

KING ARTHUR  
**Pendragon**



# Book of Sices



→ Robert G. Schroeder ←

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KING ARTHUR



# BOOK OF SIREN



ROBERT G. SCHROEDER



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# Acknowledgements

THE KING ARTHUR PENDRAGON ROLEPLAYING GAME

CREATED BY GREG STAFFORD

*Author:* Robert G. Schroeder

*With contributions to the text by:* Veli-Matti Pelkonen

*Developer and Contributing Editor:* Veli-Matti Pelkonen

*Editors:* Orrin Loria, Roberto Mandrioli

*Managing Editor:* Greg Stafford

*Proofreaders:* David Larkins, Malcolm Wolter

*Art Director:* Malcolm Wolter

*Design and Production:* Malcolm Wolter

*Cover Design:* Malcolm Wolter

*Cartography:* Malcolm Wolter

*Cultural Icons:* Matthew Ryan

*NPC Portraits:* John Bridges

*Medieval-style Illustrations:* Brian Abshier

*Publishing:* Alan Bahr, Stephan Wieck

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# LIKE FATHER, LIKE SON

“Then Sir Bors wept for joy, and he prayed to God it might prove as good a knight as his father was.”

— LE MORTE D’ARTHUR, XI, 4



THE *King Arthur Pendragon*™ Core Rulebook offers a single Homeland for Player-knights: Salisbury. Yet Salisbury is a very small part of Arthur’s future realm. This book examines many more areas. Some lands will forever be hostile and so are outside the scope of this book, and some initially hostile lands will become friendly. To forever close off these lands limits the possibilities of a grand campaign.

*A campaign can be set in London, or Huntland, or any other place in Logres*

This book allows Gamemasters who wish to base a campaign outside of Salisbury to discover the background for whatever area they wish to use. Within these pages you will find yearly family event tables for the following homeland regions: Aquitania, Brittany, Cambria (including Estregales as a separate entry), Cornwall (Jagent included within), Cumbria, and Logres, which is divided into three smaller areas. Homelands are provided for Aquitanian, Cymri, Irish, Pict, Roman, and Saxon characters. For each region, there is a short history section that gives the background of the region to players and Gamemasters. The family events continue to build on this history. Each year in the family events also includes a summary, giving a more in-depth look at the history that is important to the game campaign.

The book divides into three chapters plus appendices. The first chapter is advice on how to use this book, how to set up the Player-knight’s families and homelands, and how to use the event tables of the third chapter. The second is a quick synopsis of how a character will see their world and the story of their people. The third and largest chapter consists of the regional event tables, giving a short introduction to the region followed by the yearly events that affect a family living in that region. The final section is the six appendices.

## THIS BOOK PROVIDES

1. Year-by-year events for different regions, complete with their regional differences (or quirks) and varying points of view.
2. Details of the rise and the fall of the Tyrant Vortigern, the arrival of the Saxons on the shores of Britain and their subsequent invasions, and the struggle of the noble Britons against the Saxon tide to be eventually championed by the Pendragons.
3. The part played by a character’s father and grandfather in these great historical events, and how their views are molded by their experiences (in other words, Passions and Directed Traits that they gained that are inherited by the character).
4. Help to track realistic and individual Inherited Glory from the character’s ancestors, based on actual historical achievements.
5. Assistance in creating a character’s family background, starting in 439 AD, and ending (for the most part) in 484 at the start of *The Great Pendragon Campaign* (GPC). Some of the tables do end earlier, as the events there no longer matter for a campaign in Logres.
6. The option to run this background with a different starting date (such as 480 in the *Book of Uther*, or dates after 485 in *Book of Knights & Ladies*). See “Appendix B: Campaigns Starting in Years Other Than 485” for advice on varying the campaign starting date as well as important events in Logres from 485-509, based on the events in the GPC, for the Gamemasters’ convenience.

7. Advice on how to modify the default assumption of the Player-knight being the eldest child of his father, to allow more varied family structures.
8. Advice on how to handle Player-knights coming from different backgrounds as they bring their own regional views with them.
9. Event tables containing a wealth of region-specific information that can be used as background for campaigns set outside Salisbury.
10. Event tables that can also be used to play a prequel campaign with the grandfathers and the fathers before the actual campaign based on *The Great Pendragon Campaign* begins. Or, indeed, they can form the basis of a full campaign set in Vortigern's day, too!

The 5th century onwards, the so-called Sub-Roman Britain period, is the true Dark Ages when it comes to historical documentation. We must depend on the literary sources from centuries in the past. Poets and storytellers in the halls of their kings crafted genealogies to connect their kings to illustrious forebears. It is those legends that Geoffrey of Monmouth drew upon when he wrote *Historia Regum Britanniae* (The History of the Kings of Britain), giving us an exciting tale of the Tyrant Vortigern, the coming of the Saxons, and the struggle of the Britons against them. As this is a game set in the world of the legendary King Arthur, Geoffrey of Monmouth's tales provide the basis for the events of the *King Arthur Pendragon* world from the late 5th century onwards. In Aquitaine, where we have less legend and more history to draw upon, more certain historical events shape the narrative. However, the dates, names, places, and other sundry details may have been altered from the current consensus (if such a consensus even exists), in order to make a better, more exciting story and to conform to the already established canon of *King Arthur Pendragon*, such as King Lancelot ruling Ganis in Aquitaine.

As always, the Gamemaster is the final arbiter on what to include in their campaign. If a Gamemaster

wishes to change some events (for example, so that all the grandfathers die defending Constantin) for story purposes, they are welcome to do so.

## WHAT'S NEW?

A vast amount of information is contained within these pages, including part of the revised and updated history of *King Arthur Pendragon* from 439 to 485. At first glance, the regional event tables may seem to duplicate the same material, but a more detailed examination will reveal differences, sometimes vast ones. This is intentional. In Arthur's time there were no newspapers, computers, or easily-obtained history books. Thus, word-of-mouth was the most common way for communication to pass on from one individual to another. Errors can and do occur with this method. Stories are told and retold and grow with each rendition. Certain groups will color their version to highlight what they consider important. This book attempts to capture some of this variety by modifying what a character knows.

There are deliberate changes from the Salisbury Family History of *King Arthur Pendragon* 5.2, pp. 47–65. This book follows *Historia Regum Britanniae* more closely, and also encompasses a much wider area than just Salisbury. Some mistakes, such as confusing the King of Logres and the High King of Britain, Menevia being in Salisbury, and Uther being elected as the High King in 480, are corrected in this book. Some changes have been made in order to make the story flow more smoothly, such as moving the second visit of Saint Germanus from the very busy year of 443 to the more sedate year of 447, and spreading Vortimer's first rebellion to cover years 456–457, rather than waiting until 457 to start the rebellion and cramming all the battles into a single year. The original *King Arthur Pendragon* Salisbury Family History also suffered from having very high mortality in some years and battles. These have now been amended, so that only the battles that are described as very bloody or costly defeats have a high mortality chance. This allows the grandfathers and the fathers of the Player-knights to actually survive a decent number of years, contributing to the family history. 🐉

*The event tables in the Book of Sires may result in more inherited Glory for new characters — but no more than a couple of hundred points*

## Author's Acknowledgements

Dedicated to Jill Schroeder, my wife, who has been steadfast through all these years and suffered my “hobby” blues.

Thanks to Ann Anderson and Ross Anderson, M. Trout, M. Schwartz, and Scott Johnson for their contributions, small and large: the Andersons who share the passion and the detail-minded editing and suggestions for this project; M. Trout for the additional Passions and Traits; Scott Johnson for his eye to detail; and M. Schwartz for support and kibitzing.

To my regular gaming group who have put up with my foibles through many years: Ann and Ross Anderson, Michael Coyne, Scott Johnson, Ron Kahle, Ed Chusid, Lowell Stouder, and Richard Wu.

To those of the *King Arthur Pendragon* world who contributed, large or small, as extra eyes, shoulders, or kibitzers who have not been mentioned, I thank you for your contributions as well.

Finally, to Greg Stafford, who through *Runequest*, opened my eyes to other worlds and as the author of *King Arthur Pendragon*, allowed me to contribute a small part to his glorious undertaking.

I wish to make note there has been no intention to plagiarize or usurp others' work. Without their work, these tables would not have been possible. The bibliography section contains all of the sources I have used.



### IN MEMORIAM

Fittingly, this book, created to detail the stories of where knights come from, is dedicated to Greg Stafford.

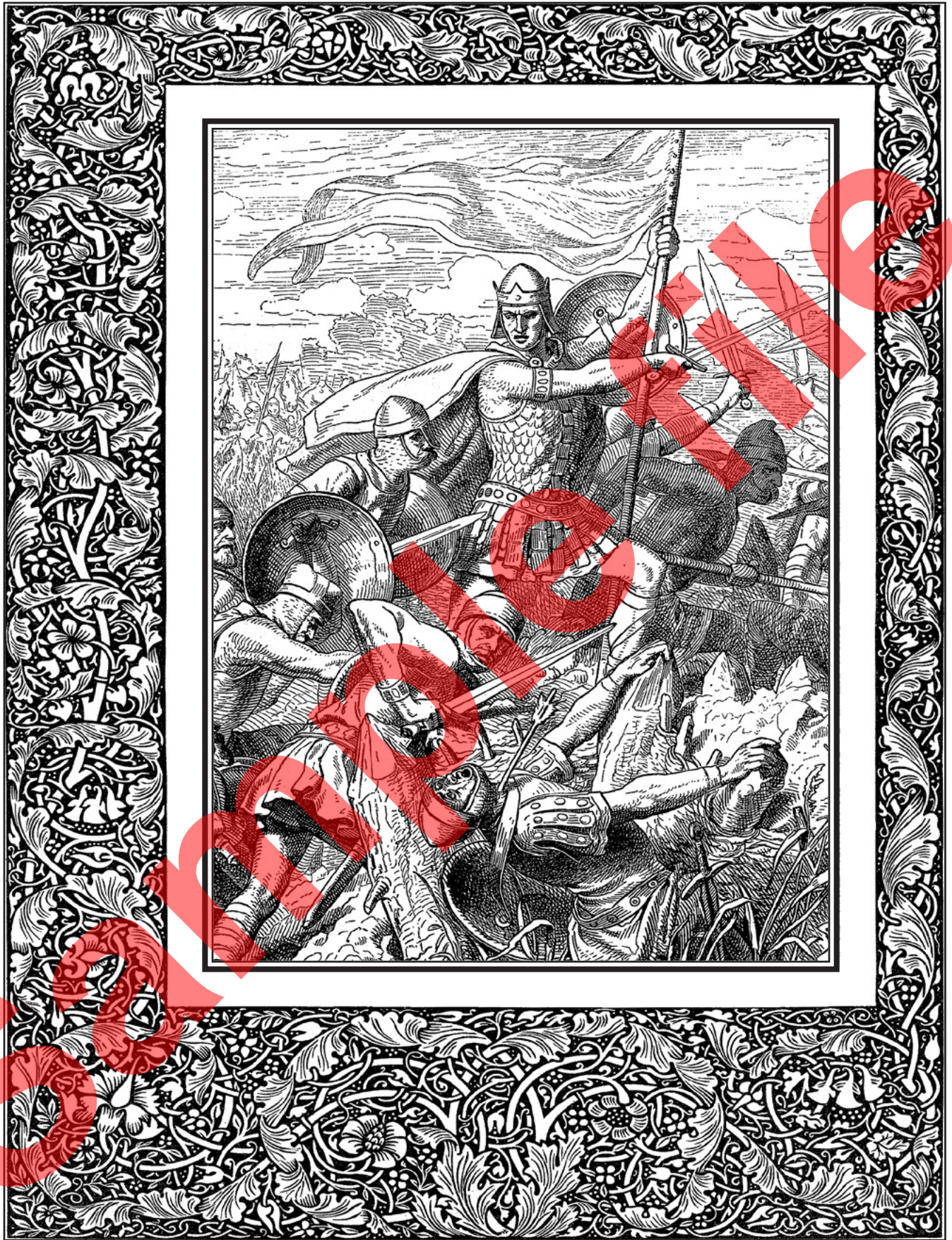
Our beloved lead knight has set off to blaze a new trail of adventure, once again leaving us to follow in his footsteps and legacy, guided by the stories, myths, and heroism he laid before us to take up and carry on through his work.

Our world is poorer without Greg, but richer for the love and life he left us to remember him by.

We owe Greg thanks innumerable, and look forward to being regaled with his tales from the God Realm, once we sit together again.

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## CHAPTER I

# HOW TO USE THIS BOOK

Two fundamental questions that each Gamemaster must answer before the campaign starts are “When?” and “Where?”

**T**he *Book of Sires* is designed to start the family history with the grandfather of the Player-knight in 439 and end with the Player-knight coming of age in 480, the start of the *Book of Uther*; or 485, as in *The Great Pendragon Campaign*. Appendix B (pp. 245–261) discusses starting dates other than 485, both before 485 and up to 510.

*Campaign homelands in Logres are fully supported.*

Salisbury is the default homeland in *King Arthur Pendragon 5.2*, which also includes a Family History for Salisbury Knights. This book opens up the rest of Logres with the same level of detail as the Salisbury Family History, allowing Player-knights to originate from any region that is (or will be) friendly with Uther. This book primarily supports campaign homelands within Logres, so that the Gamemasters and the players get the full benefit of being part of King Uther’s reign, and later, King Arthur’s, as detailed in *The Great Pendragon Campaign*.

*Characters’ families may also originate from regions outside of Logres*

Note that a Player-knight’s family’s original homeland doesn’t necessarily have to match the site of the campaign homeland. The “Your Homeland” sections and Appendix D discuss this juxtaposition in more detail, especially how to integrate a foreign knight from the continent (Aquitaine, Brittany) or from Cambria or Cumbria. Indeed, it is possible to play a campaign where the Player-knights originate across all Logres, coming together only because of chance or previous family ties, and then learning to trust one another, calling on each other for help when

needed. However, it is much easier for the Gamemaster to detail and concentrate on a single county than to run a half-dozen of them!

## TIME PERIODS OF THE GREAT PENDRAGON CAMPAIGN

**T**he *Great Pendragon Campaign* is divided into three Phases (Early, Middle, and Late) and each Phase is further subdivided into Periods. While this book mainly concentrates on the time before the start of the campaign (Year 485), it does reference the future Periods, too. The Periods of the Early Phase are briefly described here for convenience.

*See Appendix F, p. 270, for a list of Periods that precede King Uther’s reign*

**Uther Period (480-495):** King Uther fights against the Saxons, and then turns against Duke Gorlois due to his lust for the Duke’s wife, Ygraine. The Duke dies and Uther marries Ygraine. They have a son, Arthur, but the child is kidnapped by Merlin. King Uther and his leading nobles die of poison while celebrating a victory over the Saxons.

**Anarchy Period (496-509):** The Kingdom of Logres is thrown into anarchy in the absence of both king and most of the high nobility. Britons kill Britons as lawlessness reigns. The Saxons take advantage of the chaos to expand their kingdoms.

**Boy King Period (510-518):** Young Arthur pulls the Sword from the Stone and restores order. He defeats



the Rebel kings, unifying Britain against the Saxons. He fights against the Saxons, finally defeating them at the Battle of Badon and conquering their kingdoms.

## YOUR FAMILY

Before you start with the family history, some important dates need to be calculated first. When does the campaign start? When was your character born? When did your character's father marry? When was he born? When did he become an adult? These family events form the framework around which the rest of the family history is built.

The first thing to do is to decide how complicated you want your family to be. Appendix C (p. 262) contains advice for more complicated families. It is highly recommended that the Gamemasters read Appendix C and decide what is best for their campaigns, before the players roll the Family History. This is because siblings impose restrictions on the birth and the death year of the father, or vice versa.

The default is that the Player-knight, and his father before him, were the eldest sons of their fathers, born when their fathers were 25 years old. The default age of majority and the starting age of the Player-knight is 21, when he, like his father and grandfather before him, is knighted. Older and female Player-knights are also possible with the Gamemaster's permission. Siblings are ignored, for now.

The important dates can be calculated from the starting year of the campaign. If the starting year is 485, the 21-year old Player-knight was born in 463, for him to have had his 21st birthday by the end of 484 and thus already be a 21-year-old knight at the start of 485. His father would have celebrated his 25th birthday when the Player-knight was born in 463, so he himself was born in 438 and thus knighted by the end of 459. It is assumed that the father married during the year following his knighting and started gaining history events that same year, 460. Similarly, his father, the Player-knight's grandfather, was born in 413, knighted in 434, and married and started gaining history events in 435.

Thus, the important family dates of this example are as follows:

- 413: Grandfather is born.
- 434: Grandfather has his 21st birthday at the end of the year and is knighted.
- 435: Grandfather marries and starts gaining yearly events.
- 438: Father is born.
- 459: Father has his 21st birthday at the end of the year and is knighted.
- 460: Father marries and gains yearly events.
- 463: The Player-knight is born.
- 484: The Player-knight has his 21st birthday at the end of the year and is knighted.
- 485: The campaign begins.

The birth dates are important, since we know that both the grandfather and the father lived at least long enough to sire the next generation, approximately the year previous to the birth. Thus, when you are rolling the family history, if the father is about to die before the year prior to the Player-knight's birth (463 in this example) due to poor rolling, he is instead only badly wounded or ill. Similarly, the grandfather will survive at least to year 438 in this example (easily accomplished as the detailed family history only stretches back to 439).

On the other hand, both the grandfather and the father are fated to die in their proper time, too. In this book, the grandfathers are scripted to die in the mid-460s in some major events, to give them a proper send-off as well as to minimize the time spent having to track both the grandfather and the father. In the default campaign, the fathers are assumed to be dead to allow the Player-knights to inherit and start as vassal knights. If your campaign follows this, then the father perishes of wounds suffered in the battles, or due to one of miscellaneous causes if he was in garrison duty, on the year prior to the campaign's starting year (usually 479 or 484), even if he would have survived based on the die rolls.

*Characters are knighted at 21, marry a year later, and have their first son three years later, by default*

*The default age of majority (and knighthood) is 21. Gamemasters may, of course, introduce some variability if they so desire.*

*For simplicity's sake, Player-knights' fathers and grandfathers are assumed to be dead by default*

## GREAT-GRANDFATHER'S GLORY

While this book does not follow the great-grandfather's history for a campaign starting with Uther, we do need to know his Glory to determine the grandfather's Inherited Glory (below). We follow the simple system of just rolling  $(1d20 \times 100) + 1,000$  for the great-grandfather's Glory and assume that he is dead by the time the grandfather is knighted.

## INHERITED, KNIGHTING, AND TITLE GLORY

*All knights received Inherited Glory equal to one tenth of their father's Glory*

When the grandfather or the father is knighted, each receives Inherited Glory based on the current Glory of his own father ( $\frac{1}{10}$  in *King Arthur Pendragon* 5.2). After this, the two Glory Totals are fully independent: if the grandfather still lives and gains more Glory, it doesn't increase the father's Glory. In addition, characters gain 1,000 Glory for becoming knights, and another 200 Glory if they are vassal knights (the default in *King Arthur Pendragon* 5.2). Note that if the grandfather is still alive, the father doesn't inherit the family lands and the title until the grandfather dies.

## GLORY GAINED PRIOR TO 439

It is very likely that the grandfather already has some years as an adult before reaching year 439. As those years are not detailed in this book, it is recommended that you simply roll 1d20 Glory for each year. In the above default case, the grandfather lives through 435, 436, 437, and 438, and therefore earns 4d20 Glory.

## PASSIVE GLORY

*Ignore the Passive Glory for ancestors*

For simplicity, ignore the Passive Glory of the ancestors' altogether, as in *King Arthur Pendragon* 5.2. The final effect of this simplification on the Player-knight's Glory is small.

## MARRIAGE GLORY

*See the Book of the Entourage for more details on Marriage Glory*

Both the grandfather and the father gain Glory when they marry. Roll  $(5d6 + 10) \times 10$  for each wife and add this amount to the Glory gained in the year the marriage took place.

## BRIDE'S LANDS

The wife's homeland can open story possibilities for the campaign. The Gamemaster may decide on a suitable homeland that best serves the story (see the "Unlikely Heiresses" section, next column, for ideas), or simply roll on Table 1.1: Bride's Homeland to randomly determine her place of birth.

TABLE 1.1: BRIDE'S HOMELAND

D6	RESULT
1-2	Same county/homeland as father's family
3-4	Same region. Roll from the same region in homeland sub-tables (pp. 9-13).
5	Neighboring region. Roll randomly if more than one, and then use the correct region in homeland sub-tables (pp. 9-13) below.
6	Fully random. Roll the homeland region first and then from the homeland sub-table.

## UNLIKELY HEIRESSSES

Normally, heiresses are rare and very much sought-after by more wealthy and famous knights. It is unlikely that the Player-knights' immediate ancestors qualify for that distinction, so they are much likelier to marry eldest daughters who have no inheritance.

However, if the Gamemaster so wishes, there are many events in the history of Britain 439-485 (and later) where large numbers of knights are killed or exiled, such as the Saxon invasions (Kent 450 and 457, Nohaut and Deira 455, Sussex 477) and the Night of Long Knives (463). It is possible that the mother of the Player-knight was left the only surviving member of her family. This may open doors to interesting storylines later in the campaign as the Player-knight may try to reclaim their mother's lands, possibly by petitioning King Arthur after the Battle of Badon. Lands conquered by Cornwall during the Anarchy are a possibility as well.

## ANCESTRAL HOMELAND

*Players may roll randomly for their character's homeland, or simply choose one, with the permission of the Gamemaster.*

This is the homeland of grandfather's family. Usually, it is the same homeland in which the campaign is set, but the Gamemaster may allow other homelands, even fully random ones, and then simply tweak events to allow the father to move to the campaign homeland before the campaign starts. Some suggestions for this are in Appendix D.

The homeland tables may differ from other tables in *King Arthur Pendragon 5.2*. Because a campaign may start whenever the Gamemaster wants, certain homelands are included that may not be suitable at a later time, based on the Gamemaster's discretion. If desired, simply modify the tables to exclude those homelands altogether. They are included because these areas are not hostile to Uther and a Player-knight's family may move from there.

Your family may start in one homeland and migrate to another. Logres is the biggest area and, as in earlier supplements, it is divided into three regions to afford families some diversity.

The suggested method to find the homeland of the grandfather is to roll the starting homeland first (perhaps confined to a certain region, if the Gamemaster so decides), and then use the culture given for that homeland. This method is slightly different from the one in the *Book of Knights & Ladies*, as it adds a possibility of a grandfather being originally from Aquitaine or Brittany already in 485. The second way is to simply decide the culture and the homeland for the grandfather by picking a suitable location from the homeland sub-tables in consultation with the Gamemaster. The culture and the religion are given after the homeland. These are only the most common cultures and religions in the homeland. Individual families may vary; if a player wishes to play a Roman Pagan from Kent, there is no harm in it.

Regardless of the method chosen, the player will know which tribe his Player-knight's family hails from, as long as the family is from within Britain.

(Those from Brittany or Aquitaine do not use this title, as the people are not tribal in nature.)

**IMPORTANT:** While most homelands use the event tables of the region they are in, some require some additional explanation. Two homelands, Estregales and Bedegraine, use different event tables than their geographical region would imply: Estregales uses its own "Events in Estregales" tables and Bedegraine starts using "Events in Cumbria," but switches to Logres – Midlands after it is conquered by Uther in 481. The Berroc Saxons and the Jagent Picts have their own modifiers, but use Logres – South Counties and Cornwall event tables, respectively. Roman cities use the sub-region and the modifiers of the tribe or the county they are in (the row above them), despite being culturally distinct from the Cymri.

The religion descriptions expand to include more than just the basic religions inherent in *King Arthur Pendragon*. Christianity has three versions: British Christianity, Roman Christianity, and Arian Christianity. Paganism is now defined by three religions: Paganism, Germanic Paganism (known as Wotanism), and Pictish Heathenism. *King Arthur Pendragon 5.2* and the *Book of Knights & Ladies* have more details regarding the differences and should be referred to for more information. The religious virtues are as follows:

**Roman Christianity:** Chaste, Forgiving, Merciful, Modest, Temperate

**British Christianity:** Chaste, Energetic, Generous, Modest, Temperate

**Arian Christianity:** Chaste, Honest, Just, Merciful, Temperate

**Paganism:** Lustful, Energetic, Generous, Honest, Proud

**Wotanism:** Generous, Proud, Reckless, Worldly, Indulgent

**Heathenism:** Vengeful, Honest, Arbitrary, Proud, Worldly.



**HOW TO DETERMINE THE ANCESTRAL HOMELAND**

1. Choose, or roll on Table 1.2 below to randomly determine the grandfather's Homeland Region.
2. Roll on the attendant table (1.3 – 1.10) for the region determined in Step 1 to determine the grandfather's tribe, homeland, culture, and religion.

**TABLE 1.2: HOMELAND REGION**

D20	RESULT
1-4	Logres – Saxon Shore
5-9	Logres – Midlands
10-13	Logres – South Counties
14-15	Cambria
16-17	Cumbria
18	Cornwall
19	Brittany
20	Aquitaine



**TABLE 1.3: LOGRES – SAXON SHORE**

D20	STARTING TRIBE	HOMELAND AT GAME START	CULTURE AND RELIGION	NOTES
1-2	Iceni	Caerwent	C/BC	Future Saxon Kingdom; will be conquered during the Anarchy Period (Appendix B).
3-4	Iceni	Caerwent	R/RC	
5	Roman	City of Norwich	R/RC	
6-8	Cantii	Kent	C/BC	Future Saxon Kingdom; will be conquered by the Saxons during the family history.
9-10	Trinovantes	Caercolun	C/BC	Future Saxon Kingdom; will be conquered during the Uther Period (Appendix B).
11	Roman	City of Colchester	R/RC	
12-14	Catuvellauni	Huntland	C/BC	
15-16	Catuvellauni	Hartland	C/BC	
17-18	Trinovantes	Thamesmouth	C/RC	
19-20	Roman	City of London	R/RC	

*See p. 160 for a map of the Saxon Shore. A map of The Western Roman Empire is on p. 280.*