

DARK AGES KEYWORDS

Occupations

Cavalry Soldier

Appropriate Cultures: Germanic, Byzantine, Roman.
Abilities: Army Regulations, Camp, Care for Horse, Identify Foe, Riding, Scan for Danger, Scouting, Swear Like a Trooper, [Unit Style Mass Combat], [Unit Melee Weapon], [Unit Missile Weapon], [Unit] Traditions.

Regular – No bonuses or penalties.

Shock – Disciplined +3, Melee Weapon +5, Scouting –3, no unit missile weapon.

Skirmisher – Disciplined –3, Melee Weapon –5, Missile Weapon +5, Scouting +3.

Typical Personality Traits: Brave, Combative, Disciplined, Loyal, Obedient.

Typical Relationships: to Commander or Unit; to Old Comrades.

Typical Followers: Horse; possibly squire or groom with own small horse.

Standard of Living: Common.

Typical Equipment:

Regular – Agile horse, melee weapons, missile weapons, medium armour.

Shock – Strong horse, melee weapons, heavy armour.

Skirmisher – Fast horse, missile weapons, light melee weapons, light armour.

Clergyman

Appropriate Cultures: Brythonic, Byzantine, Irish, Roman, Pict.

Abilities: Counsel Worshipper, Dignity of the Church, Hear About Scandal, Identify Heresy, Political Infighting, Read Latin, Write Latin.

Typical Personality Traits: Obedient, Patient, Stern.

Typical Relationships: to Congregation; to Patron.

Typical Followers: Sometimes have several servants (may be other clergymen).

Standard of Living: Common or Prosperous.

Typical Equipment: Bible, ceremonial robes and regalia, dwelling.

Druid

Appropriate Cultures: Irish.

Abilities: Astrology, Charismatic Presence, Geomancy, Herbalist, Impose *Geas*, Lead Sacrifice, Read Entrails, Recite Oral Tradition.

Typical Personality Traits: Ascetic, Fey, Inscrutable, Just, Pious.

Typical Relationships: to Community.

Typical Followers: Servant or assistant.

Standard of Living: Minimal to Prosperous.

Typical Equipment: Accommodation, ritual tools and regalia.

Entertainer

Appropriate Homelands: All.

Abilities: Compose Entertainment, Concentrate, [Entertainment] (e.g. Dance, Juggling, Knife Throwing, Play Harp, Poetry, Puppets, Sing, Storytelling etc), Good Memory, Group Performance, Know Local People, Presence, Spot Trouble.

Typical Personality Traits: Clever, Eloquent, Merry, Outgoing, Proud.

Typical Relationships: to Patron, to Troupe.

Typical Followers: An understudy/hanger-on; patronized artists will have a servant.

Standard of Living: Minimal or Common.

Typical Equipment: Weapon, musical instrument or other props.

Farmer

Appropriate Cultures: Brythonic, Germanic, Irish, Pict.

Abilities: Bring in Harvest, Farming, Know Crops and Animals, Know Local Area, Make Tools, Manage Farm, Predict Weather, Tend Farm Animals, Work Hard.

Typical Personality Traits: Cheerful, Conservative, Dour, Stubborn, Thrifty.

Typical Relationships: to Community, to Headman or Lord.

Typical Followers: Dependent family members.

Standard of Living: Common.

Typical Equipment: Tools, donkey or other animals, perhaps a small stead or farm.

Foot Soldier

Appropriate Cultures: German, Byzantine, Roman.

Abilities: Army Regulations, Camp, Identify Foe, March, Scan for Danger, Scouting, Swear Like a Trooper, [Unit Style Mass Combat], [Unit Melee Weapon], [Unit Missile Weapon], [Unit] Traditions.

Archer – Disciplined +3, Unit Melee Weapon –5, Unit Missile Weapon +5.

Ordinary – No bonuses or penalties.

Shock – Disciplined +3, Scouting –3, Unit Melee Weapon +5, no Unit Missile Weapon
Skirmisher – Disciplined –3, Scouting +3, Unit Melee Weapon –5, Unit Missile Weapon +5.

Typical Personality Traits: Brave, Callous, Disciplined, Loyal.

Typical Relationships: to Commander or Unit; to Old Comrades.

Typical Followers: Servants, friends, etc.

Standard of Living: Common.

Typical Equipment:

Archer – Missile weapon, light armour, sword and shield.

Ordinary – Melee weapons, medium armour, may have javelin or other missile weapon.

Shock – Melee weapons, heavy armour; possibly some form of exotic loot.

Skirmisher – Missile weapons only; may have knife or dagger.

God-Talker

Appropriate Cultures: Brythonic, Germanic.

Abilities: Charismatic Presence, Lead Sacrifice, Worship [Deity].

Brythonic – Geomantic Lore

Germanic – Read Runes

Typical Personality Traits: Pious.

Typical Relationships: to Temple and/or to Worshipers.

Typical Followers: Servant, usually bodyguards as well.

Standard of Living: Common or Prosperous.

Typical Equipment: Accommodation, ritual regalia and equipment.

*Part-time: character will usually have an additional occupation.

Healer

Appropriate Cultures: All.

Abilities: Calm Patient, Carry Wounded, First Aid, Herbalist, Make Medicine, Recognize Disease, Treat Disease, Treat Poison.

Typical Personality Traits: Calm, Comforting, Empathetic.

Typical Relationships: to Community or Patients.

Typical Followers: Servant, or student working for training.

Standard of Living: Common.

Typical Equipment: Bandages, salves, other medicines.

Housewife

Appropriate Culture: Brythonic, Germanic, Irish, Pictish.

Abilities: Butchering, Domestic Chores, First Aid, Gardening, Goad Man into Action, Make Cheese, Manage Household, Preserve Food, Raise Children, Threshing, Treat Hides.

Typical Personality Traits: Love Children, Motherly, Patient.

Typical Relationships: to Household.

Typical Followers: Servants, relatives.

Standard of Living: Common.

Typical Equipment: Tools and implements, dwelling, garden plot, dogs, geese.

Hunter

Appropriate Cultures: Brythonic, Germanic, Irish, Pictish.

Abilities: Archery or Throw Javelin, Butcher, Dodge, Hide, [Hunting Style], Keen Senses, Know Animals, Know Local Area, Retrace Path, Skirmish Combat, Track, Wilderness Survival.

Typical Personality Traits: Patient, Solitary, Wily.

Typical Relationships: to Family, to Hunting Band.

Typical Followers: Pair of helpers or pack of hunting dogs or single sidekick dog.

Standard of Living: Minimal.

Typical Equipment: Javelins or bow and arrows, traps, survival gear, spoils of the hunt.

Merchant

Appropriate Cultures: Brythonic, Byzantine, Germanic, Roman.

Abilities: Bargain, Carry Heavy Loads, Cudgel or Staff Fighting, Estimate Market Value, Know Customers, Know Local Area, Load Pack Animal, Persuasive, Tend Pack Animal.

Typical Personality Traits: Canny, Eloquent, Entrepreneurial, Outgoing, Profit-Motivated, Shrewd.

Typical Relationships: to Customers.

Typical Followers: From none up to a beast of burden and a couple of helpers.

Standard of Living: Common.

Typical Equipment: Trade goods, pack animal, staff, perhaps a small shop or wagon.

Monk

Appropriate Cultures: Brythonic, Byzantine, Irish, Pict, Roman.

Abilities: Endure Hardship, Pray for Hours, Read Latin, Write Latin, Self-Mortification, Tend Garden, Work Hard.

Typical Personality Traits: Ascetic, Charitable, Patient, Pious.

Typical Relationships: to Local or Monastic Community.

Typical Followers: May have a novice monk.

Standard of Living: Minimal or Common.

Typical Equipment: Dwelling, tools.

Petty Noble

Appropriate Cultures: Brythonic, Byzantine, Roman.

Abilities: [Aristocratic Pastime], Exert Authority, Grooming, Identify Social Status, Politics, Protocol, Ride, [Weapon] Fighting.

Typical Personality Traits: Ambitious, Aristocratic, Elitist, Snobbish.

Typical Relationships: to Family or Clan.

Typical Followers: Body servant, groom, bodyguard.

Standard of Living: Prosperous

Typical Equipment: Horse, weapons, fine clothes.

Sailor

Appropriate Cultures: Brythonic, Byzantine, Roman.

Abilities: Agile, Boating or Sail [Ship Type], Brawling or Dagger Combat, Climb, Endure Weather, Hold Drink, Know Local Waterways, or Know Sea, Navigate by Stars, Seamanship, Swim, Tie Knots.

Typical Personality Traits: Boisterous, Dour, Superstitious, Wanderlust.

Typical Relationships: to Captain or Ship, to Fellow Sailors.

Typical Followers: Usually none-- perhaps an old friend.

Standard of Living: Common.

Typical Equipment: Dagger, rope, trinkets from far away.

Scholar

Appropriate Cultures: Brythonic, Byzantine, Roman.

Abilities: History, Know Customs of Strangers, Know Trivia, Make Writing Materials, Memorize Text, Read [Language], Speak [Other Language]

Typical Personality Traits: Authoritative, Curious, Pompous.

Typical Relationships: to Patron.

Typical Followers: Servant, apprentice or student.

Standard of Living: Common.

Typical Equipment: Texts, writing materials.

Spirit-Talker*

Appropriate Cultures: Pictish, Germanic.

Abilities: Charismatic Presence, Dance for Hours, Lead Ecstatic Worship.

Typical Personality Traits: Mysterious.

Typical Relationships: to Family, Tribe or other group; to Spirit(s) or Spirit Place.

Typical Followers: Often have an assistant.

Standard of Living: Common or Prosperous.

Typical Equipment: Accommodation, ritual costume and accessories, special implements.

*Part-time: character will usually have an additional occupation.

Thief

Appropriate Cultures: Brythonic, Byzantine, Roman.

Abilities: Brawling or Cudgel Fighting or Dagger Fighting, Evaluate Victim, Hide, Know Local Area, Urban Survival, Word on the Street.

Typical Personality Traits: Callous, Cunning, Devil-May-Care, Greedy, Selfish.

Typical Relationships: to Gang.

Typical Followers: Generally none, may have a lookout or decoy..

Standard of Living: Minimal.

Typical Equipment: Weapons, hideout, tools of the trade, loot.

Warrior

Appropriate Cultures: Brythonic, Germanic, Irish, Pict.

Abilities: Endurance, Guard Camp, Know [Enemy] Tactics, Know Local Area, Listen, [Melee Weapon] Fighting, [Missile Weapon] Fighting, Recognize Fighting Style, Recognize Foe, Ride, Scout, [Unit Style Mass Combat].

Typical Personality Traits: Bloodthirsty, Boastful, Brave, Determined, Grim.

Typical Relationships: to Clan, Tribe or Leader; to War-band.

Typical Followers: Assistant and groom or servant, both good at fighting.

Standard of Living: Common.

Typical Equipment: Appropriate weapons and armour, a horse.



Cultures

Brythonic

The Britons are the half-civilized Celto-Roman inhabitants of the Dark Island. Though largely Christianized, they cling to their heresies and revert easily to paganism.

Occupations Available: Clergyman, Entertainer, Farmer, God-Talker, Healer, Housewife, Hunter, Merchant, Monk, Sailor, Scholar, Thief, Warrior.

Native Abilities: Brythonic Customs, Geography of Britain, Healing Lore, Speak Brythonic or Speak Latin.

Men only – Sword and Shield Fighting.

Women only – Spinning and Weaving.

Also:

Britannia Prima – Intrigue or Wilderness Survival

Britannia Secunda – Tough

Flavia Caesariensis – ?

Maxima Caesariensis – Urban Survival

Dumnonia – Bargain or Intrigue

Valentia – Magical Lore

Typical Personality Traits: Melancholy, Hate [Saxons, Irish or Picts], Proud.

Typical Relationships: to Family; to Clan, Tribe or City; to Leader.

Religion: Christian (Roman or Celtic) or Pagan.

Common Names:

Men – Aeddan, Anwar, Barinthus, Blaen, Cadfan, Coll, Drem, Elidyr, Flavius, Gaius, Gwythyr, Morgant, Owain, Rhun, Tathal, Tiberius.

Women – Adwen, Angarad, Avitoria, Bloduedd, Briant, Dwynwen, Elen, Eleri, Essyllt, Gwenabwy, Gwenlliant, Indeg, Nia, Rustica, Sannan, Tangwen.

Byzantine

Byzantines are foreigners in Britain, a barbarian land that lies almost at the edge of their known world (and beyond the reach of the Emperor's law...). A Byzantine in Britain doubtless has an interesting story to tell.

Occupations Available: Cavalry Soldier, Clergyman, Entertainer, Foot Soldier, Healer, Hunter, Merchant, Monk, Petty Noble, Sailor, Scholar, Thief.

Native Abilities: Byzantine Customs, Geography of the East, Debate Church Doctrine, Speak Latin, Speak Greek, Read and Write Latin, Urban Survival.

Typical Personality Traits: Argumentative, Conservative, Devious, Pious.

Typical Relationships: to Family, to Political Faction, to Church, to Emperor.

Religion: Eastern Church

Common Names:

Men – Adrian, Alexius, Bardas, Demetrius, Eustratius, Heraclius, Leontius, Lucas, Matthias, Nicephorus, Petrus, Sylvester, Symbatios, Synesios, Theofilus, Zacharias.

Women – Anastasia, Anna, Ariadne, Eudocia, Euphemia, Helena, Irene, Joannina, Justina, Lupicina, Sophia, Sophronia, Theodora, Teresa, Vigilantia, Zoe.



Germanic

The Germans are found throughout Europe and the Mediterranean. Saxons are the most common in Britain, but the occasional wandering Goth, Frank or Norseman may be found among them. Some continental Germans may have served in the Roman or Byzantine armies.

Occupations Available: Cavalry Soldier, Entertainer, Farmer, Foot Soldier, God-Talker, Healer, Housewife, Hunter, Merchant, Monk, Sailor, Spirit-Talker, Thief, Warrior.

Native Abilities: Boating (Norse, Saxon) or Riding (Frank, Goth), Geography of [Homeland], Germanic Customs, Large, Speak [Germanic Language].

Men only – Axe and Shield Fighting or Great Axe Fighting.

Women only – Spinning and Weaving.

Also:

Frank – Intrigue

Goth – Roman Customs

Norse – Endure Cold

Saxon – Uphold Law

Typical Personality Traits: Fatalistic, Independent, Restless, Vengeful.

Typical Relationships: to Family, to Leader.

Religion: Gods of Asgard (some Goths, and most Franks, are Roman Christians).

Common Names:

Men – (Frank) Adalard, Carloman, Ricchar, Wala; (Goth) Alaric, Galindo, Hunigild, Valamir; (Norse) Hareth, Hrothulf, Oslaf, Sigemund (Saxon) Beorhthelm, Eomer, Godwine, Wulfric.

Women – (Frank) Audofleda, Bertha, Gertrude, Ingundis; (Goth) Amalafriada, Dulcilla, Giso, Sunilda.(Norse) Alfchild, Grytha, Ragna, Thryth; (Saxon) Aelfgifu, Aethelred, Cwenburh, Eadgyth.

Irish

Irish warriors and monks travel far afield and may be found anywhere in Britain; but especially in the west, where their pirates and raiders harry the coast and even seize land. In their own land, their many kings continually vie for the position of High-King.

Occupations Available: Clergyman, Druid, Entertainer, Farmer, Healer, Housewife, Hunter, Monk, Warrior.

Native Abilities: Geography of Ireland, Gift of the Gab, Healing Lore, Irish Customs, Obey Druid, Speak Irish.

Men only – Spear and Shield Fighting.

Women only – Spinning and Weaving.

Typical Personality Traits: Fatalistic, Melancholy, Independent.

Typical Relationships: to Family, to Tuath.

Religion: Christian (Celtic) or Pagan

Common Names:

Men – Bran, Ciar, Conan, Diarmid, Drendas, Fergus, Fiachna, Guaire, Ibor, Lorchan, Murchad, Orlam, Raon, Salach, Scel, Tuathal.

Women – Aillin, Aoife, Becuma, Caon, Cliona, Daolach, Derbriu, Emer, Finnguala, Lochu, Muirne, Neasa, Niamh, Orlaith, Sorcha, Una.



Pictish

Picts are the aboriginal, pre-Celtic inhabitants of Britain, which they name Albion. Pictish raiders are found throughout the North and West, and some converts join the Church. An occasional bold Pict ventures forth alone to see the world.

Occupations Available: Clergyman, Entertainer, Farmer, Healer, Housewife, Hunter, Monk, Sailor, Scholar, Spirit-Talker, Warrior.

Native Abilities: Boating, Leatherworking, Pictish Customs, Prepare Food, Speak Pictish, Spear Fighting, Wilderness Survival, Work Stone and Wood.

Typical Personality Traits: Conservative, Matriarchal, Pious, Stoic, Suspicious.

Typical Relationships: to Family, to Clan.

Religion: Tree of Life Tradition

Common Names:

Men – Alpin, Brude, Cian, Domech, Drust, Erp, Galam, Golistan, Lot, Mailcon, Nechtan, Ru, Talorc, Taran, Uist, Wid.

Women – Erc, Thanew.



Roman

Rome is a state of mind as much as a place, and just as there are urban British Romans who cling to their Roman heritage, there are Roman citizens from a hundred different backgrounds and home cities.

Occupations Available: Cavalry Soldier, Clergyman, Entertainer, Farmer, Foot Soldier, God-Talker, Healer, Merchant, Monk, Petty Noble, Sailor, Scholar, Thief.

Native Abilities: Geography of [Homeland], Politics, Speak Latin, Read Latin, Roman Customs, Urban Survival.

Typical Personality Traits: Conservative, Devious, Sophisticated, Pragmatic, Proud.

Typical Relationships: to Family, to Church, to Emperor.

Religion: Christian; rarely Judaic or Pagan.

Common Names:

Men – Albanus, Agorix, Belleter, Cunobarrus, Donicus, Dumnorix, Gessius, Ivimarus, Lucius, Lupinus, Metunus, Nabus, Primanus, Tanicus, Taurinus, Voteporix.

Women – Arcavia, Avriola, Catulla, Constantia, Donica, Licinia, Livia, Nonnia, Odelia, Olennia, Quintilia, Sabina, Salviana, Tigerna, Vesana, Vitalina.



Religions

Celtic Church

The Celtic church teaches that Man is innately good, and can achieve salvation himself through good works. Free thinking and personal responsibility go hand in hand.

Abilities: Dance, Member of [Congregation], See Presence of God, Sing, Stories of the Saints, Worship Immanent God.

Virtues: Energetic, Generous, Independent, Love God, Merciful, Open-minded, Responsible.



The Old Gods

Many Britons and Irish still worship the old pagan gods, with sacrificial rituals that maintain the cycles of the world. British paganism is not exclusive, and gods of Roman or even Egyptian origin such as Mithras or Isis are worshipped alongside the ancestral Celtic gods. Irish pagans, however, worship only the People of Danu; and their druids still hold great power.

Abilities: Dance, Know Local Place of Power, Member of [Circle, Coven or Community], Mythology of the Old Gods, Worship Old Gods.

Virtues: Energetic, Generous, Honest, Sensual, Proud.

Geasa: The pagans of Ireland observe ancient religious taboos, e.g. 'Never touch Boann water between Samhain and Imbolg'; 'Never eat the flesh of a dog from Ulster'. All children born into any family of consequence will have a *geas*.

At the birth, a druid reads the omens and imposes the *geas* on the infant, who must thereafter abide by its strictures or face bad luck, dishonour and death.

Geasa may also be imposed on others: when sparing a life, when someone offends against honour and hospitality, or in a game played for *geas*-stakes. These transitory *geasa* require the subject to fulfill some limited goal (e.g. force a man to elope), or to obey some stricture for a limited time (typically a year). Breaking transitory *geasa* bears the same consequences as breaking a permanent *geas*.

The Gods of Asgard

The Germans worship grim gods who are all fated to die at Ragnarok, the Last Battle. Their stories teach stoic and ironic acceptance of one's doom.

Abilities: Germanic Mythology, Member of [Community], Perform Household Ritual, Recite Lineage, Worship Gods of Asgard.

Virtues: Bloodthirsty, Brave, Defiant, Fatalistic, Honourable, Reckless.

Judaism

Jews believe in the One God and the rule of the Law. They study their sacred texts for wisdom and endlessly debate the meanings.

Abilities: Debate, History of the Israelites, Mosaic Law, Member of [Synagogue], [Philosophy], Read Hebrew, Worship One God.

Virtues: Chaste, Energetic, Exclusive, Lawful, Temperate.

Tree of Life Tradition

The Picts believe that all things in nature have a spirit, and that these spirits inhabit the Tree of Life. Worshippers dance elaborate spiral dances to contact the spirits for guidance and aid.

Abilities: Tree of Life Tradition Knowledge, Ecstatic Dancing, Know Local Nature Spirits, Member of [Spiritist Community], Worship the Tree of Life.

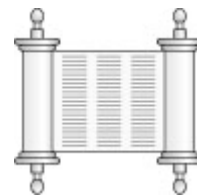
Virtues: Dutiful, Harmonious, Honest, Proud, Wise.

Roman Church

The Roman church teaches that Man is innately sinful. No man can achieve salvation without God's grace, as no man can atone for Original Sin by himself.

Abilities: Member of [Congregation], Recite Prayer, Roman Church Doctrine, Sing Hymn, Understand Symbol, Worship Holy Trinity.

Virtues: Chaste, Fear God, Forgiving, Humble, Merciful, Obedient, Temperate.



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