in and around Finland and Sweden. They are similar to Cunning Folk, but specialize in magic songs called joiks.



St. Catherine of Alexandria, from a 15th Century playing card, German or Czech.





Soldiers in formation, 15th Century

SOLDIER

Cost: 4, **Type:** Secondary, **Estate:** Peasant, **Hit Die:** 10, **Starting Ehren:** 1, **Skill Type:** Military, Rural, Administrative
Age per Level: 3 Years

Professional soldiers, often at least part of the time mercenaries. Soldiers encompass a wide variety of fighting Specialties from the lowly camp follower, through the lancer or marksman, and up to the mighty Hauptman or the skilled *Büschmeister*. As professional warriors Soldiers have many skills useful in a fight and on the battlefield, and numerous combat related feats.

Though like the sailor, their career carries many risks, a soldier has possibly the greatest social mobility since one can rise from a low ranking fighter to a mighty commander of men, and thereby enter the estate of the courtier or the nobility, should you wish to do so. Wealth starts at 10 kr but increases fairly rapidly – to a point. Soldiers are often well paid, and have other opportunities for enrichment, but they are not known for wisely safeguarding their money.

Soldier Levels

Level	Prowess	Fort	Ref	Will	Bonus Feat	Special	Ehren	Wealth	XP
1	+1	+2	+1	0	-	-	1	10 kr	2,000
2	+2	+3	+1	0	Feat (select)	Scrounging	2	1 gd	4,000
3	+3	+3	+2	+1	Feat (select)	Go to Ground	4	3 gd	6,000
4	+4	+4	+2	+1	Feat (select)	Rally	6	6 gd	10,000
5	+5	+4	+3	+1	Feat (select)	Patron	8	12 gd	15,000
6	+6	+5	+3	+2	Feat (select)	-	10	24 gd	20,000
7	+7	+5	+4	+2	Feat (select)	Leadership	12	36 gd	25,000
8	+8	+6	+4	+2	-	Siege Engineering	15	48 gd	32,000

Martial Feats Available: Simple Fencing, Battlefield Fencing, Shooter's Prowess



Soldier Specializations:

Specialization	Temperament	Skills	Class Cost / Ehren	Peril / Vice	Wealth Mod	Martial Feats
Archer*	Melancholic	2 Military, 1 Stealth		P1		Shooter's
Marksman*	Melancholic	2 Military, 1 Rural	CC+1	P1		Shooter's
Handgunner*	Melancholic	2 Military, 1 Alchemical	CC+1	P1		Shooter's
Trabant	Choleric	1 Military		P2		1 Dueling or KDF
Camp Follower	Sanguine	1 Military, 1 Itinerant	CC-2	P1/V1		
Spearman	Phlegmatic	2 Military	CC-1	P2		
Hetzrüden	Choleric	1 Equestrian		P2		1 SwashB
Light Horseman	Choleric	2 Equestrian	CC+1	P1		1 Steppe
Lancer	Choleric	2 Equestrian, 2 Chivalric	CC+2/E+1	P1		1 Chivalric
Castellan	Melancholic	2 Military, 1 Administrative	CC+3/E+1		+1 gd	
Büschmeister*	Melancholic	2 Scholar, 2 Artisan-Metal, 1 Alchemical	CC+3/E+2	P1		
Hauptmann	Melancholic	2 Military, 1 Administrative	CC+3/E+3	P1		

An Archer is a soldier who shoots bows. In many cases in this era these would be longbows.

A Marksman is an infantryman carrying a crossbow.

A Handgunner plays a similar role and carries a handgun like an arquebus, a caliver or a kolf.

A Trabant is the personal bodyguard for a VIP (see **Denizen**)

Camp Follower is a person who is not actually a warrior, but rather is someone who follows military units. They try to make themselves useful in various ways, and try to earn a living and survive. Some go on to become soldiers.

Spearman Infantry who fight with a spear or a pike.

Hetzrüden A light cavalryman who acts as paramilitary police or muscle for towns. See **Outlaw**.

Light Horseman Cavalry soldier who fights on horseback with a spear or light lance,

Lancer (**Minimum Ehren 10**) A heavy cavalry soldier who fights with a lance. Some go on to become **Knights**.

Castellan (**Minimum Ehren 16**) See **Noble**.

A Büschmeister (**Minimum Ehren 12**) is an expert on cannons, and is typically also a cannon forger.

Hauptmann (**Minimum Ehren 20**) A commander of Soldiers, often works as a mercenary leader. See **Courtier**.



Soldiers engaged in bloody battle, Diebold Schilling chronicle, ~1472





"January" Gustav Adolf Closs, 1896

ZEALOT

Cost 5, Type: Secondary, Estate: Cleric, Hit Die 6, Starting Ehren: 1, Skill Type: Spiritual, Social, Subversive
Age per Level: 4 Years

Zealots are fringe spiritual leaders (or would be spiritual leaders) versed in the treacherous realms of spiritual warfare, as well as those who regulate and investigate such people to keep them from causing dangerous chaos. Most, though not all, are at least nominally within the Christian tradition. Some are inquisitors or witch-hunters, others are radical heretics, subversive miscreants, or crazed occultists. Most are fanatics, while a few are highly rational investigators. Some Zealots form

cults at higher levels, and can have many fanatical followers. Zealots can pursue a variety of distinct types of careers, either as a charismatic leader building up a following, as a clandestine devotee of the arcane arts, or as a dogged investigator with a knack for resolving tricky mysteries. Wealth starts at 5 kr. Their true wealth is in their followers and their forbidden knowledge, but at higher levels they accumulate some resources.

Zealot Levels

Level	Prowess	Fort	Ref	Will	Bonus Feat	Special	Ehren	Wealth	XP
1	0	0	0	+1	-	Debate	1	5 kr	1,000
2	+1	+1	+1	+2	-	Enthrall	1	10 kr	2,000
3	+1	+1	+1	+2	Feat (select)	Rhetoric	2	1 gd	4,000
4	+2	+2	+2	+3	-	Erudition	2	2 gd	8,000
5	+2	+2	+2	+3	-	Patron	3	4 gd	12,000
6	+3	+3	+3	+4	-	Incite Mob	4	6 gd	16,000
7	+3	+3	+3	+4		Trance	5	8 gd	20,000
8	+4	+4	+4	+5		Leadership (Cult)	6	10 gd	32,000

Martial Feats Available: Swashbuckler Fencing, Shooter's Prowess

Witch or Clerk spells, per level

Zealot Level	Cantrips	Level 1	Level 2	Level 3	Level 4	Spell Points
1	2	3	-	-	-	8
2	2	3	-	-	-	8
3	2	4	2	-	-	13
4	3	4	3	-	-	18
5	3	4	3	2	-	26
6	3	4	3	3	-	30
7	3	4	3	3	1	35
8	3	4	3	3	2	40

Zealots and Magic: If you are using the **Codex Superno** magic rules, Zealots can have spellcasting abilities. Many zealots



dabble in witchcraft or clandestine magic, while others strictly adhere to Holy Magic within either the Christian, Jewish or Muslim traditions.

At first level, Zealots must make one of three choices, they can become a Witch, a Clerk, or a Warrior. If they chose to be a Witch, a level as a Zealot is the equivalent to a level as a **Witch** or Clandestine magic practitioner.

If they choose to be a Clerk, each level as a Zealot is equivalent to a level as a **Clerk** or Holy Magic practitioner. See **Codex Superno** for more details on both types of spellcasters. If they chose the path of the warrior, they start with a +1 Prowess at first level, and all additional Prowess increases as they level up are increased by one. If they choose this path they will have no spellcasting ability.

Zealot Specializations:

Specialization	Temperament	Skills	Class Cost / Ehren	Peril / Vice
Clerici Vagantes	Sanguine	2 Itinerant, 1 Subversion		P1/V1
Hussite	Melancholic	1 Spiritual, 1 Military, 1 Subversion	CC+1	P2
Inquisitor	Melancholic	2 Investigator, 2 Liturgy, 1 Subjugation	CC+1	V1
Witch Hunter	Melancholic	2 Subjugation, 1 Investigator, 1 Liturgy	E-1	V2
Witch	Sanguine	1 Subversion, 2 Spiritual, 1 Rural Wisdom	E-1	P2/V2
Investigator	Melancholic	3 Investigator, 1 Stealth, 1 Itinerant	CC+2	P1
Lollard	Melancholic	3 Subversive, Itinerant 2, 1 Spiritual		P2/V2

There are no Wealth or Ehren mods for the Zealot specializations

Clerici Vagantes are itinerant clerks who travel through many estates. See the entry under **Friar** for more.

A Hussite is a special type of heretic, usually from Bohemia, Moravia, or Northern Hungary (today Slovakia). They are typically active in militias and often have some military skills.

An Inquisitor seeks out and prosecutes heretics. They are typically associated with the Church and many were originally Dominican or Franciscan **Friars**.

A Witch Hunter is a sort of poor-man's inquisitor who seeks out and attempts to prosecute Witches. They operate on a kind of commission basis, and many of them are considered disreputable scammers who prey on more or less innocent people, though there are a few who genuinely seek to find the truly dangerous and evil practitioners.

A Witch is a Clandestine Magic practitioner. Some live within the community more or less openly as Cunning Men or Women, keeping only their more notorious skills hidden, but many keep their esoteric knowledge and skills fully secret, especially if they are engaged in crime. Only a few Witches are truly evil, but those who are can cause great harm.

A Lollard is a type of subversive itinerant heretic who roams around stirring up discontent against the Church hierarchy.

An Investigator is an unusually determined type of Agent, who specializes in investigating mysteries or crimes which have to do with Heretics, Witches, Witch hunters, Inquisitors, and others, and in general gets to the bottom of weird crimes and incidents.



A Hussite heretic preaching to Bohemians./ Karl Frederick Lessing, 1836



GUILDS (OPTIONAL)

You can allow PCs and NPCs to join guilds during character generation. Below you will find ten Guilds, three Burgher's Societies, and five Knightly Orders. This is not a comprehensive list by any means but is enough to provide a good example of the idea. In the real world of 15th century Europe there were many different types of guilds, knightly orders, knightly leagues, religious sodalities, confraternities and similar organizations.

Aside from the craft Artisans and Merchants associations, there were also religious guilds, social guilds, guilds focused on martial sports or combat arts, and some which incorporated aspects of all of the above. The guilds listed below are of the last type. Guilds serve two purposes in the game. The first benefit of being in a guild is that it provides social resources. Fellow guild members may provide various types of assistance, share information, help get you out of trouble and much more. Most larger towns within Latinized Europe have many social guilds and in many towns one can find the same guilds. So the guild can be a valuable source of allies, contacts, and useful information.

The other benefit of guilds is that members of these associations learned useful skills, and participated in activities such as martial sports and warlike games that the guilds involve themselves in. These can confer certain skills and Martial Feats to your character. This is in addition to any skills or Martial Feats you get from your Class or Specialization. The following Guilds and Orders can be entered by a new character at a cost of 2 CP. Each character can only enter one guild. *Guilds also have a minimum Ehren*, and until a character's Ehren is at least that high, they cannot enter the guild. **For more on guilds see Chapter 6, Associations and Affiliations.**

Guild of St. Mark

Ehren 8. This is a guild mainly of artisans, especially furriers and cutlers, as well as some non-artisans such as Trabants or soldiers. Members of this guild are heavily engaged in fencing as a sport (called *schülefechten*), and at third level, members of the guild gain a free Kunst des Fechtens MF.

Guild of St. Vitus

Ehren 6. A guild of scribes, clerks, poets, librarians, bookbinders, printers, and others involved in industries to do with writing and record keeping. Like the Guild of St. Mark, this guild engages in fencing, in fact the two guilds are rivals. At third level, members of this guild gain their choice of a free Kunst des Fechtens or Dueling MF.

Guild of St. Luke

Ehren 5. A guild of artists, including painters, sculptors, frieze makers and fresco painters. They are involved in a variety of warlike sports including archery and fencing. At

third level, they receive one MF of their choice, with no restrictions.

Guild of St. Sebastian

Ehren 10. A guild of people from many crafts or estates, who are interested in archery. This is a somewhat elite guild which organizes shooting competitions. At third level gain any archery MF suitable for use with bows. For each term spent in the Guild of St. Sebastian, gain +1 Ehren.

Guild of St. Barbara

Ehren 8. A guild made up of people who make or shoot guns or firearms. The guild of St. Barbara organizes shooting festivals and competitions. At third level members gain a shooting MF suitable for use with firearms or cannon, or 4 skill points which can be applied to any knowledge or craft skill related to gunpowder, firearms or cannon. For each term spent in the Guild of St. Barbara, gain +1 Ehren.

Guild of St. George

Ehren 12. A guild made up of patricians and elite artisans which also includes some nobles, knights and soldiers. The Guild of St. George sponsors both shooting contests and chivalric tournaments. The main criteria are a high degree of respectability and skill with the crossbow, or with the knightly / equestrian arts. At third level gain their choice of any shooting MF suitable for crossbows, or a Chivalric fencing MF. For each term spent in the Guild of St. George gain +1 Ehren.

Guild of St. Nicholas

Ehren 8. Also informally sometimes called the "Guild of Neptune". This is a guild of seafarers, skippers, pilots and navigators, and they are devoted to the lore of the sea and the support of worthy mariners. To enter such a guild one must have at least 2 levels as a Sailor or in some equivalent specialization. For each term spent in this guild, members gain 2 points in any Knowledge skill related to the sea, rivers, astronomy, boats, ships, or navigation. In addition, in many towns one can find a guild house of this guild, or a seaman's mission associated with the guild. They can provide a bunk or at least a hammock, a meal, and information about seagoing jobs, local hazards and opportunities, and other useful intelligence.

Guild of St. Catherine

Ehren 8. This is a guild of the *meistersinger*, a group of amateur singers, musicians and composers. Members of this guild study music and the art of composition seriously, and hold formal contests with strict rules and valuable prizes. Anyone spending a level in this guild gains 4 skill points which can be spent on any Perform: skill related to music or poetry (including satire), any Craft: skill related to music or poetry, or any knowledge: skill related to music or poetry. In addition, they will receive 2 points in any Oratory skill of their choice.



Guild - Chamber of Rhetoric

Ehren 8. In some towns, mainly in the Low Countries (today Holland and Flanders) special clubs were established for the study of the ancient art of Rhetoric (in Flemish, *rederijkerskamer*). Rhetoric involves public speaking, but also includes the study of mnemonics, and the authorship and performance of plays. Women participated in these societies and even acted in plays, long before this was common in most parts of Europe. Anyone in such a society gains 6 skill points which can be spent on Oratory skills, mnemonics, or any Craft: or Perform: related skills to do with plays, satires, or any kind of public speaking or rhetoric.

Guild – Humanist Society

Ehren 12. In some larger and more sophisticated towns, especially those with Universities, informal and later formal Humanist associations sprang up. The “guild” represented here is the latter, more formal type of organization. These are prestigious associations, and to enter such a guild, one must have both a high Ehren *and* at least 3 ranks in a literacy skill for either Latin or Greek. Membership confers 6 skill ranks in any knowledge: or perform: skill related to Oratory, Rhetoric, Natural Philosophy, Poetry, geometry, literacy in Latin, Greek, Arabic or other archaic languages, or any other type of Classical knowledge. For each term spent in a Humanist Society, gain +2 Ehren.

Order of Saint Anthony

Ehren 14. A Knightly Order, available to Knights, Soldiers, and anyone fighting as cavalry with sufficient Ehren. Founded in 1382 by Duke Albert of Bavaria. Knights of this Order wear a gold collar with a crutch and a little bell. Members of this Order tend to be particularly good horsemen, at third level, members of the Order gain 3 points of the Ride skill plus their choice of the Special Ability **Vassalage** or **Hipika**. For each term spent as a member of this Order, gain +2 Ehren.

Order of St Hubert

Ehren 16. A Knightly Order founded in 1444 by Duke Gerhard of Jülich-Berg commemorating a victory on St. Hubert's day. The badge was a star of eight points surrounding a white Maltese cross (cross pattée) with a red poppy in the middle showing the motto “In trau vast” (firm in fidelity). It was associated with the house of Jülich in the Rhineland, and with the Rhineland generally, but also came to be associated with hunting due to their patron saint. At third level, members of this Order gain 3 Rural Wisdom Skill points and their choice of the **Read the Land** or the **Scout** Special Ability. For each term spent as a member of this Order, gain +2 Ehren.

Order of the Dragon

Ehren 20. A Knightly Order founded in 1408 by Emperor Sigismund of Luxembourg. This Order was founded as a

Crusading Order oriented toward fighting the invading Steppe Nomads threatening Central Europe at that time, especially the Ottomans. Many formidable warlords and princes of Southern Europe were members, including King Ladislaus II of Poland, Grand Duke Vytautas of Lithuania, King Henry V of England, and Vlad Dracul who named himself after the order.

Their badge depicts a dragon or serpent with its own tail either in its mouth or coiled around its neck (a reference to Ouroboros) In order to fight the Ottomans more effectively members of this Order learn the fighting techniques of the Steppe. At third level, members of this Order gain 3 Skill Points in Rural skills plus their choice of the **Feigned Retreat** or the **Ambush 1d6** Special Ability. For each term spent as a member of this Order, gain +2 Ehren.

Order of the Knot

Ehren 20. Founded by Louis of Anjou, at the time the Franco-Norman King of Naples in 1352. The badge of the order shows a Maltese cross with balls on the tips of each of the points, and a white dove descending (facing downward) in the center. Members of this Order were oriented toward defending the lands of Christianity against the ‘Saracen’, which by the mid-15th Century could mean the Lithuanians, the Mongols, the Mamluks or Barbary Corsairs, or the Ottomans.

Members of this Order were experts in siege warfare, and at third level gain 3 points of Military Skills plus their choice of the Special Abilities **Siege Engineering** or **Stronghold**, the latter representing that they have been made castellan of a fort which is in some way threatened by the Mongols or the Ottomans, conferred by a prince (which prince it is should be determined by the GM, it will be a fellow member of the Order and someone owning territory relatively close by). For each term spent as a member of this Order, gain +2 Ehren.

Order of the Ermine

Ehren 16. Founded by Duke Jean V of Brittany, partially in emulation of the prestigious Order of the Garter, in 1381. Unlike many other knightly Orders, the Order of the Ermine was open to women, one Katherine Potier served as Officer of Arms in the late 15th Century. Members wear a special gold collar composed of ears of wheat, with an ermine hanging on a chain. Members of this Order were highly skilled in the arts of the court, and at 3rd level gain 3 Skill Points in Courtier Skills, as well as their choice of the Special Ability **Staff** or one MF of Chivalry. For each term spent as a member of this Order, gain +2 Ehren.

CHARACTER SHEET

On the next two pages you'll find a printable copy of our character sheet. For a free downloadable PDF copy, see the Codex Integrum website

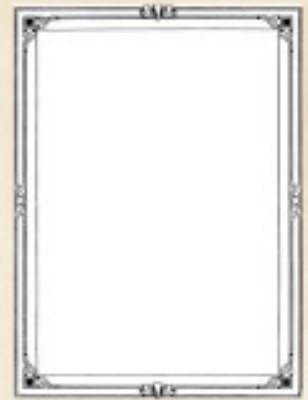


Class & Level:
Player Name:

Gender:
Alignment:

Temperament:
Temperament Rating:

Ehren:
Martial Pool:



Base	Mod	Fortitude Save:	HP:	Starting:
STR:		Reflex Save:		
INT:		Will Save:		
WIS:		Initiative Bonus:		Current:
DEX:		Melee To Hit:		
CON:		Missile / Active Defense:		
CHA:		Passive Defense:		

FEATS, SPECIALS, EVENTS

Age	Class	Specialization	Description
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Melee Weapon or Shield	S i z e	Onset	Melee	Active	Basic	AP	Attack	Hardness	HP
		to Hit	to Hit	Defense	DAM		Type		

Armor Worn	DR Pierce/ Bludgeon	DR Slash	DR Chop	DR Bypass	Armor Check	Max Dex	Hardness	HP
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Missile Weapon	Ready Bonus	Aimed Bonus	Range Increment	Prep Time	Damage	AP	Damage Type
To Hit:							
To Hit:							

MONEY

Dinari: _____
 Kreuzer: _____
 Shilling: _____
 Gulden: _____
 Jewelry Qty: _____
 Jewelry Val: _____

Skill	Attr	R A T I O	B O N U S	Skill	Attr	R A T I O	B O N U S
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EQUIPMENT

General Notes

Weapon

Details

Feats,Specials,Events

Description

Skill

Description

General Notes



CHAPTER 3 – SKILLS MARTIAL FEATS & ABILITIES



MARTIAL FEAT PACKAGES BY FENCING TYPES

Use these lists to acquire Martial Feats during character generation. Note that some Martial Feats exist in more than one list. The **Simple Fencing** is the street level fencing that most fighters can eventually learn if they gain enough combat experience. The **Kunst Des Fechtens**, is the 'secret' fencing known to burghers and bodyguards and some knights. **Ringen** is wrestling and grappling, practiced by nearly all estates. **Dueling Fencing** is the art taught to courtiers, scholars and aristocrats in exclusive fencing salons. **Battlefield Fencing** is the fighting art learned by soldiers on the battlefields. **Chivalric Fencing** are the special fighting techniques known to knights. **Swashbuckler Fencing** is dirty fighting done by bandits and pirates. **Steppe Fencing** represents the fighting skills of the Nomads.

SIMPLE FENCING

Bind and Strike
Counterstroke
Feint
Frenzied Attack
Half Staff
Sidestep
Shield Fighting
Shield Slap
Graceful Rush
Pugilism

KUNST DES FECHTENS

Absetzen
Abzug
Counterstroke
False Edge Cutting
Failer
Feint
Fuhlen
Miestherhau
Mutieren
Poll Axe Fighting
Provoker / Taker / Hitter
Schnappen
Durchlaufen
Nachreisen
Versetzen
Winden
Zucken

RINGEN

Ringen
Danse de La Rue
Gioco Stretto
Graceful Rush

Grapple and Pin
Kampfringen
Morstrosse
Ringen am Schwert
Sidestep

DUELING FENCING

Contra Tempo
Distance Fighting
Feint
Inscrutable Countenance
Lunge
Main Gauche
Mezzo Tempo
Nukitsuke
Point Control
Riposte
Unflinching
Adv. Point Control
Adv. Distance Fighting
Coup de Jarnac
Niten Ichi

BATTLEFIELD FENCING

Cooperative Fighting
Formation Fighting
Missile Parrying
Poll Axe Fighting
Rollout
Situational Awareness
Shield Smash
Shield Wrench
Slip Thrust
Volley Shooting
Adv. Cooperative Fighting
Missile Catching
Tactical Movement

CHIVALRIC FENCING

Battle Glad
Born to the Saddle
Dressage
False-Edge Cutting
Half-sword Fighting
Point Control
Poll Axe Fighting
Rollout
Rossfechten
Adv. Half Sword Fighting
Adv. Poll Axe Fighting

SWASHBUCKLER FENCING

Dirty Fighting
Bind and Batter
Danse de la Rue
Feint
Flurry of Cuts
Improvised Defense
Opportunistic Defense
Shield Grab
Situational Awareness
Steal Initiative

STEPPE FENCING

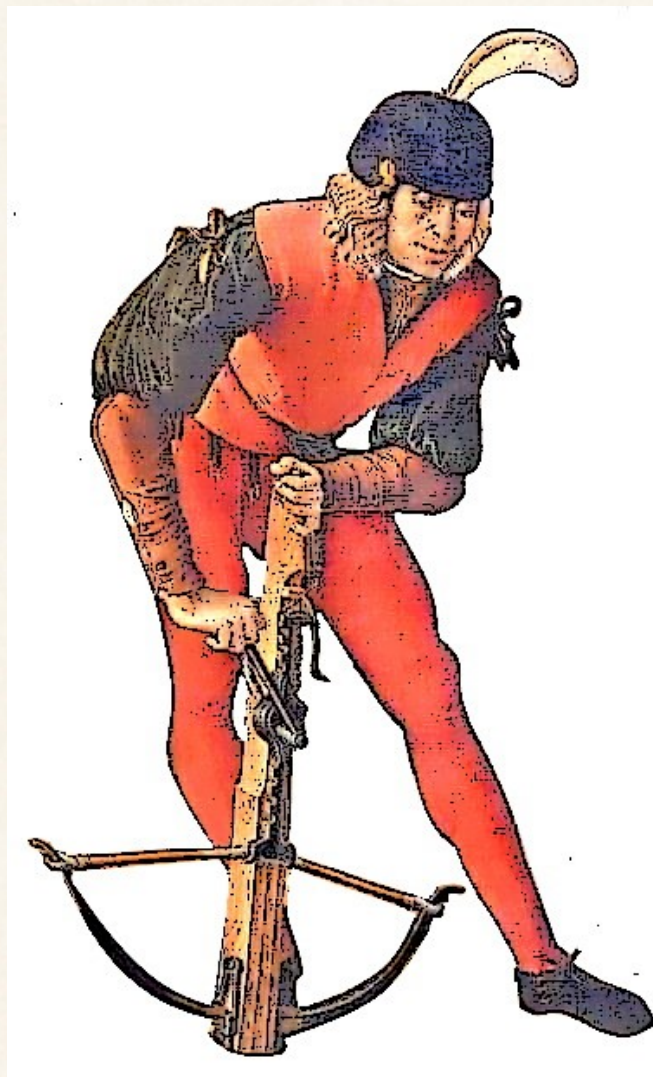
Bind and Strike
Born to the Saddle
Cooperative Fighting
Feint
Inscrutable Countenance
Shield Fighting
Situational Awareness
Unflinching
Adv. Cooperative Fighting



SHOOTERS PROWESS

These are shooters feats used by Archers, Marksmen, Handgunners, javelin throwers and the like.

Volley Shooting
Arrow Flurry
The Marksman's Drill
The Yeoman's Drill
The Reiters' Drill
The Heroes Cast
Skirmisher
The Patient Shot
The Vicious Shot
The Parthian Shot
The Hunters Lead
Dead Eye
Blade Slinger



CHARACTER SPECIAL ABILITIES

Special Abilities are somewhat like Martial Feats, but most are not directly combat related. Special abilities are based on Class and are acquired on the basis of leveling up. See chapter 6 for more details on followers.

Alderman – Guild leader, powerful connections in town. Can call on 6-36 citizens (3rd level Artisans). +5 Ehren.

Ambush xd6 - Damage bonus on surprise attacks.

Animal Affinity – Free Dice on animal related skills.

Banner – Commands a banner of 40-50 riders.

Burgher Citizenship –Citizenship in a town, added rights. +2 Ehren.

Clan Kinship – Member of a clan, can receive aid from other clan members. +1 Ehren.

Clan Leader – Can call on 4 x d10 Clan members (2nd level Bauern) plus 2 x Hunters (3rd level Bauern). +3 Ehren.

Konstafler – Member of an elite urban cavalry society, leader of a lance of 5 riders (2nd level Soldiers). +3 Ehren.

Debate – Free Dice on Bluff, Sense Motive, Diplomacy or Intimidate.

Detect Status – Free Dice on knowledge check or Sense Motive once per day.

Enthrall- Free Dice on Perform or Bluff check vs. crowd.

Erudition – Free Dice on any knowledge check once per day. +1 Ehren.

Feigned Retreat – Successful Bluff check during false retreat confers ambush damage bonus x 2d6.

Flattery – Free Dice once per day in any Diplomacy or Bluff check toward anyone of higher status.

Free Pronouncement – Gained the right to carry a weapon in town. +1 Ehren.

Go to Ground – Free Dice on any Hide or Move Silently check once per day, so long as you are outdoors.

Guild Membership –Has backing of guild. The same guild can often be found in many different towns. +1 Ehren.

Hausmacht –Member of aristocratic or patrician house or elite family. +1 Ehren.

Hipika – Free Dice on Ride, Handle Animal checks and on Saving Throw vs. falling from a horse.

Horse Sense- Free Dice on Handle Animal or any Knowledge Check related to horses.

Household –You have a household staff and 3d4 servants (1st level Denizens) who obey your orders. +2 Ehren.

Incite Mob – Free Dice on any Intimidate or Bluff check when speaking to a mob once per day. Stacks with Enthrall and Rhetoric.

Intuition – Free Dice for Spot, Knowledge, Sense Motive or Detection skill check once per day.

Knightly Order –Free Dice on any Diplomacy, attempt toward any Aristocrat or Knight, Free dice on any Intimidate or Bluff attempt toward any Peasant or Soldier. +5 Ehren.

Leadership (Ataman) –Ten 1st level Nomad followers and three 3rd level Nomads. +3 Ehren. This also qualifies as the Leadership special ability vis a vis Morale rules.

Leadership (Cult) – 20-120 Outlaws and 3 Zealots as followers. This also qualifies as the Leadership special ability vis a vis Morale rules.

Leadership (Lance) –Two Demi-Lancers, a Mounted Crossbowman and a Valet are followers. +3 Ehren. This also qualifies as the Leadership special ability vis a vis Morale rules.

Leadership (Mercenary) –Lead a mercenary company of 10-40 1st level soldiers and 2 veteran (3rd level) soldiers as lieutenants. +5 Ehren. This also qualifies as the Leadership special ability vis a vis Morale rules.

Leadership (Apprentice) –Gain 1d4 x 1st level Artisans as followers. +1 Ehren. This also qualifies as the Leadership special ability vis a vis Morale rules.

Leadership (Journeyman) –Gain a 3rd level Artisan as a follower. +2 Ehren. This also qualifies as the Leadership special ability vis a vis Morale rules.

Leadership (Abbey) – You are an abbot or abbess, and are in charge of 10-40 novices (first level Friars) and three brothers (third level Friars). You are the manager and ruler of an abbey or convent.

Local Cunning – Free Dice on any Knowledge: Local Skill check.

Militia –Member of town militia in home town. +1 Ehren.

Monastic Sign Language – Knows semi-secret sign language of monks, nuns and Friars.

Natio – You are a member of a Natio in a University or secondary school, and are affiliated with other scholars from this University. Friends made at Uni can be friends for life.

Navigator- Free Dice on any attempt to determine location or direction via astronomy, local knowledge etc.

Noble Title –Free Dice on contested social skill checks (Diplomacy, Intimidate etc.) with anyone of lesser status. +5 Ehren (one time only),

Outlaw Band – Member of an outlaw band. Call on 4d4 Outlaws for support when on home turf.

Outlaw Elder – Leader of an outlaw Band. Call on 10-60 Outlaws plus two 3rd Level Outlaws for support when on home turf.

Pardoning – You can pardon people's Sins and put them back into a State of Grace.

Patron – You have an official patron which may be a lord, a patrician, a mercantile firm, a town, or an abbey.

Peace of God – You are protected by laws against harming clergy. Gain TWO Free Dice on any Diplomacy or Bluff skill check when convincing someone not to harm you if you are wearing a habit or have some other identification.

Portata – You can bring a small amount of goods with you on sailing trips and sell them in port tax free. Gain +1 Wealth for each level.

Prophecy – Gain a Free Dice on any skill check for Perform: Astrology, Perform: Prophecy, Perform: Divination or Perform: Horoscope.

Provisional Citizenship– You have the right of residence in your home town. +1 Ehren.

Rally – Gain a Free Dice in any Leadership, Rally, Battlefield Discipline, or Bluff or Intimidate skill check in any attempt to



remove fear among members of a military unit or any group who need to fight or deal with some other emergency.

Rank Hath it's Privileges – Gain a Free Dice on any Intimidate, Diplomacy or Bluff check related to demanding better treatment, nicer food and lodging, higher priority and so on. Only works on people of lower rank (Ehren) than yourself.

Read the Land – Free Dice on Tracking or Knowledge skill check related to rural flora or fauna.

Religious Order – You are a member of a Religious Order such as the Franciscans, the Cistercians or the Dominicans. Members of your Order will assist you in your travels and you may stay in any Convent or Abbey of your Order.

Researcher – Free Dice on any skill check related to trying to find information from any library or archive.

Rhetoric - Free Dice once per day in any skill check related to arguing between groups or in front of a crowd.

Salt – Free Dice once per day on any skill check for knowledge maritime or Saving Throws for any routine event or illness (seasickness, slip and fall etc.) on a ship.

Scout – Free Dice on Spot, Hide, Move Silently or Listen skill checks while outdoors.

Scrounging- Free Dice on Search or Spot check related to finding supplies, food or water.

Seduction – Free Dice once per day on any skill check related to seducing another person or flirting.

Siege Engineering – Free Dice on any skill check related to masonry, tunneling, construction of siege engines or equivalent.

Squire- You have achieved the rank of squire which is the lowest form of knighthood. +2 Ehren (one time only).

Staff –Gain two 1st level Courtiers as your personal retainers. +2 Ehren.

Strategy – Free Dice on any Knowledge or Profession skill check related to military strategy or tactics.

Stronghold –You own a stronghold like a castle, keep or fortified home. +5 Ehren.

The Voice of Authority - Free Dice on any Intimidate or Bluff Skill check.

Trap Making – Free Dice on any skill check related to setting, hiding, or constructing a trap whether for hunting, warfare or mischief.

Vagabondage - Free -Dice once per day on Sleight of Hand, Music, or Perform skill checks related to basic entertainment.

Vassalage - Gain 3 x 1st level knights as followers. +2 Ehren.



A treadwheel crane used to build the Tower of Babel, Pieter Breughel the Elder, 1563 (detail)

SKILLS

Skills have a bad name in RPGs today. Once upon a time, there were no skills, just strange percentile die-rolls with which to perform unlikely feats of stealth and agility. Then we had skills, but kind of pointless ones and we had too many. The trend now is that less is more. And it's a good rule of thumb. But for Codex Martialis in an historical setting, we love skills, the more the better.

Skill is what the middle ages were all about. Archimedes said "Give me a lever long enough and a fulcrum on which to place it, and I shall move the world" – and the people of medieval Europe took this notion and ran with it. With the right skills, and the right kind of machines, medieval artisans and scholars thought they could do just about anything. In this period, they made buildings higher and stronger, built fortifications more impregnable, dug mines deeper, and created art more moving and brilliant than anyone had ever seen before.

Their skills and their machines *could* move the world – as they literally made a new world around them. And they could move *people* around the world, further than anyone had ever gone before, as medieval sailors - skilled navigators armed with the compass and the astrolabe, with charts and maps, and the ability to read the stars and to understand geometry and trigonometry, were already discovering the islands of the mid-Atlantic and exploring far down the coast of Africa by the mid-15th Century. Within a generation they would be everywhere around the globe.

If you want to plunge into this world, it helps to have skills. In the medieval world, skills, along with birthright, are a major part of what differentiates one person from another. What defines their Estate, their social status, their wealth. As the Ottoman Empire encroached, the very borders of Latin Europe were protected by warriors who had acquired great skills in the arts of war, who were protected by armor and new weapons deadlier more sophisticated than anything the Romans of Caesar's day could have even imagined. Thanks to the skills of medieval cutlers and armorers, small numbers of mercenaries in forces like the Hungarian Black Army were able to defeat huge Ottoman and Mongol invasions.

Because skills are a major part of what differentiates people within this setting, they are part of what define the character Classes used in the Codex Integrum system. In the real medieval world, skills assisted in combat, brought in wealth, helped ensure safety and survival, and were literally the basis of the fabrication of the world the people lived in, as skilled artisans built the cities and towns, castles, and cathedrals where they spent their time, as well as the walls towers, and cannon which kept the raider and the invader at bay.



Although the Codex Martialis was originally designed to be an enhanced combat system, in the late medieval setting, combat is not the necessarily the only focus of the game. For every sword fight or shootout, there can be twice or three times as much game time spent unravelling mysteries, negotiating, exploring, investigating, or finding your way through the wilderness. In some cases, building or fixing things can also become part of the story. In other words, in an historical campaign, there is potentially a lot going on besides fighting.

There are two types of skill checks – contested and solo. Contested means it's your skill against someone else's. Like your Bluff vs. their Sense Motive or Hide vs. Spot. A solo skill check means you are tested against a DC or 'difficulty class', as in roll higher than a 10 or a 15 (with your mods) for a Climb skill check.

When not to use Skills

Because you have skills, doesn't mean you always have to use them. Skills are there for when your characters need to do something where the outcome is uncertain, and in situations where the character's abilities may come into play. But you don't want constant die rolling to get in the way of the game, to interrupt the story or derail good role playing or creative GM-ing. The player's skill always matters too. Everybody has their own preferences on gaming, but ultimately a clever idea from the people you are playing with is often more fun and interesting than the skills the character has. As a GM, don't be afraid to make a judgement call.

Most of the time, for most things that your character probably knows how to do, you don't need to bother rolling the dice at all. So use common sense. Roll skill checks when the outcome is uncertain and some kind of test will make the story more interesting. You can also follow a simple rule of thumb. Your skill modifier is based on a combination of your ability score mod with your skill rank. If this skill mod is higher than the DC for a task, then you definitely don't need to roll. If it's close and you don't really need to, don't bother. If your player comes up with a very good idea, you can factor that in as well by giving them a Free Dice on the skill check.

DC	Difficulty	Example
No roll	Easy	Ride a horse across a field
No roll	Routine	Ride a horse down a narrow path
8	Average	Ride a horse across a fast moving creek
10	Arduous	... at night
12	Tough	Gallop a horse down a creek bed
15	Challenging	Gallop a horse down a tight winding mountain trail at night
20	Formidable	Jump a horse over a wall
25	Heroic	Ride a steeplechase through rough country at speed
30	Epic	... at night, in the rain

We retain a margin of flexibility by making the use of skills optional and scalable. If you don't want to use skills in your game, you can substitute Ability Score checks, or just GM rulings. If you do want to use skills, but not so many, you can use the **Skill Types** as an alternative. It just depends how granular you want to get.

Use common sense in handling skill checks. Skills are *meant* to overlap somewhat. If something on your character sheet looks like it might be relevant (and your GM agrees), assume it is. Just use the skill that seems to fit the best, and if none do, use an Ability Score check instead. If multiple skills fit the task at hand, you can do a **Combined Skill Check** (see below). The GM may adjust the target number if they think it's tangential, but don't worry about that.

Social Skills

There are basically five primary social skills: Diplomacy, Bluff, Intimidate, Sense Motive, and Gather Info, plus several others which can combine with these (Dance, Seduction, Knowledge: Etiquette and so on). The first three are kind of the 'offensive' social skills which you use to talk people into things, each with its own tone so to speak. Sense Motive is the main defensive Social Skill. It is essentially your characters B.S. detector. You roll dice in contested skill checks to see if people are lying or trying to trick you. Gather Info is used in a more abstract manner, as in against a DR, maybe after a successful Diplomacy check.

Combat Skills

Many skills are used in combat. Bluff and Sense Motive are again useful, as they come into use mainly for Feinting. Intimidate can be used to frighten opponents, and works in conjunction with certain Martial Feats. Stealth and detection skills like Spot and Hide are very important during missile combat, or while approaching an enemy as yet unaware of your presence.

Skill Categories

Aside from types, there are also different categories of skills. These are there more to help you think about how the skills were acquired and how to use them in game play. Profession skills are special, as they cover a variety of specific abilities. They are acquired at a rate of 2 for 1, in other words they cost two points to acquire 1 point of Profession: skills. There is also a limit of one type of Profession per Class. If you become an Artisan for example, you can only take one Profession skill as such. Profession skills should be thought of as being at three different levels: 1-2 apprentice, 3-4 journeyman, 5+ master.

An apprentice level craftsman has a chance to accomplish most routine tasks, but will be lost with anything more challenging. Journeyman can reliably accomplish all routine tasks and sometimes more challenging ones, and a master should be able to achieve anything within the normal realm



of possibility within their craft. Craft: skills represent creating or fabricating things. The skill alone of course is not enough to build a ship or forge a sword, these types of skills still require tools, raw materials, and time. Perform: skills are basically self-explanatory. Many of these like Dance, Satire, Music or Poetry may be used in conjunction with social skills like Bluff, Intimidate, or Diplomacy. Knowledge skills provide information and assist with practical skills. For example, a character with the Navigation skill may benefit (gain a Free Dice) from Knowledge: The Sea and Knowledge: Astronomy, but those two Knowledge skills alone would not be sufficient to Navigate a ship across a major body of water.

Temperament and Skills

As an optional rule, the Temperament Bonus can provide a Free Dice to some skill checks, depending on the skill attribute type, as follows:

- Choleric – Skills based on Str and Cha
- Phlegmatic – Skills based on Wis and Con
- Melancholic – Skills based on Int and Dex
- Sanguine – Skills based on Dex and Cha

Characters can derive a Free Dice on skill checks a fixed number of times per session, at a rate of once per temperament bonus. This works the same as the Free Dice allowed per Temperament in Combat, you can use the same poker chips or other means to track these special ‘bennies’. As long as the Skill Type matches your temperament you gain a Free Dice on your skill check.

Combined Skill Checks

One of the reasons to have many skills in the game is to introduce the multiple ways in which knowledge, experience, and training can be brought to bear on a task. When trying to solve a problem or create something, often many areas of expertise come into play. To reflect this in the game, Characters can combine up to three skills for a single skill check so long as the skill mod is at least 3. One skill is the main skill which defines the die roll bonus, the other two contribute Free Dice to the die roll. In addition, it’s possible for multiple characters to collaborate on a skill check in the same manner, with the same limitations (maximum of 3 skills can contribute on the same check).

New Skills

If you are playing with the ‘many skills’ option rather than the ‘fewer skills’ option, you may wish to permit your players to add new skill types, particularly knowledge: craft: or perform: type skills, that you don’t already find in the list. This could be as a result of campaigning or during character generation. For the former, let’s say for example that your party spent a long time adventuring deep in the desert – they may have acquired specific knowledge of the local terrain, flora or fauna, or some other factor which isn’t in the list. Alternately for the latter, during character generation one of your PCs might pursue a field of knowledge or artisanry which isn’t

covered in the lists. If they come up with something and you as the GM concur with it, it’s permissible to add new skills to your own campaign list. Just be sure to assign an Attribute, and keep track of them!

SKILL TYPES

Skills are organized by ability and by type, and as alternative option, you can use the 25 skill types listed below in lieu of skills themselves. If you use the full skill system, each individual skill is purchased when leveling up in a class, via the skill type. Classes have skill types, and at each level-up the character can select new skills or add more skill levels to existing ones. So for example, a Noble has the Skill Types Courtly, Chivalric, Equestrian, Rural, Soldier, and Social. At 1st Level, Nobles get 4 Skill Points. So that means they can pick 4 from skills matching those types. Some skills are associated with more than one type.

Skill Types List

These skill types represent the categories that individual skills fall under. If you prefer to use fewer skills in your campaign than our huge list, these twenty-five Skill Types can also be used as alternative skills, and for that purpose, each Skill Type is associated with an attribute. (which is only relevant that purpose).

Administrative [WIS] – Everything to do with management of people and things.

Alchemy [INT] – Everything to do with chemistry, minerals, drugs and poisons.

Artist [CHA] – Everything to do with art, painting, sculpting, casting, etching etc.

Artisan [DEX] – Making and fixing things, each 3 points of Artisan skills must be based on a specific medium, either -Metal, -Wood, -Victualing -Leather, or -Stone.

Courtly [CHA]– Everything to do with advanced and refined social skills, courtly intrigue and court life, as well as feudalism, heraldry and so on.

Criminal [DEX] – Skills related to committing crime, including stealth, methods of infiltration, subversion and so on.

Equestrian [DEX]– Everything to do with horses and riding.

Healer [WIS]– Everything to do with healing people and animals, from curing disease to healing wounds.

Investigator [INT]– Skills related to interrogation, investigation, and finding hidden things.

Itinerant [CHA]– Skills related to a semi-nomadic lifestyle, vagabondage, survival on the road, and getting what is needed from people who have money.

Legal [INT] – Everything to do with the law.

Liturgical [WIS] – Everything to do with church rituals, church law, and religious dogma.

Mercantile [INT]– Everything to do with commerce, trading and the marketplace.

Maritime [DEX]– Everything to do with the sea, boats, ships, and marine travel.

Military [STR]– Any skill related to the life of a soldier or warrior.

Mining [WIS] – Skills related to mining and life underground.



Oratory [CHA] – Skills related to public speaking and communication

Scholar [INT] – Intellectual life, education, erudition.

Social [CHA] – Skills to do with social interaction.

Spiritual [WIS] – Skills related to secrets and spiritual traditions of people outside of the realm of university trained scholars or the Church.

Stealth [DEX] – Everything to do with hiding and sneaking, evading detection.

Subjugation [STR] – Skills related to capturing and holding people captive.

Subversion [CHA] – Skills related to heresy, fanaticism, rabble rousing and the like.

Rural [DEX] – Everything to do with life outdoors, flora and fauna, weather, landscape and so on.

Rural Wisdom [WIS] – Skills born of wisdom gleaned in the rural world, living traditions of pre-Christian societies, cunning magic and so on.

Victualing [WIS] – Everything to do with food and beverages, or the hospitality industry such as inn-keeping and taverns.

Skills List (Alphabetical)

Angling (Rural, Victualing) [WIS] - Can be a useful survival skill if near any body of water.

Animal Husbandry (Rural Wisdom) [WIS] – Take care of and manage animals.

Appraise (Mercantile, Administrative) [WIS] – Assess the value of things.

Assemble (large) (Artisan – Stone or Artisan - Wood) [INT]– Build large things including fortifications, bridges, buildings, and large machines.

Assemble (small) (Artisan – Wood or Artisan – Metal) [INT] - Put together small things of wood or metal.

Astrology (Scholar, Spiritual) [WIS]- The practice of Astrology, such as casting horoscopes and reading the positions of the stars and planets for purposes of divination.

Astronomy (Maritime, Scholar) [INT] – Find constellations, planets and stars, combines with Navigation.

Balance (Maritime) [DEX] – Avoid falling down.

Battlefield Discipline (Military) [WIS] – Resist the fear of battle (see Morale).

Binding (Subjugation) [DEX] - This means binding as in captivity, catching and keeping people in captivity.

Bluff (Social, Itinerant, Oratory) [CHA] – Trick or deceive people.

Bushcraft (Rural Wisdom) [WIS] – Rural survival techniques, ranging from shelter making, to fire starting, making small snares and traps, primitive fishing, field dressing animals and so on.

Climb (Rural, Maritime) [DEX] – Climb trees, rocks, mountains, buildings.

Coercion (Military Leader, Subjugation) [CHA] - Similar to Bluff and Intimidate, Coercion is a skill

Concentration (Spiritual) [WIS] – Focus attention on complex tasks, including spellcasting.

Craft: Acids (Alchemy) [INT] – Create caustic substances including both acids and bases.

Craft: Antidotes (Healer, Scholar) [WIS] – Create the antidotes to drugs and poisons.

Craft: Armor (Artisan - Metal) [INT] – Create armor from metal.

Craft: Arrows (Artisan - Wood) [DEX] – Fabricate arrows.

Craft: Beer (Artisan - Victualing) [WIS] – Brew beer and other fermented beverages.

Craft: Blade (Artisan - Metal) [INT] - Create a blade

Craft: Bow (Artisan - Wood) [INT] – Make bows and horn or wood crossbows.

Craft: Bullets (Military, Artisan - Metal) [WIS] – Make bullets for guns, cannon or slings.

Craft: Carving (Artist, Artisan – Stone or -Wood) [CHA] – Make carvings out of stone or wood

Craft: Clothing (Artisan - Fabric) [DEX] – Make various types of clothing from textiles or hides.

Craft: Crossbow (Artisan – Wood, Artisan - Metal) [INT] – Make crossbows. Crossbows can have wood, wood or horn composite, or metal prods.

Craft: Document (Scholar, Administrative) [INT] – Create letters, manuscripts and other documents.

Craft: Drugs (Healer, Scholar, Subjugation) [INT] – Create drugs for healing, recreation, or subjugation.

Craft: Field Fortifications (Military, Artisan – Wood, Artisan - Stone) [INT] – Make fortifications which can help soldiers or warriors resist attacks.

Craft: Fine Etching (Artist, Artisan – Metal) [CHA] - Create a fine etching as a form of art. Etchings can be used to make multiple copies of an artistic image or text.

Craft: Firearm (Artisan - Metal) [INT] – Make firearm barrels in a forge, or cast bronze gun-barrels.

Craft: Iron (Metal Working) [WIS] - Smelt iron and / or make and operate a bloomery forge.

Craft: Metal Tool (Artisan - Metal) [INT] - Create fine tools of brass, iron or steel.

Craft: Machine (Artisan - Metal) [INT] - Make a machine such as a lock, a clock, a trap, a crossbow, a siege engine, or some other mechanical device.

Craft: Net (Maritime) [DEX] – Make a net for fishing or other purposes.

Craft: Painting (Artist) [CHA] – Make a painting. Paintings can be worth a lot of money.

Craft: Poem (Scholar, Subversion, Oratory) [CHA] – Write poems or poetic literature.

Craft: Poison (Healer, Scholar) [INT] – Create poisons.

Craft: Poultice (Healer, Scholar) [WIS]– Make a poultice to increase healing. Combines with other Healing skills. Poultices can be prepared in advance and activated with hot water or oil.

Craft: Pyrotechnics (Alchemy) [INT]– Craft substances which burn. Failure is perilous!

Craft: Repair Device (Artisan - Metal) – Fix machines and other objects.

Craft: Ship Repair (Artisan - Wood) [WIS] – Fix ships and boats.

Craft: Ship or Boat (Artisan - Wood) [INT] – Build a seaworthy ship, raft or boat from scratch.



Craft: Siege Engine (Military Leader) [INT] - Build a siege engine from a battering ram to a trebuchet (does not include gunpowder weapons).

Craft: Sketch (Artist) [CHA] - Create a quick depiction of something. Can be useful for scouting as well as to generate income.

Craft: Splint (Healer) [WIS] - Create a stiff covering a wounded limb so as to secure it so that it can heal. Combines with other healing skills.

Craft: Stone structure (Artisan - Stone) [WIS]- Includes brick structures. This skill doesn't mean that you can build a large house single-handedly.

Craft: Trap (Rural Wisdom) [WIS] - Create a trap to catch, kill or disable a person or an animal.

Craft: Wooden structure (Artisan - Wood) [WIS] - Build a house or other structure (doesn't mean you can do so single-handedly).

Dead Reckoning (Mining, Rural Wisdom) [WIS] - Know the direction you have traveled

Decipher Script (Scholar) [INT] - Read documents, or read coded documents.

Detect (Miner, Criminal, Administrative) [WIS] - Detect traps or potentially dangerous places like rockslides.

Diagnose (Healer) [INT] - Determine the cause of an illness or ailment.

Diplomacy (Mercantile, Social, Courtier, Oratory) [CHA] - Negotiate, de-escalate, strike deals, make peace.

Disable Device (Criminal, Artisan - Metal) [DEX] - Disable a trap or some other type of machine.

Disguise (Courtly, Criminal) [CHA] - Change your appearance. Boosted by makeup and alternate clothing options.

Entrhall (Subversion, Liturgical, Oratory) [CHA] - The active practice of fascinate people, especially in crowds. Combines with Bluff, Diplomacy, Intimidate. Also dovetails with Rhetoric.

Escape Artist (Itinerant) [DEX] - Wiggle your way out of or slip through traps or binding.

Estimate Range (Military Leader) [WIS] - Skill bonus +2 To Hit for long range shots if you make the check (DC determined by GM).

Falconry (Rural Wisdom) [CHA] - Handle birds of prey. Can combine with diplomacy in some cases.

Firestarting (Rural Wisdom) [WIS] - Can start fires quickly and efficiently with and without fire-starting tools or resources.

Forgery (Artist) [CHA] - Write fake documents.

Gather Info (Mercantile, Oratory) [CHA] - Ferret out hidden knowledge and information from people.

Handle Animal (Rural) [CHA] - Calm, work with or assist animals.

Heal (Healer) [WIS] - Cure diseases, heal wounds, and alleviate every kind of ailment.

Heal Animal (Healer, Rural Wisdom) [WIS] - combines with heal checks for animals.

Hide (Stealth, Rural, Criminal) [DEX]- Avoid detection.

Horse Whispering (Equestrian) [CHA] - Combines with Handle Animal for horses specifically.

Intimidate (Social, Military, Subjugation, Investigator, Oratory) [CHA] - Scare people into doing what you want.

Jump (Rural) [STR] - Make great, unusual leaps.

Know Direction (Sailor, Rural Wisdom) - You instantly know the direction of north from your current position.

Knowledge: Alchemy (Scholar, Alchemy) [INT] - Theoretical rather than just practical knowledge of chemistry.

Knowledge: Anatomy (Healer, Scholar) [INT] - Stacks with Heal skills.

Knowledge: Astrology (Scholar, Spiritual) [WIS]- Knows about the constellations and Zodiac signs.

Knowledge: Astronomy (Scholar) [INT] - Knows the positions of the stars and planets.

Knowledge: Bees (Rural Wisdom) [WIS] - Knowledge of beekeeping and everything to do with bees or apiaries.

Knowledge: Black Powder (Military, Alchemy) [INT] - Knows about black powder and other pyrotechnics.

Knowledge: Latten (Artisan - Metal) [INT]- Knows all about bronze and brass, any copper alloy metals.

Knowledge: Canon Law (Legal, Liturgical) [INT] - Church Law.

Knowledge: Carpentry (Rural Wisdom) [WIS] - Put things together out of wood.

Knowledge: Celestial Magic (Scholar) [INT]- Knows about angelic magic.

Knowledge: Cryptography (Scholar, Subversion) [INT] - To do with codes and cyphers.

Knowledge: Diseases (Victualing, Healer) [INT] - Combines with Heal checks.

Knowledge: Dogs (Rural Wisdom) [WIS] - Combines with Handle Animal and similar skills but specifically for drugs.

Knowledge: Drugs (Healer, Scholar, Alchemy) [INT] -

Knowledge: Engineering (Artisan - Stone) [INT] -

Knowledge: Etiquette (Courtly, Social, Oratory) [INT] - Assists with all Social skills.

Knowledge: Fashion (Courtly, Social, Artisan - Fabric) [CHA]- Includes knowledge of clothing fabrication as well as dressing and personal appearance.

Knowledge: Feudal Law (Mercantile, Legal) [INT] - Combines with all legal skills when specifically dealing with nobles or feudal courts.

Knowledge: Logistics (Administrative, Victualing) [WIS] - Manage resources and perishable supplies, rationing, storage. Keep food, beverages and other perishable supplies from rotting.

Knowledge: Fortifications (Military, Artisan - Stone) [INT] - Knows about forts and castles.

Knowledge: Geology (Mining, Artisan - Stone) [INT] - Knows about stone and underground structures.

Knowledge: Geometry (Maritime, Scholar) [INT] - Knows the geometry of Euclid. Also includes trigonometry which is used in Navigation.

Knowledge: Goetic Magic (Scholar, Subversion) [INT]- Demonic Magic, generally illegal.

Knowledge: Healing Plants (Scholar, Healer, Rural Wisdom) [INT] - Combines with various healing skills.



Knowledge: Heraldry (Chivalric, Scholar) [INT] – Knows about the symbolism of feudal families and other entities. Can combine with Social skills.

Knowledge: Heresy (Subversion, Liturgical) [INT] – Knows about the illegal philosophies of heretics.

Knowledge: Horses (Rural, Equestrian) [WIS] – Knows everything about horses. Can combine with other horse related skills.

Knowledge: Humanism (Scholar) [INT] – Knows about advanced Classical subjects.

Knowledge: Image Magic (Scholar, Subversion) [INT] – Knows how to make talismans and amulets

Knowledge: Kabbalah (Scholar) [INT] - Relates to magic and ciphers.

Knowledge: Law (Legal, Scholar) [INT] – Knows about the law

Knowledge: Liturgy (Liturgical, Scholar) [INT] – Religious rituals.

Knowledge: Local Fauna (Rural Wisdom) [WIS] – Knows about local animals.

Knowledge: Local Flora (Rural Wisdom) [WIS] – Knows about local plants and trees.

Knowledge: Local Terrain (Rural) [WIS] – Knows about local terrain features, including paths and hidden places.

Knowledge: Machines (Scholar, Artisan – Metal) [INT] - This has spillover into military applications, but also means things like mechanical clocks and locks etc.

Knowledge: Metallurgy (Mining, Artisan - Metal) [INT] – Enhances all other metal working skills.

Knowledge: Military signals (Military) [INT] – Knowledge of signals used for communication via banners, signs, fire, smoke, special projectiles, music and other noises.

Knowledge: Minerals (Mining, Scholar, Artisan – Stone, Alchemy) [INT] – Can help assess the value of metals, also useful for Alchemy and magic.

Knowledge: Mysticism (Rural Wisdom, Liturgical, Spiritual) [WIS] -

Knowledge: Natural Philosophy (Scholar, Subversion, Spiritual) [INT] – Knows about both proto-science and magic.

Knowledge: Natural Remedies (Alchemy, Healer, Rural Wisdom) [WIS] – Find cures for diseases, wounds, and other afflictions in flora, fauna and other natural substances.

Knowledge: Neo Platonism (Scholar, Spiritual) [INT] – Philosophy related to magic.

Knowledge: Nobility (Courtly) [INT] - Knows about noble families, heraldry, and politics.

Knowledge: Poetry (Courtly, Subversion, Oratory) [INT] - Can be used to enhance bluff and diplomacy

Knowledge: Poisons (Courtly, Healer, Alchemy) [INT] – Can combine with healing or alchemy skills.

Knowledge: Pyrotechnics (Alchemy, Scholar) [INT] – Knowledge of chemicals and substances that burn.

Knowledge: Rhetoric (Scholar, Subversion, Oratory) [INT] – Knowledge of the deep secrets of Rhetoric, including techniques of mnemonics. Can be used to enhance Bluff, Diplomacy or Sense Motive

Knowledge: Rural Etiquette (Rural Wisdom, Social, Itinerant) [WIS] – Combines with social skills in a rural setting.

Knowledge: Scholasticism (Scholar, Liturgical) [INT] – Knows about the Seven Liberal Arts. The Trivium and Quadrivium. Grammar, Logic and Rhetoric, Arithmetic, Geometry, Music, Astronomy

Knowledge: Secret Signs (Subversion, Itinerant) [INT] – Know about the signs used by nomads and members of counter-cultures and criminals.

Knowledge: Ship Repair (Artisan – Wood, Maritime) [INT] -

Knowledge: Tactics (Military) [INT] – Military planning.

Knowledge: The Marketplace (Mercantile, Administrative) [INT]– Assists with social skills in the marketplace.

Knowledge: The Saints (Spiritual, Rural Wisdom, Liturgical) [INT] – Know the hagiography and powers of Saints.

Knowledge: The Sea (Maritime) [WIS] – Know everything about the sea, tides, currents, storms

Knowledge: Torture (Subjugation) [INT] – Knowledge of methods and practice of torture and interrogation.

Knowledge: Town Law (Legal, Mercantile) [INT] – Know about urban law, regulations and statutes.

Knowledge: Underground (Mining) [INT]- Knows about everything underground, including flora and fauna bats, scorpions, blind fish and other creatures that inhabit the darkness underground.

Knowledge: Urban Customs (Mercantile) [INT] – Combines with Social skills in urban contexts.

Knowledge: Weapon maintenance (Military) [WIS] – Keep weapons in good functional order.

Listen (Stealth, Rural) [WIS]- Hear things, eavesdrop, detect subtle or obscure noises.

Literacy: Arabic (Scholar) [INT] – Read and write Arabic

Literacy: Chaldean (Scholar) [INT] – Read and write Chaldean, an ancient Middle Eastern language.

Literacy: Greek (Scholar) [INT] – Read and write Greek.

Literacy: Hebrew (Scholar) [INT] – Read and write Hebrew

Literacy: Latin (Scholar) [INT] – Read and write Latin

Literacy: Persian (Scholar) [INT] – Read and write Persian

Literacy: Vernacular (Scholar) [INT] – For Central Europe, this means German, Polish, Czech, Norse, or some other local dialect. You will have to pick one for each skill point (can be the same one)

Load Firearm: (Military) [DEX] -For each three ranks in this skill, the Prep Time for any firearm is reduced by 1 pt (min 1)

Mnemonics: (Scholar, Spiritual, Oratory) – Assists with knowledge retention, Skills, and magic. See Codex Superno for more.

Move Silently: (Stealth, Rural) [DEX] – Move without making noise.

Navigation: (Maritime, Mercantile) [INT] - Find your way either over land or at sea.

Perform: Absolution (Liturgical, Subversion) [WIS] – Absolve others of their sins, putting them back into a State of Grace.

Perform: Dance: (Courtly, Social) [DEX] -

Perform: Divination: (Scholar, Liturgical) [CHA] –

Perform: Dowsing: (Rural Wisdom, Spiritual) [CHA] – Determine the location of water, treasure, metal, salt, or other hidden substance under the ground.



Perform: Exorcism: (Rural Wisdom, Liturgical) [WIS] – Remove demons and evil spirits from people, places or objects.

Perform: Horoscope: (Scholar, Spiritual) [INT] – Cast the horoscope for a person or some other entity. Combines with Astrology and various Knowledge: skills.

Perform: Joke: (Subversion, Social, Oratory) [CHA] –

Perform: Magic Ritual: (Scholar, Spiritual, Subversion) [INT] – This may be used in conjunction with spellcasting.

Perform: Mass: (Liturgical) [INT] – Perform mass and other religious rituals within your faith.

Perform: Music: (Itinerant, Social, Oratory) [DEX]- Perform music with instruments or by singing.

Perform: Mystical Trance: (Rural Wisdom, Subversion, Spiritual) [CHA] – Go into a trance state which can contribute to all kinds of divination.

Perform: Poetry: (Subversion, Scholar, Oratory) [CHA] - Can be used to enhance bluff and diplomacy

Perform: Satire: (Subversion, Oratory) [CHA] -

Perform: Sleight of Hand: (Itinerant, Subversion) [DEX]- Hide small things, make things disappear.

Pick Locks: (Artisan – Metal, Stealth) [DEX] – Open locks.

Profane Liturgy: (Subversion, Scholar) [INT] - Rituals like consecration and exorcism but modified for transgressive purposes

Profession: Actor: (Itinerant, Oratory) [CHA] - Can be used to enhance bluff and diplomacy

Profession: Apothecary: (Scholar, Alchemy) [INT] – Make and sell drugs, medicines, poisons and antidotes.

Profession: Armorer: (Artisan - Metal) [WIS]- Make and sell armor.

Profession: Artist (Artist) [CHA] – Paint, sketch, sculpt, etch, or create any other type of artwork. Also

Profession: Baumeister: (Military, Artisan - Metal) [INT] - Military engineer, carpenter and mason. Expert in siege warfare.

Profession: Beekeeping: (Rural Wisdom) [WIS] – Everything to do with raising and extracting honey and wax from bees.

Profession: Blacksmith: (Artisan - Metal) [STR] – Everything to do with forging and working ferrous metal.

Profession: Boatman: (Maritime) [DEX] – Everything to do with rowing, paddling or sailing boats, rafts, or small ships.

Profession: Bowyer (Artisan - Wood) [DEX] – Everything to do with making bows.

Profession: Brewer (Artisan - Victualing) [WIS] – Everything to do with brewing beer and the business of selling beer.

Profession: Büschenmeister (Military, Artisan - Metal) [WIS]- Cannon maker, cannon operator and siege warfare engineer

Profession: Butcher (Artisan - Victualing) [STR] – Everything to do with butchering animals and the meat business.

Profession: Carpenter (Artisan - Wood) [DEX] – Build houses, other structures, build anything out of wood.

Profession: Clockmaker (Artisan - Metal) [DEX]- Can make all kinds of mechanical objects including automata.

Profession: Crossbowman (Military) [DEX] – A soldier or member of the militia who shoots crossbows.

Profession: Cutler (Artisan) [DEX] - Makes swords, blades, knives.

Profession: Engraver (Artist) [DEX] - Engraves metals with acids and special tools.

Profession: Executioner (Subjugation) [STR] – Executes and torturers criminals and people under interrogation.

Profession: Fisherman (Rural Wisdom, Maritime) [DEX] -

Profession: Furrier (Artisan - Fabric) [WIS] -

Profession: Goldsmith (Artist, Artisan - Metal) [DEX] - Also basically a jeweler and at least a small scale gold merchant.

Profession: Gunsmith (Military) [DEX] – Knows everything about forging and fabricating firearms and cannon.

Profession: Handgunner (Military) [DEX] – Shoot, load and maintain handguns.

Profession: Hunter (Rural Wisdom) [DEX] – Everything to do with hunting, tracking, shooting and catching animals.

Profession: Innkeeper (Victualing) [CHA] - Innkeeping is a lucrative upper middle class profession

Profession: Investigator (Investigator) [WIS] – Learn secrets and solve mysteries.

Profession: Joiner (Woodworking) [DEX] – A specialized carpenter who makes furniture.

Profession: Lawyer (Scholar, Legal) [INT] - Professional elite, all legal related skills.

Profession: Locksmith (Artisan - Metal) [DEX] – An expert in making locks, also clocks and automata.

Profession: Magistrate (Legal, Scholar) [WIS] – A judge and legal expert.

Profession: Mason (Engineering) [WIS] – An expert at making structures from stone and brick.

Profession: Merchant (Mercantile) [INT] - Urban or mercantile elite

Profession: Miner (Mining) [WIS] - Mining is a valued skill

Profession: Navigator (Maritime) [INT] - Maritime elite

Profession: Painter (Artist) [CHA]- Makes paintings.

Profession: Physician (Scholar) [INT] – A professional, university trained healer with access to all healing skills.

Profession: Sailor (Maritime) [DEX] – Everything to do with sailing and manning ships and larger boats.

Profession: Shipwright (Woodworking) [DEX] – A professional builder who can fabricate ships and boats.

Profession: Silversmith (Artisan – Metal, Artist) [DEX] – Fabricate jewelry and other objects from silver.

Profession: Skinner (Artisan - Fabric) [DEX] – Skin animals and prepare hides and furs to be made into clothing and other artifacts.

Profession: Skipper (Maritime) [WIS] - Maritime elite who command boats, ships and other vessels.

Profession: Soldier (Military) [CON] – Knows everything about normal military life.

Profession: Spy (Stealth, Courtier, Investigator) [INT] - Courtier Elite, with skill and knowledge of a variety of Stealth and Investigative skills.

Profession: Carver (Artist, Artisan – Metal, Artisan - Wood) [DEX] – Create art by carving wood or metal.

Profession: Surgeon (Healer) [DEX] – Heals illnesses of the skin, hair, teeth and nails.

Profession: Tavern Keeper (Victualing) [CHA]- Just below an innkeeper in status



Profession: Trapper (Rural, Rural Wisdom) [WIS] – A specialized hunter who sets traps, often for the fur trade.

Profession: Vintner (Victualing, Mercantile) [WIS] - Rural elite - wine broker

Rally Troops (Military, Oratory) [CHA] – Help troops suffering from a morale failure to recover normal activity.

Rhetoric (Subversion, Scholar, Oratory) – A knack for public speaking with special tricks and techniques designed to persuade, distract or manipulate.

Ride (Rural, Equestrian) [DEX] – Ride horses

Rowing (Maritime) [STR] – Row boats.

Rucking (Rural, Military) [CON] – This, the only constitution based skill, is a special skill which determines your ability to travel without problems. See **Adventuring, Travel and Accommodation** for more about this skill.

Run (Rural, Military) [STR] – Move fast!

Scrounging (Military, Rural, Itinerant) [INT] – Find food, supplies, or other useful things.

Search (Itinerant, Investigator, Rural, Subjugation) [WIS] -

Seduction (Courtly, Social, Oratory) [CHA] – The art of actively seducing people by arousing their lust or affection. Combines with social skills when communicating with potential mates.

Sense Motive (Social, Investigator, Itinerant, Oratory) [WIS] – Detect lies and deception.

Span Crossbow (Military) [DEX] - Necessary skill for using the more powerful crossbows, includes spanning with cranequin, goats-foot, and windlass. For each three ranks in this skill, the Prep Time is reduced by 1 pt (min 1)

Spellcraft (Scholar, Rural Wisdom, Subversive) [INT] – Cast spells and perform magic rituals. Spellcraft is a special skill if you are using the magic rules (ala Codex Superno), and as an optional rule, you can allow it to be either INT, WIS, or CHA based for Learned, Holy / Cunning, or Clandestine magic respectively, or even DEX based for things like Sailors or Thieves Cantrips.

Spelunking (Mining) [DEX]- Know about exploring and traveling around underground. Includes climbing, squeezing through small spaces, detecting potential problems with bad air and so on,

Spot (Rural, Military) [WIS] – See enemies, see friends, see other things.

Survival (Rural Wisdom) [WIS] – Find ways to survive, evade danger, locate food and water, find or construct basic shelter. Combines with other skills.

Swim (Rural, Maritime) [STR] – Swim intentionally, and avoid drowning when unexpectedly ending up in the water.

Tracking (Rural, Subjugation) [WIS] – Track humans and animals via their track and marks left in the landscape.

Use Abacus (Administrative, Mercantile) [DEX] – Use a machine to assist with mathematical calculation (combines with any mathematics related skill checks)

Use Net (Maritime) [DEX] – Use nets to catch fish and other things.

Use Rope (Rural, Maritime, Subjugation) [DEX] – Tie effective knots, use rope for climbing or securing things, throw lassos.

Skills List (By Ability Score)

This is the same list of skills listed above, but for convenience of the reader, and in particular gamers familiar with 5E, they are repeated here as grouped by Ability Score type.

[STR]

Jump
Profession: Blacksmith, Butcher, Executioner
Rowing
Run
Swim

[INT]

Assemble (large)
Assemble (small)
Astronomy
Craft: Acids, Armor, Blade, Bow, Crossbow, Document, Drugs, Field Fortifications, Firearm, Metal Tool, Machine, Poison, Pyrotechnics, Ship or Boat, Siege Engine
Decipher Script
Diagnose
Knowledge: Alchemy, Anatomy, Astrology, Black Powder, Latten, Canon Law, Celestial Magic, Cryptography, Diseases, Drugs, Engineering, Etiquette, Feudal Law, Fortifications, Geology, Geometry, Goetic Magic, Healing Plants, Heraldry, Heresy, Humanism, Image Magic, Kabbalah, Law, Liturgy, Machines, Metallurgy, Military Signals, Minerals, Natural Philosophy, Neo Platonism, Nobility, Poetry, Poisons, Pyrotechnics, Rhetoric, Scholasticism, Scrounging, Secret Signs, Tactics, The Marketplace, The Saints, The Sea, Torture, Town Law, Underground, Urban Customs
Literacy: Arabic, Chaldean, Greek, Hebrew, Latin, Persian, Vernacular
Navigation
Perform: Horoscope, Magic Ritual, Mass, Liturgy
Profession: Apothecary, Baumeister, Lawyer, Merchant, Navigator, Physician, Spy
Spellcraft

[WIS]

Angling
Animal Husbandry
Appraise
Astrology
Battlefield Discipline
Bushcraft
Concentration
Craft: Antidotes, Beer, Bullets, Iron, Poultrice, Ship Repair, Splint, Stone Structure, Trap, Wooden Structure
Detect
Firestarting
Heal
Heal Animal
Knowledge: Astrology, Bees, Dogs, Horses, Local Fauna, Local Flora, Local Terrain, Logistics, Mysticism, Natural Remedies, Rural Etiquette, The Sea, Weapon Maintenance



Listen

Perform: Absolution, Exorcism

Profession: Armorer, Beekeeping, Brewer, Büschenmeister, Furrier, Investigator, Magistrate, Mason, Mining, Skipper, Trapper, Vintner

Search

Sense Motive

Spot

Survival

Tracking

[DEX]

Balance

Binding

Craft: Arrows, Clothing, Net

Disable Device

Escape Artist

Hide

Load Firearm

Move Silently

Perform: Dance, Music, Sleight of Hand

Pick Locks

Profession: Boatman, Bowyer, Carpenter, Clockmaker, Crossbowman, Engraver, Engraver, Fisherman, Goldsmith, Gunsmith, Hunter, Joiner, Locksmith, Sailor, Shipwright, Silversmith, Skinner, Carver, Surgeon

Ride

Span Crossbow

Spelunking

Use Abacus

Use Net

Use Rope

[CON]

Rucking

[CHA]

Bluff

Coercion

Craft: Carving, Fine Etching, Painting, Poem, Sketch

Diplomacy

Disguise

Enthrall

Forgery

Gather Info

Handle Animal

Horse Whispering

Intimidate

Knowledge: Fashion

Perform: Divination, Dowsing, Joke, Mystical Trance, Satire

Profession: Actor, Artist, Innkeeper, Painter, Tavern Keeper

Rally Troops

Seduction

SKILLS (BY SKILL TYPE)

This list is meant to make it easy to find skills by type, which can be particularly helpful during character generation.

Administrative – (Appraise, Craft: Document, Decipher Script, Knowledge: Logistics, Knowledge: The Marketplace, Use Abacus)

Alchemy – (Craft: Acids, Craft: Pyrotechnics, Knowledge: Alchemy, Knowledge: Black Powder, Knowledge: Drugs, Knowledge: Minerals, Knowledge: Natural Remedies, Knowledge: Poisons, Knowledge: Pyrotechnics, Profession: Apothecary)

Artist – (Craft: Carving, Craft: Fine Etching, Craft: Painting, Craft: Sketch, Forgery, Profession: Artist, Profession: Engraver, Profession: Goldsmith, Profession: Painter, Profession: Silversmith, Profession: Carver)

Artisan – (Assemble: Large, Assemble: Small, Craft: Armor, Craft: Arrows, Craft: Beer, Craft: Blade, Craft: Bow, Craft: Bullets, Craft: Carving, Craft: Clothing, Craft: Crossbow, Craft: Field Fortification, Craft: Fine Etching, Craft: Firearm, Craft: Metal Tool, Craft: Machine, Craft: Repair Device, Craft: Ship Repair, Craft: Ship or Boat, Craft: Stone Structure, Craft: Wooden Structure, Disable Device, Knowledge: Latten, Knowledge: Engineering, Knowledge: Fashion, Knowledge: Fortification, Knowledge: Geology, Knowledge: Machines, Knowledge: Metallurgy, Knowledge: Minerals, Knowledge: Ship Repair, Pick Locks, Profession: Armorer, Profession: Armorer, Profession: Baumeister, Profession: Blacksmith, Profession: Bowyer, Profession: Brewer, Profession: Büschenmeister, Profession: Butcher, Profession: Carpenter, Profession: Clockmaker, Profession: Cutler, Profession: Furrier, Profession: Goldsmith, Profession: Locksmith, Profession: Silversmith, Profession: Skinner, Profession: Carver)

Courtly – (Diplomacy, Disguise, Knowledge: Etiquette, Knowledge: Fashion, Knowledge: Nobility, Knowledge: Poetry, Knowledge: Poisons, Perform: Dance, Seduction)

Criminal – (Detect, Disable Device, Disguise, Hide, Knowledge: Secret Signs, Profession: Executioner)

Equestrian – (Horse Whispering, Knowledge: Horses, Ride)

Healer – (Craft: Antidotes, Craft: Drugs, Craft: Poison, Craft: Poultice, Craft: Splint, Diagnose, Heal, Heal Animal, Knowledge: Anatomy, Knowledge: Drugs, Knowledge: Healing Plants, Knowledge: Natural Remedies, Knowledge: Poisons, Profession: Surgeon)

Investigator – (Intimidate, Profession: Investigator, Profession: Spy, Search, Sense Motive)

Itinerant – (Bluff, Escape Artist, Knowledge: Rural Etiquette, Knowledge: Secret Signs, Perform: Music, Perform: Sleight of Hand, Profession: Actor, Scrounging, Search, Sense Motive)

Legal – (Knowledge: Canon Law, Knowledge: Feudal Law, Knowledge: Law, Knowledge: Town Law, Profession: Lawyer, Profession: Magistrate)

Liturgical – (Enthrall, Knowledge: Canon Law, Knowledge: Heresy, Knowledge: Liturgy, Knowledge: Mysticism, Knowledge: Scholasticism, Knowledge: The Saints, Perform: Absolution, Perform Divination, Perform: Exorcism, Perform: Mass)

Mercantile – (Appraise, Diplomacy, Gather Info, Knowledge: Feudal Law, Knowledge: The Marketplace, Knowledge:



Urban Customs, Knowledge: Town Law, Navigation, Profession: Merchant, Profession: Vintner, Use Abacus)

Maritime – (Astronomy, Balance, Climb, Craft: Net, Knowledge: Geometry, Knowledge: Ship Repair, Knowledge: The Sea, Navigation, Profession: Boatman, Profession: Fisherman, Profession: Navigator, Profession: Sailor, Profession: Skipper, Rowing, Swim, Use Net, Use Rope)

Military – (Battlefield Discipline, Coercion, Craft: Bullets, Craft: Field Fortifications, Craft: Siege Engine, Estimate Range, Intimidate, Knowledge: Black Powder, Knowledge: Fortifications, Knowledge: Machines, Knowledge: Military Signals, Knowledge: Tactics, Knowledge: Weapon Maintenance, Load Firearm, Profession: Baumeister, Profession: Büschenmeister, Profession: Crossbowman, Profession: Gunsmith, Profession: Handgunner, Profession: Soldier, Rally Troops, Rucking, Run, Span Crossbow, Scrounging, Spot)

Mining – (Dead Reckoning, Knowledge: Geology, Knowledge: Metallurgy, Knowledge: Minerals, Knowledge: Underground, Profession: Miner, Spelunking)

Oratory – (Bluff, Craft: Poem, Diplomacy, Enthral, Gather Info, Intimidate, Knowledge: Etiquette, Knowledge: Poetry, Knowledge: Rhetoric, Mnemonics, Perform: Joke, Perform: Music, Perform: Poetry, Perform: Satire, Profession: Actor, Rally Troops, Rhetoric, Seduction, Sense Motive)

Scholar – (Astrology, Astronomy, Craft: Antidotes, Craft: Document, Craft: Drugs, Craft: Poem, Craft: Poison, Craft: Poulitice, Decipher Script, Knowledge: Alchemy, Knowledge: Anatomy, Knowledge: Astronomy, Knowledge: Celestial Magic, Knowledge: Cryptography, Knowledge: Drugs, Knowledge: Geometry, Knowledge: Goetic Magic, Knowledge: Heraldry, Knowledge: Humanism, Knowledge: Image Magic, Knowledge: Kabbalah, Knowledge: Law, Knowledge: Liturgy, Knowledge: Machines, Knowledge: Minerals, Knowledge: Neo Platonism, Knowledge: Pyrotechnics, Knowledge: Rhetoric, Knowledge: Scholasticism, Literacy: Arabic, Literacy: Chaldean, Literacy: Greek, Literacy: Hebrew, Literacy: Latin, Literacy: Persian, Literacy: Vernacular, Mnemonics, Perform: Divination, Perform: Horoscope, Perform: Magic Ritual, Perform: Poetry Profane Liturgy, Profession: Apothecary, Profession: Lawyer Profession: Magistrate, Profession: Physician, Rhetoric, Spellcraft)

Social – (Bluff, Diplomacy, Etiquette, Intimidate, Knowledge: Etiquette, Knowledge: Fashion, Knowledge: Heraldry, Knowledge: Rural Etiquette, Knowledge: The Marketplace,

Knowledge: Urban Customs, Perform: Absolution, Perform: Dance, Perform: Joke, Perform: Music, Seduction, Sense Motive)

Spiritual – (Astrology, Concentration, Knowledge: Astrology, Knowledge: Mysticism, Knowledge: Natural Philosophy, Knowledge: Neo Platonism, Knowledge: The Saints, Mnemonics, Perform: Dowsing, Perform: Horoscope, Perform: Magic Ritual, Perform: Mystical Trance)

Stealth – (Hide, Listen, Move Silently, Pick Locks, Profession: Spy)

Subjugation – (Binding, Coercion, Craft: Drugs, Intimidation, Knowledge: Torture, Profession: Executioner, Tracking, Use Rope)

Subversion – (Craft: Poem, Enthral, Knowledge: Cryptography, Knowledge: Goetic Magic, Knowledge: Heresy, Knowledge: Image Magic, Knowledge: Secret Signs, Knowledge: Natural Philosophy, Knowledge: Poetry, Knowledge: Rhetoric, Knowledge: Secret Signs, Perform: Absolution, Perform: Joke, Perform: Magic Ritual, Perform: Mystical Trance, Perform: Poetry, Perform: Satire, Perform: Sleight of Hand, Profane Liturgy, Rhetoric)

Rural – (Climb, Craft: Trap, Dead Reckoning, Handle Animal, Hide, Jump, Knowledge: Horses, Knowledge: Local Terrain, Listen, Move Silently, Profession: Trapper, Ride, Rucking, Run, Search, Spot, Swim, Tracking Use Rope)

Rural Wisdom – (Animal Husbandry, Bushcraft, Craft: Trap, Dead Reckoning, Falconry, Firestarting, Heal Animal, Know Direction, Knowledge: Bees, Knowledge: Carpentry, Knowledge: Dogs, Knowledge: Healing Plants, Knowledge: Local Fauna, Knowledge: Local Flora, Knowledge: Mysticism Knowledge: Natural Remedies, Knowledge: Rural Etiquette Knowledge: The Saints, Perform: Dowsing, Perform: Exorcism, Perform: Horoscope, Perform: Mystical Trance, Profession: Beekeeping, Profession: Fisherman, Profession: Hunter, Profession: Trapper, Spellcraft, Survival)

Victualing – (Angling, Craft: Beer, Knowledge: Diseases, Knowledge: Logistics, Profession: Brewer, Profession: Butcher, Profession: Innkeeper, Profession: Tavern Keeper, Profession: Vintner)



PART 2- ADVENTURING



Gustav Adolf Closs, 1918



CHAPTER 4 - ADVENTURING



A thirsty knight pauses for a large stein of beer on his journey.
Gustave Adolf Closs, 1896.

HISTORICAL SETTING

The default historical setting for Codex Martialis is now mid-15th Century Central Europe. To learn a lot more about that particular time and place, you can have a look at the **Codex Guide to the Medieval Baltic**, and our Codex Adventum historical adventure series starting with **The Road to Monsterberg**. There is also a great deal of information available for free on the **Codex Integrum Forum**.

Or, (and here is one of the advantages of a historical setting) you can do your own research, because the real world is not the invention of a game designer or fantasy novelist. It is accessible from many paths and through many sources. For example, if you want to focus on a specific historical setting either related to Central Europe or somewhere on the other side of the globe, Osprey Military books are a great (and succinct) resource which conveys an idea of the kit used, the type of fighting done, and the basic details of warfare in that specific time and place. Once you identify the armor and weapons, Codex rules will let you kit out your characters and use them.

As late medieval Europe is superficially close to the generic, default fantasy setting of so many novels, films, series, computer games and RPGs, this setting isn't too far of a leap for most gamers. But the surface familiarity can be a problem in its own right. To some extent, it can be beneficial to pretend the historical campaign is just another mysterious fantasy realm, a new kind of place to explore and discover, because though it looks familiar, it really isn't. The historical reality of medieval Europe actually bears little resemblance to fantasy or popular historical tropes, so after settling into the familiar bits, it's best to take some time to get to know the rest of it.

Some of these differences are quite substantial, so all of the new concepts and role playing rules associated with the setting should be considered **optional** and are basically just the baseline from which you can adapt your own game setting. The default setting is a starting point from which you can edit or hack the gaming world you want – how much or how little history you include is up to you.



Photograph of the medieval Free City of Nuremberg from the 19th Century. This architecture dates from the 14th-15th Centuries.

SOME DIFFERENCES BETWEEN FANTASY AND HISTORICAL MEDIEVAL SETTINGS

So in many ways everything will initially seem familiar to most gamers used to fantasy genres, but some key differences are worth pointing out here. In an historical setting, there isn't such a wide gulf between the combat abilities or 'powers' of PCs and those of other people around them. Don't expect to find lots of zero level goblins or villagers incapable of fighting all over the place, and don't expect defenseless communities in general. There is the possibility of magic, but not the kind of high-level superhero style abilities familiar from most High-Fantasy tropes. PCs may be better fighters than average, but *many* people in late medieval Europe can fight, and under Codex rules, even very good fighters get in trouble when badly outnumbered.



The dry-dock in the Free City of Nuremberg, Albrecht Dürer, 1496. Much of the long distance trade of medieval towns was conducted by ships.



PCs should not expect to easily hack their way through every encounter, let alone kill dozens of opponents in a single engagement. Encounters will be a bit fewer, but correspondingly more dramatic and intense. Similarly, most opponents will be human, and killing *people* has consequences. Even villains have families, friends and comrades. Though there are lawless areas, most communities have rules which regulate violence, so fighting has to have some justification, even if that boils down to 'They were enemies of the Duke' or 'They were plotting against the city.' For players this also means that capturing opponents is a thing, and many enemies will readily surrender before dying.

Notions of honor and respect are more important in an historical setting than in most fantasy worlds. Almost everyone five centuries in the past was part of a network of friends, family or allies to back them up in case of trouble, because trouble was always just around the corner, and an insult to honor was a routine precursor for violence. Almost everyone was armed and ready to be much *better* armed in short order. Nearly every substantial community was fortified, and the defenses of settlements or strongholds tended to be well thought out and effective. Feudal vassals, mercenaries and militias stood ready for trouble at any time. For players, this means that social skills are almost as important as martial skills, and violence should not be the first resort.

Few people in this world are readily willing to assume the role of inferior. Although great lords and princes, condottieri and mercenary captains could strut around barking orders to commoners, that was because they were mighty warlords with hundreds of heavily armed, hard bitten fighting men at their beck and call. If you are not ready to instantly face down a challenge to your authority, you should not pretend to have it. Most people in the medieval world *were* in fact commoners, but they did not necessarily see themselves as lesser human beings than even the great princes.

The larger towns were autonomous and well defended, their citizens were proud, heavily armed and highly organized for war. Peasant clans were also tough, armed, and well organized. Even the Church had armies in this period. For players, this means forging and maintaining alliances and membership in communities is part of the game. This is another area where social skills come into play. Most gamers are familiar (in a very general sense) with the concept of a guild, which can be

considered a starting point. Most people in this world had connections to a guild, or to a patron, to a religious community, or a clan. Or more than one of the above.

Zones of peace and security in this world were kept that way in part through the ability of people to get along within them, and in part, that includes following rules and social norms. This is one of the things that differentiates fantasy from historical medieval settings. These people, and their communities, were surprisingly flexible, dynamic, innovative, and often at least to some extent, fairly reasonable, but they did follow rules. To survive, you had to pick your fights, and that meant compromise was not a dirty word. It also meant that if you needed to fight someone, you needed to pick the right time and place. For players, all this means that being aware of and participating in the rules and social norms of communities they enter is another part of the game.

Because order struggles with chaos on such a regular basis, it is very important to have friends and allies for support, and it can be helpful to be as flexible and moderate as possible when conflict does arise. In an historical campaign, not everyone your PCs meet will be either a hero or a villain, most will be something in between. Morally, this is a world with a lot of gray areas, and one in which a rather fine-line has to be walked much of the time. Too sanctimonious or rigid, and you could find yourself in unnecessary conflict. Too 'morally flexible' and you could end up with a bad reputation. And that could be dangerous. For players, this means that it is *good* to make friends and lasting allies, and wise to be careful when making enemies.

The concept of *Ehren*, honor or face, was very important in medieval Europe for all estates. You can read more about how this works within the game rules below, but as a broader concept, Ehren also applies to things like appearance and comportment. Contrary to depictions in popular media, people in medieval Europe were expected to be clean and neat in their appearance and dressed as fashionably and with as expensive materials as they could afford given their station in life. For players this means that personal comportment, keeping one's word, and upholding standards all have some meaning in the game. There is a reason to stand by your word and to try to look good.

THE SOCIAL CHURN

This all contributes to a kind of perpetual social tension. In North-Central Europe in particular, the



risks associated with violence often meant that factions, communities, and individuals were perpetually involved in a kind of cautious, ongoing social war. This could break out into violence at any time, but most people and factions tried to be careful when and where to draw their swords, so much of the conflict was social, verbal, or even written.

Politics and religion, social competition and factionalism were all part of a continual churn where people and groups vied for advantage. To prevent the tension from being unbearable, there were many social lubricants in the form of festivals and parties, holy days, days of relaxation and communal socializing. Of merry making, of very rich traditions of non-lethal competition and martial sport, as well as a general concept of moderation, which was a valued trait. For players, skills such as hunting and martial sports or warlike games like jousting, shooting and fencing can become another interesting and engaging part of the game.



Town walls of the Free City of Ulm, from the Nuremberg Chronicle, 1493

EXPECT A LITTLE MORE

In general, fantasy authors, game designers, and filmmakers tend to *diminish* the medieval world quite a bit. In an historical setting, expect people to be a bit cleaner, a little bit smarter, and a lot more creative and energetic. Expect a lot more color. Expect very nice clothes. Expect art, everywhere. Expect architecture to be more solid, better constructed, and far better designed than the usual tropes. When it comes to major civic architecture like town halls or churches, don't think of something inferior to today's standard, to the contrary.

Expect technology to be more advanced and for machines from tiny astrolabes and clocks to freakish clockwork robots (automata), powerful spinning water-wheels, huge windmills and mechanized cranes to be well made, well maintained and running efficiently. Expect guns. Expect books. Expect fortifications all over. Do *not* expect a lot of ruins, cockney accents, drab clothing, filth, bad recorder music, or illiteracy.

For gamers, what all of this means is that while Codex rules are heavily focused on combat, in an historical campaign combat is usually somewhat rare, while social interactions: intrigue, investigation, charm, intimidation, bluff and blackmail, stealth and the proto-Sciences of Natural Philosophy, wood lore, hunting skills, and even artisan's skills, are potentially just as important as one's talent for wielding a sword or shooting a crossbow bolt through someone's head. Medieval Europe is a *complex* world where violence can be swift and devastating, but the lead up to violent episodes can be suspenseful, dramatic, and entertaining in its own right - and often just as fun to play out as a sword fight.



North and Central Europe (in light blue), with a few of the major polities indicated.

NORTH-CENTRAL EUROPE: A PRIMER

The default setting for Codex Martialis is the same zone covered in our historical sourcebooks "**The Medieval Baltic**" Vol I and II. That is to say, generally speaking, North-Central Europe, ranging from the northern part of the Balkans up to the Baltic and Scandinavia, and from as far East as the borders with Russia and the Golden Horde, to as far west as the Rhineland.

One of the reasons we focus on this particular area is that, despite all its linguistic and ethnic diversity, there are certain unifying elements of culture and law, specifically German Law, which were shared throughout the region and thus provide some consistency. The nature of German law, particularly town law, as it was implemented in the Late Medieval period, had political ramifications which make North-Central Europe ideal in certain respects



as a setting for games and historical fiction. It makes it possible to travel from one very different place to another but find familiar places, familiar rules, and some degree of safety. The law is the unifying thread which links a variety of very different domains together.

Further to the West in the Kingdoms of England, Scotland, France, Aragon, and Castile, there were at least somewhat centralized governments, with a structure of rule at least similar to what we would recognize from fairy tales and genre fiction: There is a monarch, usually a king, sometimes a queen. The monarch has advisors, nobles and courtiers, some of whom administer the provinces in name of the throne. The monarch contends with nobles who struggle for power below the level of the monarchy.



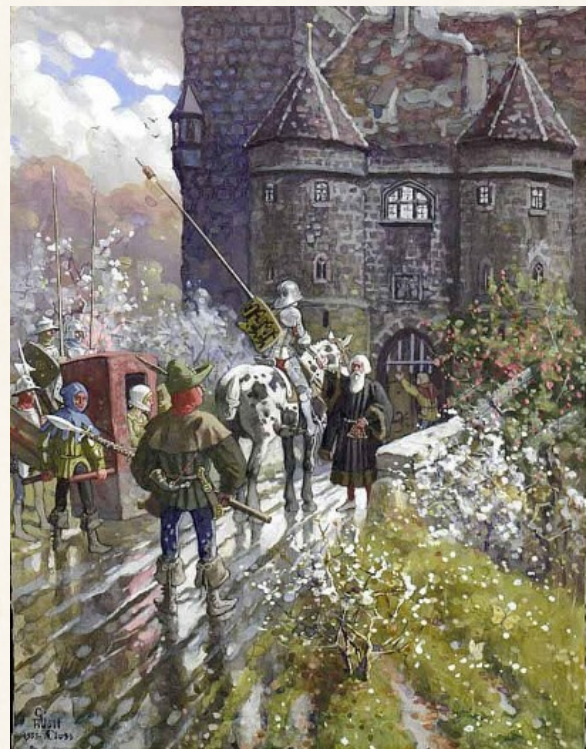
A partial map of the Holy Roman Empire circa 1400. Territories colored gray are bishoprics and other church lands. Those marked in bright yellow belong to Free Cities. Territories in dark green belong to the Wittelsbach family of Bavaria. Territories in pink belong to the house of Hapsburg. Territories colored tan represent land ruled by the House of Luxemburg. The other colors represent various other princely families.

But ironically, these places could be less consistent. The situation in the kingdom depended on the individual personality of the monarch, and whether that monarch had a firm hold on power (they often did not). The king's palace was highly fraught as the place where everyone vied influence the decisions of the ruler, or to become the next one. What happened in the royal capital mattered a great deal, but on the other hand, what happened in the provinces was a side show. This meant that in an entire nation, in a vast region, there was in effect,

only one big story unfolding, with many cascading ramifications.

Within Central and much of Northern Europe, the situation was different, and far more complex. The middle of central Europe, the Holy Roman Empire, was in theory ruled by an emperor, but in practice it was essentially a failed state. And within that failed state, there were hundreds of small principalities, free cities, ecclesiastical states, even peasant republics and pirate enclaves, which made up the crazy tapestry of the region.

Neighboring kingdoms like Poland, Austria, Hungary and Bohemia were something of a hybrid. Ruled by a king, at least in theory, they too had regional enclaves, autonomous cities (also usually under German town law), wild frontier zones, ecclesiastical mini-states and so on. Effectively, because of the shared legal systems and relative decentralization, they were more similar to the Holy Roman Empire than they were to the more centralized monarchies of the West such as England or France.



A knight visits a castle, Gustav Adolf Closs, 1922

As a player of Codex Martialis, you don't need to know the details of these places. What matters is that they are *available* to you, with many variations in the politics, demographics, climate and terrain, military circumstances, economy and so on. At any

given moment, some of these little mini-states were thriving, others wallowing in catastrophe. Many were somewhere in between, either ascending toward glory, teetering toward disaster, or muddling along precariously.

For the gamer, the novelist, or the game designer, each one of these small enclaves in our default region of North Central Europe is like a different stage, ready for the drama of your narrative to unfold upon it. Each is a unique setting, ideal for a different type of story. One is about pirates and privateers, another about courtly intrigue and a mad ruler, another about highly educated philosophers, contending with dangerous revelations. Another hinges on deadly factional politics in a Renaissance republic, and yet another is about the apocalyptic threat of a massive foreign invasion. In many cases, you'll have several of these elements combined.

In a large, absolutist kingdom, the court of the ruler was tense and dramatic, as the sons and daughters of the monarch, and the courtiers and the nobles from other houses, vied to acquire a taste of royal power. But only the wealthiest lords and most intrepid courtiers were ever part of that drama. Everyone else did what the ruler demanded and that was that- or else by definition they were in rebellion. Most people had little say over the future of their community, and many were barely able to control the destiny of their own lives.



Coat of arms of Duke Eberhard von Württemberg, a mighty prince, from 1495. Image public domain.

A Free City in Central Europe, by comparison could be from as large as twenty or thirty thousand to as small as a thousand souls, but still make their own foreign policy, muster their own small armies and navies, and conduct diplomacy and trade independently with far-away lands. There were also tiny principalities the size of counties which were ruled by princelings or bishops who were also involved in dangerous regional intrigue, alliances and wars. Some rulers were as wise as Solomon,

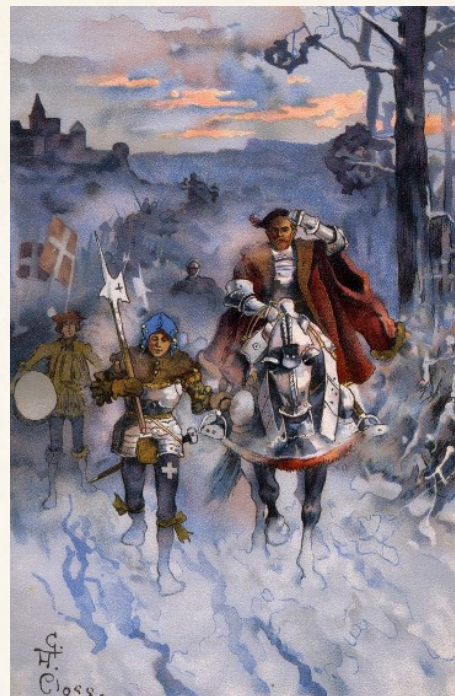
others as mad as Caligula, but they all faced enormous challenges – and there were hundreds of them in an area the size of Germany. As rulers, good or bad they were in far closer proximity to their people than Henry VIII or Louis XIV.

You can think of the many polities of North-Central Europe in the middle ages not as something you need to fully understand, but as an almost endless resource you can draw upon as needed. It's not the Ikea instructions you have to read to put the cabinet together, it's more like a giant box of crayons or tubes of paint that you can rely on to always have a new color available for almost any purpose.

DOMAINS WITHIN THE SETTING

The below is a brief overview of several different types of polities which might (or might not) be part of your historical campaign. Each of these domains represent an opportunity for a different kind of role playing environment, and a different kind of setting for your game. In many cases, a campaign could include several or all of these types of communities. For a deeper look at these types of polities and the people who inhabited them, see the **Codex Guide to the Medieval Baltic**.

The following domains are described as they were in Central and Northern Europe during the mid-15th Century, roughly 1420 – 1480.



Duke Ulrich von Württemberg, Gustav Adolf Closs, 1911

Principalities

Most of the mini-states in medieval North-Central Europe qualify as principalities. A principality is by definition ruled by a prince. 'Prince' is a generic term for high ranking noble who is ruler of a substantial domain, and who is usually the head of one of the great aristocratic families. In most cases these great lords or ladies have the title of Duke (Latin *Dux*, German *Herzog*), Count (Latin *Comes*, German *Graf*), or sometimes Baron or other lower-ranking noble titles. The titles themselves do not correlate precisely with power or status – a count might be more powerful than a neighboring duke. A prince can also be either male or female, though historically most were men, there were many great Ladies as well.

Principalities range widely in size, as their rulers vary in power from petty warlords who may just control a single valley, to mighty scions of great princely houses who rivalled the clout of the rulers of France and England. In every case though a principality is effectively a small kingdom, administered by bureaucrats, soldiers and courtiers all in the service of the prince. The politics are typically dominated by the agenda of the princely house, as contrasted with the ambitions of rival houses and other entities.

Just as not all principalities are huge, not all are under the absolute control of the prince. Many princes have to contend with the wishes of the *estates*, meaning all the organized groups within the principality. In more feudal regions, this typically means the estates of the gentry and the knights, who maintain a substantial degree of autonomy, as well as church leaders or prelates, and the larger towns if there are any. In matters of war, the raising of taxes, and entry into new political alliances, weaker princes need to consult the estates and gain their compliance, usually through some kind of concessions or a combination of carrot and stick.



Karlstejn castle in Bohemia. A mighty castle like this would serve as the home of a prince.

Princes normally make their homes within very formidable castles or citadels, though some claim a fortified town or city as their *residenz*. As a rule, principalities do not have very large or strong cities within them, or if they do, they are found in a separate enclave where the power of the prince is limited. Even a small town is very good for defense though. Principalities also have many large abbeys and monasteries which can provide some of the resources and capabilities of a town, as well as smaller 'territorial' towns which hold markets and engage in some manufacturing, but are tamer and less dynamic (and less troublesome) than a Free City.

Princes, their courtiers, and the nobles of the domain generally love to hunt. They have many deer parks and special woodlands set aside for hunting large and small game, and for falconry and so on. Chivalric games such as jousting and tournaments are also a favorite form of entertainment and public spectacle. Aside from the residence of the prince, principalities usually have many smaller castles and forts particularly in the borderlands which are controlled by castellans, who are usually vassal-knights of the prince, and sometimes cousins. The prince will routinely travel around their domain visiting these castles to ascertain their status first hand.

Principalities tend to have strong cavalry forces, mighty castles, and deep connections to other princely domains, often through familial ties or intermarriage. Peasants and burghers (town dwellers) living within a principality are usually subservient to the wishes of the prince, who is the top legal authority in the land. Literally the sole judge and juror on all serious matters.

The largest and most formidable principalities such as the Mark of Brandenburg or the Duchy of Bavaria are similar to the great kingdoms of the West in terms of power and prestige. The smallest can be almost comically insignificant. In both large and small principalities, there tends to be a fair amount of criminal mischief and mayhem taking place in the countryside and on the roads, particularly as one gets further away from the personal domain of the prince or wherever they and their army happen to be located.

In game terms, principalities are the domain of the Noble and the Courtier, the Knight, the Friar and the Soldier, and of course the Bauer. The drama here revolves around diplomacy, courtly love, chivalric



sports like jousting and archery, skill at horsemanship and the hunt, a knack for spy-craft, for negotiation, and when necessary, or when the time is right, for swift and pitiless violence.

Ecclesiastical States

One variation on the principality is the Ecclesiastical State, usually a bishopric or the domain of a large abbey or convent. These realms are ruled by *prelates*, which is to say, princes of the Church. Prelates can be cardinals or archbishops, bishops, abbots or abbesses, or even deacons or University professors. There are essentially two types of prelates: Those who gained their position through family connections and power-politics, (and who are essentially priests in name only), and those who came up through the Church hierarchy, received training in the universities or seminaries and who can speak, read and write in Latin.

Ecclesiastical States are similar to secular principalities except for the nature of the ruler. This can be a big difference or a minor one depending which type of prelate it is, per above. Many domains of imperial abbeys or small bishoprics are well run by at least somewhat pious and competent clerics, and can be more harmonious and better developed than other princely realms.



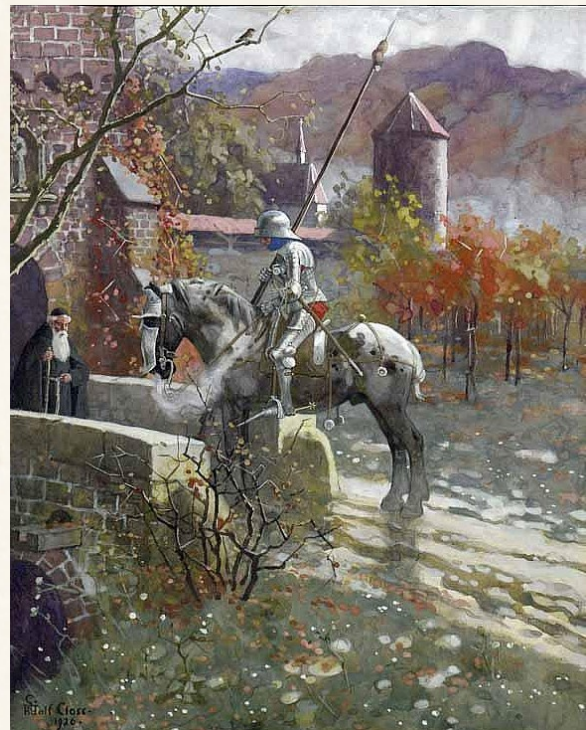
Saint Martin approaching a beggar. Gustav Adolf Closs, 1925

But when there is a bad or overbearing ruler, which is also not unusual, opposition can take on heretical overtones, as rebels adopt positions of resistance to the Church in general as much as to the specific ruler, and the ruler portrays them as heretics rather than disgruntled subjects, so as to draw support from other elements of the Church. Sometimes this works, sometimes it doesn't. Church prelates often

involve themselves in scholarly matters and debates, sometimes delving deep into dangerous controversies, and may also take an active interest in esoteric subjects such as alchemy or astrological divination.

Many Ecclesiastical States are open to Scholars, and may have sophisticated schools or important centers of learning within them (see **Universities**). Prelates are often willing to pay for art and erudition, generally being the most generous of all art patrons. Theocratic domains always have an extra layer of politics due to their links to the Vatican, and only the strongest prelates can be sure of their position when a new Pope is elected. Unlike secular princes, a bishop cannot easily pass his domain to his son.

Whatever the background of a prelate, they have one weapon that is unavailable to secular princes – the 'ban hammer' of excommunication and interdict, which they use to punish their enemies and put public pressure even on princes and great Free Cities. Prelates can impose the tithe and also have an alternative income stream in the form of the ecclesiastical courts. Criminals and malefactors tried by the Church instead of by princely or municipal courts often receive more lenient punishments which include pilgrimages to Church religious centers and cash fines.



A knight visits the abbot, Gustav Adolf Closs 1926

Some of the most powerful Ecclesiastical States in Central Europe are at odds with equally powerful Free Cities of which they are nominally the ruler. In the bishoprics of Cologne, Strasbourg, and Bremen for example, the archbishop is barred from entry into the cities of the same name. This is awkward to say the least because in each case, it is where the cathedral is located. In these regions there is constant military and political tension between the bishop and the burghers.

In game terms, an ecclesiastical domain is similar to a principality with the added nuance that the prelate has one foot in the spiritual, and often also the scholarly realm, as well as that of temporal power. Characters within such a domain may find themselves on either side of a heretical rebellion, or being sent on pilgrimages to remote lands, or involved in missions to recover relics or ancient, lost scholarly works of great importance. Or perhaps to kidnap a temperamental artist of superlative skill...



Duke Frederick of Saxony, 36th Grand Master of the Teutonic Order from 1498-1510. His somewhat melancholic demeanor may have to do with the declining fortunes of the Order at this time. Painting by Lucas Cranach the Younger, 1578

Crusader States

An important variation on the Ecclesiastical State is the Crusader State. There are two such domains of importance in the Baltic – the State of the Teutonic Order in Prussia, and the State of the Livonian Order further north and east in Livonia, on the other side of Lithuania. They are closely linked to one another and offer mutual support. Only the continued existence of their enemy between their two domains, the pagan Baltic nation of Lithuania, prevents further coordination and unification into a single massive state.

Beyond the Baltic, the Knights Hospitaller of St. John also own significant land in the Mediterranean, in particular the Islands of Rhodes and Malta which they hold in the face of an aggressive and expansionist Ottoman Empire. In the 15th Century

they are much more of a naval power than the Teutonic Knights, but they also have quite formidable cavalry – and they have convents, forts and castles all over Europe. There are also some smaller Crusader States in the Iberian Peninsula in what is now Spain.

Crusader States are significantly better organized than a typical princely or ecclesiastical domain. They have professional bureaucracies made up of clerks, which are similar to modern governments, who deal with every aspect of life (and are particularly efficient and collecting taxes and rents). The leadership of the Crusading Order is elected from within their own ranks of ‘brother knights’, but as a group the Crusader knights (*ritterbrüden* to the Germans) are a breed apart and do not suffer their subjects to opine on their rule. That isn’t to say they are incapable of negotiation when necessary, and they do enter into some surprising alliances on occasion. But generally the Grand Master of the Order is unaccustomed to his directives being challenged, questioned, or anything other than swiftly obeyed.

Crusader States are situated on the borderlands, in the far reaches of Latin-Christian Europe. The Brother Knights, who consist of a small minority of the population, are spread thin, out in a series of remote castles and strongholds throughout their lands (and well beyond, in many other lands, where they are treated like foreign embassies). They move around often and swiftly, in heavily armed groups from fort to fort, because their lands are always at risk of attack.

Their economic systems are well organized, but only according to the needs of the Crusading Order, which often causes serious friction with the merchants living in towns within their domain. The Teutonic Knights keep good order within their lands and have an efficient communications network including a postal service which works in a manner similar to the pony express. They also have their own intelligence services, lawyers, agents and spies. Their strongholds are very well built and they themselves are well-trained and heavily armed, fighting as cavalry with special horses which they breed in their own special ranches.

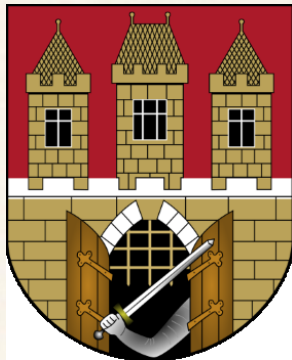
Crusader States like those of the Teutonic and Livonian Knights are actively involved in a variety of conflicts, including semi-annual raids or *reysa* into the lands of the (in their eyes) still pagan Lithuanians, as well as intermittent wars with the Russians of Novgorod or Muscovy, with the Mongols



of the Golden Horde, with the Kingdom of Poland and with the burghers of their own cities.

Each year, during the crusading season the Crusader States are visited by hundreds of foreign knights, clerics, soldiers and others from around Europe who temporarily join the cause for glory and to expiate sins. Generally, visiting crusaders only fight against the Baltic pagans or sometimes the Russians, but rarely get involved with the Teutonic Knights in their conflicts with other Latin Christian people. During the crusading season, with their armies swollen by foreign 'guests', they invade the lands of the enemy, while in the fall while the Teutonic Order is gathered for their annual meeting, the Lithuanians invade *their* lands and ravage the estates as best they can.

For gamers, a Crusader State is an exciting and dangerous domain, fraught with peril and always on the cusp of potential violence. People there live under threat of attack from beyond the borders, and also have to be wary of the strict Brother Knights themselves. So long as you follow their rules, there is no problem, (and they tend to be much more accommodating toward visiting 'guest' crusaders than toward their own servants and subjects). But once they make a decision, the Brother-Knights of the Crusading Orders will enforce their agenda as ruthlessly as any prince, and often more effectively.



Coat of arms of Prague, conveying an unambiguous message...

Free Cities

One of the interesting differences between Central and Western Europe is the existence of Free Cities, also called Royal Cities or Free Imperial Cities. These are not quite the same as the true city-states found in Italy and Russia, because they exist within a larger political entity such as the Holy Roman Empire, the Swiss Confederation, the Duchy of Burgundy, or the Kingdoms of Bohemia, Hungary or Poland (among others).

The term Royal City or Imperial City refers to the status of 'immediacy'. This is the same status that princes enjoy, and it means that no-one is between the city and the monarch. As most of these monarchs are fairly weak, effectively it means that no-one is above them. But the circumstances of a Free City are different from those of city-states because they are still part of a larger domain.

Therefore, their freedom is somewhat less than that of a sovereign nation, but they are also more secure than a city state. For example, if there is a major invasion from France or the Mongol Horde, Free Cities in Germany will not necessarily have to fight the invader on their own. They can expect to be part of a general defense including other cities and principalities, led by the monarch, in this case the Holy Roman Emperor. In major emergencies like this the various domains tend to cooperate closely.

The flip side is that while there is plenty of conflict and strife between towns and princes, between towns and prelates, and even between towns and other towns, they must show some restraint and moderation in the measures they take to pursue their agenda, or risk becoming an enemy of the realm. Conflict within the domain does not have quite the sharp edge that one finds in conflicts between or within towns in Italy or Russia. Which is to say, they rarely destroy one another.

Conflict is also moderated in part by a sense of common purpose, particularly between the towns who are linked together by trade, and this is often enforced formally by defense treaties between cities (called *Stadtbünde* in German) or treaties between towns and nobility, which are called 'peace of the roads' (known as *Landfrieden* to the Germans, or *Landfrýdy* to the Czechs). Knights and lower ranking nobles also routinely form alliances with Free Cities, and are sometimes given a provisional citizenship status as 'out-burghers' (called *palebürghers* in German) which helps the towns in their defense and in control over the districts surrounding them, and helps the knights in case they get into trouble with princes, or in the event of a major war, they have a safe place to send their family.

Free Cities are the engine of manufacturing and commerce in medieval Europe, with local and regional trade conducted by the merchants and Patricians, and the fabrication of commodities and artifacts done by the Artisans. The fabrication of 'export grade' goods in this period are closely associated with a high degree of artistry. Everything



from clothing, to arms and armor, to victuals, to ships and buildings, are 'bespoke' and created with a sense of aesthetics and design virtuosity, while goods made for local markets may be more utilitarian. Historically, this is the period when many crafts were achieving the great heights of sophistication and artistry by which the Renaissance is known today. New innovations are emerging from the towns on a routine basis and they are always on the forefront of the best armor and weapons.



A soldier stands guard on the walls of a medieval town, Gustav Adolf Closs ~1920. Image Public Domain.

It is very important for the towns to ensure standards of quality particularly for export industries, so that their reputation does not suffer and thus commerce decline. If their goods are substandard, their customers can always do business with another town. To ensure quality the towns have guilds and craft organizations. These are associations of merchants and Artisans who ensure standards of training through the apprentice system, and maintain a degree of quality control over production via routine inspections and regulations.

Contrary to their reputation in later eras, medieval guilds tend to be fairly decentralized and somewhat loosely organized. They represent the interests of their members within the town and ensure that

everyone involved in a particular craft, say weaving or sword making, is part of the guild. But the artisan's workshops are separate entities within the guild and don't interfere with one another beyond the baseline requirements of training and quality control. During times of war or civic strife the guilds also form the backbone for militia organizations.

The ruling elite of the town is usually made up of the wealthy merchants and Patricians, as well as the aldermen of the largest or most elite Artisans guilds. Depending on the type of town, the nature of the economy (more based on trade or more based on manufacture) a given town government may be dominated by the Patricians or the Artisans, though most are a hybrid of both.



Urban defensive tower in Mainz, Germany. These were part of the 15th Century defensive walls. The larger windows were added in the 19th Century. Photo by author, 2019.

Free Cities are governed by a city council, and typically two or more mayors (called *burgomeisters* in German). In theory town councilors (sometimes called 'senators' in larger towns like Hamburg) hold their position for life, while the mayor serves a term of a few years. But in practice the politics of these towns are pretty volatile and uprisings often force a change in government, from a slight reshuffling of council seats to the wholesale expulsion of an old government and its replacement by a new regime.

The laws of the town are recorded in a town charter, a document held with great reverence by the citizens. This can be compared to the US



Constitution or the English Magna Charta. The charter outlines the rights originally granted to the town by some prince or prelate in centuries past, but also includes subsequent laws passed by the council. Charters were usually adopted from those of other towns, and follow templates named after the town where the charter was originally worked out, such as Lübeck Law or Magdeburg Law.

Free Cities are highly regulated, not just for production but also the marketplace and all forms of commerce. But they are self-regulated, and tend to be both fairly agile at responding to market conditions and skilled at the art of compromise, so the regulations are closely aligned with the interests of the citizenry. Not everyone who lives in town is a citizen however, and the rights extended to citizens do not fully extend to other types of residents, represented in the Codex rules as members of the Denizen class.

Free Cities can be rowdy and boisterous places, but they are also zones of relative safety within central Europe. This is because Free Cities invest a large proportion of their budget on defense. Most of this is spent on the construction, maintenance, and near-constant improvement of town walls, which includes systems of massive fortifications, towers, citadels, bastions and so on. They also buy a lot of cannon and continuously develop improved siege weapons and techniques. As a result, many of the larger Free Cities are considered so well defended as to be virtually impregnable.

All towns, and especially Free Cities, are known for their festivals and Holy days, many of which are thinly veiled pagan festivals. The most obvious example of this is carnival, which is a truly wild party which can build up over a period of a two weeks or more before the wild day of the carnival itself. There are several other saint's days and holy days through the year, in fact depending on the town, as many as 120 days a year may be devoted to such celebrations. This provides a valuable social outlet and often helps generate more income for the town as people come to participate in the celebrations.

Festivals are the time for martial sports and competitions. This includes everything from fencing and shooting contests, to horse racing and jousting, and many stranger games like bear baiting, stick fighting on the bridges, or jousting on rafts in the river. Some of these martial sports are prestigious and can be a way to earn honor (Ehren) and win prizes including substantial amounts of cash.



15th Century drinking fountains in Murtern (left) and Berne (right) in Switzerland. Photos by author.

Contrary to their depiction in genre fiction and popular media, medieval cities in this part of the world are usually fairly well organized, neat, and typically clean. They have good public water systems distributing clean water from springs to fountains found on every street. They do not have mobs of destitute people, as residence within the town is strictly controlled. Public servants remove trash and refuse on a daily basis. There are many bath-houses where the citizens go to bathe at least once a week. Within the walls, with the availability of water, of food and necessities in the marketplace, so long as you can afford to live there, the cities are comfortable.

Though relatively safe from outside attack, and affluent compared to life in the countryside, there is another internal threat. The politics of the Free Cities are volatile, and public disturbances are not unusual. Artisans vie for control with Patricians, and one Patrician family with another. All the while beyond the walls, regional princes and prelates are always on the prowl, plotting and scheming against the town, and seek to encourage internal dissent, recruiting agents within to further their plans of conquest. In the close confines of the city, paranoid minds seek out treachery as the town rulers attempt to maintain internal order, while navigating the dangerous politics of the feudal world beyond the walls.

Free Cities are obviously the domain of the Denizen, the Artisan, and the Patrician. Members of all the other estates and Classes are also habitual visitors however, because the town is where the markets are, where the best things are made, and also where regional leaders come together to hold



regional assemblies or Diets. Sailors routinely arrive on ships and boats, which are the primary method for moving heavy goods in this period. Peasants arrive to bring their grain and cattle to market, Knights & Soldiers come to buy armor and weapons. Priests and Friars come to save souls. Scholars come to learn or to teach in salons and universities.



A meeting of the elders of the Old Swiss Confederation. Gustav Adolf Closs 1921

Peasant Republics

Another interesting anomaly of Central and Northern Europe in this period is the peasant republic. These are places in special types of terrain: Hills and mountains, deep forests, swamps, the cataracts of great rivers. Places where well organized armies of great nations and mighty princes have trouble penetrating and operating in an organized fashion.

People who live in these places, or who flee to them, were in some cases able to organize themselves for war, using their knowledge of the difficult terrain to their advantage, and develop tactics to fight effectively within it. Some of these clan based or tribal societies ultimately resisted the pressure of outside conquest long enough to form some kind of viable political organization as well.

There are many smaller examples of the peasant republic, but the most prominent are the Forest Cantons of the Swiss Confederation, the Saxon / Frisian enclave called the Dithmarschen in the Low Countries along the North Sea, the pagan tribes of Samogitia in the deep forests of Lithuania, and the Cossacks of what is now Ukraine, who make their stronghold or *Sich* in the wilderness down below the rapids of the Dnieper river.



Coat of arms of the small peasant town of Büdelsdorf in Schleswig-Holstein, Germany

By the late medieval period, the people of all four of these special enclaves had proven themselves in battle time and time again. These victories had become legendary, as free peasants were typically so successful in battle that even the most dangerous foreign powers hesitate to invade these difficult regions, so the tribes there are usually left alone, though their borders are still tested from time to time. They are in turn often sought after as mercenaries, and mercenary work is important for the economies of these regions.

Governments within a Peasant Republic are inevitably clan or tribal based, with administration by a council of tribal chieftains or elders. Elders are elected by their individual clans, which come together on a fraternal basis. In effect, these could be more accurately be called federations or confederations, like the Swiss confederation.

Citizens of Peasant Republics are untamed tribal folk who tend to be tough and fiercely independent. To outsiders they are peasants, but from their own perspective, they are warlike tribes who either never became part of the feudal order, or who rejected it outright. They resist foreign invasions and internal takeovers with equal zeal. Historically, some of these places remained independent for centuries.

Life inside a Peasant Republic is a combination of rural simplicity and the strange and ancient customs of a mysterious, pre-Christian tribal past. Being free of rule by princes or prelates also means being largely free of the inquisitor and the missionary. Therefore, these people, whether nominally Christian or pagan, decide for themselves which traditions, rituals and ceremonies are acceptable and which are not. Though they are for the most part conservative in their ways, some of their customs may seem more than a little wild to outsiders.



Peasants dancing at a Kermis festival (detail). Pieter Bruegel the Elder, 1567

These domains are generally poorer than cities or principalities. Most of the people are subsistence farmers, fishermen and hunters, and what wealth they generate is based largely on agricultural and pastoral products. They welcome merchants to enhance trade, but they also find ways to leverage their military capabilities and control over their turf to generate further income.

The Swiss forest cantons sent young men to fight in foreign wars as mercenaries, and they brought their earnings home with them (if they returned). The Cossacks took even greater risks raiding into the lands of the Ottoman Turks and Mongols, freeing slaves and seizing loot. The people of the coastal Dithmarschen province first dabbled in piracy, and then worked out a deal with the Free City of Hamburg to become their 'coast guard', defending the coastline from piracy and rescuing stranded ships, cargo and sailors. On this basis they became the only non-urban member of the Hanseatic League except for the Teutonic Knights.

The Peasant Republic is first and foremost the domain of the **Bauer**, the free peasant. It is in these places where the rural people of Europe live with the most pride and freedom. Outlaws are also often able to find a home in these places, in fact the Cossacks domain is effectively an Outlaw republic rather than a Peasant republic. Burghers, both traders and Artisans, can also often find a niche here, as Peasant republics usually have small towns with artisan's industries and traders. Some Friars, notably the Franciscans, are tolerated in these places though there are typically no prelates as such, and there are Knights who have made common cause with the locals, but no princes.



A professor lectures to his students, Laurentius de Voltolina, 14th Century

Universities

The University is another unique invention of the medieval era. Beginning in 1088 with the founding of the University of Bologna, the world's first such institution, the medieval University is a lesson in contradictions. On the one hand, they seem to be wildly successful in training young people to a high standard of both theoretical erudition and practical skill. On the other hand, they are chaotic zones plagued with violence and frequent controversies, which are so volatile that they are routinely shutting down, splitting into new institutions, or being threatened by local and regional authorities.

The reason for the volatility is in part due to the nature of the student body. Students in medieval Universities come in three basic types: There are the aristocratic elites, young sons (and depending on the school, occasionally daughters) of noble and princely families being prepared to rule; there are young men of the Church, many from the same noble families, but who are also devoted to a kind of spiritual warfare amidst the competing ideologies of the period; and there are young prodigies, boys (and a few girls) from towns or who are of more humble origin, but whose abilities have been recognized by a patron willing to pay the expensive fee's required to send them to school.

Many of young students are energetic and passionate types by nature, while their professors are typically serious scholars with a sincere interest in their field of study, and stern opinions on many issues. The students come from all over Europe and beyond, and are organized into groups called *Natios*, on the basis of language and cultural affinity. So for example within a given university there may be an English natio and a Spanish natio, and an Italian and a Polish natio.



The organization of the students into natio can contribute to factionalism, and the combination of young men of many competing houses, with potentially fraught philosophical and theological subject matter creates tension. The legal right of these young people to carry arms, with the expectation that they must defend their honor and that of their natio, house, and kingdom, and the proliferation of alcohol around university districts, all contribute to a high propensity for violence.

Universities are usually found within towns, including some of the larger Free Cities and city-states. Many students are from noble families and look down on commoners, but the burghers aren't always impressed with noble titles and defend their own honor aggressively. Scholarly controversies could also spill over into the town. The cities of Bologna, Cologne, Krakow, Prague, Rostock, Erfurt, Leipzig and Griefswald are often beset by 'town vs gown' violence associated with their universities in this period. Cities gain enormous benefit from a university but are also forced to contend with a great deal of chaos because of them.

One result of all this is that many students and scholars study fencing, and this is why members of the Scholar Class gain some Martial Feats in the Dueling Fencing tradition. Another source of tension in this domain is the great expense of studying in these exalted institutions. Many students cannot afford to finish their studies, especially in the larger and more elite universities, and therefore spend part of their academic career roaming from place to place, trying to find a place in a new school, and a patron to pay for it.

While roaming around, young Scholars sometimes assume an itinerant lifestyle and rub elbows with vagabonds, and notably the roaming disgruntled clerical substrata known as Clerici Vagantes. These people often expose students to subversive political and theological ideas. Once they have received some training, Scholars can earn money helping other students, or providing professional services to wealthy nobles, prelates or merchants. Most of those who manage to get their degrees followed this path.

The University is the domain of the Scholar, and also the Friar and the Noble. Zealots can be found there. Burghers, particularly Patricians, also routinely spend some time in this domain, and Outlaws rub elbows with students on the roads. The University is not the normal haunt of Soldiers, Knights or Nomads.



Hunting and falconry were two of the favorite past-times in princely domains. Gustav Adolf Closs, 1892.

Hybrid States

Many Domains within the setting do not fall properly into one of the above categories, but instead form a hybrid. For example, the Swiss Confederation is made up of both Free Cities like Berne, Lucerne and Zurich, as well as Peasant Republics such as the Forest Cantons of Uri, Schwyz and Unterwalden. Swabia in this same period is a mixed domain of small principalities and Free Cities, united under a grand military alliance called the Swabian League.

These are many mixed domains ruled by different Estates, the urban and the aristocratic, or the urban and the rural. Some of the less centralized Kingdoms in this region are also effectively Hybrid States. The Kingdom of Poland eventually also called itself both a Republic and a Commonwealth in the 16th Century. The Holy Roman Empire itself is essentially is a type of very large Hybrid State. In these places one can move rapidly from one kind of setting to another, and these are many places where all of the Estates mix.

Failed States

There are several regions where nobody is effectively in charge, and the various powers within them are continuously at odds, making them very dangerous places to be. It's not unusual for a Principality or a Hybrid State to become a Failed State for a period of time, such as during a long interregnum, until someone reasserts control and restores order. This is how many Principalities



became Hybrid States historically. Some examples of places like this in the 15th Century include Silesia, Pomerania, Transylvania and Ruthenia (much of which is now Ukraine and Belarus).

CULTURES WITHIN THE SETTING

Within the region in the default setting, there are several distinct cultures and language groups. The German speakers fall into a variety of parochial enclaves. These enclaves all have their own unique dialects, but also share regional trade languages, of which there were three of substantial importance – High German, which was the language of the towns and principalities of Southern Germany, and of the Imperial Court. Low German - the language of the far North, the great cities of the Hanseatic League, the Principalities of the Baltic, and the Crusader States of the Teutonic and Livonian Orders; and Rhennish which is the language of both the cities and principalities along the Rhine.

The culture in the mostly German-Speaking Holy Roman Empire is quite variegated with each district having its own unique customs and habits. Very generally speaking, the civilization of 15th Century Germans represents a combination of Roman or Latin law and philosophy with ancient Germanic (and other) traditions, plus many foreign influences. The landscape varies from heavy forests, to hills and mountains, to swamps and marshes, fertile river lands, and relatively well developed zones of field and vineyard.

The cities have many similarities, as they are all chartered under some version of German Town Law, and this includes a certain consistency in layout and architecture as well as law. But they are also each unique, 'sui generis', with quite different economic and cultural emphasis. German Principalities and especially towns have by the mid-15th Century absorbed much of the Renaissance culture of the Italians and Flemish. Generally speaking, the towns in the HRE are a bit smaller and more isolated from one another, often situated in the midst of wild and potentially dangerous hinterlands.

West Slavic speakers are found from within what is now Germany (especially in Mecklenburg and Pomerania), to the Kingdoms of Poland and Bohemia, down into the Balkans in the south and of course East into Russia. As with the Germans, there are many local dialects and some broader regional ones, such as Polish, Sorbian and Czech. The West Slavic people are distinct from the East Slavic (Russians, Ukrainians etc.) in that they are part of the Latin culture, meaning they use the Latin rather

than the Cyrillic alphabet, and they follow some variant of the Latin Church (although in the mid-15th Century many of the Czechs are heretics).

The West-Slavs have a unique culture which is different from the Germans, but certainly comparable. Like the Germans they are a mixed hybrid of Latin with older tribal cultural mores. Many towns in Poland and Bohemia (the Czech lands) are chartered under German Town Law and have a mixed Slavic / German speaking population. Cities like Prague and Krakow have mighty stone walls, magnificent churches and cathedrals, and impressive town halls where the city council holds court.

The Czechs, of all the Slavs perhaps the most integrated with Latin culture, have also proven the most resistant to full integration with the Catholic Church. Their heretical rebellion of the 1420s and 30s was successful, and defeated multiple Crusades launched to bring them back into the fold. The Kingdom of Bohemia is unique in Central Europe for being largely devoid of prelates – the abbots, bishops and archbishops who form a second layer of the power elite in all the other regions of the continent.

Norse speakers are found mainly in Sweden, Denmark, Norway and Iceland, as well as in Finland (where the locals have their own distinct dialect) and some of the British Isles and islands in the Baltic. In theory, the three Norse Kingdoms of Sweden, Denmark and Norway are united in the Nordic Union. In practice, Sweden chafes under the nominal rule of Denmark and asserts themselves more and more, while Norway is equally disgruntled by Danish rule but harder pressed, being dependent on foreign imports of grain.

There are few cities in the Scandinavian Kingdoms, which are dominated by heavy forests, mountains and in the case of Denmark, marshy lowlands. But the two largest Swedish towns, Wisby and Stockholm, are chartered under German town law, and have mixed Swedish-German speaking populations. The Norwegian town of Bergen also has an important German enclave, as an outpost of the Hanse.

The northern part of the boundary between what are today France and Germany, in the vast and complex estuary of the Rhine, is a low-lying, swampy region referred to as the Low Countries. Today this is mostly taken up by Holland, Belgium, and the principality of Luxembourg. In the 15th Century it is



a mix of German, French, and especially Flemish city-states and small principalities. Some of the greatest cities of Medieval Europe, such as Bruges, Ghent, Antwerp and Ypres, are found in this area. The largest, Bruges and Ghent, are bigger than the greatest German towns, with thriving textile industries and busy markets.

In these places the culture of the Renaissance is far advanced, comparable only to Italy. Some of the greatest painters in the history of the world are found in the Low Countries in this period. Most here are Flemish speakers, though many are also French speaking Walloons. The Flemish and Dutch cities form a kind of Hybrid State with the mighty Duke of Burgundy overseeing the region, even as these formidable towns assert their independence. There is often violence between the prince and the Free Cities, but they walk a fine line and avoid civil war most of the time.

The Baltic is a complex mix of cultures, with the indigenous tribes falling into several distinct groups. The most powerful are the Lithuanians, who were never conquered during 200 years of Crusading. The Livs and Letts have converted to Christianity, and are partly integrated into the German and Danish culture of the region of Livonia. Deep within Lithuania, one can also find enclaves of the conquered tribes of the Baltic – the Prussians, the Curonians and others, who put up a fierce enough resistance to the Crusaders to earn the long lasting respect of the Lithuanian warlords, who allowed them to settle in their lands.

The Lithuanians and other Baltic tribes of this era are somewhat mysterious. They live a lifestyle which seems from archeology and the testimony of outsiders to be reminiscent in some ways of both the Vikings and the Ancient Celts. Though Lithuania technically converted to Christianity in the late 14th Century, by the mid-15th travelers still report finding enclaves of folk who worship giant hammers or horses. They have special priests who sound similar to Druids, traveling poets similar to Irish Fidi, and they still carry swords and spears similar to Iron Age Norse weapons. Much of Lithuania is heavily forested and there are few roads, and only a handful of small cities, the most important being Vilnius.

The Estonians, who speak a different dialect from the other people of the Southern Baltic, (closer to Finnish), resisted conquest more violently than the other tribes in Livonia, and in the 15th century are harshly repressed by the Crusading Orders. They chafe under this mistreatment and there is a great

deal of tension between the Latin people and the Estonians. The Germans live in fortified enclaves, fearful of uprisings, while the Estonians are terrorized by the Livonian Order.

On the northern shore of the Baltic, the closely related Finns are a case study in how friendlier treatment can lead to better outcomes. The Finns live along the coasts and deep in their sub-arctic forests much the same as they did before the Swedes conquered the region and (technically) converted the people to Christianity. As the Swedes moved in, they fortuitously placed the Finns under Swedish Law, granting the Finns the same (considerable) rights of Swedish 'peasants'. As a result, the Finns get along fairly well with the Swedes. The Swedes and more assimilated Finns live in fortified enclaves near the coasts, with the fortifications to protect against pirates and raids by the Russians, while the Finns come down from the forests to trade their furs for beer and butter.

Further south, Hungary is entangled politically and struggle against itself as well as against the ominous power of the encroaching Ottoman Empire. Hungary has been wracked by war for most of the previous two centuries. The people are a mixture of Slavs, Magyars, and other nomads, with German, Czech or Slovak colonists populating most of the cities, especially in the mountainous north which is gradually becoming a Slovak enclave. The Hungarian nobles resent being on the front line against the Steppe Nomads. First the Mongols occupied their land in the 13th Century, to be gradually and very painfully driven in generations of bitter war, followed by the even more rapacious and deadly Ottomans who now beat at their gates.

Just west of Hungary, the mountainous eastern march of the Germans, the 'Österreich', known to English speakers as Austria, is home to the Holy Roman Emperor, and his notorious family, the Hapsburgs. Austria, once a Celtic bastion, is a mountainous land of German mining towns and trans-alpine trading hubs. The rural people of the western high-mountains, known as Tyrolians, have their own unique culture which overlaps somewhat with that of the Swiss.

The Swiss, occupying territories west of Austria and on the southern border of the Holy Roman Empire, have created their own enclave from which the princes have been evicted. They are a mix of the (very) rural mountain people of the forest cantons, with the far more urban, but even more warlike settlements of the northern foothills of the Alps.



WHERE TO GO

The previous section should give you at least a broad-brush impression of the various types of political entities of Central Europe. But you may still be wondering where to go next. This section attempts to provide some answers to that question, in a literal sense. This is not by any means comprehensive, nor is it meant to be. But we will try to explore a few places where your adventures might take place in this setting in Late Medieval Central Europe. You will still need to go a bit further to get rolling, but consider this something like an Atlas which will help you find the right general direction.

The information here is intended mainly for the GM, to provide a starting point for your adventures. But there are no spoilers, and it's good for players to read these entries too. Each is another small piece of a puzzle forming the greater whole, which come together to form a mosaic like perception of the strange world of Late Medieval Europe. In aggregate, the little vignettes will guide you toward the truly unique game experience in this setting can provide.

A LAND OF CONTRASTS

"The forces deployed by the Swiss, Swabian, and Rhenish town leagues could hardly have been procured from sleepy villages, and the Italian eye-witness who traveled in 1497 from Trent to England through Germany wrote of Ulm as 'a big town, governed as a free republic, rich and full of merchants; the streets wide, strait and paved with cobble stones according to the German custom', and at Cologne he was impressed by the great size of the city, its roofs of slate black along the Rhine, standing up against the intensively tilled country round about.

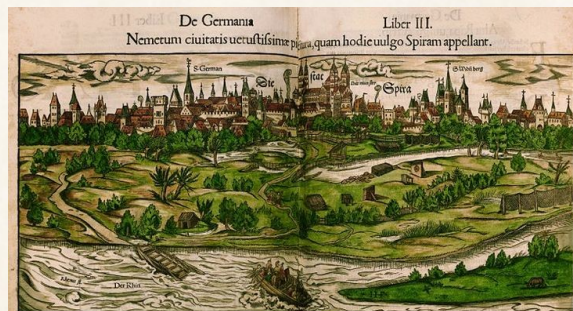
So from these scraps of evidence, the impression is gained of contrasts: of cities bigger than those in England but more widely spaced apart than in Italy, full of activity, even smoky (they were burning coal around Aachen) but belonging at the same time to a continent of fields, mountains and above all forests where the spirits might be benign but the inhabitants dangerous in the extreme. Nowhere was this contrast more strikingly made than by the fifteenth-century chronicler from humane, rich, cultivated [city of] Augsburg who wrote with horror of the ghost-filled forests just over the horizon which stretched to Hungary, and of terrible castles in the wilderness barred by thorn hedges."

-Germany in the Late Middle Ages, F.R.H. Du Boulay, Athlone Press London 1991

Medieval Germany, Bohemia, Poland, Livonia, Scandinavia, Hungary, Switzerland, (among the other polities which comprise 'Central Europe' in this setting) are regions in many ways "in the

middle" of Latinized Europe – geographically, in the sense of where they are on the map, but also culturally, technologically, and politically. The largest walled towns here are cultured and well organized, and though smaller (from about half to about a third the size) than the largest in Italy or Flanders, can be considered roughly peers of the great cities of those highly developed regions.

But the countryside of Central Europe is much less developed than say, Italy, Flanders, or even France. Within the vast forests, there were hundreds of much smaller towns, thousands of isolated villages, and hundreds of tiny principalities and bishoprics, along with the scattered fiefdoms of a dozen or so mighty princely houses of royal or elector rank. Between the larger cities and the great castles, there is a good deal of rather feral wilderness, much in an unregulated area where local knights, petty princes or bandit lords make the rules. And some of this wilderness is basically empty of any human activity at all.



Panorama of the town of Speyer, from Sebastian Münster's *Cosmographia*, 1550.

Here again we have the wrinkle of an important nuance however. Though the hinterland is dangerous and chaotic, there is some order imposed upon it. This has to do mainly with trade. Towns and princes enforce the **Landfrieden**, the 'freedom of the roads', by custom, by law, and most importantly, by naked force.

Armed patrols of soldiers and 'Hetzröden' range up and down the highways and main trade arteries, and aggressively go after anyone who breaks the peace. There is a swift and direct correlation between attacking merchants on the Imperial and royal roads and ending up swinging from the end of a rope hanging from some lonely tree. This means that the chaos is pushed back enough from the town perimeters and the roads that link them so that commerce can function – but only just.



The land which doesn't fall into these protected zones, which is *most* of the land, is either something of a free for all, or under the control of a local lord who makes their own rules (which might be good, or it could be really, really bad). It is also worth remembering that there are just not as many people around at this time.

World population in 1400 is estimated at about 390 million (roughly the same as population in 1300, as the Black Death interrupted demographic growth severely). That means there are twenty times as many people in the world today as there were then. Europe is 748 million at the time of this writing, vs roughly 78 million in 1400, which means there are almost ten times as many people in Europe today as there were in 1400.



Detail from the Speyer map above, showing a couple on the road, and a boatload of travelers crossing the Rhine. The town may be relatively civilized, but once you pass beyond its zone of influence, you have entered the wild, wild hinterland.

Modern portrayals of medieval communities tend to depict them as similar to a Dickensian / Victorian London: Everyone has a cockney accent; the streets are muddy and full of trash, and crowded with filthy throngs dressed in rags. The destitute are everywhere, begging, propositioning passers-by, trying to sell barbequed rats or planning a mugging.

The late medieval world, very broadly speaking, isn't really like that. For one thing, there are a lot less people. One tenth as many, per above. A town in 15th Century Germany could be crowded, (and some were) but is not *necessarily* crowded at all, sometimes to the contrary, there aren't *enough* people. Towns are also quite tightly regulated, and surrounded by high walls. Entrance through the heavily fortified gates is tightly controlled and monitored. Nobody comes in who doesn't have a

reason to be there (as defined by the town rulers). They restrict the number of people who can enter and (especially) the number of people who can stay.

But there aren't always mobs of people trying to get in. In fact, rather than contending with crowds everywhere, based on what the primary sources tell us, a traveler in in some parts of 15th Century Germany, Poland or Bohemia is more likely to find an abandoned village or farmstead, and might be alarmed by the general lack of people they encounter. There are places with more wolves and wild boar than people. Latinized Europe was partly depopulated by the Black Death (especially in the initial outbreak of 1348-52), by sporadic severe outbreaks of famine, and by war.

There are also many devastating wars between Latin polities such as the Hundred Years War between France, Burgundy and England, and the Hussite Wars in and around Bohemia. There are even more brutal wars ongoing along the frontiers – the Reconquista against the Moors in Spain and Portugal, the Northern Crusades against the pagans of Lithuania in the Baltic, and clashes with the 'schismatic' Orthodox Christian Duchy of Moscow in Russia. There are massive, devastating slave raids and intensifying invasions by the steppe nomads of Central Asia, in particular the Ottomans and the Mongols of the Golden Horde and Crimean Khanate which pose an existential threat to Latin civilization.

All this means that Latin Europe in this era, particularly east of the Elbe, can be a bit desolate in some of the more remote parts. Local princes and warlords offer town rights to small villages, impose low rents and even offer long periods of rent free land use to immigrants, all to entice more settlers. People migrating from other areas are typically welcomed, so long as they can call themselves Christian, speak a recognizable language, and don't seem like obvious robbers or miscreants. One reason to bring in new people is to clear or manage forests and other wilderness.

Of course, there are concentrations of people. The crowds tend to be found where the land is rich and the economy is thriving. Where safety can be found in the event of a raid or a war. The alternative, if the town or castle won't open their gates, is to venture deep into the great forests, and find hiding places among the shaded groves.





A peasant's farmhouse in the Black Forest in 1898. This is not too different from a medieval farmstead in the same area. Often a large family home would be integrated with a barn in one large structure, partly to help animals and people alike stay warm in the winter.

FORESTS

Central Europe is still a land of forests today, and was much more so in the medieval period. In 1450, there are many miles between towns, and most of the land between consists of trees. Some of the regions of Central Germany such as Hesse and Thuringia are largely rural, and woodlands are far more widespread than farmland.

Even in Swabia, probably the most heavily urbanized region of the HRE, there is the vast *Schwarzwald*, the famous Black Forest, a woodland almost twice the size of the State of Rhode Island in the US. Forests in medieval Europe come in a few typical varieties and we outline a few for you below.

The Förster and the Jägermeister

Many forests in the more densely populated regions of medieval Europe are managed as money-making enterprises, and are carefully supervised by officials such as the Förster whose job is to regulate hunting and logging, and to generally manage forest resources. This is done on behalf of a lord who could be a noble or a town, a rich merchant or a clerical estate. They also coordinate the activity of the skilled artisans like apiarists who harvest honey and wax from wild beehives, and unskilled labor like charcoal burners and loggers who made their living in the forest.

For more about the Förster as a player character, see **Chapter 2 – Character Classes, Bauer**.



Saint Hubertus sees the crucifix through the horns of a stag.. (anonymous, 14th Century)

Deer Parks and Hunting Preserves

When we look at a forest today, they usually seem to our untrained eyes to be pure creations of nature. But this is often not the case. Mankind has been manipulating woodlands on a large scale since at least the Bronze Age, and probably going back to the Neolithic. In the medieval period, outside of the more remote areas, many if not most forests were cultivated like gardens.

One type of planned forest is the deer park or hunting preserve. These are forests reserved, managed, and sometimes planted with the specific goal of making them good places to hunt wild game. Brush was often cleared away and trees were sometimes planted in rows all so that game would be easier to see by hunters. Trails were also maintained through the forests to more easily allow horseman to swiftly ride through the preserve.

A deer park is usually under careful management, and would normally be patrolled to keep poachers from taking all the game. Anyone found in such a place and not on a main road may need to be able to explain why they are there to the Förster, Jägermeister, or other armed retainers of the lord who owns it. If they are found with game they may be in serious trouble.



Krzywy Las, the 'Drunken Forest' or 'Dancing Forest' in West Pomerania. The trees are shaped like this for purposes such as ship building and furniture making.

Forest Gardens

Today, many of the forests in the Southern US were actually planted by paper companies on land that had already been cleared of the original 'old growth' trees generations ago. Similarly, forests in the middle ages were often intentionally planted with the goal of harvesting the wood for a specific industrial purpose at a later date in the future.

Coppicing is widely practiced to help manage the growth of trees. This might be so that the tree produces better fruit or nuts, or so that it creates specially shaped wood such as staves which can be used to make bows or weapon hafts. Trees are also shaped such as to introduce natural curves or other shapes such as for shipbuilding or joinery.

Plants and trees with medicinal properties, or which attract certain types of game are routinely cultivated within forests. And of course, many forests are planted as groves or orchards of fruit, nuts or other valuable byproducts. Some orchards are obvious, planted in neat rows for easy harvesting and all underbrush trimmed away. Some are much less obvious and will appear to be wild – at first. These can make for rather strange and evocative environments, as visitors gradually realize what they thought was a wild place is a carefully crafted one.



A Knight fights with the Wilder Mann, "A Fight in the Forest", by Hans Burgkmair, circa 1500

Sacred and Taboo Forests

Prior to the arrival of Christianity, there were sacred groves in many if not most of the great forests in Central Europe. The Celts, the Slavs, the Norse, the early Germanic tribes and all of their predecessors and cousins maintained shrines in the forests and worshiped certain trees and grottos. Even in the Christian era, some special trees, notably ancient linden trees remained sacred gathering places for centuries and are often still found in the center of towns and villages in Central Europe to this day.

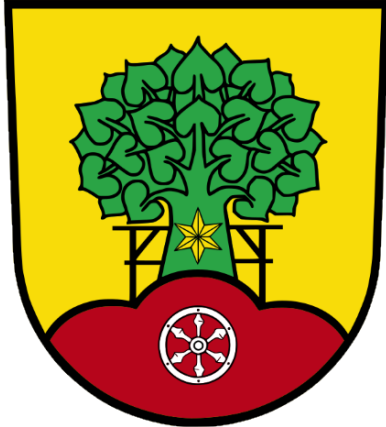
In the pre-Christian era, groves of oak, ash, birch, poplar and elms were all treated like outdoor temples, and were sometimes the site of human sacrifices and other macabre rituals, at least if the Romans can be believed. Conversion to Christianity happened in an uneven manner throughout Central Europe, ranging in some places from late Antiquity (in the Roman controlled parts of Germany) to much later in the medieval period. The Saxons, Poles, Czechs and Scandinavians all converted sometime during or just after the Carolingian period (roughly 8th-10th Centuries) and in Prussia and Livonia conversion took place as late as the 13th-15th Centuries.



A Sacred Linden tree (*Tanzlinde*) in Grettstadt, photo by Reinhold Möller, Creative Commons Attribution. Some of these trees are several centuries old, they are found in hundreds of villages and towns in Central Europe to this day.

Initial conversion was often nominal and unevenly distributed, with the more remote rural areas coming into the fold of the Church later than the elites. This is why the term 'heathen' and 'pagani',

which originally just meant rural people, came to refer to non-Christians. Though the Church did send expeditions into the forests to tear down most of these groves, they did not find them all, and in some places such as Lithuania where Rome had limited power even after conversion, these places were still to be found as late as the 16th Century and probably much later.



The coat of arms (*wappen*) of Himmelsberg in Hesse, featuring the sacred linden tree.

Even where the ancient idols have been thrown down, the presence of the old gods and spirits linger in the forests which were once their domain. The local people remember the legends and know the places, and veneration often continues under a thin veil of Christianity. An ancient river Goddess might be replaced by a Saint whose martyrdom involved drowning in a river, but the celebration, maybe slightly tamer, still takes place on the same day, the symbols and meanings are similar, and the locals still know where the special place is, deep in the forest, which remains the domain of the Old God.

For outsiders, the existence of a hidden shrine, a forest with a bad or strange reputation, and links to frightening local legends can all be reasons to explore a sacred or forbidden forest. Conflict is not hard to find either considering some locals will likely resent the intrusion, though perhaps they may be the ones who want a mystery resolved.

Forests are also the home of many formidable mythological creatures such as the fairly dangerous Wilder Mann (German) and the (Slavic) Leshy – both somewhat analogous to bigfoot with magic powers, as well as the benign Dzedka (Polish) and Zână (Romanian)

Border Forests

Forests were sometimes left feral or even specifically cultivated as barriers in frontier areas, so as to discourage raids and in particular, cavalry raids. This was a practice going back to at least the Bronze Age and probably well before. Sometimes the forest is augmented with a line of artificial hills, sometimes bogs and marshes are allowed to develop there, and the locals could plant briars and build up deadfalls and debris over many generations, until the forest itself becomes a wall that is very difficult to traverse.

One good example of such a forest is the *Prziesieka Śląska* in Silesia, known to the Germans as the *Schlesischer Grenzwald*, or more simply as 'The Cutting.' This is a massive barrier within the forest in Silesia, roughly dividing Upper and Lower (East and West) Silesia in half. It consists of deadfalls, briars, built up mounds, watery ditches and bogs, and densely packed trees all of which impede travel and will definitely slow down an army. This barrier was built up by the Poles sometime in the 8th or 9th Century to keep the Germanic and Czech tribes out, though it may also be the site of a much older barrier.

Wilderness Forest

Of course, there are also many forests which have either never been shaped by human activity, or were done so long ago that they have fully reverted to wild status. These are the true wilderness forests, often foreboding places where dangerous animals can lurk. These places are sometimes referred to as 'deserts' in period literature and laws, because they lack consistently reliable food sources.

Exploring and surveying these places, to find out where the springs and creeks are, to identify paths and plan out roads, to locate places where fish and game are abundant, and identify places where land can be cleared and settlements can be built. Of course, while exploring any wilderness, there is not only the risk of dangerous animals, but also outlaws and bandits, heretic cults and others can be found lurking in hidden redoubts.

WETLANDS

Wetlands are a major barrier to travel, especially for large groups (like armies) so they can be valuable as a strategic defense. Marshes can be good hunting and fishing zones, particularly for fish and fowl, but are also often associated with curses and fearsome legends. In at least some cases this is due



to the threat of what we now know to be mosquito borne diseases.

For this reason, there are typically few settlements in or near wetlands, though there are some major exceptions to this rule. In some regions, such as the Low Countries and parts of Lower-Saxony and Denmark (among others) the locals have a knack for draining marshes and contending with the various challenges associated with living near them.

People experienced with living in the marshlands are often very adept at using them defensively. Four of the greatest victories by the Lithuanians over the Northern Crusaders from the 13th through the 15th Centuries were won by leading them into a bog, then springing a masterful ambush. The people of the Dithmarschen in Frisia managed to defeat at least six full-scale invasions, including one personally led by the King of Denmark, by flooding the fields and channeling the invading armies into kill zones.

Swamp Legends

For a variety of reasons, wetlands are a particularly rich subject of legends, fairy tales, taboos, and monster stories. Many swamps are believed by locals to be haunted or inhabited by dangerous spirits. Some of this is down to mosquito-borne illnesses and other diseases associated with stagnant water, leeches and so on. There are a variety of mythical creatures associated with swamps, some benign, some very scary.

There are friendly swamp spirits like the Vodyanoy (Slavic), and more dangerous spirits or creatures such as the Näkki (Finland), Rusalka (Russia), and the Fossegrim (Norse). Many are neither good nor bad, but should be dealt with carefully - like the Shishiga and the Dziwozona (both Slavic), and the shy Shatans (Lithuanian / Belarusian).



A 'Forest swamp' (*Bruchwald*) in Holstein, near Denmark. Terrain like this can be very difficult to traverse unless you know the secret paths and waterways.

Forest Swamps

Whereas an open marsh no matter how sticky and impossible in the summer, suddenly becomes navigable during the hard winter when it freezes over, a 'forest swamp', (German *bruchwald*) remains difficult to cross. These can exist as strategic barriers, as places where people without another home learned to live, or as transitional lands - forests of 'riparian' trees such as willow and alder can be used as a part of a process of filling in low-lying and habitually wet areas and making them into dry land.

Draining Wetlands

In certain regions of medieval Europe, the art of draining wetlands has very much become a science. Methods to drain swamps were known at least back to the Bronze Age, but were developed more by the Romans and taken another step further during the medieval era. This was one of the many technologies which the Cistercian Order helped develop.

In particular, the Dutch and Flemish people, as well as rural folks in Lower Saxony, Northern Poland, Northern France and Denmark, mastered the art of draining swamps so well that they began converting coastal mud flats, and even the open sea into arable land, through the use of jetties, and levees or dykes. They used sluices which were deployed at low tide to drain the water, and in some cases deployed windmills to pump water from one place to another. Entire communities in coastal areas of Holland are built on such land, where it's called a polder. The Germans call it a Koog.

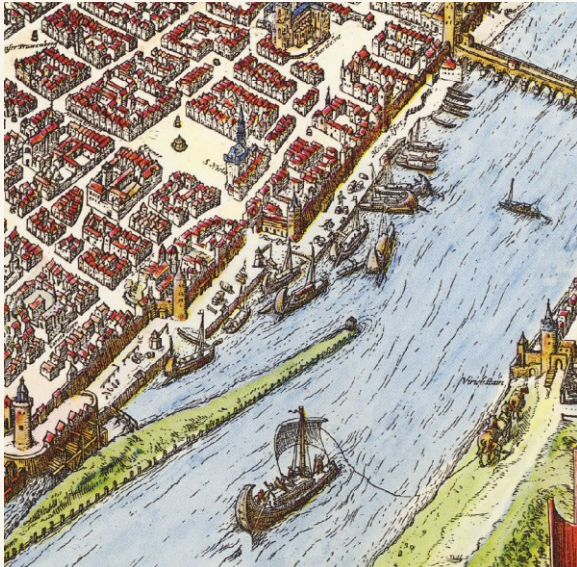
These places are surrounded by water which may be higher than the land itself especially at high tide. If a sluice is opened at the wrong time or if the dyke is damaged, these areas can flood. This could be done intentionally for defense, or caused by natural disasters and weather, or done by enemies of the community or miscreants. This of course can be the basis for high drama.

RIVERS AND CANALS

Central Europe is cross-crossed by ancient road networks such as the Via Regia and the Via Imperia, the Amber Road, and the Via Francigena. But the best and easiest way to transport goods, especially anything heavy, is always over water. This is done over bays, rivers, lakes and canals, but the river network is the beating heart of Central Europe. The great rivers such as the Rhine, the Oder, the Vistula, the Elbe, the Seine, the Rhone, the Loire, the



Danube, the Dnieper and etc., are the arteries through which trade flows and people travel.



Large and small ships and river boats lined up on the dock at Frankfurt on the Main river, from Braun and Hogenbergs Atlas 'Civitates Orbis Terrarum', 1572 edition.

Almost all of the major towns in Central Europe as of the 15th Century are located on one of these big rivers or a tributary thereof. The rivers take cargo from the interior of Central Europe out to the sea and to many ports of call in between. Traveling on the rivers can be quite an adventure, it is far easier to carry the cargo than on carts, and not as perilous as a sea voyage, but there are rapids, rocks and other hazards not to mention robber knights, bandits and river pirates who may try to rob your cargo, and of course, river monsters.

Canals

In the Late Medieval period canals are just starting to link the great streams of Europe into the massive internal riverine network of today. One of the first major canals of this type was constructed in Holstein (today Northern Germany). The Free Cities of Lübeck and Hamburg were frequently getting into conflicts with Denmark over taxes on ships going through the Sound (*Øresund*), the narrow channel linking the Baltic Sea with the North Sea (and the Atlantic).

The Danish king believed all ships going through the Sound must pay him a hefty fee, but the Hanse disagreed. This led to several wars which were bad for business even when successful, so the towns needed another way to move cargo from one sea to the other. Lübeck is on the Trave river, which feeds into the Baltic, Hamburg is on the mighty Elbe,

opening into the North Sea. So in 1390 they dug the Stecknitz Canal, a shallow waterway linking the two rivers. It was 11 km long, and only about a meter deep. The canal had 13 locks to manage 56 feet of elevation. A marvel of engineering for the time, it was not big enough for a ship. But it was more than big enough to move cargo with a barge or a boat.



Map of Amsterdam from 1538, showing all the major canals going into the city. The town is bisected by one large canal, there are canal moats entirely surrounding it, and two more canals cut through each side. These greatly facilitated the distribution of cargo through town, both going out and coming in. On the left side of the image you can see reclaimed land (polder) and behind that, the Amstel river.

This is how medieval canals typically worked – they were shallow, but free of friction, almost like a medieval railroad. A single teenage kid with a pole could move your barge full of ten tons of salt, beer or herring from Lübeck on the Baltic, to Hamburg on the North Sea in a day or two.

Similar canals linked rivers and harbors to towns. This brought water into their defensive moats and to power their water-wheels. It also allowed heavy cargo into town, right up to the very door of the warehouse or workshop it was headed to. We know Venice has these canals, but you will also find them in Amsterdam, Bruges, and Strasbourg just to mention a few places. This is just a detail of river or sea travel that can make your campaign that much more interesting.

River Monsters

Rivers held a lot of importance in the medieval and Classical mind, and this extended deeply into the esoteric realms. Sailors, even on rivers, tend to be highly superstitious, and rivers have both very good and very bad effects on the lands around them which make a strong impression on everyone living near their banks.





The Coat of arms of Warsaw

Legends of the rivers tend to be rich and interesting, and often feature dangerous water spirits and local deities. One very common type is the Melusine (siren or mermaid), which is sometimes portrayed as perilous and wicked, like the Lorelei of the Rhine, and sometimes as protective and benevolent, like Sawa on the Vistula near Warsaw (her name forms part of that city's name, and she is featured on the Warsaw coat of arms). The *Klabautermann* was a spirit who haunted ships on the Baltic, who could be good or bad. Either way you don't want to take them for granted.

Though we can't really say there are actual monsters in the great rivers of Central Europe, there are some interesting fauna, such as the Wels catfish (*silurus glanis*) found in many European rivers. Wels can reach three meters long and are highly carnivorous. If you want to make your party's river trip a bit more interesting you can arrange an encounter with an oversized Wels or three, or perhaps a swarm of giant lampreys, or a super-giant pike or an aggressive sturgeon! Or just go with one of the many mythological monsters...

SEAS AND LAKES

The most important seas for Central Europe are the Baltic and the North Sea, though the Mediterranean and the Black Sea are not far away, and the Atlantic beckons. Sea travel is somewhat perilous, though if the voyage is timed right weather is less of a problem. There are always the threat of pirates and privateers, and sea travel often takes on a military context. Upon boarding a seagoing ship all the crew and passengers swear an oath to obey the skipper and work together in the face of danger, including military defense.

Large lakes like Lake Constance (German / Swiss), Lakes Zurich and Geneva (Switzerland), Lakes Mälaren, Vättern and Vänern (all Sweden), lake Saimaa (Finland), and a whole host of big lakes in Russia and Ukraine, are perceived a lot like seas by those living near them. They are used to travel and transport goods, as a source of fishing and water, and for many other purposes. Sea travel in particular is associated with both risk and wealth, as the coastal and deep water maritime trade is the most lucrative. Maritime travel is full of interesting surprises. Along the coastlines and out to sea, there are always hidden islands and coves, sometimes inhabited by pirates, sometimes featuring evocative ruins or castles, or wreckers who want to lure the ship to the rocks...



Statue of Krakonoš from a hotel in Czechia

HILLS AND MOUNTAINS

Central Europe is a fairly hilly and mountainous region, and during the Late Medieval period there are still several mountain ranges which remain uninhabited. Mountains are many things but in the 15th Century they are above all barriers. Inhabited mountains are typically found near major trade routes (where passes are of great strategic and economic importance) on the frontier where lonely defenses were manned, or wherever there is mining or some other viable way to make a living.

Cattle are often herded up into the higher meadows in the summertime, but would usually be brought down again before winter. The peaks and higher levels of many mountain ranges are still basically unexplored in the Late Medieval period. If you can't grow much at 7,000 feet and don't have anything very compelling to trade, it is rather a chore to bring bread all the way up to your house. Many mountain



ranges are colonized only after significant deposits of metals are found. For example, the higher elevations of the Ore Mountains (German: *Erzgebirge*) in Saxony / Bohemia were mostly empty of people until the discovery of silver around 1500.

Like forests and swamps, mountain ranges are often considered haunted by locals and are rich in myths and monsters. One interesting example of a 'haunted' range is the "Giant Mountain" range in Silesia and Bohemia (Czech *Krkonoše*, German *Riesengebirge*). The name is not due to the mountains themselves (the highest peak is a little over 5,000 ft) but rather due to the legendary giant which inhabits them – the mythological creature known as *Rübezahl* to the Germans, and *Krakonoš* to the Czechs.

Ancient Ruins

Wilderness is fun, but adventurers are often looking for something they can really sink their teeth into, something weird, old, and maybe a little creepy. One thing that Central Europe has in abundance is large number of ancient ruins. The Greeks, Illyrians, Thracians and others spread throughout the Balkans, and a bit further north, and left architecture over the Med, while the Romans had cities and fortresses all the way up to Holland.

The Byzantines of course also made their presence felt throughout Eastern Europe and left astonishing architecture behind. Then we have the Celtic and other Iron Age structures, and there is another much older and more mysterious layer of massive stone ruins older still, dating back to the Bronze Age and late Neolithic, many of which are not well understood even today.



The Viking Age ring-fort at Trelleborg, in Denmark. Photo by Thue C. Liebrandt.

Iron Age Ruins

The Vikings, the Celts and Gauls, the Germanic tribes, ancient Slavs and proto-Slavs and all the dozens of other Iron Age cultures around Europe

and beyond, left significant structures behind as well as many artifacts and treasures. Rune stones, such as the Sigtrygg Rune stones in Holstein, Germany, are messages from the past, somewhat disturbing to medieval minds. Many earthen mounds, hill-fort structures and so on were also found throughout Central Europe and quite often within towns, leaving a mysterious layer of ancestral legacy which made some medieval people a bit uneasy, and inspired others with pride and the sense of a secret legacy of powerful ancestors.



The imposing edifice of the *Porta Nigra*, 'Black Gate', in Trier in northern Germany. This fortress was part of a defensive system built in 170 AD to protect the Roman outpost here from the various restive Germanic tribes around them. Photo by author.

Classical Ruins

We tend to think of the Roman Empire as being chiefly an Italian and Mediterranean state, but the Romans extended their reach far north of the Alps during their heyday. Southern Germany, Switzerland, Austria and the Rhineland all the way up to Holland and Britain are all dotted with Roman ruins. The Greeks and Illyrians, Macedonians etc. also left ruins in the Balkans and around the Black Sea. There were also of course innumerable places in France and Spain, Italy (including Rome itself) and Greece, of course Byzantium, and also magnificent independent cities like Ragusa (Dubrovnik) where Germans and Czechs and Poles could walk around and behold the glory of the Classical World up close at their leisure.

The educated people in the Medieval world greatly admired the art and architecture of Antiquity and eagerly sought to plumb all its secrets. Renaissance artists rushed to the sites of newly unearthed Greek and Roman sculptures for inspiration. Of course, some ancient ruins held peril, and this was definitely true of anything from Antiquity, which was known as much for magic and heathenism as for science and wisdom.



Roman architecture in particular tended to linger intact for centuries, and this includes such things as bridges and aqueducts, but also buildings, entire towns and fortresses, and underground complexes which can be entered and explored, (and might be home to bandits or worse!)



The entrance to a subterranean megalithic structure (the *Kleinenknetener Steine*) near the village of Wildeshauser in lower Saxony (Germany).

Megalithic Ruins

Megalithic structures, dolmen, stone circles and the like are found all over Europe, Central Europe included, though many of them in this region were robbed of stone over time by ambitious masons. Stone, earth or wooden circles such as the Goseck circle (aka Goseck 'Henge') in Saxony or the Lancken-Granitz dolmens on the spooky and mysterious Baltic Isle of Rügen, are found throughout what are now Germany, Austria and Czechia. Unlike the Classical ruins, which are looked upon with awe, envy, and a certain calculating ambition, the megalithic ruins are less well understood and are somewhat feared.

The Church, Universities and some of the city people worry a bit that megaliths might be the work of giants, devils or evil spirits. There is nothing in the texts of Antiquity which really explains them. But the country folk have their own theories, and feel that evil or not, whoever moved around those 20 ton stones was powerful, so it is a good idea to stay on their good side. This is done by leaving offerings of beer and butter, and sometimes blood, on certain auspicious days of the year such as the solstices and the equinox. These sites are often associated with elves, goblins, dwarves, with local pre-Christian deities such as Wotan or Fraw Holle, and with the Wild Hunt.



The 15th Century Eltz Castle in Northern Germany. This is a Ganerbenburg, a special kind of 'condominium castle' co-owned by several knightly families. Photo by author.

CASTLES

Central Europe in the 15th Century has as many castles as an American suburb today has strip malls. Many of them are small, unremarkable fortresses, made of wood or brick, and barely large enough for a dozen people. But there are also truly epic, mighty castles, looming over valleys and rivers, glowering over towns, or hidden deep in the forest, surrounded by impenetrable hedges and deep ditches.

These larger castles make particularly interesting settings for adventures. They are mysterious, ancient, complex structures, and full of secrets, some already being centuries old by 1450 (often gradually improved over time). They may be the home base of dangerous robber knights or cruel princes, (or just eccentric ones) or they could be abandoned and inhabited by bandits, ghosts, or wild animals.





What's more gothic than a castle ruin? These are the ruins of castle Frankenstein, near Darmstadt in Hessen (one of several castle Frankenstein's in Central Europe, and not to be confused with the town and castle Frankenstein in Silesia featured in our **Road to Monsterberg** series). This castle was the home of a famous alchemist, and near the castle grounds there is a fountain of youth, a 'felsenmeer' ('sea of stones') and a hill crowned with magnetic boulders where lightning often strikes, compasses don't work and witches are believed to gather on Walpurgis night. According to legend, the castle is near the lair of a man-eating lindworm and a water spirit which can change into a fox. It is situated in a forest called the Odenwald, meaning 'forest of Odin'.

Castles can be just as fun – or more – *after* they have been wrecked. The middle ages were a boom time for castle building, and tens of thousands were constructed, but this was also a 'boom time' for castle destruction, (literally, as they were often blown apart by cannon-fire). The vast majority of medieval castles and forts were destroyed, sometimes within weeks of their construction. Only the most cunningly situated and most ably defended lasted long enough to become large fortresses, and even those often fell. But this does not 'ruin' them for adventures, quite to the contrary.

And speaking of adventures, the original concept of the 'dungeon' meant the basement or first level of a castle. This was where one often found jails or holding cells for captives, and yes, torture chambers, but also kitchens, storehouses, wells, secret laboratories, armories, crypts, and tunnels.

Large and / or old castles routinely, (almost always), had tunnels beneath them. These were used as secret entrances, sortie and escape tunnels, tunnels to nearby houses and communities. They were sometimes linked to more substantial subterranean spaces such as mines, underground rivers, or caverns. A castle without an escape tunnel or three was almost as useless as a castle without a well. All of these of course make castles (or ruins) more fun and interesting to explore!



A cobble section of the Via Regia near Linz in Austria. By law these roads must be maintained as wide as the length of a lance, downed trees removed and the brush cleared back enough that the sun shines on the road (called Hellweg, the 'bright way', by the Germans), This section of the road runs along the Danube for many miles before passing through the Alps. Photo by Remotabi.

THE ROADS

While the waterways of Central Europe are the railroads, there are still also highways, and superhighways, and while traffic doesn't zip along at 120 kph, it does circulate at a steady pace. The road networks of Central Europe link each free city and principality to one another and to their hinterlands, but also connect Europe to China, to Africa and the Middle East, and to Central and South Asia. They link the Baltic to the Adriatic, link Central Europe to the kingdoms of Western Europe and to the mighty City States of Italy and the Mediterranean. Travel on the roads is certainly an adventure in and of itself.

Due to the prevalence of bandits, wild animals, robber knights, nomad raiders and soldiers on the warpath, travel on the roads is often organized into armed caravans, where groups of dozens or sometimes hundreds of travelers join together for mutual support and defense. Paid guards are also routinely hired. Their safety is further augmented by armed patrols from cities and principalities, and it is possible to travel from town to town with some degree of security, though safety is never guaranteed.

Salt Roads

The most common, and most ancient type of road found throughout all of Europe, is the salt road. Aside from water, salt is probably the single most vital necessity for any settled society, going back to the earliest herders and farmers. For this reason, roads from salt deposits or salt mines to communities near and far are the oldest and most ubiquitous types.





The Golden Path in Bohemia. A less substantial but still important road for transporting salt. Photo by CeStu.

Many are centuries old, some are thousands of years old. So they carry a certain gravitas and sense of mystery about them. One of the most important in Northern Europe is the Old Salt Route (German: *Die Alte Salzstraße*) which was built in the 9th Century. It runs 100 km from the salt-mining town of Lüneburg in Saxony to the Hanseatic trading town of Lübeck on the Baltic sea.

It takes about twenty days to bring a load of salt the whole way. Another similarly ancient and interesting salt road network is found linking Bohemia and Bavaria, The Golden Trail (Czech *zlatá stezka* / German *goldener steig*) which goes from three Bohemian towns to Passau, each also roughly 100 km distance.

Pilgrimage Roads

Another major type of road found throughout Latin Europe (and crisscrossing central Europe) is the “pilgrim’s way or pilgrimage road. These typically lead across many settlements and ultimately to a major church or cathedral which is the site of some holy relic or another. Some lead to ports to continue the journey by sea (such as to Jerusalem).

Some cross nearly the entire breadth of Europe, such as the Way of St. James or the Camino de Santiago, which links communities throughout Central Europe, Italy, France and the Low Countries to the final destination of Santiago de Compostela in Galicia in western Spain. Another equally important route is the Via Francigena, which extends all the way from Canterbury in England, through France and over the passes in Switzerland, ultimately to Rome.

Travel along these routes is always busy, and there is an entire culture and economy associated with

these roads. Perhaps surprisingly, pilgrims are not always strictly pious and there is a fairly rowdy or slightly licentious element to this culture along the routes. This is reflected by the existence of thousands of erotic pilgrimage badges which have been recovered. This should perhaps not be surprising since many who go on pilgrimage are doing so to expiate sins, sometimes literally as a criminal sentence from the Church.



The via Regia and Via Imperii. Image by Maximilian Dörbecker.

Imperial and Royal Roads

The most commercially important roads, which sometimes overlap with salt roads and pilgrim’s ways, are the great Imperial and Royal Roads. These include the Via Regia and the Via Imperia, which cross Europe East to West and North to South Respectively. These roads form the major trade arteries of Europe and are generally fairly well maintained (often covered in cobblestones for long stretches, and kept at a certain width) and are patrolled by princely and urban military forces.

Secret Roads

Finally, one of the most interesting types of roads are secret roads. We mostly know about them from laws and legal proceedings banning them or demanding they be shut down. These are often more like trails or paths, cut surreptitiously through forests, hills, or wetlands, and typically used by smugglers. The purpose is usually to avoid taxes or *staples*, special rights imposed by towns, bishops or princes requiring merchants to offer their wares for sale in the local market. Some secret roads are made for other, perhaps more sinister purposes of course...





Krakow in 1537, from the Reisealbum Ottheinrich

CITIES AND TOWNS

Large medieval towns, and even small ones, can make for very interesting environments in their own right. Medieval towns in Central Europe are often self-managed and very lively, with rowdy politics, ongoing martial sports like fencing, shooting, and horse racing, and often quite wild festivals several times a year, chief among them carnival. They are the site of markets where merchandise from all over the world can be found, and their Artisans manufacture the most sophisticated and well-made artifacts available in Europe.

As mentioned above, these towns are nothing like the Dickensian squalor depicted in most genre fiction. Trash was not allowed to accumulate on the streets – clutter was considered a fire hazard (and fire was one of the greatest threats to a medieval town). Similarly, anything that smelled bad was believed to cause disease. So it was either kept out of town to begin with or carted out on a daily basis. The towns were generally well regulated and lively.

Large Towns

The largest towns in Central Europe include Cologne, (Köln), Danzig / Gdansk, Lübeck, Hamburg, Prague, Frankfurt am Main, Strasbourg, Augsburg, Nuremberg, and Breslau / Wrocław. These are all in the range of about 20-30,000 residents, with about a third being citizens on average. Other smaller (8-15,000 residents) but still politically, economically or militarily powerful towns include Bern, Zurich, Bremen, Basel, Regensburg, Speyer, Erfurt, Krakow, Torun, Ulm, Riga, Vienna, Passau, Buda, Rostock, Brno and Elbing.

These larger towns are all big enough to have strong, thriving economies most of the time, and are militarily powerful enough (at least on defense) to have little to fear from nobles, prelates or even major princes. A town like Lübeck is the equivalent of a major prince in her own right. In the Low Countries, which are technically in Western Europe, towns like Bruges, Ghent, Ypres, Amsterdam, Utrecht and Antwerp are very large by medieval standards (Bruges, the largest, is around 100,000 residents) and are also very culturally important and closely linked to the economies of Central Europe,

though the Flemish towns must contend with the rule of the Duke of Burgundy.

The power structures within these larger towns are well established and fairly entrenched. It is not necessarily easy to break into the higher levels of society without major achievements and / or wealth of your own, and each faction of **Patricians, Artisans, Denizens**, courtiers and others within the town have their own rules and rituals, their own ideas of culture and honor, and are more than capable of holding their own with even unusually talented and ambitious outsiders. A lot of interesting things are always happening in these places, but it takes some time, effort and energy to start making your own mark there. The way in is through coalition building.



The town of Gera, from the Reisealbum Ottheinrich

Small Towns

Aside from the two or three dozen really large and powerful towns already mentioned, there are a couple of hundred middling towns of 2-8,000 residents, and hundreds of very small towns with as few as 500 up to about 2,000. These smaller towns are in a somewhat more precarious position, and many of them are subservient to princes.

They almost all have some level of autonomy though, and their own walls and militias. These are usually pretty strong on defense but maybe not strong enough to resist the wishes of the most powerful nearby princes. Their economy is less diversified than the larger towns and they may have only one real industry, often closely tied with the local rural economy or trade arteries (and therefore more dependent on local economic and political conditions). Many of these towns are not fully independent – although a few are, largely through association with other larger towns.



But even these small towns are interesting and rather unique contexts for adventure. They are often wrapped up in regional politics and alliances between different factions of nobles and princes, they are visually striking places with typically good infrastructure and compelling architecture. The town rulers are sometimes scheming to reach a greater degree of autonomy, either through alliance with other towns (like in the Hanseatic League or one of the smaller town leagues) or by leveraging their influence in regional wars and economic disputes. PCs can more easily involve themselves in the politics of smaller towns, which are more unstable and dynamic than in the big ones.



A weaver's uprising in Cologne is violently put down in 1371. A second uprising 25 years later was successful, leading to a complete transformation of town politics.

Town Politics

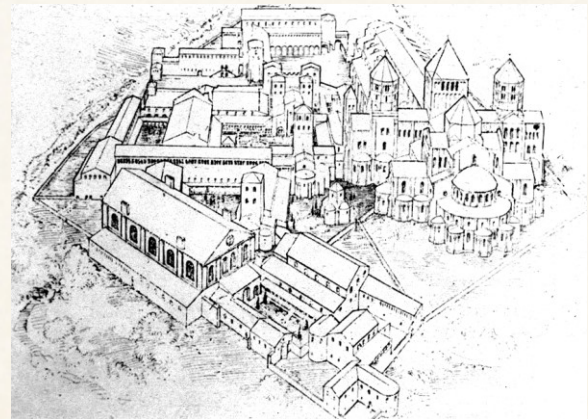
Town politics, even in the larger cities, can be very volatile. Self-rule is somewhat precarious, and at any given moment one faction or group is often pushing their advantage over others, who are in turn plotting against them. Power dynamics can shift suddenly and uprisings are routine. Violence is often, though not always, limited in scope though and burghers usually play by some mostly unwritten rules of moderation in such disputes, typified by the concept of the *Rezeß*, 'backing down'). Still, it's not at all unusual for people to die in political strife.

Part of the reason why factions within towns are (usually) careful not to escalate disputes too far is that the towns always have powerful enemies outside of their walls. The nobles, princes, churchmen and others are always eager to take privileges, status and wealth away from a town and force them to pay taxes, tithes and fees, to divert part of their income streams toward a new overlord. The competing ambitions of these internal factions

and external powers can always lead to some interesting and highly fraught intrigue.

CHURCH COMPLEXES

In this period there are many different elements of the Church, breaking down to three main types: Direct representatives of The Church writ large, meaning the Vatican; Prelates, meaning 'princes of the Church' such as abbots, bishops, and archbishops (who are often to some extent independent of Rome); and members of The Religious, the various religious orders, who also have their own policies. Each of these elements have special buildings, including castles and towns, but also in particular the unique buildings of The Religious - special communal living compounds called Abbeys and Monasteries or Convents.



The magnificent complex of the 14th Century Cistercian abbey at Cluny, in Burgundy.

The Lairs of The Religious

The Religious consist of the various orders such as the Franciscans, the Dominicans, the Augustinians, Carthusians, Cistercians and so on, (see **Chapter 2, Character Classes** for more on this). Abbeys and convents (which term refers to both monasteries and nunneries) are not so much buildings as complexes or compounds.

They are usually walled and at least somewhat fortified (more if they are out in the wilderness and a little less if they are within a town); they always have a church or a chapel, often several; and they always have living facilities for their brothers and sisters. They also often have more interesting spaces such as libraries and scriptoria, workshops of various types, alchemical labs and schools, crypts and hospitals.

Some Abbeys are true marvels of architecture and engineering. Perhaps the most spectacular example



of this was the abbey of Cluny in Burgundy. This was the central facility of the Cistercian Order, monks who sought to bring about paradise on earth through improvements in technology. The abbey featured such marvels as hot and cold running water, flush toilets, advanced forges and alchemical laboratories, glass blowing workshops, textile mills, and a paper mill. Many abbeys also have extensive underground complexes...

Visiting the Universities

Schools are another type of entity which often, though not always, falls under the purview of some element of the Church (though the towns are starting to compete with the Church in this area). Schools range from small song schools for children – where most burgher's kids for example are educated up to the age of twelve. The next level are Cathedral schools which are basically secondary schools and sometimes rival the true Universities, and then the Universities which can be very small or can be massive complexes of their own, such as the Universities in Bologna or Paris, or (within Central Europe) Cologne, Erfurt, Charles University in Prague, and Jagiellonian University in Krakow.

Universities are fraught environments, alive with tension and frequently beset by violence. Very smart people can be found there and they seem to have been effective at training students in Law, Medicine, and the Seven Liberal Arts. The Universities in the 15th Century are masters of Classical philosophy (and Natural Philosophy) and are on the leading edge of key technologies such as the latest military and naval architecture, chemistry and pyrotechnics (as alchemy) and navigation, to name a few.

These are big, complex, interesting physical spaces with their own laws, factions, and social mores. The Universities are crossroads of many cultures, ideal for exploration of esoteric subjects, as a starting point for unraveling obscure (including esoteric or occult) mysteries, and investigating dangerous controversies.

Homes of the Brother Knights

One unique type of Religious is the Military Order, the largest of which are the Knights Hospitaller of St. John, the Teutonic Order in Prussia, and the Livonian Order in Livonia. The Hospitalers are powerful in the Med, but in Central and Northern Europe the Teutonic and Livonian Orders (who are closely linked) are the power to be reckoned with.

These brother-knights (*Ritterbrüder*) have castles, convents, and combination castle-abbeys, the most

famous of which is the mighty fortress of Marienburg in the town of the same name in Prussia. By the mid-15th Century the power of the formidable Crusader State of these brother knights is under threat, as they are at war with Poland and against their own cities (led by Danzig), but they are still quite a force to be reckoned with and they have some of the best armies and most well-built architecture in Europe.



A passage within the Wieliczka salt mine near Krakow, photo by Chepy. This corridor dates to the 14th Century. Wieliczka is about as close as you can get to a real-life Moria.

CAVES AND MINES

Adventuring in the wilderness of forests and mountains, and intrigue in the palaces of princes, towns, universities and abbeys, are all well and good. But when it comes down to it, most TTRPG gamers want to go *underground*. They want to light some torches and delve under the mountain, down into the tunnels, into the caves and galleries of the catacombs fraught with mystery and peril. Fortunately, this is another area where medieval Europe is well endowed. There are many, many miles of underground spaces in Central Europe in particular in the 15th Century, often right under the feet of your PCs as they are strolling around towns, castles, or monasteries.

Urban tunnel networks

Whereas castles and abbeys have escape tunnels and hidden cellars, there are also a few other types of underground spaces. There are typically substantial underground tunnel networks in medieval towns, for a variety of reasons. Many, like Tabor in Bohemia, are honeycombed with defensive tunnels (now a major tourism draw for the city), designed to make the town itself into an impregnable, and (to outsiders) ungovernable redoubt. Other towns have underground water systems or sewers, catacombs, subterranean



granaries and supply depots for sieges, hidden chapels and meeting places, alchemical labs, and more tunnels and chambers for a hundred other miscellaneous reasons.



An underground lake inside the Wieliczka salt mine near Krakow. The mine was created in the 13th Century, and was continually worked into the late 20th Century.

Mines

The technology of mining was already fairly advanced in Antiquity, but is just starting to really take off to an entirely new level in the Late Medieval period, in particular in Central Europe. There are gold, silver, tin, copper, and lead mines, coal mines, saltpeter mines and mines for sulfur and other chemicals, stone quarries and mines for gems and semi-precious stones, and mines for salt. Many mines have a combination of several of the above resources, for example lead, silver and certain semi-precious stones are often found in the same mines.

Not all mines are underground of course, but in the 15th Century the technology to delve deeper and deeper underground, largely by using sophisticated engineering, and water, wind and animal powered machines to drain water from mine shafts, provide ventilation, and lift heavy ore from deep below, has doubled and tripled the depth of mines. The largest and most extensive mines by far are the salt mines, with three of immense importance (out of many) including the salt-works near Lüneburg in Lower Saxony, the salt mines near Salzburg in Austria, and the massive salt mine complexes near Krakow in Poland, in particular the Wieliczka salt mine complex, which has tunnels that extend for 287 km (178 miles).

Mines are the basis of many legends, ghost stories, monsters and myths. Several mythical creatures such as gnomes, kobolds, and goblins, originate in mines. As usual with such spirits, there are some decidedly bad ones, some very benign ones, and most are somewhat in between. These are typically

nice when treated with respect and due deference, dangerous when mistreated or annoyed.



The kobold Heinzelmännchen, who haunts Hudemühlen Castle in Lower Saxony. Image illustrated by Willy Pogany.

Natural Caverns

In antiquity, caves were thought of as the opening to the underworld, as in the realm of the dead. In the medieval period, as today, natural caves are considered interesting and are popular places to explore, albeit carefully. Then as now, people ventured into these spaces and tried to figure out what they were and what was in them. Caves were useful in a number of ways – as places of refuge during times of war, as places to store supplies, as sources of various commodities.

Sometimes caves even became the basis of local industry. Bat guano for example was harvested for the production of potassium nitrate for use in gunpowder and fertilizer. This had to be done carefully due to the risks of histoplasmosis and other diseases. Caves sometimes held other treasures such as minerals, salt, or metals, (in which case they often became mines). They could also be useful sources of water.

Sometimes more curious industries arose. The “Unicorn Cave” (German *Einhornhöhle*) in the Harz mountains in Germany became the basis of a local industry for selling “Unicorn horns”. A 17th Century book mentioned the brisk trade in Unicorn horn, teeth, and hooves and their use in making various potions, tinctures, and magical salves. Modern explorations turned up mastadon, cave bear and cave lion bones.

Needless to say caves, like mines, are also full of legendary monsters. There are also legends of kings and queens sleeping in caves, to emerge in times of need, or to lead the Wild Hunt to wreak vengeance on the unfaithful and unpatriotic.



WHO TO FIGHT

Once you figure out where to set your adventure, the next step in your drama is to arrange for some kind of conflict. In tabletop RPGs this is most likely to mean conflict in the quite literal sense, such as with swords and crossbows. In the historical world, one cannot be quite as quick to violence as in a Fantasy genre, because there tend to be more consequences when people are killed or maimed. But there are also many miscreants for whom such considerations are unnecessary.

BANDITS AND ROBBERS

Medieval Europe has a plague of Bandits and Outlaws, who prey upon travelers and threaten to disrupt commerce on the roads. However, from a gaming perspective it's more of a gold mine, as it means there are always plenty of people to fight. In most cases bandits seek to rob rather than kill. Their goal is to enrich themselves as much as possible with the least amount of risk. People will fight harder for their lives than for property, usually, and robbers will also face more of a certainty of draconian punishment when and if they are caught, if they kill rather than just steal.

That said there are many who either don't care or get carried away, and needless to say robbers are a dangerous bunch. In terms of competence they range from hapless thugs to highly organized, well-armed gangs with years of practice separating people from their money. They are masters of the local terrain and typically win their prizes by catching their marks off guard with a clever ambush or a well-timed surprise visit, rather than through sheer brute force. When faced with determined resistance most bandits will flee rather than risk death or capture.

ROBBER KNIGHTS

As threats on the open road go, a step up from the lowly bandit is the Robber Knight (Raubritter). Robber Knights generally do not self-identify as such. Many of them would describe themselves as honest knights, who having been wronged by someone, are defending their honor by enforcing a personal boycott on a particular zone associated with their enemy. This may take the form of a toll on all passing travelers, or some robber or hostage taking, but from the knight's point of view, it's all justified within their rights.

Towns and many princes generally do not see things this way, and once a given knight has robbed a merchant or two they are likely to have their name

written down in a city's 'feud book'. Towns will then place bounties on their heads and may even launch a major military expedition to burn their castle.



An old post-card depicting a famous incident, the Robber Knight Epelein von Gailingen escaped being hanged at Nuremberg castle by leaping his horse over the walls and into the moat. He was captured 13 years later and drawn and quartered.

As with bandits, there are run of the mill Robber Knights, many of whom fell victim to the burgher's revenge; and there are those who are quite exceptional. Some famous raubritter like Konrad Schott von Schottenstein, Götz von Berlichingen, or Epelein von Gailingen routinely declared feuds against even large towns and made a career of robbing and kidnapping without much concern over who was mad about it. Some, like von Gailingen ultimately paid the price, and even Götz was captured and imprisoned for a time, but not before wreaking a lot of havoc.

Unlike bandits, raubritter are usually both well-mounted and well armored, making them tougher opponents than mere bandits. They almost always have a castle or some kind of stronghold, where they keep prisoners and loot, and usually have a substantial number of armed followers. Capturing a robber knight or rescuing someone from their lair, or just thwarting one of their robberies can be a significant adventure plot point.

NOMADS AND SLAVE RAIDERS

A far more daunting opponent than a raubritter is also found in great numbers, if not consistently, in Central Europe, particularly in the Balkans and East of the Elbe. The chief culprits here are the Mongols of the Golden Horde and the Crimean Khanate, and the Ottoman Empire. The Ottomans, having overrun most of the Balkans by the mid-15th Century, are mostly a threat to Hungary, Austria, and some



smaller nearby polities, though soldiers from all over Europe travel to the war zone to fight them.

The Mongols (or Tartars as they are more often known in the 15th Century) remain a considerable threat to Poland, Ruthenia, Lithuania, Livonia, Silesia and some regions of the Holy Roman Empire including Brandenburg and Pomerania. They make smaller raids near the frontier, but every so often send much larger forces on massive incursions of thousands of riders deep into Latin territory. The goal of these raids is both general destruction and the capture of slaves, which they call 'Harvesting the Steppe.'

Moderation is not a characteristic of the fighting which takes place on the frontier with the Ottomans or the Tartars. Military captives are routinely impaled, skinned alive, or tortured to death in some other manner. For the most part, war with the nomad raiders is a winner-take all proposition. Though militarily powerful polities on the frontier such as Poland, Lithuania, and Venice do conduct diplomacy with them and sometimes exchange hostages, and the Genoese also have economic relations with them in the Crimea, few ever return from captivity among the Tartars or the Ottomans, and precious few who are defeated in battle survive to even become slaves.



Ottoman's executing prisoners after the Battle of Nicopolis. Master of the Dresden Prayer book, circa 1470. 3,000 prisoners were executed after the battle.

These raiders are skilled in the art of war and therefore anyone fighting them needs to bring their 'A' game. Steppe Nomads are highly tuned to violence, their weapons, such as the composite recurve bow are extremely effective, their combat discipline is strict and their tactics are impeccable.

They know all the tricks of ambush, feigned retreat, flank attack, and the cunning exploitation of terrain. They make highly effective use of scouts and battlefield couriers, maintain reserves, and scale their assaults to the strength of their targets. IN battle, they always seem to have another trick up their sleeves. Steppe Nomads will be one of the most challenging opponents faced by your PCs. The most effective foil to the Nomads are the Cossacks.

PRINCES

Another extremely dangerous opponent for anyone in medieval Europe to face is the prince. Princes, a category of people which includes counts, margraves, dukes, prince-electors, kings, the emperor, bishops, archbishops, cardinals and the pope, are the top tier power brokers in the late medieval world, not in just in Central Europe but everywhere in Europe. Princes tend to think in multi-generational terms and pursue the agenda of their family or house, a process the Germans call *Hausmacht politik*.

Princes always have impressive fortifications, typically massive castles and / or fortified towns to call their home. They have dozens of lesser nobles (barons, viscounts etc.) on call as their vassals, they have scores to hundreds of personal bodyguards and retainers permanently available, and can call upon thousands of soldiers and warriors in time of need. Princely families also employ highly skilled professional specialists (see **Character Classes, Courtier**), including agents, 'fixers' of various types, diplomats, executioners and torturers, lawyers and assassins. Any or all of the above can be employed against anyone the prince considers a threat or a problem. Or just annoying.

The prince is typically the highest legal authority in their own land, and can call upon family networks and allies (up to and including kings, emperors, and popes) to extend that authority across many other domains. Getting on the wrong side of a prince can mean that all hands are turned against you and even in a foreign country one may not be beyond their reach.

The best defense against a prince is another prince, a large town, or a prelate of the Church. The greatest weakness of princes is that they are vigorously opposed by other princes and rival families, and sometimes by formidable nearby towns. If you expect to have trouble with a prince, or find yourself in trouble with one, the best plan is to quickly make common cause with their most powerful enemies,



and to do that you'll need to have something to offer.

CITIES AND TOWNS

Late Medieval cities in Central Europe seem relatively benign compared to many of the ruthless princes and princely families, but town rulers can be bastards too. Some (though by no means all) towns act as overlords toward nearby peasants, and many towns engage in a more or less continual low intensity war with the nobles living nearby. Towns also routinely descend into political rivalries and violence, and within a town, being associated with an outlawed faction in any way can be extremely dangerous.

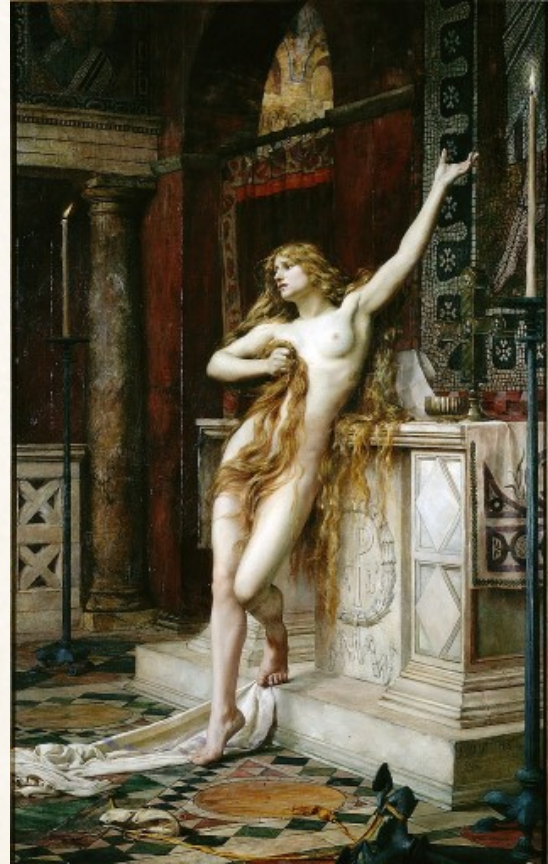
The biggest fear of barons and knights living near a Free City is that their name may be entered into the town's Feud Book. The town may then put a bounty on their head, activate their network of 'road agents' (Hetzruden) to go after them, and may even send military expeditions to destroy their castles.

Some towns also have very powerful patrician banking families (see **Character Classes, Patrician**) such as the notorious Fuggers and Welsers of Augsburg, or the Medici of Florence, and these people have their own networks of agents and assassins. They have so much money that even princes worry about getting on the wrong side of them. It is best not to get into the way of these families or their companies.

True City States such as those found in Italy and Russia are far more ruthless, generally speaking, than Free Cities. Genoa and Venice in particular have espionage networks which are comparable to the Cold War era CIA and KGB (and they are similarly bitter rivals). The Duchy of Muscovy also has an intelligence service who are renowned for their ruthlessness.

HERETICS AND HEATHENS

When we think of the idea of a heretic, we typically imagine an innocent woman accused of witchcraft, or a rational person of science like Hypatia of Alexandria being killed by a mob of Christian zealots, goaded to violence by a cruel Bishop. But not all heretics were scientists before their time, or gentle hippies who just wanted to weave dreamcatchers and stroll about with flowers in their hair. Or perhaps they were, but without really meaning to initially, they sometimes ended up killing a lot of people and causing all kinds of mayhem.



The neoplatonist philosopher Hypatia of Alexandria, who was stoned to death by a Christian mob in the 4th Century, looked nothing like this 1885 painting by Charles William Mitchell, and she wasn't even technically a heretic because she wasn't Christian. Image public domain.

A heretic was not a non-believer such as a pagan or a Muslim. To the contrary to be a heretic one had to be at least a self-styled Christian. The problem the Church has with heretics in fact is that they are trying to edit or some other way challenge the brand, which can mean damaging Christianity itself. Many heretics were innocent, and may disagree only on a minor technical point of doctrine which is hard to even understand today. Some others are truly dangerous, forming cults (think Jim Jones) which can cause serious mayhem. The Church doesn't really distinguish between these types, as for them anyone teaching non-canonical doctrine must be apprehended and corrected, or failing that exterminated.

From a gaming or fiction point of view, heresy can be interesting in both ways. Being accused of heresy can be a major challenge as a plot device. Living or traveling in the vicinity of a dangerous heretical sect along the lines of the Anabaptists of Münster can also be a major challenge to survival! The most



prominent heretics in Central Europe in the 15th Century are the (mostly Czech) Hussites. The Hussites themselves are broken up into many rival factions, some of which are quite dangerous and are outlawed even within Bohemia.

It's probably fortunate for the Czechs that during the volatile period of the Hussite Crusades, it was the moderate Hussites who ultimately won out, forcing many of the radicals to leave Bohemia and in some cases form mercenary bands, whose considerable military skills are in demand in places like Hungary and Prussia. Other heretical sects include the Gnostic Cathars and Lollards, the reform minded Wycliffites (who are similar to the Hussites), and the subversive Goliards, always ready to hold a "Drunkard's Mass".



The infamous pirate Störtebeker, captured after years of crimes by the city of Hamburg, is led down the gangplank to be executed. Painting by Karl Gehrts, Hamburg 1877.

PIRATES AND PRIVATEERS

The golden age of piracy is said to be in the 17th and 18th Centuries, but piracy was more or less a constant in pre-industrial times and was a major problem in the North Sea and the Baltic, as well as down in the Black Sea and all over the Med. In the late 14th Century the Baltic was dominated by independent pirate groups such as the *Likedeelers* and the *Vitalienbrüder* ('Victual Brothers') though their reign of terror was largely curtailed by the Hanseatic cities and the Teutonic Knights by around 1400.

There are still many smaller pirate groups in the Baltic and North Sea in the mid-15th Century, and many places where locals conspire with pirates and support them, the pirates playing something like a 'robin hood' role in order to have such support. At one point during a period of war with Denmark even the fairly substantial towns of Rostock and Stettin were openly acting as havens for the Victual Brothers. By the time of the setting however

privateers are more of a threat, acting on behalf of the Prussian towns, for Denmark or Sweden, or for English and Dutch merchants trying to break into the Baltic trade.

SURLY PEASANTS

Peasants, (German *Bauern*, Czech *sedlák*, Polish or Russian *kulak* or *rolnik*) were in theory on the bottom of the social and political pyramid of Medieval Europe. But as with so many other things, this was more complicated in reality. In many parts of the Holy Roman Empire and Bohemia, in the marshes of the Frisian coast, the heavy forests of Sweden, Finland, and Lithuania, and in the mountains of Switzerland, Austria and Northern Hungary (today Slovakia), local peasants had become experts in the defensive use of terrain and showed a knack for defeating even quite large professional armies. (For more on these kinds of places, see **Domains within the Setting, Peasant Republics**)

Down in the rapids of the Dnieper river in Southern Ruthenia (today Ukraine) the Cossacks, made up largely of runaway serfs and escaped slaves, are emerging as a major new military power. They had a somewhat unique ability to repeatedly defeat the Steppe Nomads in battle, even conducting raids to free slaves from the Crimea and the Central Asian redoubts of the Tartars, as a way of increasing their own numbers.

As with any other group of people with proven military capability, peasants especially in such areas where they are well-armed and experienced in war, don't like to take orders from anybody. They may start *giving* orders, or just taking things from their neighbors. Needless to say their rent payments often fall behind. They sometimes get involved in banditry or directly or indirectly, in the support of bandits or pirates. Any of these reasons can lead to conflict with nearby princes, prelates or towns, and that in turn can be interesting for gaming either from the peasant's side or that of their enemies. Or for someone in between who for example needs to negotiate the return of a hostage.

WILD ANIMALS

Dangerous animals were much more common in Europe in the 15th century than they are today. In the mountains and forests of Poland, Germany, Sweden and Bohemia there are large packs of wolves accustomed to preying on livestock and sometimes people. There are big bears. There are the now extinct Aurochs, the ferocious northern equivalent of an African Cape Buffalo. Any of these



creatures, particularly wolves, can pose a menace to travelers or isolated groups of people, such as in a lonely farmstead during an especially fierce winter.

MYTHOLOGICAL CREATURES

If wolves, bears and psychotic cows aren't enough, there is a wide array of mythological creatures to choose from. Most of the fantasy beasts known to gamers originate in the mythology of real world, and in many cases looking into this mythology can provide a lot of interesting ideas for how to make these familiar varmints more challenging or fun.

Aside from the forest, wetlands, cave and mountain spirits mentioned in the sections above, there are many scores of other mythological monsters, creatures and spirits, some familiar (at least by name) and some unfamiliar. A few important examples include the malevolent type of werewolf, which is very prominent in German speaking areas, various forms of vampires especially in the Balkans, various types of Fey (dwarves and elves) particularly in the north, trolls in Scandinavia, and Demons and other evil spirits in the context of the church and Universities.



A Griffon by Martin Schöngauer, circa 1460.

Local (rather than general) legends, spirits and mythological beasts tend to be the most important throughout Latin Europe, and it's a good idea to nail down a precise time and place when researching one. In the future we may provide a Bestiary with a large number of such creatures.

HARDENED CRIMINALS

Medieval Europe has plenty of criminals, just like we do today. In fact, the homicide rate (not counting wars etc.) was about the same in medieval towns as it is in a lot of US cities today. The system of justice is however much harsher in the medieval world when it comes to serious offences. Minor or moderate crimes are usually punished by fines or exile, but for serious felonies, punishments are draconian and involve death, sometimes by torture.

Patterns of crime in this setting are a bit different, partly for this reason, but there are still most of the same types of malefactors. When you read records of the trials of werewolves for example, the horrific crimes they are accused of are very similar to the kinds of offenses described in a True Crime podcast or TV show about serial killers today. That may in fact be what werewolves really were – a specific type of serial killer. Investigating the crimes of a cunning predatory criminal like that, particularly someone who believed wearing a magic belt could turn them into a wolf at night, could be a hair raising and challenging adventure even without supernatural elements. Even more so if you include them.

We can't say if these crimes were what they are portrayed to be. Torture can lead to very creative confessions which are not based in reality. When you read period accounts of cases like Peter Stubbe, the so called Werewolf of Bedburg, it's hard to say what is more horrible, the account of his crimes or the manner in which his confession was extracted and execution carried out. Some of the most diabolical criminals of course, could arrange for innocent people to take the fall for their heinous acts. Which adds another layer of mystery to unravel.

Bandit leaders, robber knights are another type of criminal. There is organized crime in some cities, even something like a mob, and sometimes clandestine cult activity (with a very dark underbelly) taking place beneath what seems like a completely innocent surface. Less murderous criminals can also be interesting. Some thieves do indeed rob from the rich and give to the poor – this was a standard tactic for many bandits so as to gain goodwill from the populace and have assistance thereby. It can be fun to try to be this person and fun to try to catch them.



WHAT TO DO

Besides fighting whomever or whatever needs defeating, in our 15th Century historical setting you also have several other options for different types of adventures for your players to enjoy.



You never know what is going to happen out on the lonely road.

CONVOYS AND CARAVANS

Sometimes just getting from one place to another can be an interesting experience in and of itself. From Homer's *Odyssey* and Apollonius Rhodius' *Argonautica*, to Mark Twain's *Tom Sawyer*, to Cormac McCarthy's *The Road*, there is nothing quite like a good road trip or sea voyage. A trip provides new vistas, new characters, and a new adventure on a daily basis, as well as many permutations to any ongoing themes or dilemmas you want to include in your adventure.

These trips can be set on one of the many highways of the medieval world, whether bringing treasure from the Baltic down the Amber Road, traveling on a pilgrimage down the Camino de Santiago, or going all the way down the Silk Road to China, you can have more adventures than you can shake a mace at along the way. The same applies to sea voyages, and to river travel, which can get quite intense. Merchant convoys going down the Vistula river in Poland during the mid-15th Century were engaged in skirmishes with the forces of the Teutonic Knights the entire way from Krakow to Danzig.

River fleets were also of major importance in the fighting in the Balkans as well. After his defeat at the siege of Galmboc Castle on the Danube in Serbia in 1428, Emperor Sigismund was fleeing the Turks, and would have been captured if it were not for the intervention of Hungarian noblewoman Cecille Rozgonyi who arrived with a fleet of heavily armed river boats and helped him cross to safety. Fleeing the aftermath of a catastrophic military

defeat (not unusual on the frontier) can make another interesting type of scenario.

RAIDS AND BANDITRY

Banditry and raids make for interesting drama, and are often even the stuff of epic poetry (for example the famous *Táin bó Cuailnge* of Ireland). Whether they are either relatively low stakes cattle raids or deadly serious Nomad slave raids, banditry can bring a lot of excitement and drama particularly to an outdoor adventure, whether you are on the bandit's side or the defender. This is a good context for those who like to jump on a horse and go explore the wilderness, and for those who have a knack for cunning and tactical deception.

UPRISINGS AND REBELLIONS

Late Medieval Europe seethes with rebellion, especially in the towns where uprisings, demonstrations, and temporary revolutions are almost like a sport. Being part of an uprising can be really interesting, and attempting to prevent or derail one can be interesting too. Revolts don't always make things better and rebels aren't always the good guys, but some overlords are truly tyrannical and evil and need to be taken down. Of course, even evil tyrants pay good money for professional services, so your PCs can be on either side regardless.

FEUDS AND VENDETTAS

Nothing makes a good story like a good villain. One good way to make your players really hate a villain is when they have to deal with that miscreant in incident after incident. The repeated clashes, setbacks, and comeuppances inherent to a feud can make a great central conflict for any adventure, or can serve as the background to one.

WARS AND SIEGES

Wars are very common in this setting and sieges even more so. Wars are great dramatic backdrops to any adventure, heightening the tension and sense of danger, while providing many opportunities to conduct important missions. Espionage, reconnaissance, the capture of enemies for interrogation, frantic escapes, and battlefield duels are all ways that a war can generate high drama.

Sieges are similar dramatic devices to wars although a little more local and personal. A few people can have a major impact on the outcome of a siege. While sieges can be long and tedious, you can fast forward through the boring parts and enjoy the many opportunities for high drama. Beating back attempts to storm the walls, performing sorties



or battlefield duels, detecting sappers tunneling below, sneaking out to burn the enemies supplies or to go alert friends to provide relief to the defenders, are all ways that one person or a small group of people can help decisively. The reverse is also true for attackers. Undermining defenses in a siege can also be a process of stealth and diplomacy, as in convincing someone to open a sortie door or drop a ladder down from a window.

DIPLOMACY AND EXPLORATION

Diplomatic missions and errands, and journeys of exploration and intelligence gathering can all make for great escapades. Diplomatic operations allow you to use their social and 'light espionage' skills, while surveying remote wilderness or foreign lands lets you exploit your outdoor and survival skills. You can combine diplomacy and exploration with a road trip with a series of courtly visits in remote foreign lands, over a period of time.

COURT INTRIGUE

Court intrigue represents the next level of a diplomatic mission. This is more than just a single visit to a foreign court but more like an ongoing power struggle or social duel between courtiers or other members of a princely court or the ecclesiastical or urban equivalent. The circumstances dictate that some restraint is necessary, meaning that cunning, deception, and intelligence will decide the day rather than brute force. Although when the time is right, violence is often still the answer.

PARANORMAL INVESTIGATION

Our setting in late medieval central Europe is a "Low Magic" setting. Which is to say, there are not a lot of wizards riding around on dragons throwing lightning bolts at demons. But "Low Magic" isn't the same as "No magic", in fact even if you were trying to make a clinically realistic (i.e. magic free) historical setting for 15th Century Europe, it would be very challenging to do so because so many of the primary sources of every type veer into the esoteric realm on such a

regular basis. This even includes the fencing manuals!

So while magic, particularly very powerful magic, is not something which takes place so often as to be routine, on a slightly less dramatic level it's not exactly unheard of either. The leaders of this era are very interested in anything potentially powerful, socially disruptive or dangerous which they don't fully understand. So they will make efforts to find out about any kind of significant magical or esoteric incident, whether relatively benign in nature or something very sinister. The Church in particular is interested in such cases and will send investigators out to get to the bottom of strange rumors and tales of the supernatural.

Needless to say discretion is key for those taking on these tasks, and knowing what to say, what things that have been seen to describe, (and what not to), is part of the job. This is another type of adventure which can be interesting both for the investigator and the investigated. Perhaps a benign practitioner such as a Cunning Woman might be investigated by an agent of the Church, a town or some prince, only for both of them to unite together to unravel a greater and more sinister mystery.

ESPIONAGE

While diplomacy allows your protagonists to explore their 'light espionage' skills, there is also a time for *hard* espionage. Dangerous situations call for ruthless measures, and some circumstances require the unrestricted use of stealth, deception, coercion, pharmacology, esoteric, and combat skills to be used to the utmost. The medieval world is one where moderation is valued and violence is sometimes limited, but there are cases where you can't hold back and the job is simply too important for half-measures. This kind of mission can be one of the most exciting and fraught, because of course, once you are playing by these kinds of rules, so are your enemies.



SPOILS

HISTORICAL CURRENCY

There were many currencies in use in medieval Europe, even just within North-Central Europe. And the specifics don't matter that much. However, there are some major differences between the real world and typical fantasy settings. Gold is a lot rarer and much more valuable, for one. More importantly, things which are cheap in most RPG pseudo economies are expensive in the real world and vice versa. Real world material culture has its own balance. The following is a reasonable

breakdown of some of the major currency denominations typical to Central Europe:

Alternative, "quasi – historical" currency

If your group is having trouble with the names of historical coins, (or if you think they might) never fear! You can try to use a simpler, slightly modified version of basic SRD currency, with the values adjusted to be more like the historical norms. This way you can just use the old familiar terms like gold piece and silver piece, but by just changing the ratios a bit, the historical value of weapons armor and all sorts of other kit in the markets will still make sense.

Currency name	Type of coin	Value in marks	Number to a Mark	Number to a Shilling	Number to a Kreuzer	Value in oz of silver
Dinari	Tiny silver or small bronze coin	0.0010	1,000	75	25	0.012
Kreuzer ('Cross')	Medium silver coin	0.0250	40	2	1	0.3
Shilling	Large silver coin	0.075	20	1	-	0.6
Mark	(bookkeeping unit, Small gold coin or silver bar)	1	1	-	-	12
Gulden	Medium gold coin	1.5	0.66	-	-	18

Marks can be smaller gold coins, or they can be just bookkeeping entries, but may also be traded as 12 oz silver bars, or a fine quality bear fur. Depending on the market fluctuations at a given moment, a 15th Century mark is (at least in theory) the same value as a British pound, French Livre or Italian Lira – equivalent to 12 ounces of silver. Historically coins would also routinely appear in multiples of a given denomination. For example, a 5 kreuzer coin or a half-mark coin etc. You don't need to bother with this if you don't want to.

Alternative: Generic Currency

Coin	Rough historical equivalent	Number to a gold piece	Number to a Silver piece
Bronze coin	Dinari	1000	25
Silver coin	Kreuzer	40	1
Gold coin	Mark or Pound	1	*

This table represents a bronze coin worth 1 dinari, a silver coin worth 1 kreuzer, and a gold coin worth 1 Pound.

OTHER KINDS OF TREASURE

Aside from cash, there are many other valuable commodities available in a historical setting, some of which are quite familiar to fantasy gamers, others perhaps less so. First, the familiar. Precious metals and gemstones are of great value, with gold being the most prized (and exceedingly rare) metal and silver being more common but also highly valuable. There is no platinum until 1735 and electrum as such isn't really a thing since the Iron Age. Copper, though not a 'precious' metal, is also quite valuable, as is bronze and brass. So are billets of weapon- or armor- grade steel.

Semi-precious stones such as carnelian, jasper, obsidian, quartz crystal, jade and lapis lazuli though not rare are still quite valuable, as are semi-precious natural commodities such as amber, coral, sea sponges and pearls. Rarer treasures of the sea such as 'unicorn horn' (Narwhal teeth), ambergris and baleen also command a good price in the markets. The so called 'cardinal' gemstones include amethyst (rarer and more costly in the medieval period than it is today), diamond, emerald, ruby, and sapphire. Garnet and topaz are also



precious. All of these kinds of gemstones are popular adornments to clothing, weapons, and jewelry. They are often set uncut, though some can be beautifully carved with figures or images, called intaglio or cameo.

More common by far though than actual precious metal and gemstones are a variety of commodities which are treated more or less the same as cash. Pepper, ginger, cloves, galingale, and paprika, (among many other spices) all came from the Southern or East Asia, via the Silk Road. Wine can be essentially treated like cash, as are furs particularly near the Baltic. Saffron is produced both in Spain and in Persia but was worth more by weight than silver. Honey, wax, distilled spirits, finer grades of salt, sugar, alum (used for fixing dyes), as well as gunpowder and saltpeter (called "Salt of St. Peter") are all rare and very precious commodities. Sulphur, mostly imported from Iceland, was expensive as well.

And of course the main engine of the medieval economy, textiles, were of great value. Silk, fine wool, damask, velvet, and various other hybrid fabrics like fustian, moleskin, samite, satin and so on are all sought-after luxuries. But regular linen, cotton, and wool fabric, especially well died fabric, is of great value in the medieval world, as is dye itself. Furs of every variety are highly valued, as is fur derived textiles such as felt, very useful for insulating clothing in a world of harsh winters where climate

control is very limited. Various types of victuals, that is to say, food and drink remain economically very important in the medieval world, notably wine and beer were important export commodities commanding great value.

The following charts are meant to serve as a rough guideline or a seed for ideas, they are not comprehensive or intended to be. You can use these for a marketplace, for a quantity of valuables on a merchant's cart or in the hoard of a bandit, the cargo on a barge or a ship, or for whatever other circumstance may apply. Value estimates are for a one-horse cart-load of whatever the commodity is, roughly equivalent to a ton, or 2000 lbs.

A wagon can carry twice or three times as much as a cart, and may carry different types of cargo, so you can roll multiple times on the commodities table. For larger or smaller quantities, adjust the value accordingly. The level of detail here is **not** necessary or in any way required, use it if you want it to add a bit more flavor to your game. You can use the commodities table and not bother with the secondary ones, or you can make up your own loot. You don't need to roll dice or even look at these tables if you don't feel like it! They are just here as a resource. The "Special Commodities" table is there just for fun, to give you some sense of the wide scope of what can be available in the medieval world

Commodities (D20)

Die	Type	Base Value	Volume	Note
1-4	Textiles	1 gd	Large	Roll D20 on textiles table
5-7	Victuals	20 kr	Normal	Roll D20 on victuals table
8-9	Wood	30 kr	Large	(D6 1-3 firewood - ½ value, 4-5 milled planks and boards, 6 furniture grade x2 value)
10-11	Grain	20 kr	Large	Bulk grain not yet processed
12-13	Wax	1 gd	Small	Anything from raw wax to processed candles
14-15	Metals	2 gd	Small	Roll D10 on metals table
16-17	Tools & Weapons	2 gd	Large	(D6, 1-3 Tools, 4-5 (Roll on Weapons table), 6 machines). Machines are x3 value
18	Armor	3 gd	Normal	
19	Glass	2 gd	Normal	Could be window panes, drinking vessels, spectacles
20	Special	1 gd	*	Roll D20 on 'special' table

Textiles (D20)

Die	Type	Value mod	Note
1-4	Hemp	¼	Rough fabric like burlap
5-8	Homespun	¼	Cheap cloth, undyed
9-10	Wool	½	Dyed into a variety of colors
11-12	Cotton	½	Dyed into a variety of colors
13-14	Linen	1	Dyed into a variety of colors
15	Fine Cloth	X 2 (D6 1-3 Wool, 4-5 Linen, 6 Silk)	For silk, re-roll on the silk row
16	Velvet	X 3	Dyed into a variety of colors
17	Silk	X 3 (D6 1-4 Silk, 5 Fine Silk, 6 Satin)	Fine silk is +2 value, satin is +3 value
18	Cloth of gold	X 5	Cloth, usually silk, with fine gold wire
19-20	Damask	X 4	Dyed into a variety of colors

Damask is a type of silk cloth woven into fascinating swirling patterns. It will typically be died in the more expensive colors like blue, purple, gold, scarlet.



Metals (D10)

Die	Type	Value mod	Note
1-2	Precious metals ore	X 2	(D6 1-5 galena, 6 gold ore quartz) For gold ore value is +5
3-5	Base metals	1	(D6 1-3 lead, 4 tin, 5-6 copper) For copper value is +1
6-7	Iron billets	1	Used to make routine artifacts
8	Steel billets	X 2	Used to make swords, armor, and special tools
9	Wootz Steel billets	X 3	Special steel imported from India
10	Precious metals	X 5	(D6 1-3 Low grade silver, 4-5 High grade silver, 6 gold) High grade silver +2 value, gold +10 value

Note, there will *not* be 2000 lbs of silver let alone gold in typical circumstances. The quantity will be much smaller, a few pounds at the most for silver, anything more than a few ounces of gold will be *heavily* guarded and worth much more. Each pound of silver or each ounce of gold is worth one gulden.

Weapons (D20)

Die	Type	Value Mod	Note
1-5	Staves	¼	Staves for spears, lances, polearms, or bows
6-8	Knives and daggers	½	Also includes small messers and bauernwehr
9-10	Sword blanks	½	Blanks for swords or sabers
11-12	Swords	1	(D6 1-3 arming swords, 4-5 longswords 6 sideswords)
13-14	Polearms and Spears	1	(D6 1-3 spears, 4-5 halberds, 6 pikes)
15-16	Bow		(D6 1-3 hunting bow, 4-5 longbow, 6 recurve bow) These will typically be unstrung
17- 18	Crossbows	X 2	(D6 1-3 hunting crossbow, 4-5 stirrup xbow, 6 arbalest)
19	Firearms	X 4	(D6 1-3 hook-gun, 4-5 caliver, 6 kolf)
20	Cannon	X 10	(D6 1-3 Trestle gun, 4 houfnice, 5 feldschlange, 6 volley gun)

A hook gun is a primitive firearm with a built in hook to stabilize it over a wall, 12-15mm caliber. A caliver is longer barreled gun with a proper stock, of smaller caliber (10-12mm caliber). A kolf is a small firearm like a sawed-off shotgun, sometimes also featuring a hook, 15-20mm caliber. A trestle gun is a small, 20-40 mm caliber cannon with a long barrel, fired from a stand or a trestle. A houfnice is a small wheeled field gun (cannon) with a removable breach, 50 - 120mm caliber. Designed for fast firing and quick positioning. A feldschlange (field serpent) is a larger wheeled culverin type cannon with a long barrel, and a closed breach. They are made for accuracy and range. Some have a built-in gun shield. 50-80mm caliber. A volley gun is a multi-barreled field gun usually mounted on a swivel, with 3, 5 or 7 barrels of 20-50mm (larger caliber means fewer barrels).

Victuals (D20)

Die	Type	Value Mod	Note
1-4	Grain	½	Processed / milled grain: Rye, wheat, oats, barley, hops, peas, lentils
5-6	Bread or flour	1	(D6 1-3 flour, 4-5 bread, 6 or pretzels)
7-8	Butter or cheese	x 2	(D6 1-2 milk, 3-4 butter, 5 soft cheese, 6 hard cheese)
9-10	Fruit & Vegetables	½	Seasonal. Apples, plums, cherries, grapes, lettuce, cabbage, greens, onions, carrots, radishes
11	Pastries and pies	1	Sweetmeats, meat pies, fruit pies, honey rolls
12	Pickled	1	Pickled cucumbers, sauerkraut, etc. Preserved.
13	Salted meat	X 2	Salt pork, corned beef, or sausages Preserved.
14	Salted fish	X 2	Salted or pickled fish. Herring, cod, pike. Preserved.
15	Fresh meat	1	Fresh game. Hares, boar, deer, fowl.
16	Fresh fish	1	Fish just caught in a local waterway. Pike, sturgeon, carp, eels.
17-18	Beer	X 2	(D6 1-3 ordinary, 4-5 good, 6 excellent). Excellent beer x2 value
19-20	Wine	X 3	(D6 1-2 vinegar, 3-4 wine, 5-6 good wine) Good wine x2 value

Pickled and salted food, and cheese can last a long time without spoiling. Grain can last weeks. Bread, pastries and pies can last a few days, depending on the weather. Beer and wine need to be kept cool (but not freezing cold) or they may go bad. Vegetables can last a few days. Milk, fresh meat and fish will go bad in a matter of hours unless the weather is cold. Bread or grain will spoil quickly if they get wet.



Special (d20)

Die	Type	Value Mod	Note
1-3	Salt	1	(D6 1-3 rock salt, 4-5 fine salt, 6 Baie salt) Fine salt is +1, Bae Salt is +3
4-5	Pepper and spices	X 5	Pepper, cloves, cinnamon, paprika
6-7	Imported food	X 3	Nuts, dried fruit, caviar, pickled ginger
8	Pyrotechnics	X 3	(D6 1-3 saltpeter, 4 Incendiary powder, 5 serpentine powder, 6 corned powder) Serpentine is +2 value, corned is +3 value
9	Paper	X 2	(D6 1-3 cheap paper, 4-5 fine paper, 6 diplomatic grade) Diplomatic grade is +2.
10	Pets	X 3	(D6 1-3 songbirds, 4 parrots, 5 lapdog, 6 monkey)
11	Books	X 1	(D6 1-2 religious pamphlets, 3-4 playing cards, 5 bibles, 6 Roll on special books table)
12	Art	X 3	(D6 1-3 prints, 4-5 painting, 6 a sculpture) Paintings are +5, sculpture is +10
13	Religious	X 2	(D6 1-3 votive candles, 4-5 pilgrim badges, 5 crucifixes 6 rosaries)
14-15	Soap	X 2	(D6 1-3 liquid lye soap, 4-5 lye soap bars, 6 fine perfumed olive oil soap) Soap bars are +1, fine soap is +2
16-17	Medicine	X 2	(D6 1-3 medicinal vinegar, 4 bald's eyesalve, 5 laudanum, 6 theriac), Bald's eye salve is +2, Laudanum or Theriac is +3
18-19	Industrial	X 2	(D6 1-2 millstones, 3-4 gears, 5 anchors, 6 church bell) Church bell is x2 value
20	Treasure	X 10	(D6 1-3 silver, 4 gold, 5 gems, 6 jewelry)

Serpentine and corned powder are types of gunpowder. If you roll with the result of pets, art or books, roll more 3 times. See Codex Supremo for more information on Medicines. Laudanum and theriac contain opium.

Special: Books (D20)

Die	Type	Value Mod	Note
1-4	Sermons	1	Copies of sermons, prayer books, chapbooks, religious songs
5-7	Broadsheets	1	Early newspapers. About sensational stories. Typically printed on wood block prints or engravings
8-10	Records	½	Business records, or Church records. Potentially more valuable to whoever owns the business, or a rival.
11	Erotica	X 2	Pornographic songs, stories, and images, usually printed with wood block prints or engravings
12	Maps	X 3	Navigational charts, maps of local area, maps of larger areas
13	Cookbooks	X 2	Learn to cook. Reading and understanding the book confers d4 skill points in Knowledge: Skills related to cooking.
14-15	Subversive tracts	½	Potentially hazardous to possess. Often contain heretical writing.
16	Krauterbüch	X 3	Books of plants and herbs, and usually alchemical recipes and moonshining instructions. Reading confers 2D4 skill points in appropriate Knowledge: skills.
17	Scholarly treatise	X 5	Treatise by a Classical <i>auctore</i> , or a Muslim or Latin scholar. Subject could be Natural Philosophy, physics, alchemy, astrology, or medicine. Reading and understanding the book provides 2d6 appropriate Knowledge: skill points.
18	Fechtbüch	X 3	Fencing manual. Reading and understanding the book, and then practicing for 3 months provides d4 Martial Feats.
19	Kriegsbüch	X 5	War manual. Reading and understanding the book provides 2d4 appropriate (military and engineering) knowledge: skill points.
20	Grimoire	X 5	Book of spells. (D6 1-3 Clandestine Magic, 4-5 Holy Magic, 6 Learned Magic) 3d4 spells per book, d4 for spell levels.



Using books

Late medieval society is surprisingly literate and many people learn important skills and ideas by reading. Books require first the appropriate literacy skill. Some books are written in the vernacular (like German or Polish). More scholarly or erudite books are often written in Latin or more rarely, Greek or Arabic. Before your PCs try to read a book of merit, you should either randomly determine or decide what language it's written in, and how long it is (some medieval treatises can be enormous, other quite famous ones are short pamphlets). You can roll d12 and multiply by 100 for the number of pages. Length of the book does not necessarily correlate to how much useful information is in it.

Next roll for how many skills or Martial Feats the book has encoded in it, and finally how difficult it is, i.e. how hard it is to understand. For difficulty set this as a DC, between 15-25 (15 + D10 if you want to roll) would be typical. Less for very simple manuals designed for the masses, more for difficult treatises written for specialists like grimoires, alchemical or astrological texts, or fencing manuals. So the first step for reading the book is a literacy skill check to just read the book, this shouldn't be too hard but would vary depending on the actual manuscript. DC between 8 -12 would be typical. Decipher Script skill would also 'assist' with this skill check (conferring a Free Dice).

Time to read is based on the length of the book. The default is one week per 100 pages, -1 day per each point of intelligence bonus. This is to properly read it with an attempt to understand sufficiently to learn from it. An intelligence check is the next step. This is based on the difficulty DC. Success means the reader will learn some skills (whatever the book has in it). To learn the Martial Feats takes another step, i.e. training, at a rate of four weeks per MF, minus one week per point of intelligence bonus. So if the intelligence bonus is +4 (i.e. genius), it takes no training. In the event of a 'critical success', the reader will acquire one extra MF or 3 extra skill points. **If you prefer not to bother with any of these details, just give your PCs the skill points once they acquire the book, with or without some time passing for them to read it (perhaps between sessions). It is just here as an option in case you don't want to wing it.**

APPEARANCE AND DRESS

Appearance, grooming and proper dress are very important to status in the medieval period, and status confers to Ehren or honor. Looking good is basically a combination of three factors:

- **Grooming** – This means both cleanliness and orderliness, as in washed vs combed or neat. Unstained vs. Unwrinkled. This is mostly a matter of time & effort spent, going to the bath-house, buying soap and combs, or makeup or hair dye.

- **Quality of Attire** – This is a partly a matter of 'putting the work in' – as in, paying a tailor adjust your garments to perfectly fit your body, and a subjective factor, having to do with taste. Two coats, both made of the same fabric, can be worth very different amounts of money, depending on which one *looks* the best. And of course, the coat that looks good on one person may not look good on another. This factor is subjective but can be based on the cost of garments, and / or the skill of the tailor or the hat-maker etc. who made them. People with a higher Charisma score will tend to have a better knack for determining the 'style value' of different garments, armor or weapons. The Skill Knowledge: Fashion can be added to this aspect of temporary Ehren.
- **Bling** – This is a matter of showing off raw wealth, much in the manner of gangsters today. A gold chain worked as well to impress rivals and friends in 1425 as it did in 1925 or 1995. This is a good reason for PCs to invest in jewelry, gilded armor and weapons, and expensive fabrics like damask, velvet, and silk, as well as perfume, feathers and all the rest, just as it was for real people in the actual historical setting. For game purposes, this factor is purely based on the expense of the item and the quality of the material. It can be measured in the cash value in marks or gulden.

If you want this to be part of your game, you can assign a value to each of the three factors, the first being based on time and effort spent (did the PC take a bath today? Do they even own a comb?), the second being subjective – but based on whether the PC made an effort to acquire what they have, (i.e. did they try to find the nicest hat or just any hat. Did they get clothes off of a corpse or did they buy it from a tailor and have it properly fitted?) And cash value for the last.

Assign 1-5 points for each of these factors, and combine them together for an overall "Apparent" Ehren bonus. You can make note of this on the character sheet. This applies to Ehren for diplomacy skill checks, encounter reactions etc. This also applies to intimidate skill checks, as being stylish and brightly colored was associated with being dangerous, much as it sometimes is in nature. This should be determined at character creation, and whenever a character makes a special effort to acquire new garments or other items to increase their baseline. The rest of the time you needn't worry about it. Grooming obviously fluctuates every day, but there is no need to deal with it unless there is some very important diplomatic meeting going on where they need every point of Ehren possible. As a much simpler alternative to all this, if you agree a given character is well dressed, grant them a Free Dice on Diplomacy (etc.) rolls. If they are very well dressed, with expensive clothes etc., grant two Free Dice.





“Oooh, high thread count!” A well-groomed noble couple admire one another’s attire. Master of the Housebook, circa 1490.

EHREN OF ARTIFACTS

Clothing, armor, weapons, jewelry and other kit can have inherent Ehren, either due to their value or artistic merit or religious significance, or other qualities. If you have such objects on your person, add these to your ‘Quality of Attire’ or ‘Bling’ score as appropriate.

Certain artifacts such as Holy relics, gilded sword or armor, or fantastically expensive clothing can be considered to have a minimum Ehren. This means that for example a bejeweled badge of St. Andrew, encrusted with gold and rubies, would look strange in the hands of a peasant. If the artifact has an Ehren of more than 10, then anyone with a personal Ehren with less than half of that would be suspect when carrying it, and could be challenged by authorities or other people who would want to secure it (not necessarily to steal it).

TRAVEL AND ACCOMMODATION

Travel can be handled one of two ways, basically with a hand-wave (“You travel for a week and then arrive at the gates of the frontier castle”) or in detail. If you choose the latter option, travel can provide many opportunities for adventure, particularly travel in remote or dangerous wilderness. Fans of blogs, podcasts and reality shows related to wilderness survival, bush craft are aware that even basic survival can pose some interesting challenges. In the medieval world, public and private accommodation are usually available in some form when traveling in relatively populated areas. Barring war or social unrest, people often welcome travelers, and are eager to trade, to hear news or remote lands, and may make requests of those with special skills. Journeymen Apprentices, Friars, traders and merchants, religious Zealots, and Knights-errant all travel routinely through rural areas, as do Outlaws, and sometimes more ominously, Soldiers and Nomads.

Accommodation in pubs, hospoda, inns or the homes of locals depends on the appearance and Ehren of the travelers. Heavily armed travelers wearing armor and spattered with blood will be less well received than say, a group of Friars, beguines, pilgrims or nicely dressed

merchants or nobles. Those with higher Ehren will be able to use Inns, or stay in the homes of nobles, Churchmen or gentry. Those with lower Ehren will have to make due with a farmer’s barn or if they have the cash, the common room in the attic of the tavern.

Shelter for rest is important (see **Rest and Recovery** below) but if PCs don’t have a farmer’s barn, a hospoda, or an inn to retire in, they will need to put their skills to use in making shelter. Food isn’t necessarily something you need to track in detail, but if PCs have been traveling for more than a day or two, they are going to need to buy more food or, lacking that option, they will need to hunt, fish, trap or gather food, and this again requires special skills, with certain kit (weapons, nets, traps, and various special tools coming in particularly handy).

One important skill which is particularly relevant is **Rucking**. When hiking, marching or riding for long distances, management of a large amount of equipment can become tricky. Footing in a forest path or hillside trail can also be treacherous, especially when the attention wanders. Occasionally the GM may want to force a skill or Ability Score check. The DC will depend on the terrain, the amount of gear carried by the PC, and how well the gear is stowed (based on common sense). Those with the Rucking skill, which represents experience in such sustained travel, will receive a Free Dice on these skill checks. Failure means either a fall (and another saving throw, possibly with some damage resulting from failure) or dropping or losing some equipment (all your arrows fall out of your quiver etc.).

REST AND RECOVERY

In Codex rules natural healing is generally fairly slow, though still a bit faster than in real life. The rate varies depending on the conditions (clean, warm and dry being ideal), availability food and water, availability of medicine, and who is there to help – skilled healers can make a *big* difference in rates of recovery. You can use the following table as a guideline to determine the normal rates of healing. “Medicine” as indicated on the chart also includes things like regularly changing bandages, cleaning the wounds and so on.

The Heal Skill bonus applies to Heal, Profession: Physician, or any other similar skill (within reason) of those caring for the wounded person, including Knowledge: skills related to anatomy, medicines, drugs and antidotes and so forth. Special medicines such as Bald’s Eyesalve, Thyme Oil, herbal poultices, splints, Theriac or Four Thieves Vinegar can also increase the rate of healing (i.e. provide a bonus to the Heal Skill modifier) depending on the type of wound.

The chart below represents healing rates for recovering lost Hit Points, which represent minor wounds and the effects of pain and fatigue. Severe and Grave injuries cause wounds which heal at a slower rate, see **Codex Martialis Core Rules** for more on this. Recovery from such wounds requires time



and the injured character making a Saving Throw. Healing skill and bonus modifiers from medicine can apply to this Saving Throw.

Rest is also useful for many other reasons than recovering from wounds. For purposes other than wound recovery, use the same chart shown above but disregard any mention of medicine. Lack of rest will begin to cause problems for characters, which you can approximate by imposing a 1 MP penalty after 24 hours without sleep, down to a minimum of 1 MP. For those using the **Codex Superno** magic rules, a night's rest under at least 'Marginal' conditions is sufficient to fully recharge spell slots or spell points (resting under 'Poor' conditions will recharge half of spell slots or spell points).

Conditions	Details	Rate
Bad	Uncomfortable, no food, or water, not protected from the elements	-1
Poor	Marginal shelter, minimal food and water, 4-6 hours rest	0
Marginal	Adequate shelter, adequate food and water, 8 hours rest,	1 + ½ Heal Skill
Adequate	Comfortable, clean shelter, good food and drink, sanitary conditions, 12 hours rest	1d2 + ½ Heal Skill
Good	Good, clean, shelter, good food and drink, 12 hours rest, +medicine	1d4 + ½ Heal Skill
Ideal	Ideal shelter, dark and quiet, good food and drink, 12 hours undisturbed rest, +good medicine	2d4 + ½ Heal Skill

TEMPERAMENT AND REST

If you are using the Temperament system, a full-nights rest under at least 'Marginal' conditions will recharge Free Dice associated with Temperament for fighting or skill checks for characters with the **Phlegmatic** temperament. All others will recharge under at least 'Adequate' conditions.

Optionally, you can temporarily confer additional *bonus* Temperament points based on the specific conditions of rest. So for example, a Phlegmatic character able to rest in an extremely peaceful place, with the people around them behaving in harmony, would gain a +1 to their Temperament bonus. If in addition, they were able to pray or meditate in a serene chapel, a Zen garden, or beside a tranquil pond, they may gain +2 to their Temperament bonus for the next day.

A Choleric character might gain a +1 if they were able to rest after being waited on by servants (or say, friendly hotel staff) and treated with an exceptional level of respect and deference. If, in addition, they were able to make a speech or outline a plan of battle to a group of people, it might be a +2. A Melancholic character might gain +1 to their Temperament bonus if they were in particularly neat and orderly surroundings, granted some privacy, and able to wash up and tidy everything around them before retiring. Access to a good library or an interesting puzzle to work on a bit before bed could raise this to a +2. A Sanguine character will particularly appreciate comfort and fine lodging conditions, and will gain +1 to their Temperament bonus if they are able to enjoy fine food, drink and good company, particularly if there is singing, dancing, and laughing involved. If they engaged in a romantic liaison, enjoyed a great party, or sampled some rare delicacies, raise this to +2.



A town watchman signals all is well in a moonlit town *platz*. Gustav Adolf Closs



CHAPTER 5 – ADVERSARIES & ADVENTURES



Albrecht Dürer, Ritter und Landsknecht, 1497 "Something is afoot on the estate!"

ENEMY ENCOUNTERS

ENCOUNTER REACTION TABLE (OPTIONAL)

This is another strictly optional tool that you can use if you want to, to help assess how NPCs or animals or other entities may react to an encounter with your party. You can use the following table to gauge the *initial* reaction to a person or group of people (NPCs) encountered on the road, in the forest, in a back alley, or in some other circumstances.

The assumption here is that whoever or whatever is being encountered, they do not know the party yet. This table is for reactions prior to combat, but is *not* applicable once fighting has started. Depending on the circumstances, as determined by the GM, a given encounter might start in the 'Initial', 'Negotiate', 'Panic' or 'Hostile' column. This is of course, a strictly optional rule. Once fighting has started, if you are considering the possibility that the enemy may want to run away, consult the Morale Rules and table (below)

The following mods are applicable to random encounter reactions:

- PC party is better armed / armored +1
- NPCs are mounted -1
- PCs are mounted +1
- PCs offer money (-1 per gulden)
- PCs outnumber NPCs +1
- PCs outnumber NPCs more than 2-1 +2
- NPCs outnumber PCs -2
- NPCs outnumber PCs more than 2-1 -4
- Per ten points of Ehren (negotiating PC) +1
- Battlefield Discipline, per Mod, +1
- Encounter is at Night -2

Die	Neutral	Negotiate	Panic	Hostile
2	Hostile (reroll)	Hostile (reroll)	Hostile (reroll)	Attack
3	Panic (reroll)	Panic (reroll)	Hostile (reroll)	Attack
4	Panic (reroll)	Indifferent	Flee	Attack
5	Panic (reroll)	Indifferent	Flee	Attack
6	Indifferent	Indifferent	Flee	Attack
7	Indifferent	Indifferent	Flee	Retreat
8	Indifferent	Indifferent	Retreat	Retreat
9	Indifferent	Indifferent	Retreat	Retreat
10	Negotiate (reroll)	Cooperative	Retreat	Indifferent
11	Negotiate (reroll)	Cooperative	Retreat	Indifferent
12	Negotiate (reroll)	Cooperative	Negotiate (reroll)	Indifferent
13+	Cooperative	Cooperative	Negotiate (reroll)	Negotiate (reroll)

Results:

Hostile (reroll) – Re roll on the Hostile column.

Panic (reroll) – Re roll on the Panic column.

Negotiate (reroll) - Re Roll on the Negotiate Column.

Indifferent – Subject is uninterested in interaction and will move along, declining further contact.

Cooperative – Subject is willing to strike a deal, friendly.

Flee – Subject will depart expeditiously, as if in danger.

Retreat – Subject will keep their distance and retire from contact.

Attack – Subject is initiating combat.



MORALE CHECK (OPTIONAL)

One of the differences between real life and fantasy genre's is that in the real world most people *really* don't want to die. Armies and war-leaders, particularly in Central Europe, figured out that victory could be easier and less costly if their enemies were consistently given the option of going away or surrendering. Surrender is much more likely especially if they had some reasonable expectation of surviving the whole experience.

Not everyone took prisoners in every war, and the temptation to run down your defeated enemy and slaughter them was always there – this is the phase of battle in which most casualties were inflicted. But strange things could happen in war, and many routing armies rallied or were assisted by allies or some surprise of nature or random fortune. Pushing your luck was dangerous, and captivity was surprisingly common in medieval warfare. People taken captive often lived to tell the tale. Both flight and captivity were often seen as superior alternatives to death.

Even wild animals and desperate malefactors often prefer to flee than to fight to the death, and this is really what the morale rule is for. This is an optional rule, intended to apply to enemies of your PCs, though you can apply this to PCs as well if you like. If someone is in combat and takes a casualty (dead or KO ally) or a severe wound (1/2 Hit Points or more) then they make a Morale Check. The DC is based on the odds or ratio of combatants between the PCs and enemies, rounded down. For example, if 5 PCs are fighting 6 bandits, it's 1-1. If 5 PCs are fighting 2 bandits, it's 2-1. And so on.

Odds Against	DC
1-2 or less	5
1-1	10
2-1	15
3-1	20
4-1	25

"Odds Against" here means the ratio of attackers to defenders, where the defenders are the one rolling the Morale Check. 1-2 or less means the Defenders actually outnumber the attackers.

The Morale Check itself is a Will Saving Throw, so the Will Save modifier of the individual doing the check is applicable. There are two more important skills which affect this Morale Check. The first is the skill **Battlefield Discipline**. If the individual making a Morale Check has that skill they can apply the mod to their *own* die roll (cumulative with their Will Save modifier). The second is if a leader among the NPCs has the skill **Rally Troops**, they can make an exhortation to their mates and encourage them, thus granting a Free Dice to the morale check die rolls of all of their comrades. Only one person in a given group can do this with any effect, so it should be the person with the greatest skill. The **Rally Troops** bonus mod is the number of people who can be helped. If that

person also has the **Leadership** Special Ability, then everyone making the check gets a second Free Dice.

So for example there are 5 Brigands each with a Will Save mod of +3, and Battlefield Discipline mod of +3, (for a total of +6) and their leader, the Raubritter has a Rally Troops mod of +5, each Brigand will gain a +6 on their die roll. In an even fight that all but guarantees they will stand fast. If they are outnumbered 2-1, they will still stand fast on a 9 or better, with a Free Dice. A natural 1 is always a fail. Anyone failing their Morale check will flee (disengage and depart the area in the most rapid manner possible). If there is nowhere to flee, people will surrender, animals will cower.

Banners and Musicians

On the battlefield, and even in very small skirmishes, groups of ten or more soldiers or warriors typically fight under a banner. The banner serves as a rallying point, a method of identifying friend from foe, and as a morale booster. So long as it still stands and remains in the hands of friendly troops, the banner provides a Free Dice on all morale check Saving Throws.

Musicians are also important. Again, even with very small units, musicians such as drummers, fifers and buglers are often sent to accompany them. Musical instruments are used for signaling, to coordinate attacks, retreats and other maneuvers, and for morale. Each musician can provide a Free Dice on morale check Saving Throws if the Musician (drummer, fifer, bagpiper, bugler etc.) makes a skill check on the Odds Against table shown above.

In practice you don't need to roll these Morale Checks every time, or ever, remember this is *optional*. The gist is that most people and other living things fear for their life when they see a mate go down and most prefer to flee than fight to the death. The same is true for most animals. Soldiers, warriors, and others experienced in combat are less likely to run, especially if they have a good leader, partly because they know retaining their cohesion as a unit will help save their lives. One more thing to keep in mind is that if one person flees, that may change the odds ratio and therefore the Save DC. So people running can become a kind of 'runaway' collapse, doubly so if the leader is killed or flees. This is how you get a rout.

Fleeing and rallying

If a morale-check fails, the NPC(s) in question are considered 'broken' and will typically flee for at least 2d4 turns. They may continue to depart the area, or they may pause after this to consider their options (at GM's discretion). It is also possible for a leader to Rally broken fighters. If someone with the Rally skill is within speaking distance of 'broken' NPCs, they may make a skill check with the DC equal to the original morale check, and if they succeed, their comrades are back in the fight.



Robbery at the Zur Höll

A CODEX ADVENTUM MINI-ADVENTURE



WHAT THIS IS

A mini adventure in two acts

This is a very short encounter which takes place in historical Central Europe in the 15th Century. The

action takes place in a 'micro-setting'- within and around an isolated inn in the rural countryside.

There are seven pre-generated characters included for use with this adventure, two PCs, four villain NPCs, and one neutral NPC (the Innkeeper) who can also be



used as a PC or as an ally to them. In addition, there are three non-combatant NPCs without complete stats. This scenario is broken down into two acts – the first (main) act is meant to be a quick combat encounter between your players and three bandits. The second takes place after this fight and involves exploring the cellar and encountering another, different type of villain.

The main purpose of this scenario is to allow you and your players to experience combat using the Codex rules. It also provides some opportunity for role play and exploration, so you can try out the characters social, stealth and other skills and special abilities and discover that part of the system. Though basically a micro-setting, this is an historical scenario with some period terminology regarding place setting, people's names etc. If that rattles your players feel free to change the names and terminology.

BACKGROUND

A kidnapping and a ransom

The year is 1452, in the heavily forested region of Franconia, within the Holy Roman Empire. The land has been devastated by war¹, and many towns and villages have been sacked and burned. Though the war ended a year ago in a treaty between Nuremberg and the regional knights, many of the local barons are still heavily engaged in a complex web of feuds which some use as a pretext for robbery and kidnapping.

This is the crux of the adventure. The two main PCs are representatives of a wealthy merchant of Nuremberg named Hans Tucher. His nephew Antonius ('Anton') Tucher was kidnapped by a dreaded robber knight named Konrad ('Kunz') von Kaufungen. Von Kaufungen has declared a feud against the Emperor himself, and as a result has been robbing merchants and travelers throughout Franconia at every opportunity.

A boy rides into the forest

Anton was distraught over a failed courtship with a young woman, and made the impetuous decision to go on a personal religious pilgrimage to a shrine of St. Raphael. Unwisely given the state of things, he left town on his own, without notifying anyone, wearing his luxurious patrician clothing and riding an expensive horse, and without a bodyguard. He was

quickly captured by bandits who in turn sold him to the robber-knight von Kaufungen.

Luckily for Anton, the infamous knight has no direct feud with Nuremberg or the Tucher family. Aside from putting pressure on the Emperor, he is trying to quickly raise money to get himself out of crippling debts he incurred while fighting on behalf of the self-same Emperor in another recent war. So the ransom is a relatively cheap (given the family's resources) 100 gulden. Under the circumstances, the family decided to simply pay the ransom rather than finance a military expedition and possibly get themselves caught up in the feuds among the nobles, not to mention likely getting Anton killed.

"You have been asked to bring a ransom payment to a notary in the city of Rothenburg, about 80 km to the west, or roughly two days ride from your starting point in the city of Nuremberg. At the end of a long day of travel through the forest, riding with an extra horse for the youngster, you arrive at the small hamlet of Steinbach am Wald, where you seek the well regarded Inn, **Zur Höll**.

As you make your way past several wrecked and burned out houses, it is clear that the hamlet has been sacked during the recent war. But soon you recognize the inn from its coat of arms: a grinning devil. It's an old half-timbered compound of three buildings, all seemingly intact, and from the smoke coming from the chimney, apparently occupied. So you ride up to the stables and turn your horses over to the stable boy, and walk in to have a glass of wine, slapping the dust of the road from your clothing."

The two PCs, **Karl Bildfelt** and **Jan Ceskova**, are representatives of the Tucher family. Karl is a young agent, a low level diplomat authorized to negotiate on behalf of the family interests. His job is to take the ransom money to a representative of the robber knight and receive the young Tucher boy in return. Jan is an older, reliable company employee who works as a bodyguard. His job is to make sure that Karl can get the kid back safely, and that the boy is returned unharmed to Nuremberg.

The inn in the woods

The inn is run by a man named **Hans Peck**. Hans is not the original owner, but was rather the manager and



tavern-keeper. He managed to keep the inn running during a perilous and nerve-wracking six-month period that the hamlet was occupied by mercenaries. The original owners eventually lost their nerve and decided to decamp, and Hans, who had made some money catering to the soldiers, took the chance to buy the business and property from them for a bargain price.

Ironically, since the mercenaries left the previous year, things have become more dangerous for Hans and his remaining staff. The Bohemian soldiers had taken a liking to the inn and to Hans, and after an initial phase of looting and burning, behaved in a somewhat civil manner, even helping to make a few repairs during the last winter. But since they returned to Bohemia, the county has been largely abandoned, as the last few peasants who hadn't already melted away to other towns and villages now left.

Only wolves and bears, vagabonds and desperate bandits remain. Enough travelers and merchants have continued to arrive on the road for Hans to do some business, and buy a few supplies, but there have been several tense encounters with robbers. All of his livestock were stolen, down to the last goose, so to provide meat for his guests Hans has taken to hunting in the woods with his crossbow. He has been struggling to keep his staff working and the inn solvent, as he gradually loses money. He's starting to get desperate.

ACT ONE: THE FIGHT AT THE STABLES

A rainy day in the hills

It is the morning of October 12, 1452. The sky is cloudy and dark, and a soft rain is falling. Hans, having gone on a pre-dawn hunting trip into the forest, is emerging from the trees with two hares tied to his belt. Marta, his cook, is making turnip soup in the kitchen, while Pavel, the stable boy, is mucking the stalls in the stable. Jakob, the Inn's elderly valet, is chopping firewood out back. The two PCs, Karl and Jan, having just spent a comfortable night, each in their own suite (as they are the only guests in the inn) are chatting before the fire and discussing their route for the day ahead over a flagon of wine.

A visitor from the forest

"As you are waiting for breakfast, a young fellow enters the Inn. He is good looking and expensively dressed, of noble bearing, but seems also somewhat road weary. He wears a half armor under his clothing, and carries a war-pick in his left hand and a sword on his hip. He introduces himself as **Johann Esbeck**, a nobleman from Alsace, before immediately walking over to the fire to warm his hands.

Johann explains that he was traveling last night when his horse pulled up lame several miles back up the road. He had to walk all morning, unable to find anyone about to help him."

After ten minutes warming up, Johann asks for a flagon of wine as well, and then sits down at a table. Johann sits quietly drinking for a while, as Hans enters and brings his two now skinned rabbits into the kitchen. Johann soon begins to chat with the PCs (**Karl** and **Jan**). He seems friendly, if somewhat reserved, but is curious where they are coming from, and where they are headed to. He also wants to know if they have a horse they might sell. The PCs can try a Sense Motive check, against his Diplomacy (+4). He is hiding something and has ill-intentions.

If the PCs humor him, Johann will try to find out if they have any money or other wealth. If he gets an idea, or a glimpse of the purse full of gold, he will immediately make the excuse about the donkey and leave. Depending what if anything, he learns in this regard, will decide his goal.

Johann is actually a bandit, and he is casing the inn and the two PCs, with an eye toward robbery. He does not plan to stay long, and if his conversation with the PCs goes badly (like he fails a Sense Motive test) he will leave abruptly, saying that he believes he knows a farmer down the road who will sell him a donkey so he can continue his journey. He buys a loaf of bread from Hans, who is eyeing him somewhat suspiciously, and then heads out. Before leaving the area however he stops at the stable and takes a look at the horses. Then he saunters off down the road, and once around the corner, slips into the forest to meet up with his two accomplices, **Lothar Gail** and **Wilhelm Gedult**.





Jan Ceskova (PC Character)

Level 1 Bauer / Level 2 Artisan/ Level 3 Soldier Saves: Will +1, Ref +6, Fort +4 Init: +6
 S-14, I-14, W-9, D-16, C-12, Ch-9 Age: 35
 Passive Defense 14 MP 4
 Hit Points: 36 Ehren: 20

Melee Weapon	Reach	Speed	Defense	Attacks	AP	Damage	Note
(Grapple)	-	+5	+4	(Grapple)			Free Dice
Bauernwehr Knife	+7	+10	+8	SCP/SP	+4	1-6+2	
Longsword	+10	+7	+10	SCP/CP		1-10+2	
Halberd	+12	+6	+11	CP/CP	+3	2-12+2	+3 Grapple

Feats: Counterstroke (interrupt opponent's attacks), Half Staff (use polearm at grapple range), Kampfringen (no OA when entering grapple, defensive throws), Poll Axe Fighting (improved stats with polearm, factored in above), Ringen (Free Dice when grappling), Slip Thrust (Free Dice on thrusting attacks at Onset range)

Special Abilities: Go to Ground

Skill Bonuses: Battlefield Discipline +7, Intimidate +8, Run +8, Profession: Soldier +5, Spot +4, Hide +3, Sense Motive +3, Appraise +4, Listen +1, Diplomacy +1, Ride +1

Armor	DR Pierce	DR Cut	DR Slash	Bypass	Armor Hardness DR	Armor HP
Cuirass & Helmet	14	28	42	7	10	10

Has A fur hat, bear fur cloak, woolen garments over a proofed cuirass with pauldrons and tassets, and a sallet helmet with a bevor. Cash: 1 gulden, 26 Shilling, 18 Kreuzer, 13 Dinari

Jan is a tough fighter. His most effective weapon is his halberd but he is good with his longsword and his knife as well. His favorite tactic is to use Slip Thrust to gain a Free Dice, allowing him to make a 3 MP Attack with his halberd, while maintaining range (staying at Onset) and retaining 2 MP for Defense or a counterattack. If he loses initiative, he will use his counterstroke MF to interrupt enemy attacks. He may also attempt a grappling attack using his halberd, gaining a Free Dice on any attempt to throw his opponent down (into Prone state) thanks to his Ringen MF. If anyone tries to grapple him he will throw them using his Kampfringen MF.





Karl Bildfelt (PC Character)

Level 2 Courtier / Level 2 Patrician
 S-12, I-16, W-12, D-14, C-11, Ch-14
 Passive Defense 12
 Hit Points: 29

Saves: Will +3, Ref +4, Fort +2
 Age: 27
 MP 3
 Ehren: 10

Init: +4

Melee Weapon	Reach	Speed	Defense	Attacks	AP	Damage	Note
(Grapple)	-	+3	+3	(Grapple)			
Blocking Dagger	+4	+8	+7	SP/P	+2	1-6+1	
Sidesword	+7	+9	+8/+11	SCP/CP		1-6+1	

Second Defense value is due to Main Gauche feat when using dagger

Feats: Dead Eye (improved stats with xbow, factored in below), False Edge Cutting (improved speed of sword, factored in above), Main Gauche (combine dagger and sword defense, factored in above as second defense bonus)

Special Abilities: Burgher Citizenship, Detect Status, Flattery, Hausmacht

Skill Bonuses: Diplomacy +7, Literacy: Latin +7, Bluff +5, Craft: Document +6, Profession: Spy +6, Gather Info +4, Literacy: Vernacular +5, Riding +4, Sense Motive +3, Spot +3, Appraise +4, Battlefield Discipline +4, Span Xbow +3, Knowledge: Heraldry +4, Knowledge: Natural Philosophy +4, Knowledge: Etiquette +3

Armor	DR Pierce	DR Cut	DR Slash	Bypass	Armor Hardness DR	Armor HP
Fine Mail Corslet	7	14	21	7	8	8

Missile Weapon	Range Incr.	Max Range	Ready	Aimed	To Hit	Prep Time	Dam	AP
Stirrup Crossbow	40'	500'	+2	+4	Close (40) +8 Short (80) +6 Med (120) +4 Long (160) +2	2*	1-8+1	+3

* Prep time reduced due to goat's foot spanner. To Hit bonus increased by +2 thanks to Dead Eye MF.

He wears a fine mail byrnie (worth 7 marks) under his clothing, and an iron cap under his hat. Carries a goat's foot spanner, he has 12 war-bolts for this crossbow (+1 AP and +1 Damage), a purse with 100 gulden in it (the ransom money). In his own purse he has 3 gulden, 32 shilling, 17 kreuzer, and 6 dinari.

Karl is a very good shot with his crossbow (thanks to Dead Eye MF) and is a good fencer. He will try to shoot first, and with his goats foot he can get a shot off every other turn.



Johann Esbeck (NPC / Villain)

Level 1 Knight / Level 2 Soldier
 S-10, I-12, W-15, D-10, C-11, Ch-15
 Passive Defense 11
 Hit Points: 26

Saves: Will +2, Ref +3, Fort +5
 Age: 20
 MP 3
 Ehren: 8

Init: +3

Melee Weapon	Reach	Speed	Defense	Attacks	AP	Damage	Note
(Grapple)	-	+2	+3	(Grapple)			Free Dice
Roundel Dagger	+3	+7	+4	P/P	+4	1-6	
Bastard Sword	+6	+5	+7	SCP/CP	+1	1-10	
War pick	+4	+5	+6	BP/P	+6	1-8	+4 Grapple

Feats: Counterstroke (Interrupt opponent's attacks), Tactical Movement (Free Dice for movement or changing range), Ringen (Free Dice for grappling)

Special Abilities: Hausmacht

Skill Bonuses: Riding +7, Battlefield Discipline +4, Handle Animal +3, Spot +4, Appraise +4, Diplomacy +4, Hide +3, Profession: Lancer +1, Span Crossbow +2

Armor	DR Pierce	DR Cut	DR Slash	Bypass	Armor Hardness DR	Armor HP
Gothic Half Armor	9	18	27	6	10	10

Missile Weapon	Range Incr.	Max Range	Ready	Aimed	To Hit	Prep Time	Dam	AP
Stirrup Crossbow	40'	500'	+2	+4	Close (40) +5, Short (80) +3, Med (120) +1, Long (160) -1	3	1-8+1	+3

If he is defeated in combat, Johann has his weapons, his armor (which is worth about 4 marks), and 10 War-bolts for his crossbow (+1 AP, +1 Damage) plus 80 kr in cash, a gold signet ring with his family coat of arms carved into a garnet, worth 2 marks, and a silver chain worth 20 kr.

Tactics: Johann has given his crossbow to one of his confederates during his visit to the tavern but he will get it back when he gets into the woods. In a fight that is his first and favorite weapon. Once using the bow is no longer feasible, he will close to melee with his war-pick if his opponent seems to have armor, otherwise he will draw his bastard sword. He may attempt to grapple opponents with his pick.





Lothar Gail (NPC / Villain)

Level 2 Bauer / Level 2 Sailor
 S-15, I-13, W-10, D-16, C-13, Ch-10
 Passive Defense 12
 Hit Points: 27

Saves: Will +1, Ref +6, Fort +4
 Age: 22
 MP 2
 Ehren: 1

Init: +4

Weapon	Reach	Speed	Defense	Attacks	AP	Damage	Note
(Grapple)	-	+3	+4	(Grapple)			Free Dice due to Ringen MF
Rugger	+4	+8	+5	SC/SC	-	1-8+2	Broad butchering knife. Size S
Langes Messer	+6	+7	+7	SCP / SCP	-	1-8+2	Size M
Morgenstern	+9	+3	+6	BP / BP	+2	1-12+2	TH, Size L

Feats: Ringen (Free Dice on Grapple), Bind and Strike (Free Dice for punch after bind)

Special Abilities: Animal Affinity, Local Cunning, Portata,

Skill Bonuses: Climb +6, Intimidate +4, Swim +5, Balance +4, Battlefield Discipline +4, Profession Sailor +2

Armor	DR Pierce	DR Cut	DR Slash	Bypass	Armor Hardness DR	Armor HP
Arming Jack + Iron Cap	5	10	10	4	2	10

If he is defeated in combat, Lothar has a tinder box, cash amounting to 50 Kreuzer, & gold necklace worth 1 mark.

Wilhelm Gedult (NPC / Villain)

Level 1 Outlaw / Level 2 Soldier
 S-12, I-12, W-15, D-10, C-11, Ch-15
 Passive Defense 12
 Hit Points: 22

Saves: Will +2, Ref +2, Fort +3
 Age: 20
 MP 3
 Ehren: 8

Init: +2

Weapon	Reach	Speed	Defense	Attacks	AP	Damage	Note
(Grapple)	-	+3	+2	(Grapple)			
Arming Sword	+6	+6	+5 (+7)	SCP/CP	-	1-8+1	+7 Defense with buckler
Spear	+10	+4	+5	SCP / P	+2	1-8+1	
Buckler, iron	+1	+3	+6	B	+2	1-3+1	



Feats: Feint (Draw off opponent's MP with a Bluff), Shield Fighting (Combine shield and weapon defense, factored in as second defense for arming sword above)

Special Abilities: Go to Ground, Scrounging

Skill Bonuses: Riding +6, Intimidate +5, Spot +6, Battlefield Discipline +4, Bluff +4, Hide +4 Sense Motive +3

Armor	DR Pierce	DR Cut	DR Slash	Bypass	Armor Hardness DR	Armor HP
Light arming coat + Iron Cap	3	6	3	4	1	10

If he is defeated in combat, Wilhelm has nothing but his weapons, armor, and clothes, including a pair of riding boots.



Hans Peck (NPC / Neutral)

Level 3 Artisan / Level 1 Bauer / Level 1 Scholar Saves: Will +2, Ref +6, Fort +3 Init: +5
 S-14, I-12, W-10, D-16, C-9, Ch-13 Age: 34
 Passive Defense 13 MP 3
 Hit Points: 24 Ehren: 9

Melee Weapon	Reach	Speed	Defense	Attacks	AP	Damage	Note
(Grapple)	-	+2	+3	(Grapple)			
Bauernwehr knife	+6	+9	+7	SCP/SP		1-6+2	
Sidesword	+8	+10	+9	SCP/SP		1-6+2	

Feats: False Edge Cutting (better speed with sword, factored in above), Feint (draw off opponent's MP), Hunter's Lead (ignore defense bonus for movement), Patient Shot (Free Dice after aimed shot), Sidestep (Move away as an OA)

Special Abilities: Militia, Provisional Citizenship, Researcher

Skill Bonuses: Knowledge: Local Terrain +3, Literacy: Latin +4, Appraise +3, Bluff +3, Literacy: Vernacular +3, Move Silently +5, Sense Motive +2, Span Crossbow +5, Spot +2, Butchering +4, Gather Info +2, Intimidate +3

Armor	DR Pierce	DR Cut	DR Slash	Bypass	Armor Hardness DR	Armor HP
Light mail corselet	5	10	15	6	7	7

Missile Weapon	Range Incr.	Max Range	Ready	Aimed	To Hit	Prep Time	Dam	AP
Heavy Arbalest	60'	720'	+2	+4	Close (60) +7, Short (120) +5, Med (180), +3 Long (240) +1	4	1-12+2	+4

When he thinks combat may be imminent, Hans Peck wears a light mail corselet and a light arming coat under his clothing, and an iron cap under his hat. His most important weapon is his heavy arbalest, a magnificent weapon he won in a card game from one of the mercenaries. The weapon is engraved with hunting scenes and is worth 3 gulden, the cranequin is decorated with silver astrological signs and is worth 2 gulden. He also has the following cash: 6 gulden, 33 shillings, 17 kreuzer, and 2 dinari



The original plan of the bandits is to steal the horses. If Johann gets the idea that they have a substantial sum of money (which he will know if he learns anything about a trip to pay a ransom), he will change the plan to one of robbery and murder of the PCs. Hans Peck is under no illusions about Johann. He has seen many bandits and vagabonds and quickly recognizes him as trouble. The problem is he isn't sure if the PCs are part of some robbery plan or not. He starts taking steps to ensure his survival, starting with getting his crossbow from his room in the back and quietly spanning it behind the bar.

Then he will slip into the back to his room and don his shirt of mail, which he will wear under his clothes. An alert PC will recognize that his clothes look a bit disordered when he returns to the tavern area. He is also getting increasingly nervous, which is also apparent to anyone playing close attention to him.

Hans is confident that Johann is a bandit, and wants to know if the PCs are also robbers. He will ask them a few questions, with a casual and friendly demeanor, but a Sense Motive (DC 10) will indicate he is uneasy. A better roll (DC 20) will reveal his actual intentions – he's worried about getting robbed. If the PCs figure out what is up, and make an effort at it, they can come to a meeting of the minds with Hans, and make him into their ally in the imminent fight. With his crossbow, he can be quite helpful. This will require a Diplomacy or equivalent Skill / Ability check, DC 20. Hans doesn't like robbers but his instinct is to stay out of trouble.

Hans isn't the only one getting nervous. His staff are increasingly restive, and the PCs, whatever else they are doing, will hear them arguing about various issues.

The staff tend to speak quietly so the PCs can mostly just hear Hans Peck shouting. You can roll on the following table for examples. Obviously if you get the same result twice, re-roll or just pick one.

D6	Argument
1	"Why is this barrel empty!? Go down in the cellar and get another wine cask. What are you on about! No, in the <i>back</i> of the cellar, behind all those old crates."
2	"None of this firewood is cured, it won't burn. How many times do I have to tell you? Go get the wood from the hallway that's been drying out!"
3	"This wheat is spoiled. Go get another sack. No it's <i>not</i> in the attic, it's in the cellar, I told you before. There is no more in the attic. Down in the back by the old wine barrels. Don't give me any of that go down and get it. Bring a lantern if it's dark."
4	"No Marta, you need to <i>grind</i> the grain, we can't bake it like that you imbecile! What do you mean Netta was supposed to do it? She's been gone a week! What do you do all day? We need to have bread in the oven before dinner, or else I'm going to throw you in the oven instead."
5	"No there isn't Jakob! There's nothing down there but clutter and rubbish you were supposed to clean out weeks ago! And there wouldn't be any rats if you tidied up."
6	"Netta left with those vagabonds. I told you three times. I don't want to hear another god damn thing about Netta or the cellar. The only thing down there is work that you've been shirking."

As soon as he is out of sight, Johann will meet up with his associates Lothar and Wilhelm, and recover his crossbow from Lothar. After a brief conference (and sharing the loaf of bread) he will head to the storage shed, where he will get into a supported firing position from behind a pile of lumber. The other two will approach the stable from the north, armed and ready to fight. Getting into position will take them about 10 minutes. Whatever the PCs do in this interval is up to them.



As soon as the two bandits enter the stable, Pavel the stable boy will immediately run off into the woods, without raising the alarm or telling anyone about the bandits. A PC looking out the window to the north will see him sprinting into the tree-line. If Hans is notified, he knows this means a robbery.

THE FIGHT BEGINS

If left alone, the bandits will take 3 turns to run through and open three stalls and quickly throw a bridle over each of the three horses. They will not bother with saddles, but will quickly tie the leads together (which takes 1 more round). Then, assuming they have not yet been interrupted, Wilhelm, who is a good rider, will mount one of the horses bareback and lead the other two horses off down the road at a canter. Lothar and Johann will then slip into the woods to meet him down the road at a rendezvous point.

Before all this happens however, (4-5 rounds), it is likely that the PCs will intervene. The stable is fifty feet to the north of the Inn. Once they emerge into the clearing to head toward the stable, the PCs will be exposed to a shot from Johann in the Storage shed. How much exposure they will have will depend on which door they come out of, if they exit on the east side and make a dash for the stable, Johann will only have time for a quick shot. Chances are though the PCs don't know he is even there. A careful scan of the compound will spot Johann in the shadow of the shed overhang (Spot DC 15). Otherwise they will find out when he shoots at them!

Shooting distance will be between 80' and 100' depending on which route the PCs take, and that will make a difference. Anything up to 80' is Short range for Johann (+3 To Hit) but anything over 80' is Med range (+1 To Hit). In addition, with his first shot Johann will gain an additional +4 To Hit for aiming (so either +7 or +5 altogether, depending on the range). He will also get a Free Dice on every shot from the shed, as he is supporting his weapon on a pile of lumber. If shot at, he has 50% cover which gives him 2 Free Dice on Active

Defense. He could use all his MP on one shot, so that will be a 4 MP shot! Note that if he is forced to use any MP in Active Defense, this may delay reloading his weapon. He has 3 MP per round and it takes 3 MP to span his crossbow.

If the PCs move toward the stable, Lothar and Wilhelm will emerge to fight them, Lothar with his Morgenstern and Wilhelm with his spear. Johann will stay in the shed and stick with his crossbow initially, getting one shot every other round, and staying behind cover. If someone runs to his position, or if his associates seem to be in trouble, he will drop the crossbow and attack with his war-pick. Once he decides to enter the fray he may span the weapon one last time to shoot at Close range (inside 40', +5 To Hit) then drop his crossbow and fight with the pick.

Remember your **Critical Hit** rules, and **Artful Strike** which applies to crossbows as well as to hand weapons. If any of the bandits are killed, you can make some or all of them make a **Battlefield Discipline** Skill Check (DC 15). If one flees, then force the other two to make a second Battlefield Discipline check. Any Bandit who fails their check will flee, and if they can't get away from the PCs they will surrender.

If Hans Peck gets involved in the fight, he may prove an effective countermeasure to Johann in the sniper role. His weapon has a better range, so that any target within 120' counts as Short range (+5 To Hit) and any target within 60' is Close range (+7 To Hit). He will shoot from a window in the Inn giving him Free Dice for a supported shot, and 50% cover (two Free Dice for Active Defense). Hans won't come outside to fight, and if the bandits get the better of it, he will just close his shutters and shoot from triangular shooting holes built into them, until anyone suspicious goes away.

After The Fight

How the battle goes is up to you and your players. If the bandits fled, you can continue the fight by allowing your PCs to pursue them into the woods. Or you could have them return at an inconvenient



moment on a mission of revenge, either to kill or just to try to steal the horses again.

ACT TWO: MYSTERY IN THE CELLAR

Hans (the innkeeper) gives the PCs their choice of any of the equipment carried by the three bandits, he will take what they leave behind. If the PCs are injured, Marta (Heal Skill mod +4) will clean their wounds with strong vinegar and bind them with strips of clean linen cloth. If she makes her Skill check, DC 8, they recover 2 HP of damage. If the PCs are seriously wounded, they can rest. Per Codex Integrum rules, conditions in the Inn are “ideal” and with Marta’s help, anyone resting at least eight hours will recover 2d4+2 HP.

Whenever the PCs are ready to talk, they will find Hans is both immensely relieved and quite rattled by the fight in the courtyard. “I have had to shoot at bandits several times,” he confesses, “... but I have never actually *hit* one of them. I just scared them off. But these lads were killers. It was them or us.”

He walks behind the bar and fetches an earthenware jug, “A special tincture of aqua vitae, honey and some medicinal herbs. It is supposed to fortify the constitution. I find it helps to steady my nerves at any rate.” He sets a half dozen small brass cups on the counter, one for everyone present “To health, to life! And to the swift justice meted out today to those brutes. May God have mercy on their souls.”

Then everyone drinks the fiery liquid. Pavel, the stable boy, has emerged from the woods and now stands sheepishly in the doorway. Hans gives him a shovel and with a kick to his rear yells “Go out and dig graves for those men! Swine! You couldn’t even warn us before you ran off like a scared rabbit!?”

Hans then begins to make plans for a celebratory repast with Marta, and wants several ingredients which are down in the cellar. He orders Jakob to go fetch them, but Jakob begins to remonstrate.

He mumbles complaints, but it’s not clear to the PCs what he’s saying. Finally, exasperated, Hans throws up his hands goes down into the cellar himself. When he comes back up with a wheel of cheese and a sack of other ingredients, he brings these to the kitchen and then pours a flagon of wine for himself and for the PCs. He invites them to sit at a table.

The Innkeeper’s Dilemma

Hans then explains that he has a favor to ask.

“My staff complain that there is something wrong in the cellar. They say my maid Netta disappeared down there, (though I believe she ran off with a vagabond theater troupe) and now refuse to enter. The thing is, I myself get a bad feeling in there sometimes. The cellar is quite large and filled with all kinds of clutter, and it’s very dark.”

“I’ve never done a proper survey of the contents. It seems to be mostly building materials. But there are also some valuable things that I want. And I need to have the use of the space, it’s a good cellar, cool and dry.

Look, I’m sure there is nothing dangerous down there, but I have had my fill of excitement for one day. I’m an old man! You two are brave and formidable warriors. If you will take a lantern down there and look around for me, so as to satisfy my cowardly staff, and go all the way in the back and verify there is no kobold or anything, I’ll give you 3 marks.” He places three gold coins on the table.

Hans is not really that old, and is a bit of a coward himself. He is in fact beginning to suspect something really is amiss in the cellar, otherwise he wouldn’t offer that much money. If the PCs don’t take him up on his offer, they can go on with their mission, and this encounter is over, (unless you as GM want to use it as the beginning of your own adventure).



If you need better motivation for your PCs to further postpone their important ransom mission, you can have the servant Jakob turn out to be a master pickpocket, who swipes the purse with the money in it and disappears into the cellar. Since this is just a sample encounter, this probably won't be necessary.

The cellar is indeed quite large. It is constructed with a vaulted stone ceiling, and appears to be very old. The floor is paved with flagstones, and the walls are made of dressed and mortared stone. The room appears to be dry and smells somewhat pleasantly of earth, wood, brick, and faintly, of spices.

The cellar consists of a central chamber with several alcoves opening up on the sides. The main room is about 30' wide and 90' deep, with a ceiling about 10' high at the peak, sloping down to about 6' at the sides. The cellar is pitch dark, with no windows, and no light coming in other than from the stairwell above, so whoever has the lantern will provide the illumination. It is very cluttered, with stacks of lumber, big piles of bricks and cut stones, wooden crates, and various barrels and hemp sacks. A path has been cleared partly through the mess, with some of the heavy barrels stacked or shoved out of the way leaving a trail free of dust.

This narrow cleared area, about two feet wide, zig zags through the room, but only extends roughly to the middle of the cellar. To go further, the PCs will have to either move more some of this junk to the side, or climb on top of the debris, which will force them to crouch somewhat as the stacks are fairly high.

If the PCs follow the path, after walking about 30' they will suddenly hear a noise to their left. Have them roll initiative, then Spot checks, DC 25. Once one of the PCs shines the bullseye lantern in that direction, make it DC 15. The noise is Hans, the inn's large and intrepid grey tom cat, who has just caught a very large rat which he has by the neck. His eyes shine amber in the lantern light and assuming the PCs don't shoot him, he will run off

to enjoy his meal. Most of what is down there are stacks of wood, stones, or bricks, but some barrels & sacks have more interesting contents. If the PCs search through these, you can roll on this table:

The stuff in the cellar

D20	Contents	Value
1	Sack of spoiled flour	0
2	Barrel of vinegar	1s
3	Barrel of fine wine	10s
4	Small cask of honey	3s
5	Sack of rock salt	5d
6	Sack of fine French sea salt	1m
7	Barrel of cloves	5m
8	Cask of olive oil	5s
9	Box full of blue glass drinking vessels	2m
10	Box full of iron locks, keys and parts, in grease	1m
11	Box full of kitchen knives, in grease	1m
12	Box of empty earthenware jugs	1s
13	Sack of black peppercorns	15s
14	Sack of raw wool	1s
15	Cask of lard	5d
16	Barrel of caustic lime	3s
17	Box of lead plumbing pipes	2s
18	Barrel full of pickled herring	8d
19	Barrel full of sauerkraut	10d
20	Barrel full of dried plums	1s

D=dinari / copper, S=shillings / silver, M = Mark / gold

If the PCs make their way to the end of the cleared path, have them roll another Spot check DC 10. With a success they notice a wooden crate which has been pried open, with a dull glint of something metal inside. An iron pry bar is on the floor next to it. The crate is full of silver, pewter, and tin platters and utensils, all heavily tarnished (total value, 2m).

One large silver spoon has the tarnish partly rubbed away, and it flashes in the lantern-light. On a Spot check (DC 15), the PCs will notice that next to an overturned and partly burst barrel of iron nails nearby, there is a woman's shoe, and beside that, a spattering and a smear of blood.



Further spot checks in the direction of the far-end of the cellar (DC 15) will reveal more drops of blood about every five feet. If the PCs continue to the far wall, they will eventually come to a collection of old furniture, including a massive oaken wardrobe. A Spot or Search skill check (DC 15) will reveal drops of blood and a bloody handprint on the side of the wardrobe, which pushed up against the wall.

If the PCs push this aside, they will suddenly feel a waft of cool air. Behind the wardrobe there is the opening of a tunnel. The tunnel unlike the room, is lined in brick, is rectangular in shape, and seems to be of somewhat more recent construction (which is not to say, new). The tunnel is about 5' wide and roughly 7' high. It's large enough to easily walk through, but there is no room to wield a large weapon like a halberd.

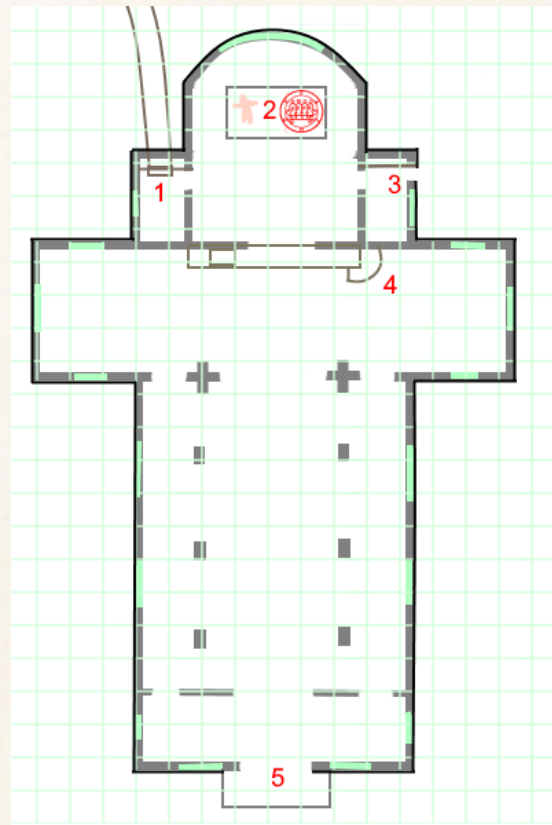
The tunnel slopes slightly downward, to the south, in the direction of the village center. If the PCs enter the tunnel, they will find that there continue to be drops of blood every 5' or 10' or so. It's also notable to an observant person (anyone stating that they are looking carefully) that a path has been cleared through the dust in this tunnel by someone walking through it many times, and maybe dragging something. There is a cool breeze coming from the tunnel, and shining the lantern down it will reveal that it continues as far as the light will reach.



The tunnel is quite long in fact. It continues about 500' to the south, with a gentle curve toward the east. At this point there is a 'T' junction, with a side passage opening up to the west. Above the passage entrance, a PC looking carefully (Search or Spot DC 12) will notice that a small drudgenfuß, or "goblin's foot" is carved into one of the bricks above the passageway. This is an inverted pentagram, and an indication of possible esoteric

activity, although these symbols are also used to ward off evil spirits.

The blood trail and the dust however seem to continue to the south. After another 700', there are some stairs leading upward. The breeze is a little bit stronger here, and there is a faint hint of light coming from above.



Scale 1 square = 10'

1=Entrance from tunnel, 2=Altar, 3=Side Exit, 4=Pulpit, 5=Main Entrance

The stairs lead to a door, which upon opening is revealed to be a secret door, on the other side it appears to just be part of the wall. The door connects to a vestibule which opens into a vast, high ceilinged building. This space smells of charcoal and burned wood, and something else, something much more fowl.

This was the village church, which was ransacked by the Czech heretic mercenaries who occupied the district for several months. The windows of the church are all broken, and the pews and wooden fixtures were smashed and partly burnt.



When the PCs enter the room and shine their lantern around, they will see that it's a church, and notice clutter in the corners.

The Church

It's still a gloomy, rainy day outside so not much light is coming through the windows, but it's enough to make out the boundaries of the space and most of its contents. Near the massive stone altar, a spot check (DC 10) will reveal a woman's body, dead many days and buzzing with flies, and to her right, a strange, complex symbol is outlined in what appears to be her now dried and blackened blood.

A Knowledge: Natural Philosophy or similar Skill check (DC 20) will reveal that this is a Goetic seal. A more erudite person (DC 25) may recognize that the seal is of a demon known as 'Paimon'.

Meanwhile, hiding on the pulpit, having heard the PCs enter, is 'The Maniac'. The Maniac will wait quietly in the hopes of catching the PCs unaware as they examine the altar or explore the church. In the former case, as soon as they have their backs turned to him he will make his way toward the altar, attempting to Hide.

To sneak up on them, the Maniac will need to make a Move Silently Skill check vs. the Listen skill

of each PC. (If a PC states that they are looking around, or being wary, they can also make a contested Spot vs. Hide check). If he is not detected the Maniac will gain a Free Dice on initiative, and if he wins initiative, the PCs lose 1 MP for the first round due to surprise, and he will gain his extra damage for Ambush. Either way, he will attack, screaming with wild passion: "For YOU Great King!!!!" and then attack, fighting to the death!



The Maniac (NPC / Villain)

Level 4 Outlaw
S-16, I-13, W-6, D-16, C-7, Ch-7
Passive Defense 14
Hit Points: 15

Saves: Will -1, Ref +7, Fort +3
Age: 22
MP 4
Ehren: -6

Init: +6

Weapon	Reach	Speed	Defense	Attacks	AP	Damage	Note
(Grapple)	-	+6	+6	(Grapple)			Free Dice due to Ringen MF
Rugger Knife	+7	+11	+7	SC/SC	-	1-8+3	Broad butchering knife. Size S

Feats: Frenzied Attack

Special Abilities: Ambush 1d6, Go to Ground, Outlaw Band, Vagabondage

Skill Bonuses: Move Silently +9, Hide +3, Bluff +3, Spot +1, Tracking +1, Climb +5, Knowledge: Heresy +3, Knowledge: Secret Signs: +2, Knowledge: Esoteric +2, Run +4

The Maniac has no possessions other than his huge rugger knife. The Maniac has the Frenzied Attack MF, which grants him a Free Dice when attacking without putting any MF on defense so he will effectively have 5 MP, all for attack or movement. He makes no effort on his defense except to rely on his Passive Defense, he has no armor and in fact he is naked except for a simple loin cloth. He also has **Ambush 1d6**, so if he manages to surprise the PCs he gets an extra D6 damage on his first attack.

THE END... OR IS IT?

Once the PCs return to the inn, Hans will pay the 3 gulden and then treat them to a fine meal, while poor Pavel heads out to the church to bury another body. The tunnel between the inn and the church is typical of many medieval towns in this region. Tunnels were made to more easily evade raiders and coordinate defense and escape in the event of trouble.

Of course there could be something more sinister going on. The name of the inn means 'To Hell', and the coat of

arms is a grinning devil. There is also the drudenfuß in the passage. Each of these things could be an innocent coincidence, or it could mean something far more ominous is taking place in this village.

But as far as this mini-adventure is concerned, we have reached the end of the encounter. Where the side tunnel leads, whether The Maniac has any collaborators or friends, if the bandits have some pals who want to avenge their defeat and / or death, or if they have any connection to the robber knight, if there are any other perils lurking in the village of Steinbach am Wald or along the road to Rothenburg... This is all up to your imagination as GM.



CHAPTER 6 – HENCHMEN AND HIRELINGS



A lonely militiaman on guard duty in the snow. Painting by Léo Schnug, 1902

HENCHMEN AND ALLIES

In Codex, as in the real world of medieval Europe, to be isolated was to be vulnerable, and to be alone was to invite peril. Having associates or colleagues could also help in many other ways, from getting work done to solving problems, to be able to send someone out on missions or errands, or simply to have someone else to help carry your belongings. If you want to use henchmen and allies, this section is meant to help, if you don't want to bother with them, just skip this chapter.

Acquisition of henchmen and women is tied into character generation or leveling up in the Codex Integrum, though this is not the only way it happens. You can meet someone on the road, in a princely court or while staying in a monastery, while serving together in battle, at a joust or shooting contest, in a bath-house or while on a sea voyage, or in a pub, to name a few

examples. These kinds of ad-hoc situations will have to be worked out during your game.

Role Playing Henchmen

How you manage henchmen, hirelings, or minor colleagues during normal gameplay is up to you and your GM. To some extent this will depend on the nature of the NPCs in question. A gang of porters that you hire to carry gear and supplies during a single journey are not the same as the apprentice who joins your workshop or the young knight who becomes your vassal.

How such NPCs fit into your game depends on the preferences of the GM and your group, but in most cases, the PCs can control the actions of their henchmen most of the time, with the GM intervening when necessary. For most routine henchmen, the norm



would be to play them as an abstraction, without getting into much detail. For special allies who are closer to your PCs, especially those who may engage in combat, you should give them individual names and may want to create a character sheet.

Managing Henchmen

It is important that henchmen aren't abused and common sense is engaged at all times. Your apprentice or servant is unlikely to be willing to casually risk their life and limb. As with any NPC, henchmen or allies who have been with the party for a long time will have a distinguishable personality and may become more assertive or demanding – especially if they have been involved in risky activities like fighting or exploring dangerous places. Managing henchmen can certainly put an extra workload on GM and / or PC but they are not generally available until you reach higher levels, by which time most players will hopefully be somewhat experienced and a bit more confident. If not, they should skip having any henchmen!

In most cases, as a Leader, your political power exists only on your home turf, unless otherwise stated below. Long time henchmen will level up over time, and therefore become more powerful and possibly more assertive in terms of compensation and respect.

Henchmen and combat

Some henchmen and allies are fighters and some are more useful in other ways. Henchmen likely to participate in combat should have a character sheet. This does not have to be as detailed as the regular PC character sheet but you will want to make note of their main weapons and armor, Martial Pool and basic combat stats, and possibly any Martial Feats they might have. Skills and Ability scores come into play with more important NPCs.

Types of Henchmen and Allies

For henchmen arriving as Special Abilities gained through character generation or leveling-up, here is a brief summary of what to expect.

Alderman - 6-36 x 3rd level Artisans. This special ability means you are an alderman of a craft organization, which also means a considerable status with the guild (see Guild Membership under Associations and Affiliations) and some connections with the town government. You are a military and political leader of your craft, and in the event of trouble, you can count on the support of artisans from your craft, (most or all of whom will be in the same craft specialization as you). These people are not going to want to get involved in your personal feuds or intrigues, so if they come to your aid they will expect the reason to relate to some extent to guild business, or to problems faced by their community (usually a town or a Free City).

Clan Leader - 4d10 x 1st level Bauer, + 2 x Hunters (3rd level Bauer). As a clan leader, you are the person to whom members of your community look to for leadership. This is not the same as their being at your beck and call. Generally, you will not see most of these people except at church, at weddings or festivals, or when they prevail upon you to resolve a dispute. But in a community emergency you are the leader, and in the event that you are facing a personal emergency, you can still count on the 10-40 young people and 2 more seasoned hunters to come to your assistance.

Problems which are unrelated to the home district or the fate of the clan will result in support of a shorter duration, but clan members are loyal and you can expect assistance except in cases where you are clearly off the rails. In the event of a sustained emergency which threatens the community you may receive considerably more help from your clan.

Constabler - 4 x cavalry (2nd level Soldiers). You are the leader of a lance, like a knight (in fact, as a Patrician, you may yourself be knighted). You lead the lance, which is a small unit of five mounted soldiers, each with their own horse. Two of the others are Demi-Lancers or Light Horsemen (your choice) while one is a Mounted Crossbowman and the last is a non-combatant valet, whose job is to hold your extra lances and manage your extra horses or pack animals if you have any. These men are experienced in combat and accustomed to hardship. As members of the town militia, they will expect to fight on behalf of town interests, but with some extra pay they can be convinced to participate in other sorts of adventures on a short or long-term basis. For pay rates see **Hirelings**.

Household - 3d4 x servants (1st level Denizens). These people, both men and women, are your household staff. The majority (historically) are typically going to be young women and their jobs are mainly cooking and cleaning, and other domestic chores. They are generally not combatants or fighters, though it is possible to recruit fighters from among them. One out of five of these servants will be an able-bodied young man or woman of some natural ability, for whom you can roll a character if you want.

It was not uncommon historically for some servants to be armed and equipped by their employer and become henchmen or bodyguards in this manner. Household servants can also perform many other tasks and errands, above and beyond their regular duties, including light espionage, courier and liaison work and so forth. Household staff must be paid and given room and board, and the combination amounts to 1 Kr per month, per servant. You can abstract this by just deducting it from your monthly income, or ignore it as it's a relatively small expense.



Leadership (Abbey) 10-40 Novices (1st level Friars), 2 x Brothers or Sisters (3rd level Friars). You are the leader of a small religious community. Naturally all of the Friars are of the same denomination as the PC with this Special Ability, so that if you are a Franciscan, the novices are Franciscans, if you are a Beguine, so are the novices etc. Friars are not fighters, normally, although in a given abbey there are likely to be a few who gave up a military life to join the Church, and therefore have some martial experience (i.e. levels as a Soldier or Knight).

Members of these religious communities are typically serious people however, and dedicated to their order, to their religious community, and to their faith. Most are at least somewhat educated, many are competent, and skillful. They can be relied upon to carry out many complex tasks and will not necessarily falter in the face of danger. Friars tend to make good spies, diplomats and agents. Their skills include healing and various artisanal skills, literacy and the ability to work as scribes is routine.

As an abbot or religious community leader, you will also be responsible for some kind of ecumenical building – an abbey, a convent, a beguinage, or some other equivalent. This is not your personal property, but you manage it, and that means you have control over substantial assets and a budget with some income. Most religious communities receive income streams from tithes, endowments or benefices, such as a percentage of income from nearby farms or a local tavern. Many small religious communities also make their own income from the production of wine or beer, copying books in a scriptoria, or some other artisanal work. Precisely how much this income is and how many assets in the form of buildings, land, hunting and fishing rights and so forth your estate controls is up to you and your GM to work out.

Leadership (Apprentice) 1d4 x 1st level Artisans. This Special Ability means that as a Master Artisan, you have taken apprentices into your workshop. While in your employ, apprentices are like members of the family, and will tend to be loyal. Apprentices are often teenagers or adolescents, so their fighting ability is limited, but they do train to shoot and fence even at this young age, so they can be of some help in a fight during a serious emergency. They tend to be loyal and fairly reliable.

The real job of an apprentice though is to work the craft and thereby learn it, and this is something they can do well under sufficient supervision. If the master is present apprentices can do the equivalent work of the master (i.e. 3 skill checks instead of one, at the Masters skill ranking). If a journeyman supervises them, it is as if there are three journeymen. So for example if you are

a cutler you can make 3x as many swords, if you are a mason you can build a house or a fort 3x faster and so on.

Apprentices are youngsters on a fast track to learn their craft, and are unlikely to go on long journeys, but a shorter journey which provides opportunities to learn their craft would be normal. Apprentices will stay with their master until they become Journeymen, at which point they will receive their Free Pronouncement and hit the road for their waltz. Apprentices must be given room and board, plus a small amount of pocket money, which amounts to 1 kr per month for each Apprentice / per level.

Leadership (Journeyman) 1 x 3rd level Artisan. This Special Ability means you are a Master Artisan who has taken on a journeyman. Journeymen are a bit older and more experienced than apprentices, and in most cases will have traveled to your town from some other place. Like apprentices however, the Journeyman becomes part of your household. Their goal is to learn the advanced skills of their craft, create their masterpiece and become a master in their own right.

A journeyman level Artisan is typically both capable in their craft and has some fighting skills, including at least one Martial Feat from the *Kunst Des Fechtens* and quite often membership in one of the military guilds providing additional MF. Journeymen can work as managers for your apprentices and can keep your workshop going when you are traveling, or they can travel with you.

There may be some tension with a journeyman over pay and benefits, especially as they level up, but typically they are both loyal and resourceful companions. Like all artisans, journeymen can be either male or female, though it depends to some extent on the craft and the town. Journeymen must be paid and provided with room and board, which amounts to 2 kr per month, per (PC) level. So for a 3rd level Artisan, it's 6 kr per month.

Leadership (Ataman) – 10 x 1st level Nomads + 3 x 3rd level Nomads. This Special Ability means you are a leader among the Nomads. What this means precisely depends a lot on the particular type of Nomad and the specific place. You may be a Cossack leader or a Tatar, a bandit chieftain or a trader leading a caravan. Obviously each of these roles would provide you with a very different type of 'Nomad', but in every case they are a fairly resourceful bunch. One thing Nomads are particularly good at is stealth, and they know how to carry out an ambush, with both of your 3rd level nomads gaining +1 d6 damage bonus in any surprise attack.

Typically, even first level Nomads will have horses of some kind, and your lieutenants, the 3rd level Nomads, will have well trained war horses or war ponies. They will



be armed with missile weapons and hand weapons, and the 3rd level Nomads will have armor. Nomads of all varieties are generally competent, disciplined on the battlefield and accustomed to hardship. They may stand out somewhat in civilized contexts, and are not necessarily ideal diplomats, but they can be trusted to carry out many types of tasks.

Leadership (Cult) 20-120 x Outlaws, and 3 x 1st level Zealots. While the rule of thumb is that most henchmen will not perform reckless acts or risk life and limb for trivial purposes, this is not true for cult members. A cult member will do whatever their leader asks, in most cases. These are not always the best and brightest society has to offer, but what they lack in skill or combat gear they make up for in enthusiasm. Members of your cult require no pay, in fact one of the things they are good at is going out to steal and beg and bring money back to you, at a rate of 1 kr per 5 cultists, per month. So if you had 120 cultists that would be 24 kr per month in extra income.

Leadership (Lance) 1 x Mounted Crossbowman (2nd level Soldier), 2 x Demi Lancers (2nd level soldier), and 1 x Valet (1st level Soldier). This group of cavalymen, or Lance is very similar to the associates of the Constaffler (above). The men are experienced in battle and accustomed to hardship. Each has a warhorse of some kind, except the valet who rides a donkey or a mule. The members of your Lance are your vassals, and though in most cases they will have their own lives and 'day jobs' so to speak, they will be obligated to serve with you for some fixed amount of time under feudal law, typically 90 days per year.

Leadership (Mercenary) 10-40 1st level soldiers, 2 veteran soldiers (3rd level). You are a military leader and the commander of a mercenary company. You may call yourself a Condottiero (contractor) or a Hauptmann (captain) but your importance depends on the competence and number of your men. The type of soldiers you command depend on the type of company you lead, in most cases they will be of the same type of soldier, i.e. light cavalry, archers, rodolero, spearmen etc., though in the case of a larger band you may have two or more types. Mercenaries must be paid, though typically with an independent company this is done as a share of the contract earnings, plus any loot they can acquire in battle.

Outlaw Band - 4d4 x 1st level Outlaws. You are a member of an Outlaw Band, and if you are on your home turf you can count on support from some of your fellow outcasts. These are not necessarily the most lethal soldiers or the most intrepid agents, but they tend to know their way around the wilderness and know how to conduct an ambush. Support is often enthusiastic at least at first, and will stay that way if there appear to be opportunities for easy victory and / or wealth to be

gained. If danger seems high and circumstances not conducive to good fortune, your allies may melt away as quickly as they arrived.

Outlaw Elder - 10-60 x 1st level Outlaws, 2 x 3rd level Outlaws. This is similar to the above except in this case you are an outlaw leader, and can count on the support of many more outlaws and expect their support to be longer lasting and more enthusiastic. Outlaws, especially young and inexperienced ones, are not necessarily mighty warriors, but as Joseph Stalin said, "Quantity has a quality all its own." It is also true that Outlaws have good wilderness and stealth skills and know how to perform an ambush.

Staff (2 x 1st level Courtiers). You are a Patrician who has assumed some level of responsibility in your family or company business. Depending on the nature of the business, these people can be scribes or accountants, or something more dynamic like agents, diplomats, navigators or ships officers, or Trabant (bodyguards). Each can have a different specialization. As Courtiers, these are typically ambitious people who take their jobs seriously and are very competent for their age. Your staff is likely to remain with you for a long time, maybe even for life, assuming you get along and treat them well. So they will progress to higher levels over time. Staff must be paid, and given room and board. Courtiers don't work cheap, and the combination of pay plus room and board amounts to 10 kreuzer per month, per level (so to start with, 20 kr per month for two 1st level Courtiers).

Vassalage (3 x 1st level knights). As a noble of high rank, you gain the support of three vassals. These are Knights who may as their career progresses take on a dual role as a Courtier, or if you grant them land, as a Noble, or they may remain in a military role. They act as muscle on your behalf and that of your family, and will help you administer your domains and maintain order around your demesne. These men are bound by feudal law to serve you and protect your domain, and may be called upon to go on campaign or a long journey for up to 90 days at a time, once per year.

HIRELINGS

Hirelings are similar to Henchmen and Allies except that there is a more direct financial arrangement. Most hirelings will work or fight (depending on the type) fairly loyally until they are not paid. After that, it's a matter of Diplomacy, Bluff or Intimidate skill checks to keep them from decamping (details up to you and your GM). The following can serve as a rough guideline to the costs for some types of servants or professionals you may want to hire. These are only guidelines and you needn't bother with any of this if you don't want to deal with this much detail. Remember it's 60 Kreuzer (kr) to 1 gulden (gd).



Type	Cost (Monthly)	Note
Muleteer	5 kr	Has 3 mules or donkeys as pack animals
Carter	3 kr	Has mule and cart
Porter	2 kr	Can carry goods
Carpenter	20 kr	Can build houses, walls, wooden forts, and other structures.
Mason (Journeyman)	30 kr	Can build stone or brick forts, bridges, walls etc.
Mason (Master)	50 kr	As above +1 Apprentice
Household servant	1-3 kr	Cook, maid, butler
Trabant	40 kr	Personal bodyguard, armed with a sword or equivalent.
Spearman	30 kr	Spear and light armor
Light Cavalry	2 gd	Has a horse and a spear
Rodolero	1 gd	Rotella shield, sword and helmet
Marksman	2 gd	Has an arbalest, armor, and a small pavise shield.
Gunner	3 gd	Has a firearm and a small pavise shield.
Halberdier	3 gd	Has armor and a polearm
Guide	20 kr	An ordinary guide
Letzule (special guide)	2 gd	Local expert / fixer guide, like a Kit Carson scout
Demi-Lancer	5 gd	Has horse and partial armor
Lancer	8 gd	Has a horse and full armor
Knight	20 gd	Has horse and full armor, and leads four other horsemen, including 3 light cavalry or demi-lancers.

ASSOCIATIONS AND AFFILIATIONS

Aside from henchmen, hirelings, servants or others who either work for you or are under your command in some way, there are many other types of relationships in medieval Europe of equal or greater importance, wherein you are either yourself in the employ of some

powerful person or institution, or you are associated on a 'horizontal' basis with other people or communities like a guild or a town. The following are some examples which are tied to Special Abilities gained during character creation or leveling-up.



Monument to Jacob van Artevelde, Ghent (detail), showing the coats of arms of several of the towns craft guilds. Artevelde was a weaver who led a successful guild revolt in Ghent against the count of Flanders, but was later killed by a mob during an uprising in 1345. Image public domain.

Guild membership – Affiliation with a guild is generally something which is available to burghers, which is to say in game terms, Denizens, Artisans and Patricians. Historically, the guild is distinct from (and in addition to) the professional craft artisan or merchant's associations which are also sometimes referred to as guilds, although there is some overlap. The guild per se is actually a type of club, also called a "confraternity", "benevolent association", or (by the church) a "sodality". They often have a combination of social, commercial, religious, and military purposes.

In the medieval context guilds are typically named for their patron saint. Usually each craft within a town will have its own guild. For example, St. Stephens guild is typically the guild for stonemasons, St Luke for artists, and so on. In some places however, guilds are for a combination of several crafts or professions. In medieval Augsburg, armorers and painters were in the same guild, resulting in some interesting collaborations such as the Thun sketchbook.

Typically, however, a guild will be for merchants (Patricians, in game terms) and professionals, or for Artisans, but not both together, though there are some exceptions to that as well. In game terms this means in one guild only Patricians, higher level Scholars, ship captains, Condottieri and some other professionals welcome, or for Artisans. Interestingly many guilds even of Patricians ban nobles. Guilds require a buy-in, plus regular dues. The buy-in fee may be worth tracking, as



it can be expensive- you can peg it at the cost in Wealth for one year at the character's current class-level. This is something you would need to do if you moved to a new town for example, and may be a precursor for acquiring citizenship. Guild dues you can just ignore for game purposes.

There are many benefits to being in a guild. Guilds provide support in business and are excellent networks for information gathering. The same guild is often found in numerous towns, for example the guilds of St. Stephen and St. Luke exist in dozens of towns, and guilds typically have assets such as horses, weapons, inns or hotels, which they may be willing to share with a member in need. If a character is in legal trouble they can usually count on the support of their guild, and if they are under threat of violence they may be able to call on their guild brethren and sisters for support, depending on the circumstances (this is particularly true of the issue relates in any way to the agenda of the guild or the town).

Guilds have dues, but beyond that do not make many demands in return for the support they provide, except in times of war or civil strife, in which guild members act as members of the militia. Of course, if you meet a fellow guild member in need, you will be expected to help them out. Also if you commit infamous acts so that your Ehren falls very low, you might get kicked out. For more on certain types of warlike guilds associated with martial sports, see **Chapter One**.

Hausmacht - family or 'house'. Being a member of a great family or 'house' provides many benefits and also some responsibilities. The house is run by a family elder, usually this is the eldest man, called the *pater familias*, but it can also be a woman if there is no eligible man (or it may be a woman ruling behind the scenes with a man as a front). Your house will support you in times of trouble or strife, and you will always have a place to stay and someone to call on for financial, legal or military support if you need it.

But the house will also make many demands such as requiring you to go on missions or errands on their behalf, to conduct family business, and to support their positions politically, (even if they are not aligned with your own) or even to marry someone of their choosing. Obedience to the family agenda is expected to be absolute and unquestioned, and refusing an order from the family 'boss' can lead to estrangement.

Militia - member of town militia. You are a member of the militia and therefore can count on some degree of support from fellow militia members in the event of trouble, assuming you are in or close to your home turf. The militia also does make demands and excursions, raids and basic guard duty are obligations which come up periodically. It is possible to buy your way out of such

commitments if you can afford to (this might cost between 1-6 gulden to hire someone to take your place on a typical mission) but doing so too often could damage your reputation.

Patron - (association with a lord). You have a patron, meaning typically a lord or sometimes, an institution such as a city or an abbey, to whom you owe fealty and can, at least in theory, expect support. This is similar to being a member of a House except there is not necessarily any expectation that you will ever become part of the inner circle let alone inherit the estate. Your patron can provide legal support and in some cases food and shelter, but they can also make demands and get you involved in feuds with their rivals which can cause you major problems. You can wear the coat of arms of your patron which can help a great deal diplomatically. Under feudal law, if you are of the military estates (like a knight or soldier), your patron may require you to serve them on campaign for up to 90 days.

Religious Order - All Friars, and some people from other Estates are members of a religious Order. These institutions can be very helpful, in that they have outposts all over the Latin world, where members, and in some cases their friends and traveling companions, will always have a place to stay and a warm (if simple) meal to eat. They can provide healing and medicine, and in most cases have substantial libraries and knowledgeable scholars who can help with research.

There are some downsides of course. Your abbot or a priest may send you on a diplomatic errand or some other mission, or they may require you to perform long and tedious work on the farm, a wine press or in a scriptoria (presumably, in game terms however this will not normally happen to PCs). You will be required to give confession to a higher member of your Order. If found to have committed major Sins you may be required to atone by doing various arduous acts of penance or by going on a long pilgrimage.



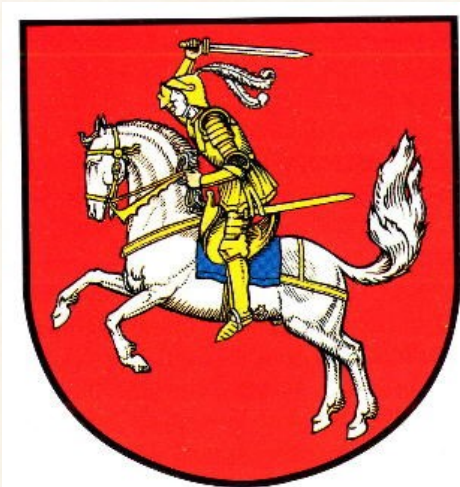
Golden collar of the Order of St. Hubertus of Bavaria. Image public domain

Knightly Order -A Knightly Order is something like a guild for Knights and Nobles. Affiliation with a Knightly



Order is somewhat symbolic, as it does not make many demands on its members, and the members rarely even meet except possibly during the field in wartime, during diplomatic visits, or during tournaments or jousts. Being a member of a Knightly Order provides considerable Ehren, and can open doors diplomatically.

If the Order itself is sufficiently prestigious, membership can confer the favor of other knights and nobles, or even princes. Burghers, especially Patricians, are also likely to respect a member of a Knightly Order. These associations are also a good means of making allies within your peer group as a Knight. Knightly Orders can become the basis of Knightly Leagues, which are more formal military alliances. Being a member allows you to wear a badge or token of the Order, often a coat of arms or a piece of jewelry of some kind.



Coat of arms of the Dithmarschen, a 'peasant republic' in Frisia, in the marshy borderlands between northern Germany and Holland.

Clan Kinship – Being a member of a peasant clan means essentially being part of a very large extended family. Fellow clan members will welcome you on a trip, help conceal you from your enemies, back you up in a fight, share valuable information with you, and in an emergency, even provide you with weapons or mounts – so long as such demands do not become too routine. Bauern have a reputation for being stingy but are also known for their hospitality, and are notoriously loyal to members of their clan. It is also expected that if you become prosperous you share some of your wealth with your family and to the extent reasonable, your clan. A good way to do this is to throw a big party, which will increase your status within the clan and generate a lot of valuable good will.

The flip side of all this is that if a member of your clan shows up and recognizes you as such, they may demand your support, a place to stay, help in a fight etc., and you will be under some obligation

Natio – Natio are groups of students which are organized in the universities usually along the basis of language or national origin, though the groupings can be rather odd. For example, in the University of Paris there was a natio of Germans and Scots. Friendships made at university can be very long-lasting, and this is the main benefit of being a member of a Natio. There is a chance whenever consorting with other (possibly) educated people: Scholars, Nobles, Friars, Courtiers, Patricians, or members of the priesthood, that you might find someone who you knew from university or who was in the same Natio.

This is not something you can necessarily quantify any realistic way, but the university educated strata is pretty small in medieval Europe, so if you wanted to you could give it say a 1 in 20 chance whenever meeting a person from such an estate (perhaps a natural 20 on a Diplomacy check). Of course, knowing someone from university doesn't mean you were friends – it could mean you have just found an old enemy! But in many cases it will open doors (give two Free Dice on any Diplomacy etc. skill check if you do meet someone from your Natio).

Noble Title – Having a noble title means that you are at least nominally the overlord and (usually also) highest legal authority of some territory. This may mean the symbolic rule over a parcel of land that is in actuality under the firm control of the Turk, the Duke of Muscovy, or the Hussites, (and from which you gain no actual benefit, unless they are unexpectedly driven out) or it may mean title to all or part of your own family's holdings, or a domain in some other place. Having the title does allow you to use it, regardless, and this will enhance your Ehren and diplomatic status. You can also add it to your coat of arms.

You could be granted title to a Mark, meaning land which is either in a contested land or under nominal foreign control, but in which there is a **stronghold** of some kind (see below), and there is a chance to claim and hold the territory for your own. Even in the case of land closer to home, control is not assured and a new overlord will often be tested. Those with obligations to the holding, who owe rent or time working, and / or military vassalage, may refuse to provide it, and assets such as livestock, deer parks or other hunting estates, fishing ponds, rivers or lakes, mills or other resources belonging to the estate may be plundered or used without permission. Relatives may make rival claims.

In each of these cases you as a noble will have to take control, punish transgressors, negotiate deals, and reward allies to truly become lord of the estate. Once this is secured, if it ever is, such an estate will typically generate some income, some goods, and some support. Income comes from taxes and rents, fines levied in court cases, and payment of fees by military

vassals who do not want to serve in person. Goods are representative of whatever the estate and the people who live on it produce: wine, woad dye, wool, grain, cheese, etc. Support comes in the form of armed assistance from the gentry and better established Bauern on the estate, as well as workers who will periodically assist with the upkeep of the estate, roads and bridges, mills, and / or your own personal dwelling or strongholds.

Estates must be managed, but this can be done in an absentee manner, by putting a relative or trusted servitor or vassal in charge as 'vogt', often for a small cut of the income. Of course, it is not unheard of for a 'trusted servitor' or vassal to decide to take over such an estate for themselves, especially if they control the stronghold.



Defensive towers of Burg Hornberg, personal stronghold of the famous Imperial knight, Götz von Berlichingen. Photo by author.

Stronghold – Having a stronghold means a fortified home or outpost, which could be big or small, made of wood, brick or stone, and which is ideally situated in a relatively inaccessible place which is hard for an army or a raiding party to approach. Strongholds, (including small forts as well as castles, urban fortifications and siege warfare in general) will be covered in another forthcoming sourcebook, but it is worth noting a few things here.

Gaining control of a stronghold is a big deal. They are valuable, typically costing in the vicinity of tens or hundreds of gulden to buy even a small one. They require a lot of maintenance and upkeep. Even a smaller fort may need the services of a carpenter or a mason for at least a month or two every year. And they help a lot in a fight. Without plunging into details, generally speaking in a siege a stronghold is considered a 'force multiplier' on defense. For a very simple fort situated in the open, this may still amount to a three or four-fold increase in manpower. For a well-designed, strongly built and cleverly situated stronghold, it may mean a force multiplier of x20 or x50 or more.

What this means is that a very strongly built and well placed castle could be defended by a force of 20 men and fend off an army of 1,000. Of course, cannon can disrupt this basic ratio, as can logistics, and there are many other complicating factors, but this conveys the potential significance. A stronghold can be employed offensively when it is used as a refuge by even a small raiding force, it can quickly achieve strategic significance. A wise ruler will not overplay their hand, but will instead make the most of such a valuable asset, and seek to improve it.

CHAPTER 7 – FINDING GEAR



A merchant trade caravan, preceded by an armed guard, arrives in the town of Tübingen. Carl Adolf Closs, ~1930

MARKETS

What good is money if you can't buy nice stuff? Though we have prices for armor and weapons in the Core Rules, in an historical setting there are no supermarkets or big-box stores. There are markets, but they are subject to the vagaries of pre-industrial production and travel. So there are always going to be variations in terms of both prices and availability from town to town and week to week.

Certain things are also produced in certain regions or towns, or are more available to towns on certain major trade routes. So for example if you are in Nuremberg which is a big metal-working center, you are going to find much better prices for weapons, armor, tools, and small machines made out of metal, whereas if you are in Krakow which is a trading center on the Silk Road, you will find much better prices for silk and pepper than you would in say, Paris or Rome.

The following tables provide a baseline of available goods and services which might be available in Central Europe at a given moment. This is not complete or comprehensive by any means in terms of everything that might be available, but it is a reasonable starting point from which you can estimate the cost and availability of other merchandise. Prices are in historical currency. If there is a slash it means the equivalent in another currency, for example 12 Kreuzer / 6 shilling means the same thing.

EHREN OF ITEMS

Some articles of clothing, armor, and weapons have a bonus to Ehren when worn or carried. Items listed as 'gilded' may have gold inlay, or silver, or just beautiful artistic decoration. This applies to the **Appearance and Dress** rules, and is optional.



Armorer (Small to medium sized town)

Item	Qty	Cost	Note
Jazerant, silk	2	180 kreuzer / 90 shilling	Arab style textile + mail armor
Light mail byrnie	5	80 kreuzer	'Chain' mail shirt
Kettlehat, fluted	100	7 kreuzer	Armored hat with a brim
Burgonet, helmet	5	12 kreuzer / 6 shilling	With visor
Half-armor of proof	3	135 kreuzer	Steel armor
Milanese harness proofed	2	510 kreuzer / 255 shilling	Steel armor
Milanese Harness, proofed, gilded	1	12 gulden	As above, and +5 Ehren
Lancer's harness	6	240 kreuzer / 4 gulden	"Plate harness"
Gothic harness	3	200 kreuzer	Steel harness (light)
Gothic harness, gilded	1	8 gulden	As above, and +4 Ehren
Gothic half armor	12	140 kreuzer / 70 shilling	Steel harness (light)
Light Arming Vest	10	3 kreuzer	Worn under armor
Half gauntlets, pair	3	2 kreuzer	Partial iron gloves
Gauntlets, pair	2	4 kreuzer	Iron gloves
Light Arming coat	2	12 kreuzer	Under armor
Felt vest	10	1 kreuzer	Cheap under armor
Aketon, tarred	3	12 kreuzer	Textile with waterproof
Jack of plates	2	60 kreuzer / 20 shilling	Tiny plates inside textile
Platendienst	5	12 kreuzer	Simple coat of plates
Brigandine	2	64 kreuzer	Well-made coat of plates
Mail Byrnie	1	120 kreuzer	
Mail Coif	5	32 kreuzer	Mail hood
Felt cap	10	1 dinari	Worn under helmet
Cuirass, iron	4	30 kreuzer	Breast plate
Cuirass, steel	2	60 kreuzer / 20 shilling	Breast plate
Cuirass, steel, gilded	1	3 gulden	As above and +2 Ehren
Iron cap	10	6 kreuzer	
Kettlehat	5	7 kreuzer	Broad brimmed iron hat
Sallet helmet	2	12 kreuzer	Streamlined helmet
Sallet helmet, gilded	1	1 gulden	As above, +3 Ehren
Cuirass with pauldrons	8	39 kreuzer	Breast plate + shoulder
Iron Half-armor	2	105 kreuzer	Chest, arms and shoulder

Stable

Item	Qty	Cost	Note
Donkey	3	10 kreuzer	
Mule	1	20 kreuzer	
Horse, draft	3	30 kreuzer	Can't be ridden
War pony	2	40 kreuzer	Small, hardy warhorse
Horse, cobb	1	1 gulden	Cart horse
Horse, ambler	1	7 gulden	Riding horse even pace
Horse, Jennet	1	5 gulden	Small, fast horses popular with light cavalry
Warhorse, courser	1	50 gulden	Premium warhorse, +2 Ehren
Warhorse, charger	1	60 gulden	Premium warhorse, +3 Ehren



Bowyer

Item	Qty	Cost	Note
Short bow	10	2 kreuzer	
Long bow	5	7 kreuzer	This is the English longbow
English warbow	2	20 kreuzer	A heavier longbow
Recurve bow	1	40 kreuzer	The composite bow of the Steppe
Hunting arrows (24)	10	1 kreuzer	+2 Dam
Bodkin arrows (24)	1	1 kreuzer	Armor piercing +2 AP
Broadhead arrows (24)	5	2 kreuzer	War - +1 Dam / +1 AP
Hunting bolts (12)	10	2 kreuzer	Wide tip, +2 Dam
War bolts (12)	5	3 kreuzer	Steel tipped, +1 Dam / +1 AP
Bodkin bolts (12)	1	3 kreuzer	Armor piercing +2 AP
Light crossbow	6	18 kreuzer	For small game
Hunting crossbow	3	30 kreuzer	Can span with goats foot
Hunting crossbow, gilded	1	2 gulden	As above and +2 Ehren
Stirrup crossbow	4	34 kreuzer	Military crossbow
Arbalest	2	60 kreuzer / 30 shilling	Heavier crossbow
Arbalest, gilded	1	3 gulden	As above and +4 Ehren
Goats Foot Spanner	1	15 dinari	Span crossbow faster
Cranequin Spanner	1	22 kreuzer	Span heavy crossbow
Arbalest, heavy	2	80 kreuzer / 4 gulden	Very heavy crossbow
Wall crossbow	1	140 kreuzer / 7 gulden	Large siege crossbow
Latchet crossbow	1	50 kreuzer	Self-spanning crossbow
Windlass spanner	3	15 kreuzer	Pully system spanner
Goats foot spanner	5	10 kreuzer	Spans lighter crossbows

Draper and Shoemaker

Item	Qty	Cost	Note
Sandals, wooden, pair	8	2 dinari	Monks footwear
Clogs, wooden, pair	5	1 dinari	Poor peasant footwear
Shoes, kuhmaul, pair	11	7 dinari	Infantry shoes, like heavy duty slippers
Boots, riding, leather, pair	2	15 dinari	
Boots, fancy leather, pair	1	2 kreuzer	+1 Ehren
Hose, gray, pair	30	6 dinari	
Hose, striped, pair	30	1 kreuzer	
Hose, striped, silk, pair	5	20 kreuzer	
Tunic, plain	8	9 kreuzer	Wool
Tunic, fine wool	3	20 kreuzer / 10s	
Tunic, fine linen	5	25 kreuzer	
Linen underclothes	20	3 kreuzer	
Woolen garment	6	5 kreuzer	
Friars or Monks habit	4	3 kreuzer	Made of serge or heavy wool cloth
Nuns or Beguines habit	4	5 kreuzer	Made of serge (wool) and linen
Sheepskin jacket	10	2 kreuzer	
Fine wool garments	3	34 kreuzer	+1 Ehren
Fustian garments, fine	5	48 kreuzer	Like denim
Hat	10	10 dinari	
Chaperon, gray	6	2 kreuzer	Kind of like a turban

Draper and Shoemaker (Continued)

Item	Qty	Cost	Note
Cloak, wool	4	15 dinari	
Linen dress	5	4 kreuzer	Summer / indoor dress
Woolen dress	2	2 kreuzer	
Fine linen dress	2	10 kreuzer	Beautiful patterns and colors
Fine woolen dress	3	7 kreuzer	Beautiful patterns and colors
Shoes, poulaines, pair	9	10 dinari	Fancy shoes with long pointy toes
Shoes, damask poulaine	2	15 kreuzer	Shoes covered in damask fabric. +2 Ehren
Silk underclothes	2	8 kreuzer	+1 Ehren (if visible)
Doublet, silk	1	1 gulden	+2 Ehren
Doublet, velvet, fashionable	1	4 gulden	+4 Ehren
Fox fur clothes	1	100 kreuzer	+1 Ehren
Craftsman's tabard and tunic	6	9 kreuzer	
Cloak, bear fur	4	6 kreuzer	
Fine woolen dress	5	5 kreuzer	Many colors and patterns, +1 Ehren
Fine linen dress	3	8 kreuzer	Many colors and patterns, +1 Ehren
Damask dress	1	140 kreuzer	Black, blue or red, +2 Ehren
Liripipe, wool, fine	4	30 kreuzer	A long tailed hood, favored by Scholars
Hood and mantle, wool	12	5 kreuzer	A simple water resistant hood

Cutler and Blacksmith

Item	Qty	Cost	Note
Small knife	30	1 kreuzer	
Large knife	10	2 kreuzer	
Bauernwehr knife	5	6 kreuzer	Peasants knife, with nagel
Small dagger	2	8 kreuzer	
Roundel dagger	3	10 kreuzer	Armor-piercing dagger
Roundel dagger, gilded	1	2 gulden	+2 Ehren
Langes Messer	5	14 kreuzer	Single edged peasant sword
Langes Messer, masterpiece	1	2 gulden	As above, but +1 Speed
Dussack saber	4	5 kreuzer	Small saber with knucklebow
Falchion sword	2	9 kreuzer	Broad single edged sword
Szabla saber	8	18 kreuzer	Saber with cross & broad blade
Light mace	12	6 kreuzer	
Hand axe	15	5 kreuzer	
Hand axe, gilded	1	3 gulden	+2 Ehren
Arming sword	10	20 kreuzer	Single handed two edged sword
Arming sword, gilded	1	4 gulden	As above, and +3 Ehren
Longsword	2	22 kreuzer	Hand and a half sword
Longsword, gilded	1	5 gulden	As above, and +3 Ehren
Longsword, masterpiece	1	3 gulden	As longsword, but +1 Speed
Baselard Sword	5	18 kreuzer	A short sword
Spear	30	20 dinari	
Halberd	10	7 kreuzer	
Glaive	5	7 kreuzer	Large meatcleaver polearm
Staff	50	3 dinari	6' staff, 3/4" diameter
Quarter staff	20	6 dinari	8' staff, 1" diameter



Cutler and Blacksmith (Continued)

Item	Qty	Cost	Note
Hurlbat	20	2 kreuzer	Special throwing axe
Javelin, vaned	30	18 dinari	
Throwing axe	8	2 kreuzer	
Whetstone	100	2 dinari	To sharpen blades
Axe, woodsman's	60	5 dinari	Tool, not a weapon (-3 speed)
Shovel	40	3 dinari	
Morgenstern	5	3 kreuzer	Two handed morning star
Light Lance, 12'	20	3 kreuzer	
Light lance, 15'	10	3 kreuzer	
Lance, heavy, 18 ft	20	8 kreuzer	This is the big knightly lance
Buckler, wood & iron	30	8 kreuzer	
Buckler, iron	12	12 kreuzer	
Small prybar	10	6 dinari	Iron. Free dice opening chests etc.
Large crowbar	3	8 dinari	Iron. Free dice opening doors etc.
Small hammer	60	4 dinari	Iron
Iron spike	100	1 dinari	Iron
Stiletto dagger	10	6 kreuzer	Light armor piercing dagger
Dirk dagger	3	9 kreuzer	Scottish style, counts as long dagger
Schweizerdolch dagger	1	12 kreuzer	Swiss style, counts as broad dagger
Blocking dagger	4	13 kreuzer	Used defensively in the off hand
Flanged mace	50	10 kreuzer	Better armor piercing mace
Kriegsmesser	2	15 kreuzer	Bigger, meaner messer
Bastard Sword	1	35 kreuzer	Pointier longsword
Bastard Sword, masterpiece	1	2 gulden	More complex hilt. +1 Defense.
War pick	5	3 kreuzer	
Cut thrust sword	10	26 kreuzer	Pointy / stabby sword
Cut thrust sword, masterpiece	1	2 gulden	As normal cut-thrust, with extra hand protection, +1 Defense
Sidesword	3	25 kreuzer	Light / civilian cut-thrust sword
Sidesword, gilded	1	5 gulden	As above, and +4 Ehren
War sword	5	20 kreuzer	A broader bladed longsword
Boar spear	20	6 kreuzer	Spear with crossbar
Bill-Guisarme	12	18 kreuzer	Polearm
Flegel	10	16 kreuzer	Two handed flail
Greatsword	3	40 kreuzer	Larger longsword
Montante sword	3	48 kreuzer	Two handed sword
Montante sword, gilded	1	6 gulden	As above and +4 Ehren
Spear, 9 ft, langets	30	5 kreuzer	
Target shield (proofed)	5	72 kreuzer	Strong shield, Includes Rotella
Mini Pavise Shield	3	60 kreuzer	Can stand on its own
Mini Pavise Shield, painted	1	8 gulden	As above, but beautifully painted. +3 Ehren, +1 on Morale related Saves
Rapier sword	10	34 kreuzer	Dueling sword
Rapier sword, masterpiece	1	10 gulden	As above and +1 Ehren, +1 Defense (extra hand protection), +1 Speed
Feder sword	5	4 kreuzer	Sport fencing sword

Gunfounder (For rules on guns, see Armor and Missile Weapons II)

Item	Qty	Cost	Note
Iron bullet, small, 30 ct	100	10 dinari	Armor piercing bullet +2 AP
Iron bullet, medium, 22 ct	120	10 dinari	Armor piercing bullet +2 AP
Iron bullet, large, 10 ct	80	10 dinari	Armor piercing bullet +2 AP
Lead bullet, light, 30 ct	500	5 dinari	
Lead bullet, standard, 22 ct	200	5 dinari	
Lead bullet, heavy, 10 ct	100	5 dinari	
Stone bullet, light, 30 ct	1,000	2 dinari	Cheaper bullets, -1 Dam
Stone bullet, standard, 22 ct	800	2 dinari	Cheaper bullets, -1 Dam
Pistala (serpentine)	4	20 kreuzer	Small simple firearm
Hook gun, serpentine, bronze	2	48 kreuzer	Large Firearm with a hook and a serpentine 'lock'
Kolf, serpentine, bronze	5	40 kreuzer	Small Firearm
Arquebus, Klover, bronze	3	48 kreuzer	Large Firearm, small bullets
Arquebus, Klover, bronze, gilded	1	5 gulden	As above, and +3 Ehren
Arquebus, steel	5	35 kreuzer	Large Firearm
Linstock	5	2 kreuzer	Shooting stand
Matchcord, 1 ft	50	1 dinari	Cord used to shoot guns
Powder horn	10	5 dinari	Horn to keep 12 oz of powder in
Powder flask	3	15 dinari	Brass flask for 4 oz of powder
Gunpowder medium grain, 1lb	10	1 kreuzer	Standard (limited qty.)
Gunpowder, small grain, 1 lb	5	2 kreuzer	For small guns (limited qty.)
Gunpowder, fine grain, 1 lb	5	3 kreuzer	For primer (limited qty.)

Grocer, Vintner and Brewer

Item	Qty	Cost	Note
Salami, 2 lb		14 dinari	
Capon, smoked		2 dinari	
Hare, smoked		6 dinari	
Beef, brined, lb		20 dinari	Comes in a barrel, 10 lb min.
Salt pork, lb		5 dinari	Comes in a barrel, 10 lb min.
Wine, gallon, Rhenish		8 dinari	
Wine, gallon, Hungarian		6 dinari	
Honey mead, quart		10 dinari	Comes in a gourd
Pickles, quart		1 dinari	
Sauerkraut, quart		1 dinari	
Dried fruit, lb		4 dinari	
Honey, lb		3 dinari	
Salt, coarse, pint		1 dinari	
Cheese, hard, lb		3 dinari	
Herring, salted, 10		1 dinari	
Half peck bread		4 dinari	8.7 lbs
Bacon, side		4 kreuzer / 90 dinari	28 lbs
Ale, gallon, good		2 dinari	Ale is beer without hops
Pickles, quart		1 dinari	



Apothecary

Item	Qty	Cost	Note
Wood spirits, quart	3	2 kreuzer	Turpentine
Pitch, pound	200	10 dinari	
White naphtha, quart	6	16 kreuzer	Kerosene
Aqua Fortis, dram	6	40 kreuzer	Strong acid
Aqua Vitae, pint	10	22 kreuzer	Moonshine
Brandy, pint	6	32 kreuzer	Aged Liquor, comes in glass bottle
Herbal healing poultice	4	10 kreuzer	+3 For healing Skill checks (wounds)
Thyme oil, pint	6	1 kreuzer	Promotes healing (+2 Skill checks)
Theriac, dram	10	32 kreuzer	Snake bite remedy, strong medicine, opiate. +3 on Healing checks.
Bald's Eyesalve, dram	16	8 kreuzer	Strong antiseptic. +3 Healing checks.
Powder of Algaroth, dram	4	1 kreuzer	Strong purgative, poison remedy. +3 on Saves vs. ingested poisons or drugs.
Four thieves vinegar, pint	20	15 dinari	Mild antiseptic. +1 Heal checks.

Maritime Market (Will be found in port towns on the sea or major rivers)

Item	Qty	Cost	Note
Astrolabe, brass	5	74 kreuzer	+2 Navigation etc.
Sextant, brass	3	90 kreuzer / 30 shilling	+3 Navigation etc.
Compass, wooden	8	16 kreuzer	+4 Know direction etc.
Compass, brass	3	60 kreuzer / 20 shilling	
Spyglass, large	4	50 kreuzer	+3 Spot Checks
Spyglass, small	10	28 kreuzer	+2 Spot Checks
Iron grapnel, small	15	3 dinari	
Iron grapnel, large	12	6 dinari	
Fishing handnet, sml.	50	2 dinari	
Fishing handnet, lg	20	3 dinari	
Fishing net, medium	25	7 dinari	Cast net with lead weights
Fishing net, large	6	10 dinari	Sein net
Angling hooks, bone (10)	500	3 dinari	
Angling hooks, brass (10)	50	20 dinari	
Fishing line, spool 100'	20	2 dinari	
Waterproof sea bag	10	6 dinari	Coated in pitch
Waterproof box	3	10 dinari	Coated in pitch
Rope, hemp, per 20'	10	8 dinari	
Lantern, brass	6	6 kreuzer	
Lantern, brass, Bullseye	2	7 kreuzer	

Goldsmith / Silversmith / Latner

Item	Qty	Cost	Note
String of pearls		70 kreuzer	+1 Ehren
Amber pendant		3 kreuzer	+1 Ehren
Amber necklace		25 kreuzer	+2 Ehren
Gold necklace, thin		40 kreuzer / 1 gulden	+1 Ehren
Gold necklace, thick		200 kreuzer / 5 gulden	+2 Ehren



Goldsmith / Silversmith / Latner (continued)

Item	Qty	Cost	Note
Gold chain, medium		240 kreuzer / 6 gulden	+3 Ehren
Brass bracelet		5 dinari	
Silver bracelet		2 kreuzer	
Gold bracelet		2 gulden	+1 Ehren
Silver broach		3 kreuzer	
Silver ring, heavy		4 kreuzer	
Gold Signet ring with garnet		68 kreuzer	Custom-carved, +1 Ehren
Gold ring, plain, light		30 kreuzer	+1 Ehren
Gold ring, plain, heavy		60 kreuzer	+2 EHren
Silver bracelet		2 kreuzer	

Hospoda or Tavern

Item	Qty	Cost	Note
Cabbage stew	1 meal	1 dinari	
Apples, fresh	lb	2 dinari	To eat or for the road
Stewed apples	1 meal	3 dinari	
Honeycomb, small	1	2 dinari	To eat or for the road
Salt, coarse, pint	1 Pint	4 dinari	For the road
Cheese, hard	lb	3 dinari	To eat or for the road
Herring, salted	10	2 dinari	To eat or for the road
Fresh fish stew with bread	1 meal	6 dinari	
Pork dumplings	6 (meal)	2 dinari	
Kashi and pork stew	1 meal	2 dinari	
Ale, good	gallon	2 dinari	This is beer without hops
Ale, medium	gallon	1 dinari	This is beer without hops
Ale, cheap	gallon	½ dinari	This is beer without hops
Beer, excellent	gallon	3 dinari	Beer with hops
Honey Mead	quart	1 kreuzer	
Common room	Per night	2 dinari	
Private room	Per night	5 dinari	

Inn

Item	Qty	Cost	Note
Bacon	lb	9 dinari	Food for the road
Venison, smoked	lb	16 kreuzer	Food for the road
Salami	lb	14 dinari	Food for the road
Fresh bread	1 loaf	1 dinari	To eat or for the road
Capon, smoked	1	2 dinari	A male duck. To eat or for the road
Rabbit, smoked	1	4 dinari	To eat or for the road
Fresh fruit	lb	3 dinari	Apples, peaches or plums
Beef roast, with dumplings	1 meal	1 kr	
Pork roast, with dumplings	1 meal	15 dinari	
Fresh Venison dinner	1 meal	2 kreuzer	
Wine, Hungarian	quart	6 dinari	
Wine, Gascon	quart	7 dinari	
Wine, Rhennish	quart	10 dinari	
Bath		10 dinari	The common bath



Inn (continued)

Item	Qty	Cost	Note
Bath, private		1 kreuzer	A bath prepared in a guest room
Private room	Night	2 kreuzer	This is a very nice room, ideal for recovering from wounds
Private suite	Night	5 kreuzer	Room for four. Includes a bath

SPECIAL WEAPONS AND ARMOR

Some of the weapons and armor listed above are of better quality than normal, offering a +1 Speed for example, a +1 Defense (often from enhanced hand protection) a +5' or 10' range increment for missile weapons, or a +1 DR or Bypass in the case of armor. Better quality weapons and armor cost twice as much as the baseline. More commonly, 'special' weapons and armor will be more aesthetically appealing and / or better decorated. Gilded, engraved, silvered, or bejeweled artifacts can carry with them an Ehren bonus from +1 to +10. As a rough guideline, the cost is the Ehren bonus in gulden, so a gilded arming sword with +5 Ehren costs 5 gd instead of 20 kr. Some individual prices will vary of course and are subject to bargaining.



Gilded Milanese half armor, made for the tournament, circa 1585. Property of the Cleveland Art gallery, image Public Domain

A Few Sample Items

Masterpiece **Small Dagger** with silver handle and silver chased blade, +1 Speed, 1-8 Damage, +4 Ehren, 4 gulden
Masterpiece **Bearded Axe**, etched blade depicting bear hunt and back spike, +1 Speed, +2 AP, +3 Ehren, 3 gulden
Masterpiece **Heavy Mace**, gilded and artistically decorated, +1 Reach, +1 Speed, +5 Ehren, 5 gulden
Masterpiece **Sidesword**, etched blade with slogan, complex hilt, +1 Reach, +2 Defense, 1-8 Damage, +2 Ehren, 3 gulden
Masterpiece **Longsword**, blued blade, gilded, complex hilt, reinforced point, +1 Speed, +1 Defense, +1 AP, +4 Ehren, 4 gulden
Masterpiece **Rapier**, silver etching, reinforced point, extra hilt features, +1 Defense, +1 AP, 1-8 Damage, +3 Ehren, 3 gulden
Masterpiece **Hewing Spear**, tempered steel, engraved blade, etching, silver langets, +2 AP, 1-12 Damage, +3 Ehren, 3 gulden
Masterpiece **Balestrino** crossbow, silver etching, powerful prod, 10' range increment, +1 AP, +2 Ehren, 2 gulden
Masterpiece **Arbalest** crossbow, ivory embossed stock with relief, painted prod, 70' range increment, 2 gulden
Masterpiece **Mini Pavise** shield, Painting of St. George, layer of steel, Toughness 8, +2 Ehren, 4 gulden
Masterpiece **Brigandine Doublet**, Damask fabric, silk, tempered steel plates, DR 8/16/24, Hardness 5, +3 Ehren, 3 gulden
Masterpiece **Half Armor**, Proofed, etched, finely made, DR 11/22/33, Hardness 12, +4 Ehren, 4 gulden
Masterpiece **Milanese Harness**, gilded & etched, +6 Ehren, 6 gulden

PART 3 – MAGIC

MAGIC IN THE HISTORICAL WORLD

Looking back in history, we can say with some confidence that magic, by definition, isn't real and therefore magic practitioners were not real. But as usual with history, particularly of this era, the reality isn't so simple. In the late medieval period, most people, from the most ignorant to the most educated, from the most naïve to the most-worldly and experienced, believed in magic.

In the Medieval period, and in the Classical World which was the origin of so much of their formal knowledge, Natural Philosophy, which is today often thought of as proto-science, was actually a dense mixture of what would today be considered science, and what we would call superstition. The very same Greek philosophers who determined the circumference of the earth, who hypothesized the existence of the atom, who invented the math and the geometry which are the basis for so much of our science and engineering today, also delved deeply into talismans, divination, curses, astrology and necromancy.

For the medieval thinker, though they were not necessarily any more credulous or superstitious by nature than people are today, it was very hard to tease out the science from the sorcery. Magnetism was real, and was the basis of the compass, but nobody knew how or why it worked. If you followed the ritual to magnetize the needle – the blacksmith heats the iron to red hot, orients it into a north-south direction and hammers lightly it as it cools down, that made it into a magnet. If it was then floated on a cork, it always pointed north. There was no theory of magnetism to explain this. Magic was the explanation, but more importantly it was

the means to record the method used to achieve the desired result.

The origins of the compass, back in China, were in a type of geomancy used to ascertain the Cardinal direction of North so as to determine proper Feng Shui. To use a compass was to believe in magic. Similarly, the sky was a calendar. The complex patterns of the movement of the stars through the year correlated with the changing of the seasons and the migration of animals and birds. The phases of the moon correlated strongly with the tides, and also affected people and animals. This was the basis of the esoteric premise, "As above, so below".

To an extent, much of magic – perhaps half - was derived from empiricism, which is to say, from the observation of nature and the observance of correlations between certain conditions and certain outcomes. One did not need to know the 2nd law of thermodynamics to know that iron struck on flint would make sparks, and sparks make fire. The second half of magic was of course superstition, and this combination of the real and unreal, the knowable and unknowable, is to a large extent what makes it fun and interesting.

The Codex Martialis incorporates magic into our setting by doing nothing more or less than simply assuming or pretending that the magic the people of the era believed was real, was real. For the details, we need only look to books of science of the period, and to the more transgressive grimoires. This way magic fits quite well into the historical setting, and it adds a marvelous element of the unknown to any adventure. Therefore, if you want to have magic in your historical campaign, it is available. If you don't, just skip it.



The Greek philosopher Claudius Ptolemy accompanied by his muse, Urania. Magarita Philosophica by Gregor Reisch, 1508. Image public domain.

CHAPTER 8 – CASTING SPELLS

Magic is covered in depth in the Codex Superno, but some basic magic rules for casting spells are reproduced here for reference.

CASTING SPELLS, SOUP TO NUTS

This section is intended to serve as a reference for preparing and casting spells using the Superno rules. This is derived from the sections Gaming with Codex Superno, The Spell Failure Rule, and Skills for Magic. For more info about any of this, consult those sections in the **Codex Superno**.

Memorize the Spell

By default, Codex Superno uses the same Vancian spell-slot system as the SRD. However, Superno gives you some flexibility in breaking those rules (such as casting spells that you didn't prepare, or which are above your level), which just means a higher DC on your Spellcraft skill check, and also offers you an optional alternative 'Casting Point' system which is less restrictive. But you can ignore that until you are experienced with the system.

Double Memorization

You can improve your odds of casting success by memorizing the same spell twice (i.e. taking up two slots for one spell). This will grant you a Free Dice on your Casting Roll.

Mnemonics

The mnemonics skill allows characters another way to improve their odds for their casting roll by giving them a Free Dice. You can do this with a number of spells equal to Int Mod + Wis Mod + Mnemonics skill points. It has to be done in advance and takes some time to do. The die roll needed is 10 + 3 x Spell level. If you have a slot and make the die roll you get the Free Dice on your casting roll. See Skills for Magic, Mnemonics for more on this.

Spell Preparation

Aside from memorizing, some spells require significant preparation before casting, others do not require any. As a general rule, Cantrips require no preparation at all, while most higher level spells do. This may mean just a bit of singing or recitation, it could require having a Talisman or some other charm, or it could mean significant advanced preparations involving complex rituals and rare materials. This is particularly true for higher level (2nd-4th level) spells. You'll have to read the spell descriptions for more details on this. In many cases however once certain preparations are done in advance, the spell can be cast quickly.

The Spell Casting Rule

To cast a spell, all you need to do is make a Spellcraft skill check. The DC depends on the circumstances. If the spell was memorized in the normal slot, just use the first column:

Special results

Critical Failure occurs when you roll a 1 on your Spellcraft skill check. Critical Success happens when you roll a 20. You are much less likely to roll a Critical Failure if you can arrange to have a Free Dice. The outcome of a Critical Failure varies by spell but can be dire particularly at higher levels. See the description of each spell in the Codex Superno for more on the specific outcomes.

Level	Memorized Casting DC	Reading from Grimoire	Reading from book or notes	Reading, poor conditions	Casting Over Level
0	10	14	15	16	-
1	13	14	15	16	18
2	16	18	20	22	24
3	19	22	25	28	30
4	22	26	30	34	36



CHAPTER 9 – A SHORT LIST OF SPELLS

This is a short sample of Cantrips and spells. In this section you will find a dozen Cantrips and ten Spells, four Learned, three Cunning, and three Clandestine. For many more spells and a lot more about the context of magic and spellcasting, see Codex Superno.

CANTRIPS

Cantrips are small, simple spells or charms. They are found within the traditions of various estates: hunters, midwives, thieves and sailors all have their own Cantrips, as do courtiers and Scholars. Cantrips have minor effects, generally speaking, but used correctly they can convey significant advantages. For example, **Untie Knot** used on your opponents' shoelaces right before a fight, or **Douse Flame** on an enemy's lantern as they are following you down the stairs to the cellar. Unlike proper spells, Cantrips do not require any special training, life experience or erudition to cast. Just a simple ritual, often passed down from parent to child, or from Godparent to Godchild. In the medieval world, most people know at least one or two...

Advance Softly

Hunter's Cantrip, Thieves Cantrip
Transmutation
Level: Druid 0, Ranger 0, Magus 0
Components: S
Casting Time: 1 round
Range: Touch
Duration: 1 round / level
Saving Throw: Will negates
Spell Resistance: No
Source: Invented
Legal Status: B

Function: muffles one target's footfalls and incidental noises, adding +2 to Move Silently skill checks for the spells duration. Casting: cover the ears with the hands and shake rapidly from side to side.

Success and Failure

On a Critical failure the target of this Cantrip becomes more clamorous than usual, suffering a -4 to Move Silently skill checks for one hour. On a Critical Success the caster gains a Free Dice on their Move Silently roll.

Allay Seasickness

Sailor's Cantrip
Abjuration
Level: Cunning 0
Components: V, S
Casting Time: 1 round
Range: Touch
Duration: Instantaneous
Saving Throw: No
Spell Resistance: No
Source: Invented
Legal Status: A

This spell can only be cast once per day. Function: alleviate the effects of seasickness or any other type of sudden and severe nausea. Heals up to one point of temporary Strength or Constitution damage caused by nausea or poison, and grants an additional Saving Throw to any ongoing nausea effect. Casting: patting the head with one hand while rubbing the stomach with the other, then touching the target with both.

Success and Failure

On a Critical failure the target becomes violently sick to their stomach. The GM must roll a d6. On a 1, the target suffers from immediate projectile vomiting and acute nausea, rendering them incapacitated for 1d6 rounds (cumulative with any current nausea effect), and if they are already suffering from severe nausea of some kind, causing 1 point of temporary Constitution damage. On a Critical success the target gets a +4 bonus to their Saving Throw.

Calm Hound

Midwife's Cantrip, Thieves Cantrip, Peasant Cantrip
Enchantment
Level: Magus 0
Components: S, M (see below)
Casting Time: 1 minute or less (see below)
Range: Close (25 ft. + 5 ft. /2 levels)
Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: No
Source: Semi-historical
Legal Status: B

Function: acrimonious watch-beasts are rendered passive and of good will. This spell allows the caster to attempt a single Animal Empathy skill check at +6, whether they have the skill or not. The caster and the animal must be able to study each other, noting each other's body language, vocalizations, and general demeanor. Generally influencing an animal in this way takes 1 minute, but as with influencing people, it might take more or less time.

This spell can be cast upon animals (such as bears and giant lizards). You can use it without the +6 die roll bonus on beasts (such as Owlbears) and magical beasts (such as blink dogs). Retries on the same animal generally don't work. Tempting the animal with a tasty treat of some kind (this will act as the material component) will grant an additional bonus of from 0 to +2 depending on the GM's assessment of the suitability of the food offered.

Success and Failure



On a Critical Failure the animal or beast in question immediately attacks the caster, with intent to kill. On a Critical Success, the caster gains a +6 on the skill check rather than a +4.

Depths of the Shadow

Hunters Cantrip, Thief's Cantrip

Abjuration

Level: Druid 0, Ranger 0, Magus 0

Components: S

Casting Time: 1 round

Range: Self

Duration: 1 round / level

Source: Invented

Legal Status: C

Function: Obscures the caster slightly, granting a +2 to any Hide check so long as the caster is stationary and in a shadow.

Success and Failure

On a Critical Failure the target of this Cantrip seems to subconsciously draw the eye, suffering a -2 to Hide checks. On a Critical Success the caster gains a Free Dice on the Hide skill check in addition to the +2 bonus.

Displace Weight

Peasant's Cantrip, Sailors Cantrip

Transmutation

Level: Magus 0

Components: S

Casting Time: 1 action

Range: Personal

Duration: Instantaneous

Saving Throw: No

Spell Resistance: No

Source: Invented

Legal Status: A

Function: a momentary muscular embellishment, useful only for shifting large items of furniture or pushing against a stubborn obstacle, such as a locked door. The spell conveys a +2 to any single Strength skill check. Casting: assume a classical stance and flex the biceps immodestly.

Success and Failure

On a Critical failure, the caster becomes weakened, suffering -1 temporary Strength damage.

Douse Flame

Midwife's Cantrip

Transmutation

Level: Druid 0, Magus 0

Components: S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft. /2 levels)

Duration: Instantaneous

Saving Throw: No

Spell Resistance: No

Source: Invented

Legal Status: B

Function: quickly expunge any minor conflagration, such as a torch flame or a pile of burning papers. The spell allows a single attempt to put out a single small non magical fire within range of the spell, with a DC from 5 to 25 depending on the fires size, the amount of combustible material present, the wind, etc. Casting: arcane finger gesticulations.

Success and Failure

On a Critical Failure, the fire in question flares out toward the caster, who must make a Reflex Saving Throw (DC 10) or be burned for D4 damage and temporarily blinded for 1 round. On a Critical Success all relatively small, non-magical fires within the area of effect are immediately put out as if they had a bucket of water poured into them.

Enhance Vision

Hunters Cantrip

Transmutation

Level: Magus 0

Components: S

Casting Time: 1 round / level

Range: Personal

Duration: 1 round per level

Saving Throw: No

Spell Resistance: No

Source: Invented

Legal Status: A

Function: enhances normal vision under the dimmest light, lessening penalties for visual perception in gloom. In effect, it grants darkvision with a range of ten feet for the spells duration. Casting: push the head forward three times in quick succession, in the manner of ducks on a pond.

Success and Failure

On a Critical Failure vision is notably impaired for the duration of the Cantrip, imposing a -4 on all Spot and Search checks, and a -2 To Hit in combat. On a Critical Success, the caster is granted darkvision to a range of 30 feet and the spells duration is doubled.

The Mark of the Hornet

Peasant's Cantrip

Conjuration

Level: Cunning 0

Components: V, S

Casting Time: 1 round

Range: 20' per level

Duration: instant

Source: Invented

Legal Status: D

Function: Place a magic mark on a building, tree, or stone which will summon a queen hornet overnight, which will then create a small nest over a further 24 hours. This nest will then grow into a large nest within a week. This Cantrip only works in the spring, summer, or early fall, and while it



is a minor nuisance if cast by a low level practitioner, cast at higher levels it can be far more dangerous.

The size of the initial hornet swarm is 1d4 per caster level. After a week if the nest has not been removed, it will grow by an additional 1d6 per caster level. This represents the number of Hit Points of the nest. Once the nest has reached full size, the hornets will attack anyone who comes within five feet. If they attack, the hornets cause 1d4 of damage per 10 hit points of the nest, rounded down.

Damage is also split between targets so if the hornets are attacking say, three people (or dogs, cows, pigs), the damage dice should be split between them (these can be split to half of a d4 for 1-2 damage). Hornet nests can be damaged by fire and hornets can be driven away by smoke. Acrid substances such as lime or alcoholic spirits can also damage the nest, and burning certain noxious plants can kill or put them to sleep. The best course of action if surprised by such a nest may be to flee to a distance of fifty feet away or more, or even to immerse oneself in water (though sometimes the hornets can wait to attack people in the water when they come up for breath too). Then return later.

After the initial attack, hornets become weaker. By the third round the nest does half damage. By the fifth round the damage is halved again. Once a nest is removed, a Knowledge: Sorcery or equivalent skill check with a DC of 12 will reveal that the mark is part of a spell.

Success and Failure

On a Critical Failure a swarm of 10 hit points (1d4 damage) emerges from the woods and attacks the caster, chasing them for 3 rounds. On a Critical Success a much larger than normal swarm is summoned (roll D6 and then D8 instead of D4 and D6).

Salt of the Earth

Peasant's Cantrip

Enchantment

Level: Druid 0, Ranger 0, Cleric 0

Components: S, V

Casting Time: 1 round

Range: 10'

Duration: 1 minute / level

Source: Invented

Legal Status: A

Function: Creates an impression of wisdom in the caster's words. This grants a +2 to Diplomacy checks. Casting: The caster must take a handful of dirt and crumble it in his hands, and argue by aphorism and agricultural metaphor for the duration of the spell.

Success and Failure

On a Critical Failure the arguments sound simplistic and impose a -4 penalty on Diplomacy. On a Critical Success

the caster gains a Free Dice on their next Diplomacy or Bluff check.

Sign of the Cross

Christian Cantrip (Available to all Classes)

Enchantment

Level: Cleric 0

Components: S

Casting Time: 1 round

Range: Self

Duration: 1 hour

Source: Historical / current

Legal Status: A

Function: Making the sign of the cross has the effect of a half strength Protection from Evil, *if* the caster is in a State of Grace. If the caster is in the State of Grace, they gain a +1 resistance bonus to all Saving Throws, when attacked or acted against by any evil person or entity.

Success and Failure

On a Critical Failure you have made the sign of the cross incorrectly or backward and anyone seeing you may suspect you of heresy or blasphemy. On a Critical Success the effect is the same as a Protection from Evil spell - +2 Defense and +2 on all Saving Throws.

Watch that knife

Peasant's Cantrip

Evocation

Level: Cunning 0

Components: V, S

Casting Time: 1 round

Range: 20' per level

Duration: instant

Source: Invented

Legal Status: C

Function: allows the caster to cause a temporary distraction to the target which potentially may cause them to injure themselves if they are working with a knife or a sharp tool. For example, peeling an apple with a pocket knife, cutting carrots for dinner, whittling a piece of wood, using an adze or a grinding wheel. Casting: make an odd gesture similar to the "Evil Eye" while pretending to sneeze. The target will have to make a Reflex Saving Throw or cause a minor injury to themselves (damage is 0-2, roll d4 -2, any result below 0 = 0).

Success and Failure

On a Critical Failure the caster stumbles and falls down, making a fool of themselves, while accidentally revealing the gesture which will look suspicious. On a Critical Success the target has a much more serious accident, damage D6.

Untie Knot

Sailor's Cantrip

Transmutation



Level: Magus 0
Components: S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft. / level)
Duration: Instantaneous
Source: Invented
Legal Status: B

Function: the caster can instantly and remotely attempt to unravel one knot within the area of effect. The knot must be selected and the caster may make a single Use Rope

SPELLS

Spells are both more powerful and more perilous than Cantrips. Only people with some kind of Esoteric training can cast spells, namely those who qualify as Magus, Sage, Witch or Clerk. Spells often require substantial preparation before casting, although many spells are easier to cast once the preparations have been done the first time. Spellcasting often hinges on the possession of a Talisman or Amulet of some kind, or a magical artifact which serves the equivalent role. Casting true spells is often somewhat perilous, and to dabble in such powerful magic is to risk problems with the law. Spellcasting is something done in private, or with some degree of plausible deniability.

LEARNED MAGIC SPELLS

These are the spells of the Magus, meaning in most cases the University trained Scholar, or the Friar. These spells generally derive from ancient books and scrolls, and are not normally part of a living tradition. Casting, them, or even knowing about them, requires substantial erudition and many scholarly skills.

Al Razi's Restraining Djinn

Conjuration [Summoning]

Level: Magus 2
Components: V, S
Casting Time: 1 action
Range: 60'
Target: One person or creature
Duration: 1 round + 1 round per level
Saving Throw: Reflex negates
Spell Resistance: No
Source: Invented
Legal Status: D

Should you wish to halt, restrain, or embarrass a target that is nearby, without causing undue harm to their person, it can often be effective to subdue them with their own clothing. This spell causes the target's own clothes and other appurtenances to tangle them swiftly in the most effective way possible, through the use of a momentary and highly localized whirlwind effect, caused by a minor Djinn. If the target makes a Reflex Saving Throw they are assumed to have 'shaken off' the effect of the spell, they are not restrained in any way, and neither they nor their clothing suffer any damage.

skill check against the DC of the knot (5- 30 depending on complexity).

Success and Failure

On a Critical Failure the knot becomes twice as hard as it was before. On a Critical Success all knots which the caster desires to be untied within the spell range are instantly untied.

If the target fails its Reflex Saving Throw, trousers or hose are yanked to their ankles by unseen forces, hats are pulled rudely and forcefully down-obscuring vision (and often ripping the article in question) and jerkins and other items with arms expand and contract abruptly to the greatest extent of their natural elasticity (as well as twisting to the side) - trapping the victim's arms. The target is thereafter considered entangled.

Other effects depend on the nature of the target's attire. If the victim is wearing armor, they may suffer damage on the first round of the entanglement only. Anyone affected by the spell while wearing light or medium armor suffers 1 hit point of damage; anyone wearing heavy armor (such as any type of plate armor) suffers 1-4 points of damage. After one round, the victim may attempt to break free. Escape requires either a successful Strength or Dexterity check or an Escape Artist skill check. Base DC is 15 for normal clothes, 16 for textile armor, 17 for mail or flexible metal armor, and 18 for plate harness, in each case add the Bypass of the armor to the DC. So mail with a Bypass of 5 would be DC 22.

Note: circumventing the effects of this spell through a Strength check causes the clothing and / or armor to be damaged (and for the armor to be considered unusable until repaired). Beasts, vermin, animals and creatures not wearing any form of artificial clothing are unaffected by this spell.

Success and Failure

On a Critical Failure the spell effects the caster. On a Critical Success the duration is doubled.

Circe's Mantle of Stealth

Illusion [Shadow]

Level: Magus 2, Cunning 2
Components: V, S, M
Casting Time: 1 round (but preparation longer, see below)
Range: Close
Duration: 1 minute to 1 hour per level (see below)
Saving Throw: No
Spell Resistance: No
Source: Invented
Legal Status: D

Function: This spell allows the recipient to hide and move stealthily for a substantial length of time. Unlike the **Cloak of Firiell** or the SRD 2nd level spell, **Invisibility**, this shadow



illusion does not literally render the target transparent. Rather, it substantially enhances stealth capabilities of the wearer, similar to the SRD Wondrous Item, a **Cloak of Elvenkind**, but it impacts sound as well as visual perception.

The primary material component of this spell is a bracelet or arm-ring, and the quality of the ring has an effect on the duration of the spell. If the ring is brass or bronze with a value of less than ½ mark, the duration is 1 minute per caster level. If the ring is silver with a value of between ½ and 2 marks, the duration is 10 minutes per caster level. If the ring is pure gold, with a value of 2 marks or more, the duration is 1 hour per caster level. A gold bracelet will be much thinner than a silver one, as the ratio is roughly one ounce of gold per 16 ounces of silver. Regardless of the metal, the ring must be a plain metal ring with no jewels or other embellishments.

Once acquired, the ring has to be inscribed with the name of Circe and a short prayer, in Greek. The inscription can be written on the inside of the ring and therefore not normally visible when worn, but it must also be large enough to be clearly legible for someone with normal vision looking at the inside of the bracelet. Inscribing the magic words requires an ability check (Dex DC 10) or a Skill Check (Craft: Engraving DC 8). Grant a bonus of +2 to the die roll for anyone literate in Greek.

When the spell is cast, the target – either the magus herself or someone of her choosing, must wear the arm ring and also don a cloak, cape or mantle which has a hood. As the magic words are spoken the target will visibly darken, though just slightly, and the colors will subtly change to be more drab and nondescript, as if a shadow had fallen across them or a cloud had passed over the sun or moon above. They will become more difficult to see or hear, or to remember. As the recipient of the spell closes the hood, the effect is enhanced and they are even harder to perceive clearly. Noises emanating from the recipient, (or their shoes), also become softened.

The practical effect of this spell is that all skill checks related to stealth such as the **Hide** or **Move Silently** skills are made at a +4 to the Die Roll, and if have their hood closed at least part of the way, this Skill Check is additionally made with a **Free Dice**. This effect lasts for the duration of the spell and does not go away after the person engages in combat. Material Component: Requires a brass, bronze, silver or gold arm ring or bracelet with magic words inscribed upon it. Also requires a cloak, cape or mantle with a hood. Once the arm ring has been created it can be used repeatedly to cast this spell.

Success and Failure

On a Critical failure the spell seems to work but the wearer falls under the effect of the Cunning spell **Loki's Scent**, attracting the attention and anger of any animals nearby. On a Critical success the **Free Dice** bonus comes into play even if the hood is not closed.

Consecrate Talisman

Evocation

Level: Magus 2, Cunning 2

Components: V, S, M

Casting Time: 10 minutes

Range: Touch

Duration: Permanent until dispelled

Saving Throw: No

Spell Resistance: No

Source: Historical

Legal Status: B

This spell completes a ritual of consecration of an amulet, talisman or other type of permanent magic charm. It is usually cast by the person who will wear the talisman. It can only be cast once per level under normal circumstances, so for example if you reach level three, and cast the spell, you can't cast it again until you reach level four. The only exception is when consecrating temporary talismans used in ritual spells such as **Die Zeremonie von Abramelin**, in which case this spell can be cast repeatedly with no restriction.

The power of the talisman cannot be more than half the casters level – so at second level a +1 talisman can be consecrated, at 4th level a +2 talisman can be consecrated, and so on. The spell can however be cast on things other than small charms. It can sanctify an apotropaic shield for example, a weapon, or a boat with an eye painted on the prow. The effects are the same. Aside from their specific powers, many types of Talismans are required to cast certain spells.

Success and Failure

If the spell fails, the charm cannot be consecrated and should be destroyed, lest it become possessed by a malignant spirit. On a Critical Failure roll a second D20. If that is anything but a natural 1, the charm is simply unusable. If, however, a second Critical Failure is rolled, the charm is cursed, and will require exorcism. A cursed charm cannot be disposed of normally and will keep returning to the caster. On a Critical Success the charm will be of unusual power, (add an additional +1 to all bonuses).

Dark Candescence

Enchantment: [Compulsion, Mind-Affecting]

Level: Magus 3

Components: V

Casting Time: 1 round + prep

Range: 15'

Duration: 1 hour

Saving Throw: Yes

Spell Resistance: Yes

Source: Invented

Legal Status: E

This is a ritual spell that consists of two steps. First, the caster creates a magical powder which can be burned in a



candle made of virgin wax and Lapland sesame oil. The powder must be mixed into the wax and the oil in total darkness.

Dr. Mirabalis said of this substance that it *'Darkens the spirit and focuses the resolve.'* Once lit, the candle affects all sentient beings in a 15' radius. Each player or NPC in the area of effect must make a Will save at DC 15. Failure means the character goes berserk and will attack others (i.e. they cannot distinguish friend from foe). Success triggers the beneficial effects below which last for one hour. The affects are that anyone affected by the spell turns to temporarily evil alignment, and gains one Free Dice on all combat related die rolls or skill checks *per round* for the duration of the effect.

To help minimize the risk of casting the spell, the grimoire suggests making an ointment from the following recipe: *"Take radish, bishopwort, garlic, wormwood, helenium, cropleek and hollowleek, and pounded it all into a mash, then boil it for an hour in butter with celandine and red nettle. Keep it in a brass pot until it turns a dark red color, and finally strain it through a cloth and smear it on the forehead."* Other sages report that drinking a tea of chamomile, lavender and valerian had a similar effect. Either way when such a precaution is taken the DC is reduced to 12. Material components: 1 lb virgin wax, 3 drams of Lapland sesame oil, various rare herbs. Total cost 3 gd.

This spell can be used two ways. To prepare an individual for battle, or to cause murderous mayhem among an unsuspecting group of people. Used in the former manner, it is legal status D, used in the latter manner it is legal status F.

Success and Failure

On a Critical failure the caster is possessed and will chase down and attack any nearby ally in preference to enemies. On a Critical success the duration is doubled

CUNNING MAGIC SPELLS

Cunning Magic derives from the esoteric living traditions of medieval Europe, and going back into its ancient past. These are cast by the Sage, which is to say the Shaman.

The Flight of Devana

Conjuration [summoning]

Level: Cunning 2

Components: V, S, M

Casting Time: 1 round

Range: Up to 400' around the caster

Duration: ten minutes per caster level.

Saving Throw: See below

Spell Resistance: No

Source: Semi-historical

Legal Status: C

Devana the Slavic goddess of the hunt and the wild forest, was known to protect her flock well in her own verdant domain. Her followers knew a trick to disappear into the forest with her help when they were threatened, allowing them a swift escape from any pursuit. When cast, this spell instantly conceals the caster and any nearby companions (-4 to Spot checks), and then causes the forest to open before and close behind them as they move through it, and away from any pursuit.

In addition, branches and bushes will immediately obscure sight of the caster toward a given target, granting a Free Dice to any Hide skill checks conducted by the caster or any in her party. The spell then animates brush, trees, and undergrowth to actively lean out of the casters way as she makes her way through a forest, and even pushes her along a little as she goes granting a +5' to her move rate and that of any of her companions. Roots will withdraw to avoid her running feet, fallen logs will be hastily dragged out of her path by animated tree-limbs and vines, and the very ferns and brush will lean aside to clear the path for her egress, while also pushing her along.

Meanwhile, anyone pursuing the caster will experience the opposite effects: The very forest will actively pull on, trip, and hinder them as they move, and continue block sight of the caster. How much effect the spell has depends on how thick the foliage in question. In a deep forest, the caster's movement rate will be unimpeded while any pursuers will be slowed by 20' per round. In addition, they will be forced to make a Reflex Saving Throw on each round of pursuit or fall prone. However, in a grassy field the effects are much diminished.

Contingent on availability, the trees, grasses, vines and bushes will continue to obfuscate the caster from sight by pursuers, and actively erase any tracks or prints she may have left as long as the spell remains in effect.

Type of terrain	Visibility	Move Speed	Fall save
Dense forest	5'	-20'	DC 20
Light forest	10'	-15'	DC 15
Thick brush	10'	-10	DC 12
Light brush	20'	-5	DC 10
High grass	(NE)	-5	DC 5

The Move Speed penalty applies to anyone pursuing the caster with ill intent (or even intent to capture them for what they believe are good reasons). If their base movement speed is below the penalty, they are caught by the branches for the duration of the spell and cannot move forward or toward the caster, only away. The effect on the trail or tracks is permanent, as the plants will actually scrub them away. Other than that all spell effects cease when the spell ends, and the forest returns to normal. Material component: Powdered cow dung must be flung onto the ground in front of the caster while saying the magic words.

Success and Failure



On a Critical Failure the spell causes the brush to impede the caster and reveal them to any enemies. On a Critical Success the spell animates a briar patch which lacerates pursuers with thorns, causing 1d6 slashing damage per round.

The Lark's Tongue

Divination

Level: Cunning 1 / Magus 2

Components: V, S, M

Casting Time: 1 action (7 days – see below)

Range: 100 ft + 10ft per level

Target: Self + birds

Duration: 7 days

Saving Throw: None

Spell Resistance: None

Source: Historical

Legal Status: C

Lark's tongue was a popular delicacy in medieval Europe, particularly with a touch of aspic. But it also had other purposes for the magician. This spell uses a bird's tongue to achieve an effect similar to the 1st Level SRD Druid spell, **Speak with Animals**. The difference is that on the one hand **The Lark's Tongue** only enables speaking with birds, but on the other hand it lasts for an impressive 7 days.

To cast the spell, one must acquire the tongue of a bird, most sages recommend the tongue of a lark or a kite as being most efficacious. This must be placed into a container of honey, and then sealed with wax upon which is inscribed a special symbol, and then placed somewhere cool and dark. The tongue must be left in this place for seven days. On the morning of the 7th Day, in the first hour, the caster breaks the seal and removes the tongue, which is then placed under their own tongue.

From this moment until another seven days have passed (or until the spell is voluntarily cancelled), the sage can understand, and if necessary speak the languages of all birds. On the other hand, the sage's ability to speak the languages of people will be unavailable for the duration of the spell. All that can be produced are a series of whistles, chirps, caws and the like. However, the sage may still communicate through writing, sign language or gestures. It is also possible to end the spell at will, at any time, but this will also conclude the ability to understand the birds.

In a place with many birds one will often hear useful gossip about nearby goings on, including the appearance and antics of other forest animals, and the coming and going of people. There is considerable banter among birds 'of a feather' and also between bird species, but it is mostly 'bird politics'. The nature of the information discussed varies quite a bit by the bird type – some birds tend to remain in relatively small territories while others are wide-ranging. Some are very chatty while others relatively taciturn, some gentle and others fierce, and some are

smart and highly observant while others are relatively stupid and oblivious.

Birds, though usually curious and alert, tend to be chiefly interested in many things that humans care little about – the color of berries and the flavor of bugs, other birds, the weather, the impudence of small woodland animals. If the conversation among the avian fauna is not going in a direction the caster deems helpful, there is also the option of actively speaking to the birds in the hopes of learning something more pertinent. The response one gets in such discussions can be highly variable depending on both the species and the individual bird. Some tend to be friendly by nature, while others are highly suspicious, and a few, such as certain species of gulls, or ravens and crows, can be devious or even malicious. They can lie.

If the caster speaks to the birds, they must make a Diplomacy, Bluff, or Intimidate skill check. Birds appreciate food so a suitable offering (which will vary quite a bit by the species) may grant between a +1 to a +4 on the casters skill check Die Roll. The Sense Motive DC for the birds varies by the bird species, by season and by other factors. The base DC is 10. If the caster or members of their party have recently hunted, add 2, if the caster has hunted birds, add 5. Food offered in winter may lower the DC by 1 or 2.

A success in this negotiation means the birds will be willing to change the subject and discuss matters of more interest to the caster, such as the comings and goings of certain people. A Critical Success means the birds are willing to do errands on behalf of the caster, for example scouting a specific location, finding water or food, or even fetching certain lost items. Though potentially quite efficacious, especially for someone with a high Charisma and / or an affinity for animals (whether magical or mundane) this spell has another major limitation. After it is cast and the seven days of avian communication are finished, it will not work on the same person for 1 year and 1 day. Material Components: The tongue of a bird such as a lark or a kite, a container of honey, sealing wax, and optionally, some food birds like to eat.

Success and Failure

On a Critical Failure on the spellcasting roll the birds will follow the caster around for the full seven days shrieking, cawing and loudly calling in a ruckus of noise drowning out all conversation. On a Critical Success, the birds are automatically friendly to the caster and will do as asked, including retrieving small objects or spying on specific individuals.

Loki's Scent

Illusion [Mind-Affecting]

Level: Cunning 1

Components: V, S, M

Casting Time: 1 action

Range: Long (400 ft. + 40 ft. / levels)

Target: 1 creature



Duration: 1 turn / level
Saving Throw: Fort negates
Spell Resistance: Yes
Source: Invented
Legal Status: E

This is a simple spell requiring only a gesture and a brief incantation which can be recited sotto voce. To cast the spell however, the sage must bear a magic talisman, either the **Talisman of Eris**, of **Artemis**, of **Freya**, or of **Pan** (see **Magic Artifacts, Talismans of Antiquity**). When this spell is cast, it causes the target to emanate a subtle aura which enrages or terrifies all animals which come closer than 25 feet. Animals with an intelligence of 3 or less (including dire animals), must make a Will Save or react negatively, though according to their nature (up to the GM's discretion).

If the spell succeeds, predators and male herd animals may attack the target, more docile animals will flee from the target's vicinity. While under the influence of the spell the target will not be able to ride or even approach a horse, and dogs, cats, bulls, Billy-goats, rams etc. will be extremely hostile and may attack. The spell does not affect familiars or animal companions, but they will be aware of the 'scent'.

Success and Failure

On a Critical failure the aura affects the caster. On a Critical success the duration is doubled.

CLANDESTINE MAGIC SPELLS

This is the magic of the criminal, the necromancer, the Witch.

Blauwarte

Enchantment
Level: Witch 1, Magus 2
Components: V, S, M
Casting Time: 1 round
Range: Close (10')
Duration: Immediate
Saving Throw: None
Spell Resistance: No
Source: Historical
Legal Status: D

The Blauwarte, or 'blue flower' also known euphemistically as 'the blue lookout by the wayside' is a simple spell of great utility. To cast it, on the first night of a New Moon, the witch must acquire both the root and the blue flower from a chicory plant. The root should be made into a tea which is drunk by the witch in total darkness during hour of Saturn. Once this has been done, the flower can be taken to the site of the lock which needs to be opened, and the witch circles the lock three times with the flower before blowing into the keyhole. If the spell succeeds, the lock will open. The spell will work up to a week after the tea was imbibed.

Success and Failure

On a Critical Failure the lock will make a very loud shrieking and grinding noise and jam shut. On a Critical Success the flower will retain its magic and can open up to three locks so long as it is all done within the hour of Saturn.

The Hand of Glory

Necromancy, Ritual
Level: Witch 1, Magus 1
Components: V, S, M
Casting Time: 1 full round
Range: Close (25' + 5' / 2 levels)
Effect: All sentient, living creatures within range.
Duration: 12 hours + 1 hour per level
Saving Throw: Yes
Spell Resistance: Yes
Source: Historical
Legal Status: F

This noxious spell is a favorite of thieves and assassins, as a notorious form of necromancy practiced by many criminals. The existence of this spell is widely known in late medieval Europe and so widely used that in some districts executed criminals left hanging as a warning to the public rarely last a week before their hands are removed by some would-be necromancer.

The material component is a human hand, derived from the body of an executed criminal, and then made into a candle in a ritual requiring the hand to be dried and treated with special herbs and salts. Preparation of the hand takes a fortnight. Once the hand has been prepared it is ready for a one-time use. When the hand is lit it allows the wielder to cast a Sleep spell once per day as 6th level **Magus**, with a Spellcraft bonus of +5 on the casting roll. The area of effect is normally limited to all of the residents of a given house or building, and it only works on people who are already either sleeping or resting in a relaxed state. Basically it keeps them asleep so that they will not be awakened by sounds of ransacking or strife.

If the building is larger than the spells range, then it only affects that subset of people in the spells reach. The spell remains in effect so long as the candle remains lit, which will normally last for four hours. In addition, by the use of a magic word the hand will allow the bearer to cast a 'Knock' spell 3 times during the duration, also as a 6th level Wizard with +5 to the Spellcraft roll. This is sufficient to open not only doors but also safes, strongboxes, chests and coffers of any type, regardless of how well they are locked. However, the casting of the Hand of Glory spell itself requires a separate Spellcraft roll which is secretly recorded by the GM during the preparation of the hand.

Success and Failure

On a Critical Failure, the hand was incorrectly prepared with a reversed pervulsion that is easy for neophytes to miss. As a result, the caster and any immediate companions standing within ten feet are hit by the spell (Will save or immediately fall asleep) and everyone else in the building is instantly awakened. As the penalty for



robbery is usually severe, the caster him or herself may well become the source of the next hand used in this manner. On a Critical Success the spell works on any victims awake or otherwise, and lasts for 12 hours instead of the normal 4.

Hecate's Mantle

Necromancy

Level: Witch 2, Cunning 3

Components: V, S, M

Casting Time: 1 full round

Range: Touch

Effect: One person

Duration: See below

Saving Throw: Yes

Spell Resistance: Yes

Source: Semi-Historical

Legal Status: E

To cast this spell, some silver artifact which the would-be target has handled or touched must be acquired by the caster. The most common example would be a coin. The silver is melted together with the artifact (likely coin) handled by the patient, and then this is cast into a simple disc shaped pendant. A Goetic seal is inscribed on the back of the pendant (DC 15 with metalworking or some other applicable skill). The pendant should then be left in a tomb or crypt overnight on the night of Saturn, and then left immersed in running water in a stream for 3 days immediately after that. On the third day, make the Spellcraft roll, if it succeeds the pendant is ready to be used.

The pendant must then be given as a gift to the target of the spell. It does not have to be given by the Witch (it is acceptable for example to dupe someone else into giving it to them) but it must be willingly accepted by the recipient and freely worn. Once it is around the "patients" neck, there are three effects:

- The Witch knows roughly the location of the "patient", including the closest Cardinal direction and a very rough idea of distance, rounded off to an hour, a day's, or a week's travel etc. (whichever is less).
- The "patient" is under the effect of a permanent Suggestion spell vis-a-vis the Witch. Any time the Witch gives them an order, they must make a Will Save or they will follow the instructions to the letter, exactly in the same manner as a Suggestion spell. This will continue indefinitely until the pendant is removed.
- The "patient" will have no memory of the things they have done while under the influence of the spell.

Success and Failure

On a Critical Failure, the pendant will acquire a natural pull, lifting away from the chest of the wearer and toward the caster, like a magnet, thus drawing attention to the

Witch who created it. On a Critical Success, the 'patient' can be given orders once per day telepathically, so long as they are no more than a day's journey away.

HOLY MAGIC SPELLS

Unlike the other types of Spells in the Codex system (Learned, Cunning and Clandestine), Holy Magic spells are similar to the spells in the SRD, with some modifications mainly in the form of the Spell Failure and Success rules. The following are just a few examples.

Bless

Enchantment

Level: Holy 1, Learned 2

Components: V, S, M

Casting Time: 1 MP

Range: 30 ft

Effect: One person

Duration: One day or 24 hours

Saving Throw: N/A

Spell Resistance: N/A

Source: SRD / Semi-Historical

Legal Status: A

Up to three people or animals within the spell range (plus 1 person per caster level) receive a Free Dice on any die roll, once per day whether a combat roll or a routine skill check or ability check, for the spells duration. The caster must maintain concentration and to cast the spell they be in a State of Grace (see Codex Supremo for more about this).

The material component is a crucifix or a rosary, which must be held in the hand of the caster as they recite the spell, or a Solomon's Seal talisman for Muslim or Jewish casters. If they can sprinkle consecrated Holy Water on the subject(s) of the blessing, the caster gains a Free Dice on their die roll.

Success and Failure

On a Critical Failure, recipients of the spell are temporarily cursed, and lose 1 MP for one minute. On a Critical Success, the recipients of the blessing gain two Free Dice.

Command

Enchantment

Level: Holy 1, Cunning 2

Components: V, M

Casting Time: 1 MP

Range: 60 feet

Effect: One person plus one additional person per caster level.

Duration: 1 round

Saving Throw: Will Negates

Spell Resistance: Yes

Source: SRD

You a one-word command to your target, which is one person +1 one additional person per caster level, who you can see within range and who is within earshot. The target



must succeed on a Will saving throw or follow the command on its next turn. The spell has no effect if the target is undead, if it doesn't understand your language, or if your command is directly harmful to it.

The material component is a crucifix or a rosary, which must be held in the hand of the caster as they recite the spell, or a Solomon's Seal talisman for Muslim or Jewish casters.

Some typical commands and their effects follow. You might issue a command other than one described here. If you do so, the GM determines how the target behaves. If the target can't follow your command, the spell ends.

Approach. The target moves toward you by the shortest and most direct route, ending its turn if it moves within 5 feet of you.

Drop. The target drops whatever it is holding and then ends its turn.

Flee. The target spends its turn moving away from you by the fastest available means.

Grovel. The target falls prone and then ends its turn.

Halt. The target doesn't move and takes no actions. A flying creature stays aloft, provided that it is able to do so. If it must move to stay aloft, it flies the minimum distance needed to remain in the air.

Success and Failure

On a Critical Failure, the caster is affected by their own command. On a Critical Success, the spell effects double the normal amount of targets.

Protection from Evil

Abjuration

Level: Holy 1, Learned 2, Cunning 2

Components: V, S, M

Casting Time: 1 MP

Range: Touch

Duration: One day

Saving Throw: N/A

Spell Resistance: N/A

Source: SRD / Semi Historical

Until the spell ends, one willing creature you touch is protected against certain types of creatures: aberrations, celestials, elementals, fey, fiends, and undead.

The material component is a crucifix or a rosary, which must be held in the hand of the caster as they recite the spell, or a Solomon's Seal talisman for Muslim or Jewish casters.

The protection grants a Free Dice on *all* defensive rolls or Saving Throws against the target, and for any skill check related to escaping or evading harm. The target also can't be charmed, frightened, or possessed by them. If the target is already charmed, frightened, or possessed by such a creature, the target gains a Free Dice on any new saving throw against the relevant effect.

Success and Failure

On a Critical Failure, the spell backfires and the recipient must make two successful Saving Throws instead of one to avoid ill effects from Evil creatures. On a Critical Success, the spell lasts for three days instead of one.



CHAPTER 9—MAGICAL ARTIFACTS

Magical artifacts, especially Talismans and Amulets, were very common in the late medieval period, not just in Europe but all over the world. But in the Codex rules, potent artifacts are rare. For every true magical artifact with real power, there are dozens which are mere adornments. The difference is Consecration. In order to have power, a charm or artifact must be Consecrated through a magic ritual (see the Learned Magic spell, **Consecrate Talisman**). The following is a small sampling of magic Talismans and Amulets. For many more artifacts and much more about them, see **Codex Superno**.

Talisman of Artemis

The Talisman of Artemis may include an image of the Goddess, usually shown shooting a bow, or it may just be text written in ancient Greek. Either way it confers the same benefits: +2 To Hit with a bow while hunting (for women only), +1 To Hit with a bow during war or a fight (for anyone), +2 to Spot Checks in a forest or at night, and +2 to Sense Motive when speaking to any man (women only). Once per day, a Melancholic character bearing this charm may apply their Temperament bonus to one Saving Throw, Combat, or skill check die roll (stacks with any other Temperament bonus allowed). A Talisman of Artemis will not work if the bearer engages in sexual activity. If they do, they must be ritually purified by for example bathing in a spring before the charm will work again.

Talisman of Freyja

Can depict various types of images of Freyja, sometimes holding a hoop or a ring, sometimes bearing a cup, sometimes on a chariot. Most are made of silver, some of gold. The bearer of such an amulet gains +2 on Spellcraft checks (women only), +2 on Bluff, Diplomacy or Sense Motive skill checks related to seduction (men or women), and +1 to Active and Passive Defense when in combat. She also confers +1 to Saving Throws against Cold, whether natural or magical in nature. Once per day, a Sanguine character bearing this charm may apply their Temperament bonus to one Saving Throw or skill check die roll. This charm will become de-consecrated if brought into a Christian church.

Charivari Hunting Amulet

In Bavaria a special type of hunting amulet was traditionally created using animal parts and precious stones. These included the teeth and / or skulls of small predatory animals such as martens, foxes, or badgers, the paws of rabbits and talons of raptors, bits of deer antler or horns, and stones such as crystals, fossils, or amber. Sometimes coins or Saints medals were also added. These talismans were then consecrated and then typically mounted in a silver backing.

Hunting charms of this type are usually collected together on a silver chain worn low over the *lederhosen* of peasants or hunters, or on the *dirndl* Skirt of women. Each charm typically has a different effect improving skill checks or Saving Throws, such as follows:

- 1) Charm of the Lynx paw +1 Move Silently*

- | | |
|-----------------------------|-----------------|
| 2) Charm of the Fox ears | +1 Listen |
| 3) Charm of the Badger paw | +1 Climb |
| 4) Charm of the Deer horn | +1 Hide* |
| 5) Charm of the Hares paw | +1 Reflex Save* |
| 6) Charm of the Falcon claw | +1 Spot |
| 7) Charm of the Goat hoof | +1 Balance |
| 8) Charm of the Fox nose | +1 Search |
| 9) Charm of the Mole paw | +1 Fort Save* |
| 10) Charm of the Amethyst | +1 Will Save* |
| 11) Charm of the Wolf tooth | +1 To Hit* |
| 12) Charm of the Bear claw | +1 Damage* |
- * Only works once per day.

A Charivari (in the sense of “pandemonium”, “noise making”), belt will typically have 1d4+1 Active Talismans (roll above using a D12 for each charm, rerolling duplicates) and another 2d4 inactive ones.

Sapphire Amulet

Sapphires were one of the five cardinal gemstones of antiquity. The sapphire was considered to be protection from fire, heat and the Evil Eye, and was associated with memory, communication and mental acuity. If a lover was given a sapphire as part of a gift, but they were unfaithful, the sapphire would turn pale. A properly sanctified amulet made from a blue sapphire will offer the bearer +1 to Fort Saving Throws vs. fire or any heat effect, and +1 to any Knowledge or Mnemonics related skill check.

The Sharpshooters Talisman

This is a bullet, an arrow head, or the head of a crossbow bolt which has been used to kill a person or a large animal. To make this talisman, one must first acquire the projectile which did the fatal damage. This should then be marked with the seal of Mars or Saturn, and then consecrated with the **Consecrate Talisman** spell. If successful this charm can then be worn around the neck, from a bracelet or affixed to the stock of a gun or crossbow.

Either way the benefit is a +2 bonus To Hit with the same type of weapon that shot the projectile to begin with. So if it's a bullet, +2 with an arquebus, if it's a crossbow bolt-head, +2 with crossbows and so on. If the bullet is one that killed an animal instead of a person, the bonus is +1 instead. If the bearer of this charm ever points his weapon at a target but then fails to shoot at it, it becomes de-consecrated.



APPENDIX

APPENDIX A – GAMEPLAY ADVICE & FAQ

GAMEPLAY ADVICE

Session Zero – It’s a good idea to have a short ‘session zero’ before plunging into a campaign, where you try out the combat system and answer any questions the players have. If necessary, the GM should pause to go look it up and find the answers to any questions that come up before starting the actual campaign.

This will make everything go more smoothly once you start for real. During the playtests for Road the Monsterberg some groups decided to run a ‘death-match’ session between all of the PCs. For your first combat session, this is not recommended.

The pre rolled PC’s for The Road to Monsterberg all have pretty good armor and so are hard to kill. If your group is still learning the game, pit your PC’s against some Brigands or Bandits from the NPC section in the game, or just fight Bandits against each other. These characters are more lightly armed and armored so combat will be quicker and easier to understand. Once the GM and players are more familiar with the system, they will be able to much more swiftly take down armored and skilled opponents.

Initiative

Initiative is not rolled for each round – only once at the beginning. When everyone rolls initiative, the GM should make a list of what each character rolled (on both sides of the fight) and put them in order. Anyone with a Reach or Missile To Hit bonus of +6 or better gets a Free Dice on their Init roll. One important thing to remember about initiative – if you won initiative you can elect to wait and let the other person go first and declare their attack or defense before you decide what to do.

Fighting Drunk

If a character is drunk, drugged, very ill, or impaired in some other way, you can handle this by the simple expedient of just taking away one or more of their MP.

Martial Feats

Most of the Martial Feats represent your basic fighting techniques or devices (those familiar with HEMA will know these from fencing). These amount to either a permanent bonus (which is already factored into your character sheets) or a Free Dice awarded circumstantially. This is a way to add a few more options in the system without everyone having to know the rule. The only Martial Feats the players need to

understand (at least initially) are the ones on their character sheet!

Martial Pool

In the Codex combat rules, you will have a special type of pool of 3 or 4 dice. This is not like the regular dice pool you may know from other games, there is no target number or number of successes to count. It works differently. Each dice can either be used to attack, to actively defend, to move, or to do something else like draw or load a weapon, cast a spell, throw kerosene on somebody, drag someone out of harm’s way, mount a horse, jump onto a table or off of a balcony, grab a chandelier, or perform some other skill check etc.

You can use Martial Pool dice in a “Roll Many / Keep One” format, similar to Advantage in 5E, meaning you roll 2 or 3 or more dice and keep the highest number, or (don’t forget) you can roll them individually and do multiple attacks. So you could use 3 pool for one three-die attack or use the same 3 pool to roll 3 separate one die-attacks. Or do some combination.

Whether you use Active Defense depends on several factors. How good is your Passive Defense? Do you have armor? Armor is hard to defeat in the Codex. What kind of weapon does your opponent have? Is it a light staff or is it a seven-foot glaive? How many dice is your opponent throwing in? One? Or Four? In the latter case caution may be a good idea. But you may not want to spend ALL of your dice on a single defense die roll either.

When you are still facing a threat, it’s a good idea to keep one or more MP in reserve if possible for counterattacks or Opportunity Attacks, especially if you have a Martial Feat which gives you a Free Dice in such circumstances. You also don’t have to make all of your attacks on your turn, you can wait until the end of the round to use your last (or all of your) dice. You will figure this all out by playing multiple combats. But the more you understand up front, the quicker this will start working for you intuitively.

Shields

If you have a shield, you automatically get a Free Dice on every Active Defense roll. This also comes into play if you have Shield Fighting and are combining your shield defense with your weapon defense.



Special Combat Rules

If you are looking for a way to make combat more bloody, don't forget about the special combat rules like **The Artful Strike**, **The Wrathful Strike**, **Charge**, and **Twist the Blade**. Pay attention to range with your missile weapons and shoot when the targets are close for more damage and better AP. These rules make combat much more lethal.

Cover

This comes up when your PC's start shooting and being shot at, every 25% cover (like say, a tree that partially blocks your body) amounts to a Free Dice for Active Defense on every roll. Round to the nearest 25%. So 95% cover (like an arrow slit) means FOUR Free Dice.

Critical Hits and Critical Fails

In this system, Critical Hits can happen a lot, and when they do, they are *dangerous*. You are much more likely to get a Critical Hit with a multi-die roll and much *less* likely to roll a Critical Fail. A Critical Fail usually means you dropped your weapon or suffered some other kind of setback: your bowstring breaks etc.

But here is the important part: If you score a Critical Hit, you get extra damage dice. For this reason, multi-die attacks are potentially *much* more lethal. The number of extra damage dice are determined by how many dice you threw into the attack. A 1 die attack gets 1 extra damage dice on a Critical. A 2 dice attack gets 2 extra damage dice. And so on.

Multiple Attacks

On the other hand, don't forget multiple attacks. If you have the MP to spend, sometimes many single-die attacks are better than a single multi-dice attack. Your odds of getting *some* damage in are better, and you can still get Critical Hits.

Grappling

Don't be afraid to grapple! If you are strong and have grappling feats, using grapple can be a good option especially if your opponent is a better fencer, is well protected by armor, or has a big, dangerous weapon. If you are not strong and don't have grappling feats, you need to take extra care to *avoid* being caught in a grapple – and having some Ringen feats can help with that. Think MMA. One of the most powerful things about grappling is that a person in Grapple cannot use their **Active Defense** against other opponents, and generally can't attack anyone except the person they are grappling with. Grappling can be a very useful way to temporarily neutralize a dangerous opponent.

All you need to do in order to start a grapple is to touch somebody with your hand or with a small or tiny weapon (like a knife or dagger). Once you have managed to Hit your target, you can then initiate a grapple. This requires further MP expenditure! If your opponent has MP they can resist the grapple with their own MP. Certain Feats like Ringen may confer bonus MP. If you succeed, you can throw your opponent down.

The easiest and safest way to grapple someone is when they have already expended their MP, which happens a lot when someone is outnumbered. So if you are in a group that is struggling to defeat a well-armed or highly skilled opponent, attack them when they are out of MP. You won't have to worry about Opportunity Attacks, your touch attack will be against their Passive Defense, and you may be able to use multiple dice on your grapple check.

The goal of grappling is usually to throw them down, (to Prone position) or incapacitate them (just being in grapple prevents them from using their weapons). One person grappling a tough opponent can greatly diminish their deadliness in combat.

Armor

When your party gets into a fight, they should pay attention to who has strong armor and who doesn't. Gothic or Milanese harness is strong armor. It's almost impossible to cut through it so you'll typically need to go around it, and that means a Bypass Attempt which requires overcoming a big To Hit penalty. The other option is grappling or using armor piercing weapons (look for the AP bonus on some weapons, like a roundel dagger, a military pick or a handgun). More intermediate armor like textile and mail you *may* be able to get through, but only piercing or blunt attacks really work on armor. A cut or a slice is very unlikely to work against metal armor in particular. Textile is a bit more vulnerable.

Keep in mind that on some NPCs and Characters there are two sets of number shown for armor. For example, piercing 5 /2 with a bypass of 4/7. What this means is that this individual has both heavy and light armor – for example a coat of plates on their torso and an iron cap on their head (hard armor) and a quilted coat such as an aketon or gambeson (soft armor) which protects their arms and upper legs.

The first Damage Reduction number (5 in this case) represents the harder armor, the second Damage Reduction number (2) represents the softer armor. If you are having trouble either punching through the hard armor or getting around all the armor, going through the lighter armor is a good option. In this case it would mean a bypass penalty of 4 and then still 2 DR, which is much easier to get through.

Skills

Use common sense in handling skill checks. The skills on the pre-generated PCs are meant to overlap somewhat. If something on your character sheet looks like it might be relevant, assume it is relevant. Just use the skill that seems to fit the best, and if none do, use an ability score check. The GM may adjust the target number if he thinks it's tangential, but don't worry about that. There are two types of skill checks – contested and solo. Contested means it's your skill against someone else's. Like Bluff vs. Sense Motive or Hide vs Spot. A solo skill check means you are tested against a DR or target number, as in roll higher than a 5 or a 10 or a 15 (with your mods).



Social Skills

There are five primary social skills: Diplomacy, Bluff, Intimidate, Sense Motive, and Gather Info. The first three are the 'offensive' social skills which you use to talk people into things, each with its own tone so to speak. Sense Motive is the main defensive social skill, it's your character's B.S. detector so to speak. You roll dice in contested skill checks to see if people are lying or trying to trick you. Gather Info is used in a more abstract manner, as in against a DR, which could be after a successful Diplomacy check.

Combat skills

Bluff and Sense Motive also come into use in combat, mainly for Feinting. Spot and Hide are very important during missile combat.

Shooting, cover and steadying your weapons

If you are engaged in combat at long range using missiles, there are three things to keep in mind. First, cover is your friend. Trees and walls, pavise shields and carts, these are your friends. Each 25% cover is one extra MP you can use for Active Defense, so keep that in mind (but maintain some dice for Active Defense because you need to spend a die to get the Free Dice).

That same wall or tree may also help in your offense, because resting a gun or crossbow on any kind of platform like that gives you a Free Dice for your shot. If you have a weapon like a bow or javelins, your strength is not so much the one perfect shot, it's multiple shots. Shoot your bow 2 or 3 times in a round, or throw 3 or 4 javelins.

Critical Hits

Remember, for every die you put into a multi-die attack, if you get a critical hit (natural 20) on any of them, it adds an extra die damage. So for example, if Nils does a 3-die thrusting attack with a boar spear, and scores a natural 20 on one of them, that does his regular 1d8+2 damage, plus an additional 3d6 critical damage, which is based on the attack type (piercing, in this case). Bludgeon Crit damage is also a d6. Chop is D10, and Slash attacks are D12, but these don't work as well against armor.

Playing the odds with the Martial Pool

The Martial Pool is used differently under different circumstances. In a one-on-one fight, when outnumbered, or when you outnumber your opponents, you will use different tactics. When fighting one-on-one, or if there are other enemies present who might attack you in the same turn, it is a good idea to keep some of your MP in reserve for Active Defense or movement. Depending on your character and what fighting skills they have, counter attack might also be a basic strategy, in which case you might want to keep most of your MP in reserve.

If are ganging up on an enemy (more allies than opponents) then it makes more sense to apply most or all of your MP to attacks. This is doubly true if your opponent has already used up their MP. It is easier to hit opponents when all they have left is their Passive Defense. Once somebody is out of

MP, everyone still fighting them can use all of their MP either on multi-dice attacks or multiple single-dice attacks. Death is often the swift result. It is very dangerous to get ganged-up on in Codex combat.

Conversely, if you are outnumbered, it is a very good idea to hold some dice in reserve for defense and / or escape via movement!

FAQ

The following questions were submitted to us via our website, via email, or from one of the playtest groups. The questions and their answers are reproduced below in the hope they will help people understand the system.

Slip Thrust and reach weapons

Q: It says that Slip-Thrust is for "thrusting weapons (only) which are not normally reach weapons..." Where is "reach weapon" defined?

ANSWER: It's from the SRD:Reach Weapons: Glaives, guisarmes, pikes, lances, longspears, ranseurs, spiked chains, and whips are "reach weapons". A reach weapon is a melee weapon that allows its wielder to strike at targets that aren't adjacent to him or her. Most reach double the wielder's natural reach, meaning that a typical Small or Medium wielder of such a weapon can attack a creature 10 feet away, but not a creature in an adjacent square. A typical Large character wielding a reach weapon of the appropriate size can attack a creature 15 or 20 feet away, but not adjacent creatures or creatures up to 10 feet away.

Counterstroke

Q: In the Martial Feat "Counterstroke" let's say you have a 4MP and you have the initiative. Can you, for example, use 3 dice for attacking on your initiative, but then hold 1 die declaring that it is in reserve for a "Counterstroke" against your designated opponent?

ANSWER: Yes

Q: What about if you don't have the initiative? Does that preclude you from designating an opponent, and therefore preclude your ability to use this Martial Feat against their first attack?

ANSWER: Yes, if it's the first round. You would normally have to wait until it was your action within the round (i.e. your initiative order) before deciding on an opponent. But once someone has been designated or been attacked by you, they can remain your 'opponent' until they disengaged. So after the first round you wouldn't have to worry about this issue.

Using Active Defense dice

Q: I'm a little unclear about one thing: If you allocate a die to Active Defense, does that set your defense until your next turn to d20 (or best of multiple d20s) plus defense rating, or just against one attack (and then multiple d20s allocated



allow you to block multiple attacks or take the best against a single attack)?

ANSWER: In the Codex system, when you allocate a die to active defense it basically works for that one attack. You get the value of your die roll (or the best of multiple die rolls) plus your defense rating.

Each active defense roll defends you against a single attack within the round, once you have used up your pool or (elect to stop using dice from it) you have to rely on Passive Defense, which is all your defense bonuses plus 8.

First Attack at Onset Range?

Q: Is the First Attack by you always at onset? What if someone attacking you had the initiative, does their attack count as the "First attack in the round" so you are no longer at onset range?

ANSWER: If nobody has done more than one attack or a counterattack, you are still at Onset. Also in a special case, if someone has done two multi-dice attacks (i.e. maintained range) you are still at Onset. Otherwise, if anyone has done two normal attacks, you will be at Melee range.

Followup attacks range

Q: "Follow-Up Attacks": Does the phrase "All counter attacks are also based on speed" also apply to counterattacks (like one would get with the Counterstroke feat?) (I mention this because of the specific section defining a difference between those two terms.)

ANSWER: Normally any counterattack will be at Melee range, but you could also throw in another die to change range first. If you do a Multi-Die attack you can change range for 'Free'.

Javelins in melee

Q: In the "Weapons Tables": You list Javelins under missile weapons, but not under Melee Weapons. Can't these be used as melee weapon as well. What would the stats be for it when used that way?

ANSWER: Yes, when a Javelin (any kind of javelin) is used as a melee weapon it is considered a half-spear.

Lunge and the Martial Pool

Q: In the description of the Lunge, it states: "You may not perform an Active Defense on the same round as a Lunge. That is, all of your Martial Pool dice must be applied to attack(s)"

What about using MP die for movement? Thanks.

ANSWER: Yes, movement is Ok. Remember that moving out of attack range can draw an OA though. A Lunge also works well with a Feint. You can still spend MP dice for movement.

Glaive Exotic?

Q: Why is the Glaive listed as an Exotic weapon but the Halberd is not?

ANSWER: That is because in the SRD the Glaive was listed as a reach weapon, and reach weapons required special rules in the game, and special training in real life. I have seen some antique glaives (at the magnificent Higgins Armoury, before it closed down) which were ~ 11 feet long, and those might qualify as reach weapons, but there were also shorter glaives of 6 or 7 feet, even cut-down ones the size of swords. So we'll probably need to add these to the list. Currently, "Simple", "Martial" and "Exotic" weaponry doesn't mean very much, we are not adhering to the restrictions on 'exotic' weapons so it is just a way to break them up into different groups.

Reset to Onset?

Q: Does combat switch back to Onset on the following turn or remains in melee, unless someone spends. I assume the later.

ANSWER: That is correct it remains in melee unless somebody moves out of combat or moves back to onset range (spending an MP to do so). Combatants will remain at Melee range until one of them expends MP to move back to Onset or into grapple.

Q: If I'm in onset range, and I make one attack, I am still in onset range, correct? If I make a second attack, I move to melee range (and the range change happens before the attack is resolved.) So this means that if I win initiative, and I make two attacks on the first round, we are now in melee range, so that if the opponent then makes one attack, it is done from melee range, correct?

ANSWER: Essentially yes, except you left out the "Maintaining Range" rule. You can make two two-dice attacks and still stay in range, normally meaning you spent all of your MP on attack (note however: this also works in theory if you are getting free dice such as from Feats or Martial Feats, so it could be possible to still have MP remaining)

Q: Let's say I have 4 MP, we're at onset range, and I want to use the following sequence of actions.

1. Make an attack at onset range with 1 MP.
2. Make another attack with 1 MP, thus moving to melee range and the attack happens at melee range.
3. Spend 1 MP to move back to onset range.
4. Spend my last MP to make another attack at onset range.

Q: Is this a legal sequence of moves, and if so what range are we in at the end of it?

ANSWER: Yes, and you would be at onset range at the end of this sequence.

Entering Grapple

Q: it says you must make a successful attack with an S or M weapon in order to move to grapple range. Is this simply a different way of entering grapple, or does this overrule the implication that you just have to spend 1 MP and no roll is necessary?



ANSWER: If you make an unarmed attack *or* an attack with a T or S weapon (though not a size M) you can move to grapple range for 'free', otherwise you have to spend 1 MP. Either way you potentially provoke an OA if your opponent still has MP remaining.

When does the Martial Pool refresh?

Q: When do MPs refresh - at the beginning or end of your turn? What I mean by this is: let's say I have 4 MPs, and I spend all of them on my turn, and then my opponent provokes an OA. Which of the following happens:

(A) I can't make the OA because I have no MPs left. If I wanted to make the OA, I would have had to only spend 3 or fewer MPs on my turn, saving one for a potential OA.

(B) I get my 4 MP back at the end of my turn, so I can make the OA, although if I spend 1 MP on the OA then I will only have 3 MP left to use when my turn rolls around again.

EDIT: After reading the book more, it's pretty clearly implied that (A) is the correct interpretation. But it's probably worth it to state it up front just to make it explicit.

ANSWER: (A) is the correct interpretation. if you used all of your MP you are vulnerable at the end of the turn, no OA and no active defense (though certain Feats or Martial Feats can change this IIRC). So it's a good idea not to spend all of your MP if they pose a threat to you.

One example in practice where people will spend all of their MP on attacks is when for example several people are fighting one opponent. Once in a game players were fighting a Grizzly Bear, they were spending 3 dice on attacks and 1 die to move back to onset, just so that when the Bear swiped at them he wouldn't get his close range To Hit bonuses. Because the Bear was using MP to defend and attacking multiple enemies, he rarely attacked the same guy more than once... when he finally did, that guy spent all his MP on defense and movement to stay away from the Bear.

This is an example of how dangerous it is to get ganged up on in the Codex rules.

Q: Do you have to spend MP for Active Defense for each attack you defend against? Suppose that the attacker has 3 MP and the defender has 1 MP left. The attacker makes an attack using 1 MP and the defender actively defends. Does the die spent on active defense apply to all attacks defended against that round, or after this attack does the attacker get to use his next two MP to make attacks against the target with no opportunity for active defense because the target already used up his MP? If the latter, that makes splitting up your MP across multiple attacks even more of a good strategy.

ANSWER: You have to spend MP for every Active Defense. In practice this means that MP are spent on defenses against

Multi Dice attacks, for movement, for OA etc. In an even fight, a 'jab' or 'sniping' attack may not be worth spending an MP, depending on the opponent and the situation. It all depends a lot on who has what armor or weapons, how evenly matched you are etc.

As you probably figured out by now, multi-dice attacks are useful due to the near-elimination of the chance of a fumble / counterattack, the increased likelihood of a crit, the higher effective die-roll, and the Dynamic Criticals rule. But it is always situational, depends on how you and your opponent are armed and armored, how many people are fighting, what MF and Martial Feats you have etc. etc.

MP for Free Dice?

Q: When you get a Free Dice, can you use it even if you don't use any dice from your regular Martial Pool? For example, suppose I have Point Control, and an opponent tries to move into grapple range but I don't have any MP left. Can I still make the OA with the one free dice, or would I have to have had an MP to spend to make the attack before I could use the free dice?

ANSWER: Normally you have to spend a die to get a Free Dice, though some Feats and some Martial Feats make specific exceptions to this rule, for example the "Bind and Batter" MF.

Movement and Range

Q: "Entering or exiting combat range (anywhere threatened by an Opportunity Attack) also costs 1 MP."

- Does this stack for each enemy? (being surrounded by 3 enemies requires 3 MP to escape + 1 to move)?
- Does 'running' ignore these costs? (if not - is it impossible to run when near enemies?)
- Does 'charging' ignore these costs? (if not - does it cost an extra MP to charge at an enemy?)

A: -No it does not stack for each enemy. You are either entering a threatened area or you aren't.

-Running happens once you are free and clear, generally, though it is also possible to run through combat range, you would just have to take any Opportunity Attacks as they came, using only Passive Defense, since for running you commit all of your MP to movement.

-Charging allows you to spend MP for movement which can also be applied to attack. So they would be combined.

Q: "If a Character has less than 4 MP, they can still run (at 4 x standard movement rate)"

- With a total MP of 4, can I attack 3 times and then 'run' by using my last MP for movement?
- or are you saying 'running' requires committing all MP to movement at the beginning of your turn' ?

A:-You could move with your last MP, but 'run' requires using all of your MP for movement, so no.

-Yes. So you could attack 3 times, move, and then run on the beginning of the next round



“You can change range one step (from grapple to melee or melee to onset or vice versa)”

Let's say a player is surrounded by more than one enemy:

- Can the player 'change range' with respect to either enemy? or is the player focused on a “specific” enemy?
- How many HP does changing range cost?
- Does changing range include any circular footwork or is it implied to be linear only?
- Is there any reason why this movement option is distinguished from regular movement?

A: -You have to apply common sense to this. The image didn't go through but I would say, if you are facing two enemies who are side by side, you could change range for both of them, (for example by backing up to fight better with your spear) but if you had an enemy on either side of you, you may be stuck at a particular range (until one of them goes down).

-I assume you mean MP, it costs 1 unless you have specific feats like Tactical Movement, in which case it's free. Or for example sidestep will allow you to move back or to the side for free.

-Changing range just means relative to your opponent(s). It could be any type of footwork. Codex is designed to be playable without needing miniatures, so you can think of it as just how close to you end up - spear range, sword range, or dagger / grappling range.

-Regular movement is outside of melee or hand to hand combat. The movement rules you've been asking about are (mostly) for within combat, changing range etc. But that said, you could still move like to run away- it would just trigger an Opportunity Attack. If you waited until the opponent used up their MP, you could take off running safely.



APPENDIX B – INTERFACING WITH OTHER SYSTEMS

Items of potential note for using Codex with any of the OGL SRDs. Codex should be easy to use with any OGL ruleset, and it is expected that for anything not covered here, any SRD ruleset could be used. For example, the Attributes used for characters to make Checks and Saving Throws against, and so on. Just use the appropriate equivalent where needed. For example, if Codex references a Fortitude Save you can roll that as a Constitution Save per the 5e SRD. Or where Prowess is referenced that could be substituted for the 3.5e Base Attack Bonus (BAB) or the 5e Proficiency if you are more comfortable with that system. Just use common sense where it would seem to fit in.

If you are used to 5e it might be helpful to think of using the Martial Pool whenever you are using “rounds” and sticking to base 5e in other situations. It may also be helpful when using the MP to think of situations where 5E calls for having Advantage as simply meaning you get a Free Dice and situations where Disadvantage applies to be the equivalent of losing a die from the MP (to a minimum of 1 MP). Conversely you can also use MP for other 5e checks, instead. There are many useful references to this in the most recent update of Core Rules.

Skill and Tool Proficiencies work slightly different in 5e from the way Skills are used in the Codex rules. Codex recommends a wider range of potential skills to better distinguish the broad capabilities of real people in an historical setting, but also how more in-depth knowledge and experience in a given skill could mean a very real increase in capability for such individuals. Almost anyone can climb a tree, but it requires real training to perform surgery, or to forge a blade. Whether you want to even bother with this much detail is just a matter what level of abstraction you want to play at. There is no reason not to use 5e style Ability Checks and Skill Proficiencies if you prefer.

Otherwise things like Actions, Movement Actions and Bonus Actions simply cost 1 MP to perform them, which may even be a part of the Action, since, after all, an Attack Action would already mean using 1 or more MP. In other words, an Attack shouldn't cost “extra” MP just so you can do it.

Again, common sense is rule zero whenever determining if the cost of the Action should be the loss of MP or if performing the Action itself uses the MP directly in the “cost”, so to speak. Under Codex rules, certain Reaction types, such as Opportunity Attacks, still require that MP be

available to make that attack, but a Reaction such as having been pushed off of a cliff and casting Feather Fall, or having Armor deflect the damage from an attack shouldn't cost any MP. Same for things like Spot checks. Again, just use your best judgment on these.

While Codex can certainly be used with the full-on high fantasy flavor of a standard D&D-style game, for most situations we feel the Classes in Codex will work better with these rules in most situations than those on the SRD. If you do use SRD classes just keep in mind there may be a need to tweak a few things in them to get them to work best with Codex.

We also recommend considering the XP system in Codex for leveling characters and buying Skills, as well as considering a level cap. Codex is designed for low to mid-level play, so especially if you are still learning to use the system, you'll probably have the most fun at lower levels. This is not dissimilar to the design concept for 5e of “bounded accuracy”, just with a lower boundary for leveling. Keep in mind, once you have maxed out your character on MP and Hit Points, you can still continue to buy skills, Martial Feats and Special Abilities. Characters will continue to progress using the Codex rules, they just won't have 200 Hit Points. Instead, they gain new capabilities.

Inspiration is not otherwise covered in Codex. If you wish to use it, it may fit better to use Free Dice before rolling rather than a reroll. Instead we have Ehren and Temperament rules in Codex which allow you to enhance die rolls. Temperament lets your characters distribute special one-time die roll enhancement in the form of Free Dice, but this happens before the die roll.

By the nature of the Codex character generation system, if you use it, your characters will have a built-in back story. Multiple classes and specializations create a nuanced backstory that they can bring into the game.

Finally, Short Rest and Long Rest can still be used for recovering special abilities or things like spell memorization, but the rules in the section on ‘Rest and Wound Recovery’ may give your game a better feel for historical gaming. For more of a high fantasy setting the 5e variation might be more appropriate, and if so of course, go with that. Adapting Codex for higher level play may be easier once you have already familiarized yourself with the basic system.



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The main documents pages 1-34 are considered Product Identity, the rest of the document (page 35-94) including the weapons and armor tables, spell casting rules, character sheet and animal combat rules are OGC



GLOSSARY

This glossary includes both game rule terminology and abbreviations like DR (Damage Reduction) and MP (Martial Pool), and historical terms from the default Central European medieval setting.

Active Defence – Any time you are spending MP to defend

AoO – This was Attack of Opportunity, the old 3.5 name for what is now called an **Opportunity Attack**

Arbalest – An old term of French origin, used more to refer to a specific and very powerful type of crossbow.

Armbrust – A German word for crossbow.

Arquebus – A type of early firearm, the name is a development of 'Hacken-Büsche', meaning hook-gun. Many early arquebus had hooks.

Artisan - Called handwerker in German. rzemieślnik In Polish or řemeslník in Czech, a common worker but also a skilled craftsman, typically in the manufacturing or service industry. The term generally referred to craft industry workers (or worker-owners) who were often citizens of towns and members of the urban craft guilds, although some lived in market villages or town suburbs outside the walls. As workshop owners, artisans formed the largest part of the urban middle class in the Late Medieval period, though they could also be found in rural areas as well.

Bauer – German word for peasant, specifically meaning a higher status peasant who owns some property.

Bolt – Term for the projectile shot by a crossbow. See **Quarrel**.

Burgher – A resident of a town or city. The term burgher as distinct from denizen implies at least partial citizenship and a higher overall status.

Bypass – Getting around an opponent's armor.

Caliver – Also called 'klover' in German speaking areas. A type of firearm which shoots a smaller bullet at a higher velocity, trading damage done for armor piercing and accuracy.

Class Cost – Part of the Codex Integrum character generation system. Each Class has a different cost to enter and go up a level. This cost is paid in **Class Points** or **CP** for short.

Clout Shooting – Shooting missiles, typically arrows, into an area rather than aiming at specific individual targets. A useful method for attacking at extreme range (see **Missile Weapons, Clout Shooting**).

Constaffler - Roughly the urban equivalent of a knight. Constaffler (sometimes spelled konstafler) was one of many terms used to describe members of special associations of the urban elite, usually merchants but also craft guild aldermen and other prominent citizens, who fought in the town militia as heavy cavalry like aristocratic knights. Constaffler were obligated to own armor and warhorses, and had to go to muster with a number of attendants. Many of them were in fact knighted, even though most were technically commoners.

Composite – Can mean many things but in the Codex often refers to the construction of a bow or a crossbow prod, meaning one constructed out of a combination of organic substances including wood, horn, and sinew or animal tendons.

Cossacks - Brigands or bandits formed from bands of runaway slaves and serfs, they created a unique culture all their own and specialized in defeating the Mongols and Turks on the fringes of Europe. Most were ethnic Ruthenians, from what are now Ukraine and Belarus, based on the Dnieper and Don rivers starting in the 15th Century, others were from many other different ethnic groups. They were strategically important enemies of the Tartars and Turks.

Counter attack – A general term meaning attacking after someone has attacked you, with no specific meaning in the rules.

Counterattack – An automatically generated attack which takes place while you are on the defensive.

Counterstroke – A Martial Feat which allows you to attack during your opponent's turn, after their first attack.

Cranequin - A reduction gear tool for spanning very powerful crossbows (see arbalest), also known as the 'German winder', it is a reduction gear device similar to the jack for changing the tire on a car.

Crit – Short for 'Critical Hit'

Danzig - The German name for the Hanseatic trading city and Prussian Free City called **Gdansk** by the Poles, and also known by many other variations of that



name. In the 15th Century Danzig was the largest city in Prussia and the leader of the **Prussian Confederation**. By Late medieval standards Danzig was a medium sized fortified town of about 25,000 people. Situated on the Baltic coast in the delta of the Vistula River, Danzig was an important trading city.

As the leader of the Prussian Circle, Danzig led the towns during the war effort during the 13 Years War against the Teutonic Knights. Danzig was also a key member of the Hanseatic League, and exerted its own assertive foreign policy in the Baltic and throughout Prussia, and well beyond - as far as England, France and Spain. The naval forces of Danzig dominated the Baltic Sea in the 15th Century.

Demesne - The personal land of a noble, typically meaning the land where they make their home, or their primary home as the case may be. Nobles, especially princes, may have property all over the place, but the Demesne is distinct as their home turf. They will typically have a close relationship with their vassals there and will even know the peasants, with whom many (though certainly not all) nobles attempt to retain a good relationship so close to where they live, sometimes much more so than they might over land or assets they hold in a more remote district.

Denizen - (German *beibasse*, plural *beibassen*, literally 'sojourner'). A legal resident of a city, town or market village who is not a citizen, but has been granted some of the rights normally reserved for citizens. Denizens could be foreign dignitaries and their servants residing in a town for an extended period, foreign merchants who may have a small colony in the town, or clergy may have this status. Many other less prominent people also fall under the category. Denizen is also a core class in Codex Martialis (see **Codex Integrum Classes and Levelling up**)

Diet - A diet is an assembly of local power brokers in a given region or district, usually made up of members of at least two **estates**, often more. It is similar to a parliament except that it's not necessarily presided over by any higher authority. A variety of specific types of diets were found around Central and Northern Europe including the German **landgemeinde**, the Slavic **veche**, the Norse **thing**, the Lithuanian **laukas**, the inter-urban **Städtebund**, the regional **landfrieden** like the **Livonian Confederation**, and the national parliaments such as the **reichtag** of the Holy Roman Empire, the **sejm** of Poland, and the **riksdag** of the Kingdom of Sweden.

Diets did not remain in session continuously and in fact usually only met on a sporadic basis, typically during some crisis such as an interregnum, a war, when ratifying a treaty or in order to establish new

laws. However, taxes, laws, criminal and civil courts and even constabularies set up by a diet and administered on behalf of its members could remain active indefinitely.

Diocese - A district under the spiritual control of a bishop, as opposed to a Bishopric which is region governed by a bishop (i.e. an ecclesiastical state or province).

DR - Damage Reduction, usually refers to the effects of armor. If someone wearing armor is hit in combat, DR automatically applies. This can be avoided by successfully executing a **Bypass** attack.

Ehren - An archaic German word which basically means honor, reputation or 'face'. Also related to the Churches concept of Fama. A person's Ehren is an important part of their social status, and will affect such things as how much money they can make in the marketplace, to how they will be treated by courts, and even what status they may have on the battlefield.

Estate - Means the basic socio-economic category a given character is part of. Estates include Exile, Peasant, Cleric, Burgher, and Noble. It is possible to be part of more than one Estate.

Historically 'estate' meant a body of rights and responsibilities which defined the social and political role of any individual or group of people - who could be of any class or social standing, but typically these included the burghers or town dwellers, the lower aristocracy, the prominent leaders of the Church (prelates), the upper aristocracy or princes, and sometimes the peasantry (especially leaders of powerful clans or families). Estate can also refer to alliances or confederations of individuals who hold the same estate status, such as estates of the gentry, or a coalition of different estates within a given region, such as the estates of Silesia.

Estates - Estates is the plural of Estate, but this term was often used as a euphemism to refer to a **diet** a local or regional assembly of the various estates in the area. When you hear for example of the Prussian estates or the Pomeranian estates, this typically refers to the gentry, prelates, and towns, and any other powerful factions in the area. Who this meant exactly varied widely by region. In some areas the "estates" were weak compared to the central authority, usually a prince or a powerful prelate, in others, it was the reverse and the estates themselves held the real power.

The estates (plural) could be made up of shifting coalitions of different factions each based on a specific estate such as the peasants, the gentry, the burghers, the clerics and so on. There were national



diets such as the Reichstag of the Holy Roman Empire but more often, local *Landfrieden* (or the equivalent) were the political domain of the estates.

Feud Letter - A feud letter, or *fehdebrief*, is a special type of public notification that a feud has been declared. These would typically be posted in several places and in public meeting places such as the front doors of a church or the outer gate of a town.

Feud Book - A special book maintained by larger towns in which the names of enemies, malefactors and those who violate the Peace of the Roads are entered, along with their family coat of arms (if any). Once a name has been entered into a feud book, it means the individual merits the attention of the town as a “problem.”

Free City - Also known as a **Free Town**, this was a town or city which had achieved total independence, a more complete degree of autonomy than a **Free Imperial** or **Royal City**. Usually this occurred after the town forcibly evicted its overlord. Free Cities owed only nominal fealty to the King or Emperor and payed no taxes. These towns existed either within the **Holy Roman Empire** and in those other parts of Central or Eastern Europe with **German Town Law**. Danzig, Cologne, Hamburg, Tabor, Bremen, Basel, Worms, Toul, Verdun, Besancon, Speyer, and Strasbourg were examples of some of the Free Cities in Central Europe in 1456.

Free Imperial City / Royal Free City

A Free City owing fealty only to the (Holy Roman) Emperor or the King with the same status of “Imperial or Royal **Immediacy**” that a Prince had. This included the payment of token taxes or duties to the Emperor and usually an agreement to supply troops in wartime, but also meant local autonomy for the city. There were over 100 Imperial Free Cities (*Reichsstädte*) in the Holy Roman Empire in 1456, and about 70 which held a similar status in Prussia, Livonia, Poland, Hungary, Silesia and Bohemia.

Interdict - A temporary form of excommunication, often used as a punishment against communities, princes or individuals by prelates of the Church.

Free Dice - An extra 20 sided die to be added to your die roll without any cost to your Martial Pool.

Gentry - Polish *ziemiane*, German *niederer adel*. Could mean many things but in this document typically refers to small land owners in a particular region. The gentry could include petty aristocrats and knights, as well as wealthy peasants, burghers, and members of the clergy. The gentry often fought as lancers or heavy cavalry in warfare and they overlapped with the aristocratic knightly class.

GM - Game master, the referee and coordinator of the role playing game.

Goats Foot - A simple spanning device used for spanning light to medium powered crossbows. Can be used on horseback by an experienced rider / marksman. This device is similar to another lever-type spanner called a *wippe*.

Gotland

A large island off the coast of Sweden which has long been a major trading zone in the Baltic. Once the location of the old Viking trading center of **Birka**, in the medieval period it was the site of the important **Hanseatic** city of **Wisby**. Gotland was also known as a haven for pirates, who controlled parts of the island notably during some periods in the 14th Century.

Graf - Female *gräfin*. Polish *hrabia*, Czech *hrabě*. German noble rank roughly equivalent to an English Count. A powerful mid-ranking noble who typically had control over a large area encompassing tens to hundreds of square miles, and a substantial population of numerous villages or smaller towns. The modern American administrative district of a “county” is based on the medieval concept of the territory of a count. The term Graf was also used formally and informally in German speaking areas to denote temporary or permanent leaders in a wide variety of contexts, such as the leader of a jury or the elected spokesman of a group of people. In this sense it means something similar to ‘chief’ or ‘boss’.

Grapple - Grapple means two different things in the context of the Codex Martialis. Grapple *range* is the closest combat range at which two people can fight, which by definition means they are touching (with hands or with an S or T sized weapon, or with a larger weapon if they have certain Martial Feats). Grappling is also a type of (mostly) unarmed fighting where in two or more opponents engage in a contested grapple check while seeking to throw their opponent down to prone position, disarm them, or incapacitate them in some other way.

Guild - Usually refers to a fraternal organization of craft artisans found in most towns, but ‘guild’ can also mean merchant guilds, shooting or fencing guilds, religious or carnival confraternities (or sodalities), or other types of guilds. A craft guild operated as a combination of a labor union and a co-op business, and they were usually though not always organized along the industrial lines; weaving, sword making, brewing, etc. In the 15th Century craft guilds had substantial political as well as economic importance, and they were also the basis for military units in the town militias.



Hanse / Hansa - Derived from Old High German meaning military troop, it originally referred to temporary or permanent merchant guilds organized for mutual defense in the early medieval period, sometimes for a single voyage, sometimes on an ongoing basis. In the 15th Century Hanse was shorthand for Hanseatic, as in the **Hanseatic League**, which at that time was a loose though powerful association or cartel of mercantile cities.

Hanseatic League - A powerful but informally flexible cartel of merchant cities in several countries across Northern Europe. Originally the Hanseatic League was an international organization of merchants, (the Hanse of the merchants) but by the late medieval period it became an organization of powerful towns (the Hanse of the cities). The core cities were linked together by trade, and all for the most part culturally German with German speaking populations and leadership strata. In addition, the Hanse included several foreign cities which hosted Hanseatic Kontor or counting houses.

These included London (where the Kontor encompassed an entire neighborhood called the Steelyard). Other Kontor included Boston England, Bruges, Ipswich, Bruges, Bergen (Bryggen) and Novgorod (the Peterhof). In the mid-15th Century the Hanseatic League was divided into 9 'circles': The Netherlands Circle, the Westphalian Circle, the Saxon Circle, the Wendish Circle, the Margravian Circle, the Pomeranian Circle, the Prussian Circle, the Livonian Circle, and the Swedish Circle. The center and unofficial leader of the Hansa was the German town of Lübeck, but each circle and individual town exercised its own foreign policy. In the Baltic in the 15th Century the Hanseatic League was dominated by Danzig which exercised considerable independence from Lübeck. Riga, Elbing and Torun were also prominent members.

Hausmachtspolitik - German term for the complex multi-generational rivalries between princely families in Central and Northern Europe.

Hausmacht - German word (short for *Hausmachtspolitik*) for the endless political game of rivalries and competition between noble families or houses.

Heretic - A person who espouses an unsanctioned variation of Christian dogma. According to medieval law, pagans, Jews and Muslims were not heretics. The Czech Hussites of Bohemia however, who espoused some changes to Christian doctrine, were considered heretics.

Hetzruden - (Literally 'staghounds') mounted henchmen who worked for towns, especially Free or

Imperial / Royal cities. The Hetzruden were a bit like the burghers equivalent of the Feudal **Dientsmannen**: retainers and agents who worked on behalf of the city. Most were mounted and armed (holding armiger status) by the city itself, with the euphemism being they were "given a horse" by the city. Though some Hetzruden were burghers and citizens, most were not, being either **denizens**, vassals from the gentry in the rural territory of the town, or free lance agents from other districts.

The duties of the Hetzruden were more paramilitary and administrative than purely military. They acted as couriers, messengers, scouts, police (especially in enforcing the **Landfrieden** of the city on the public roads), arbiters of petty disputes, caravan guards and sometimes tax collectors. The Hetzruden would also go after people who the town designated as enemies in their Feud Book (*Fehdenbuch*).

Horde - A regional military and administrative grouping of **Mongols**, such as the Golden Horde of Western Asia or the White Horde of Central Asia. These typically included nomadic people of many ethnic groups, mostly Central Asian, especially Turkic (Kipchak or Cuman) but also European, South Asian, East Asian and others, all organized under the rulership of the Mongol families descended from the days of Genghis Khan.

Hospoda - A type of pub from the Czech tradition, which typically consists of a common room where they sell beer and simple food, such as dumplings, sausages or curds and whey, and where people sing and converse. Most Hospoda have a second story or an outbuilding which serves as a sleeping area for overnight guests, some may also have private rooms available. Some Hospoda have small libraries of books which may be read aloud in the common room for public entertainment.

House - Can refer to a noble family or house.

HP - Hit Points

Kolf - A type of early firearm, a short weapon roughly the size of a sawed off shotgun, but featuring a hook for stabilizing over a wall.

Kusza - Polish word for crossbow.

Lance - A type of spear for use primarily for thrusting rather than throwing, and primarily on horseback, quite often very long, between 12' and 18' in length, but they could also be as short as 8' or less. This term also refers to a military unit consisting of a knight (or armored heavy cavalryman) on an armored horse and 3-5 more lightly armored horsemen.



Landesadel - Lower ranking nobility, usually knights, who were not Imperial knights (see **Reichsritter**) but were instead vassals to territorial rulers, usually princes or prince-bishops, or more rarely to towns. **Landesadel** were under increasing pressure from their princely overlords and many had a hard time making ends meet. Some would engage heavily in feuds as a means to supplement their income, at the risk of being branded a **robber knight** (raubritter).

Landfrieden - The legal authority over the 'freedom' of the public roads in a given district. Most often it represented a political union between the **estates** of a given region which lacked a strong central authority, often though not always dominated by towns. Landfrieden (**landfrýdy** in Czech) consisted of the nobility, church leaders (prelates) and towns in some type of council or **Diet**, which in turn appointed "justices of the peace of the roads". These authorities collectively enforced the peace or 'freedom' of the roads, punishing bandits, robber knights and other malefactors whose activities disrupted public commerce.

Lathe - A 'term of art' word for the bow part of a crossbow, also called a *prod*.

Livonia - A large region in the North-Eastern Baltic analogous to modern day Estonia and Latvia as well as parts of what are now Lithuania, Russia and Belarus, occupied by the Livonian Order. Several major **Hanse** towns were located here, including **Riga**, **Dorpat**, and **Reval**. In the Late Medieval period Livonia was under the rule of the **Livonian Order**, and a complex network of organizations called **Terra Mariana**.

Low Countries - Common euphemism for the many nations, city states and fiefdoms which existed in the lowland river delta regions of what is now Belgium, Holland, and Luxemburg, with some overlap into northern France and northern Germany. During the 15th Century several of the largest and most economically powerful cities in Europe were in this zone, including Bruges, Ghent, Antwerp, Brussels, Amsterdam, Liege, and Ypres. Prussian cities traded extensively with towns in the Low Countries, particularly Bruges which was closely linked to the Hanseatic League. Many cities in the Baltic and Western Slavic kingdoms like Bohemia were settled by people from the Low Countries, including both Flemish and French speakers.

MF - Martial Feat. Special fighting abilities which typically confer either a die roll bonus or a Free Dice based on various specific circumstances.

MP - Short for Martial Pool, up to four 20 sided dice that are available for attack, active defense, movement or other actions.

Martial Pool - All of your 20 sided dice available each round for attack, active defense, movement or other actions.

Ministerial - A type of serf-knight or 'unfree knight' known mostly in the German-speaking parts of Central Europe. Also referred to administrative servants of the same kind of origin. In the High Middle Ages many princes armed and equipped their serfs as soldiers (armiger status) and some as cavalry. Many of these were knighted even though they and their offspring were still technically serfs.

Many ministerials became functionaries, courtiers, or civil servants as well as soldiers. Over time ministerial families established themselves in the gentry and sometimes titled nobility. By the 15th Century ministerial families made up a lot of the knightly class and most were serfs in name only, while others remained vassals (**Landesadel**) still under the control of princely overlords. Though equivalent soldiers existed in other regions, the term ministerial is used almost exclusively in a German cultural context.

NPC - Non player character. Can be a villain or a protagonist or someone in between, but typically controlled by the GM.

Nuremberg - A powerful and rich Free Imperial City situated in the northern part of the Southern German region of Franconia. In the 15th Century Nuremberg was a patrician town politically dominated by its merchant class. Nuremberg had a relatively aggressive foreign policy and frequently went to war with local robber knights and sometimes formidable princes in the region such as Albrecht III "Achillies" of Brandenburg-Ansbach.

Nuremberg was linked to many foreign lands through a vast international trade network with particularly strong ties to Venice. It was also widely known as a manufacturing center especially for its iron works and production of sophisticated metal artifacts including all types of hand weapons, firearms cannon and armor, as well as complex devices such as locks, clocks and automata.

OA - Opportunity Attack

OGL - Open Game License, refers to the license by which ad-ons like the Codex can be legally sold and distributed. For more about the OGL, [read the wiki](#).

Opportunity Attack - Situation where you may get a chance to attack even though it is not your turn, such



as when someone is moving into grapple. An OA is triggered or 'provoked' when enemies are moving near you.

Passive Defense – Defensive value which must be overcome to hit a target when the defender has no MP remaining for Active Defense.

Patrician - A common euphemism for a member of the wealthy urban merchant clans of the cities of medieval Europe. Historically, during medieval times it was only used in certain cities (notably Nuremberg) while other terms were used in other places, but it has become the term of art used by most historians of the era.

Technically most patricians were commoners but many were extremely powerful and a few richer than kings. Most were wealthy enough to buy titles from poorer noble families but when they did, they did not use these titles in town due to the political climate which was often hostile to the nobility. The purpose of purchasing titles was mainly to get better treatment in the princely land courts and feudal courts. The term patrician derives from the ancient Roman term for the political and social elite. Most patricians were merchants, some were rentiers or landowners in the city, a few were artisans.

Patricians tended to look down on nobles, who they considered uncouth and dishonest. They also had a somewhat fraught relationship with the urban artisan working class, who were political rivals, and with the Church who generally speaking they saw as interfering in burgher rights or taking advantage of town policies. Patrician is also a class in Codex Martialis Martialis (see Chapter 8, Character Classes)

PC - Player Character

Pommel – The handle or counterweight at the base of a sword hilt. Pommels provide balance for a sword and can also be used as bludgeon weapons, such as during a grapple.

Pollaxe – A type of polearm usually featuring a hammer head or beak on one side, and an axe head on the other, with a thrusting spike on the top of the weapon. Pollaxes were usually a little shorter than many other polearms. Some pollaxes actually don't have an axe blade but instead have hammer on one side and beak on the other.

Prelate - A church leader with secular authority over some kind of community or territorial area. A prelate is usually a bishop, archbishop, or abbot / abbess. Prelates wielded power in the real world as territorial rulers and in Central and northern Europe they differed little from secular princes in many cases. Prelates typically had their own armies and castles.

Prince - A common euphemism for powerful kings, dukes, counts, margraves and other high-ranking aristocrats who had significant territorial power, as well as prelates such as bishops and archbishops, abbots, cardinals and so on. Secular princes held allodial rights to their territory, meaning they controlled it free and clear without anyone or any institution having any other rights over their land. Many (though by no means all) princes also held the status of Royal or Imperial immediacy, meaning there was no intervening authority between them and the Emperor.

Generally, a prince was someone not to be trifled with. Princes were major rural landowners; some were high ranking members of the clergy including abbots, bishops, and archbishops, often referred to as prince prelates. Other than kings, popes and emperors, the most famous and powerful princes were the Prince Electors of the Holy Roman Empire. In Poland the most powerful princes were known as magnates, in German speaking areas Herzog (equivalent to dukes) or Graf (equivalent to counts).

Prod – another term of art for the bow part of a crossbow. See also **Lathe**.

Prone – Down on the ground, as often occurs after a successful throw attack while in grapple.

Prowess - This is a new concept used in the Codex rules, meant to take the place of what was called BaB in 3.5 and Proficiency in 5e. Prowess is slightly different in that it does not apply to skill checks, but it does apply to both attacks and Active Defense.

Quarrel – One of the terms used for the projectile shot by a crossbow. Crossbow quarrels or bolts shot by Central or Western European style medieval crossbows are different from the arrows shot by a bow in that they are typically shorter (about half as long or less) and often much heavier, average being about 80 grams in weight.

Raubritter – German word meaning “Robber Knight”. Many knights, sometimes as the result of feuds, became engaged in violent attacks or kidnappings for profit.

Rathaus - *Ratusz* in Polish. The town hall, usually a large, fortified building. Documents such as the town charter were kept there, and the town council met there regularly. The Rathaus was also usually where the town court was, and where the Schöffen met to decide legal cases. Most rathaus had a lookout tower which also sometimes served as a bell tower (belfry) and clock tower featuring a mechanical clock.



Reysa - Annual raids conducted by the Teutonic and Livonian Orders against the Baltic pagans, and by the pagans (in the 15th Century, essentially the Lithuanians) against the order. These raids could be small or quite large. Typically, at least two raids a year were launched by the Crusaders, and one by the Lithuanians.

Rezeß - Also *Rezess*. This was a special type of political compromise often associated with German towns. It usually represented some kind of power sharing arrangement between rival political factions within the town, such as between two patrician families or between the patricians and the craft guilds. The most famous *Rezess* familiar to English-speakers is probably the *Rezess* of Hamburg in 1410 which is considered the foundation of the Hamburg Republic and the establishment of the *Hamburg Senat*. The *Rezess* in its many forms was key to the continued independence and prosperity of the Royal and Imperial Free cities of Central Europe.

Ritterbrüder - German word meaning 'brother knight', a type of hybrid of knight and monk who were closely associated with the Crusades. These include but are not limited to the Knights Templar (disbanded by the 15th Century), the Knights Hospitaller of Rhodes, and most relevant to North-Central Europe, the Teutonic Knights and the Livonian Knights. Another defunct Order in the region was known as the 'Sword Brothers' or "Livonian Brothers of the Sword". They were disbanded and absorbed into the Livonian Knights by the 15th Century.

Silk Road - A series of roads, trails, and portages leading from China and India, through Central Asia and to various points in Europe including both Russian and Baltic trading towns. The Silk Road was both symbolic of the historic overland trade links between Europe and Asia and the continued active trade caravan links between Chinese, Persian, and Hindu trading centers.

In the mid-15th Century major ports such as the Genoese controlled colony of **Caffa** in the Crimea and the **Rus** city-state of **Veliky Novgorod** in northern

Russia formed the western terminus and entrepot of the trade route. The ongoing trade of silk, spices, pepper, wootz steel, slaves, fur and lumber was of supreme economic importance in the 15th Century. Interruptions in the flow of goods on the Silk Road was what ultimately led to the development of alternative trade routes around Africa by the Portuguese and eventually, the opening of the Atlantic and Pacific, and the discovery of the New World.

SRD - System Resource Document. These are online repositories of rules, distinguished by different versions of the OGL or Open Game License.

Throw - In the context of the Codex a throw means a type of grapple attack, with the goal of throwing your opponent down to the ground. See also **Prone**.

Thrust - An attack (usually) with a weapon in which the point of the weapon is directed into the opponent. This usually means a Piercing attack in the Codex rules but it can also be done with a bludgeon weapon like a staff. Some Martial Feats and special rules work from the thrust.

Tiller - a term used to describe the handle or grip or stock of a crossbow, or also certain types of early firearms.

Void - A fencing term which means to defend by moving (stepping or leaning) back out of the way rather than by parrying with your weapon. Some Martial Feats (like *Nachreisen*) utilize this mechanic.

Wall Crossbow - A very large type of crossbow, typically used from fortifications, or sometimes from ships, boats, or carts.

Wall Gun - A very large type of handgun, typically used from within fortifications, or sometimes from wagons or boats, and usually featuring a hook integral to the gun barrel. Wall guns are too heavy and have too much kick to use easily in the open field. They typically have good range and accuracy and do a great deal of damage.



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CODEX MARTIALIS

The Codex Martialis is a sourcebook of historically based combat options for OGL, derived from medieval and renaissance era martial-arts manuals. This is not another complex damage system or a spreadsheet of tables and formulae, it is a fast-paced, cinematic variation on OGL combat, based on the historical martial arts of Europe and Asia. The emphasis is on action, combat maneuvers and the deadly interplay of attack and defense, with a minimum of hassle. The Codex is designed to make combat fluid, dynamic and intuitive, in order to bring a greater level of immersion and excitement to your gaming session by introducing new tactical options.

Optional innovations range from a new way to roll attack and defense dice to special Martial Feats that open up unique historically based combat techniques to your character. New weapon stats make the choice of fighting kit relevant to your individual fighting style rather than a cosmetic adornment. Do you pick a staff for its defensive qualities and reach, a dagger for its close range lethality,

or a military pick for its armor piercing value? The choice is yours, the possibilities are wide open. With this system, your fighter character needn't be the same old tank, nor must a Wizard be a wimp once her spells run out.

Special new Martial Feats allow you to integrate the unique qualities of different weapons into a personal fighting style based on actual fighting techniques from the middle ages. Tapping into the real fighting strategies written down by the ancients when they still lived by the sword, the Codex can breathe new life (and death) to the combat in your game,

Based on five-hundred-year-old combat manuals penned by the true Masters of the ancient martial arts such as Hans Talhoffer, Sigmund Ringeck, Johannes Liechtenauer, Joachim Meyer, Jud Lew, Miyamoto Musashi, Fiore Dei Liberi, Filippo Vadi, and Achille Marozzo, the Codex Martialis is a window from your game into the lethal reality of combat in the ancient world.

¹ Most recently in this region, **The First Margrave War, fought mainly between the Margrave of Brandenburg Albrecht III "Achilles", and the city of Nuremberg, which ended in 1451.**

