



Pendragon

Roleplaying Adventure

2719

Lordly Domains

Land
Titles
Wealth
Prey
War
Heraldry

Angeli
Chessell
Palmer
J. Routt
L. Routt
Stafford
Trout
Badower
Fowler
King

A Player's Guide to
Noble Characters
in the Time of Arthur

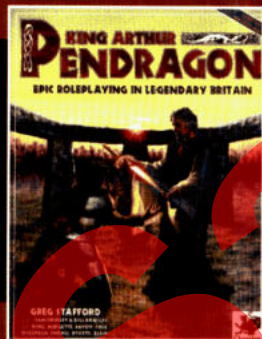


Lordly Domains

- **Economic System:** noble holdings, fiefdoms, and household knights and officers.
 - **Grand Events:** feasts and festivals, hosting a tournament, hunts, and falconry.
 - **War:** fortifications, sieges and raids, invasions, and mercenaries.
 - **Heraldry.**
 - **Detailed cutaways depicting the inside of a lord's keep.**
- "Of Allies and Enemies," a scenario demonstrating the concepts in *Lordly Domains*.

THIS BOOK IS ABOUT NOBLES and their responsibilities and privileges. Its rules cover the acquisition of land and the nature of nobility, expand upon the concepts presented in the *Pendragon* rulebook, and make the use of noble player characters a practicality.

The last chapter contains a set of illustrated, detailed cutaways depicting the inside of a lord's keep. *Lordly Domains* is an indispensable resource for *Pendragon* players and gamemasters.



WHAT IS PENDRAGON?

Pendragon is a roleplaying game wherein you and your friends participate in heroic adventures. One player, the gamemaster, presents the story. Everyone else creates knight-characters—the heroes of the tale. Each player verbally responds to the gamemaster's plot and the action of the villains, and describes how his or her character reacts. You can face the same dangers that Arthur and Lancelot encountered, but this time you decide your knight's actions!

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Lordly Domains

The rights and responsibilities of landowners in the Age of King Arthur



LORDLY DOMAINS

by

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and **Charlie Krank** (for the editing and production of the *Noble's Book*).

This book is for Pat, who introduced me to both *Pendragon*
and the *Noble's Book*, long before I fully appreciated them.

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Similarities between characters in LORDLY DOMAINS and persons living or dead are strictly coincidental.

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For Arthur and Glory

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Clear Credit

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INTRODUCTION

THIS BOOK IS ABOUT NOBLES, their responsibilities and privileges. It contains rules and information concerned with the acquisition of land and the nature of nobility, all of which expand upon the concepts presented in the *Pendragon* rules, making the use of noble characters a viable option.

When we embarked upon this project it seemed that a revision of the old *Noble's Book* would simply require tweaking a few numbers and cleaning up the text in places. But it soon became clear that a great deal more was required to properly cover the topics. The rules presented in this book form a foundation of sorts for the feudal system in *Pendragon*, and it is important that they are appropriate and accurate. So, while the topics covered should be familiar to those who own the original *Noble's Book*, most of the chapters have been entirely rewritten.

Chapter one contains the foundation for the economic system. When it became clear that the land ownership and economics rules required non-trivial changes, we realized that we would have to slightly adjust the focus of the system. The idea was to make the description of fiefs, and the rules used to maintain them, more intuitive, thus making it easier to modify or ignore rules to suit a variety of styles of play. The result is a set of rules based around the settlements which comprise a holding, rather than treating them as secondary. In addition we found it helpful to make the link between noble ranks and household knights and soldiers in their service. Now it should be possible to look at a fief and see why the lord has the lands he controls, and maintains the forces he has at his disposal. Finally, we realized that a knight would not be able to carry out many knightly adventures if he was required to oversee the maintenance of his land in person, so we clarified the various caretaker offices, and expanded the treatment of the people who carried them out for their lords.

The second chapter, *Grand Events*, covers a number of the pursuits that nobles are expected to enjoy and offer to his guests. A section discussing feasts and festivals is supported with a list of the usual festivals of the period. The process of hosting a tournament is similarly treated, with a detailed discussion of the different stages in the process, and an indication of the time and costs associated with hosting a suitable tournament. A list of well-known tournaments is also provided.

A noble of sufficient stature is expected to conduct hunts to entertain his guests. The rules provided in this

book are more detailed than those given in the basic *Pendragon* rules. Even if the process described does not fit your particular style of play the section should provide useful reference for the various forms of hunting which were common. The sport of Falconry was a similarly noble pursuit, and it is given an equivalent treatment, complete with rules and information about the various forms of the sport.

The discussion of *Grand Events* is rounded out with rules for the acquisition and upkeep of the dogs and birds required for the kinds of hunting discussed. These sections also provide descriptions and relevant statistics for the various breeds of those beasts available to the lord.

The third chapter is concerned with the special forms of combat often associated with land ownership. The creation and maintenance of fortifications is considered, along with rules for the sieges raids, and invasions which plague the landowner, and for the mercenaries he may well have to hire to protect himself.

The chapter on Heraldry discusses the history, form, and function of heraldry in Arthurian society. It describes the process used to design a heraldic cost of arms for a character, and covers the workings of inheritance and cadency (the order of heirs).

The scenario, *Of Allies and Enemies*, is a working demonstration the some of the concepts presented in this book. It can offer even fairly inexperienced knights an opportunity to administer some land for a time and perhaps earn the right to join the ranks of nobility.

The last chapter of the book is a set of illustrations: detailed cutaways depicting the inside of a lord's keep, which should help an aspiring noble to better picture his own defenses.

An appendix includes an expanded list of quarries for noble hunts. Statistics and commentary are provided for a wide range of suitable creatures.

This book contains quite a lot of information designed to enhance the *Pendragon* experience for knights with great ambitions. I hope the work we have done serves to enrich your games and widen your horizons.

— Liam Routt