

A Magical Medieval Society: Western Europe

by
Joseph Browning
and
Suzi Vee



With fond thanks to our content readers
Chris Gath
Brian forester
and
Suart Parker

This third edition commissioned in MMXVI due the grace and friendship of our gentle readers. May you always ponder upon chickens, cows, grain, mines and bizarre fish-farming accidents.

Expeditious Retreat Press

Table of Contents

Introduction: On Setting Concepts 6

Gender.....	6
Communication.....	6
Race.....	6
Alignment.....	7
Pervasiveness of Magic.....	7
Welcome and Thank You.....	7

Chapter One: On Those Who Toil..... 8

The Manorial System.....	8
Manorial Complex.....	8
Manorial Bureaucracy.....	10
Administration.....	10
Managers.....	10
Laborers.....	11
Peasants on the Manor.....	12
Legal Status.....	12
Labor Obligations.....	12
Manor Monopolies.....	12
The Village.....	14
Self-Governing.....	14
Farming.....	14
Harvest.....	14
Labor Calendar.....	15
Other Workers on the Manor.....	17
Castles as Manors.....	18
Magic on the Manor.....	18
Peasants.....	19
Practical Magic.....	19
Lords and Manors.....	20
Plot Hooks.....	20

Chapter Two: Generating Manors21

Feudalism and Land Acquisition.....	21
Medieval Mindset.....	21
PC Land Acquisition.....	22
Starting up the Manor.....	22
Definition of Manor.....	23
Geography.....	23
Generating Individual Manors.....	23
Manor Size.....	24
Arable Land.....	24
Population.....	24
Generating Manorial Income.....	24
Income Sources.....	24
Cash Crops.....	25
Manorial Rights.....	27
Income Modifiers.....	28
Generating Expenses.....	28
Staff (Administration).....	29

Personal Staff.....	30
Example: The Good Fellows.....	30
Calculating Income.....	31
Calculating Expense.....	31
Profit.....	31
Role-Playing.....	31
Generating Multiple Manors.....	31
Manor Worksheet.....	32

Chapter Three: On the Magical Medieval City.....33

Lord's Interest.....	33
Movable Wealth.....	33
Fortification.....	34
Peasant's Interest.....	34
Freedom.....	34
Self-Administration.....	34
Guilds.....	34
City Council.....	35
Justice.....	35
Taxes.....	35
Citizenship.....	35
Types of Cities.....	35
Commune.....	35
Founded City.....	36
Chartered City.....	36
Free City.....	36
City-State.....	36
Layout.....	37
Layout Patterns.....	37
Nuclear Development Patterns.....	37
Route Patterns.....	38
Streets.....	39
Buildings.....	39
Wards.....	40
Street Markets.....	40
Water Fountains and Wells.....	40
Baths.....	40
Hospitals.....	41
Churches.....	41
Prominent Structures.....	41
City Walls.....	41
City Gates.....	41
Main Markets.....	41
Commodity Markets.....	42
Great Churches.....	42
Town Halls.....	42
Guildhalls.....	42
Libraries.....	42
Universities.....	43
Urban Concerns.....	43

Fire	43
Sanitation	43
Plague	43
Stockpiling	44
Crime	44
Country-Grown.....	44
Power Centers	44
Craft Guilds	45
Merchant Guilds	46
Wizards' Guilds	46
Thieves' Guilds.....	47
Religion.....	49
Patriciate.....	49
City Council.....	49
Town Lords.....	50
Kings	50
The Social City	50
Adventurers.....	51
Trade and Economics.....	52
Price	52
The Market.....	53
Coin and Specie.....	53
Banking.....	53
Complex Financial Interactions	53
Magic in the City	54
Familiarity	54
Effects of Magic.....	54
Wealth of Cities	55
Civic Uses of Magic.....	55
Defense	55
Taxation.....	55
Justice.....	55
Building	55
Public Services.....	55
Spellcasters in the City.....	56
Spontaneous Casters	56
Magic and Craft.....	56
Magic and Law.....	56

Chapter four: Generating Towns and Cities.....57

Population and Density	57
Size	57
Average Number of Structures	57
Gold Piece Limit	57
Wealth	57
Income for Lord/King	57
Magic Resources	58
Wards	58
Assigning Structures	59
Mapping Wards and Cities	60
Structural Style.....	60
Power Centers	60
Influence Points	60



Unabsorbed Influence Points.....	60
Dividing Influence Points.....	60
Wealth	61
Professions.....	61
Guilds	61
City Worksheet	69
Power Center Worksheet	70

Chapter five: Economic Simulator 71

Complex Economy	71
Social Implications with Resale	72
Purchasing Examples.....	72

Chapter Six: On Those Who Pray..80

The Multiplicity	80
The Patron God.....	80
Establishing a Patron God Status	80
Patron God of the City	81
Patron God of the Region	81
Patron God of the Kingdom.....	81
Tolerance	81
Social Effects of High Intolerance.....	82
The Feudal Church.....	82
Philosophical Church.....	82
Magic	83
Miracles	83
Social Church	83
Church Building.....	83
Preaching and Guidance.....	83
Proselytizing	84
Rites.....	84
Holidays and Celebrations	84
Charity	84
Other Social Roles	84
Political Church	85
Tax Exemptions.....	85
Alienation.....	85
Canon Law	85
Investiture	86
Fiscal Church.....	86
Tithe	86
Manorial Income	87

Magic	87
Corruption	87
Organization.....	87
Centralized Hierarchies	87
Decentralized Hierarchies	88
Denominationalism	88
Monastic Orders.....	89
The Church of the Neutral Good God ..	89
Hierarchical Progression.....	91
Social Hierarchies	91
Unaffiliated Clerics	91
Clerics of Philosophy.....	92
Adepts	92
Druids	92
One Order	92
Secret Society	92
Seeking the Druid	93
Alternatives for Druids	93
Evil Religions	93

Chapter Seven: On Those Who Rule 94

Vassalage	94
Vassal's Obligation	95
Lord's Obligation	95
Types of Fiefs.....	96
Personal Nature of Vassalage	97
Recourse for Loss of Faith.....	97
Multiple Vassalage	97
Lieve Lord	97
Six Rights of Land	98
Homage and Fealty.....	98
Knight Service	98
Feudal Aids.....	98
Social Rights.....	98
Justice.....	98
Feudal Incidents.....	98
Added Complexity.....	99
Alienation.....	99
Fief Layout	100
Resurrection Magic.....	100
Founded Cities	100
Feudalism Example.....	102
Aristocracy.....	103
Commonality	104
Kings	106
Divine Kingship	106
Tied to the Land	106
Multiple Kingships	106
Government as an Aspect of Kingship	107
Types of Monarchy	107
Development of Government	107
Religion Forming Monarchies.....	107
Treasuries.....	108
Courts	108
Bureaucracy	108

Chanceries.....	108
Parliaments	109
Diplomacy.....	109
Development of Law.....	110
The Nature of Law	110
Aspects of Court.....	111
Manorial and Feudal	
Court Procedure.....	112
Charter Court Procedures.....	113
Ecclesiastical (Canon)	
Court Procedures	113
Royal Court Procedures.....	113
Magic and Justice	113
Crime and Punishment	114
Enforcement.....	114
Outlaws	114

Chapter Eight: Generating Kingdoms and Aristocracy 119

Kingdom Information.....	119
Size	119
Population.....	119
Population Density	119
Rural and Urban Population.....	119
Acres Under Cultivation.....	119
Manors.....	119
Number of Towns and Cities	120
Placement of Communities	120
Cresson, an Example Kingdom	120
Government	121
Type of Government	121
Strength of King.....	121
Allodial Land.....	121
Aristocracy.....	122
Manors.....	122
Cresson's Elite	122
Income	122
Manorial Income	122
Tax Income.....	123
Scutage Income.....	123
Mine Income	123
Income from Towns and Cities.....	124
Cresson's Income	124
Kingdom Worksheet	125

Chapter Nine: On Warfare 126

Land as an Extension of Authority	126
Social Climate Behind Warfare.....	127
Military Obligation and Military Rewards	128
Service and Scutage	128
Contracts for Service.....	128
Militias	128
Civic Military Obligation.....	129
Rewards.....	129

Types of Payment	129
Looting and Ransom	130
The Branches of Service	132
On Infantry	132
On Cavalry	132
On Air Cavalry	132
On the Navy	133
On Dweomer Divisions.....	133
On Mercenaries	133
Command Structure	133
Intelligence.....	135
The Machine of War.....	135
Objectives.....	135
Logistics.....	136
Establishing Supply Chains.....	136
Raising Revenue and Supplies.....	136
On the Move	137
Magical Preparations for War.....	138
On Spell Components	140
On Attrition, Health and Magic.....	140
A Model Army	140
On Strategy and Tactics	141
On the Environment and	
Troop Movement	141
On Siege.....	143
On the Shape of Magic	
and Metamagic.....	144

Chapter Ten: On Place Names	145
Three Classifications	145
People's Names.....	145
Examples.....	145
The Word List	146

Appendix I:	164
Demographics	164
Demographics Worksheet.....	167
Influence Points Worksheet	168

Appendix II:	169
Generating Magical Resources	169
Bargaining for Magic	169
Magic and Age.....	169
Examples of Annual Aristocratic	
Magical Revenue Generation.....	169

Appendix III: The Magical Medieval	
King Template.....	170

Appendix IV: The Building System	171
Step One: Structure Type	171
Step Two: Layout, Walls, and Excavation ..	171
Step Three: Height.....	172
Step Four: Materials	172
Step Five: Carriage	172
Step Six: Style	173

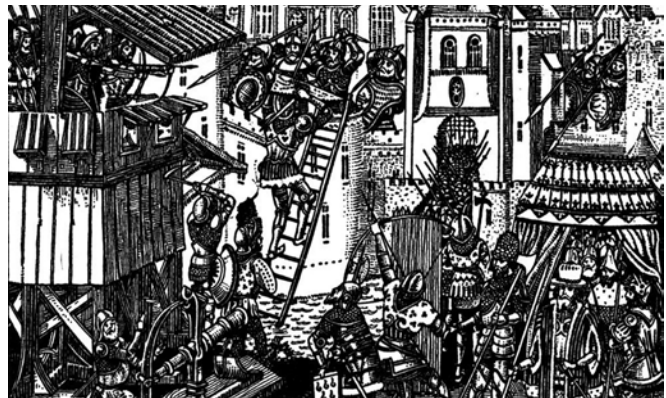
Step Seven: Final Cost.....	173
Step Eight: Construction Time and Crew ..	173
Step Nine: Magic Modifiers	174
Renovations	174
Rebuild	174
Interior/Exterior Changes	174
Addition	175
Remodel	175
Demolition and Cannibalism	175
Castle Construction Advice.....	175
Underground Construction.....	175
Magic	176
Magic Spells.....	176
Wondrous Items	176
Monstrous Builders	180
Final Notes.....	180
Example One: A Simple Great Hall.....	181
Example Two: The Great Hall	
Expansion.....	181
Example Three: A Great Church	182
Structure Types.....	183
Material	190
Style	191
Building Worksheet	193

Appendix V: A Magical	
Medieval Miscellany	194
A List of Expenses in Gaining	
the Charter for Hattighar.....	194
A Sample City Charter.....	194
A Sample Free-City Charter.....	194
A Sample Grant of Farm	
to the Town of Nagar	195
Grant of Toll Exemption.....	195
Sample Guild Rules.....	195
Plot Hooks Compendium	199

Glossary.....	201
----------------------	------------

Bibliography	204
---------------------------	------------

A Magical Medieval Exam.....	205
-------------------------------------	------------



Introduction: On Setting Concepts

This book aids the creation of a generic Western European medieval world consistent with third edition gaming. This is not a campaign setting, nor is it a history book with a list of rulers, powerful people, and events. This book allows you to add a medieval feel to your world without forcing you to play in a truly medieval world. This volume provides a wealth of resources concerning medieval Western Europe: the spatial systems, the social groups and distinctions, the trade and economics, the law and justice, and the typical medieval mindset. Modeled after Germanic high medieval societies, this book simulates, but does not replicate actual medieval Europe.

However, this book does not discuss costumes, customs, mythology, games, tournaments, linguistics, or any of the other particulars of a distinctive campaign setting. It does not provide all the necessary information to create a comprehensive magical medieval society. Such is the prerogative of the GM's unique campaign world. This supplement provides GMs information and tools for increasing the depth of their existing world.

Some basic core assumptions of third edition gaming integrate poorly with medieval society. Ultimately, GMs must make decisions on how their magical medieval society works.

Gender

The medieval period, though romantically remembered for chivalry and knights, is not known for its gender equality. However, medieval society is not as discriminatory as most moderns believe. Women find places in medieval society as guild members, powerful landowners, and abbesses. Some societies assign gender to certain roles but allow women to assume those roles though assuming a different gender. Complex gender issues aside, third edition assumes ability is not based upon sex or gender. This means a female fighter swings and hits as hard as a male fighter.

The religious views of women that colored feminine perceptions in the medieval times are another gender consideration. There is no inherent Eve or Madonna in third edition. This does not remove all historically sex-defined roles, but it does allow a GM more equality in game play.

What kind of place in society would women have in third edition parameters? Making women statistically equal to men challenges every historical concept of women. Female rulers would be more common, or even the norm in some



kingdoms. Women would bear arms and be a part of military endeavors. A female society and fighting force could exist and kill anyone that has problems with sword-carrying chicks. Religious institutions would incorporate women in their hierarchy, and female apprentices would be accepted as readily as male ones. Because of third edition's gender assumptions, GMs determine societal roles rather than assuming historical gender roles. That being said, if GMs prefer busy serving wenches and damsels in distress (so that PCs can kill dragons and steal their treasures), keep in step with the historical view towards women in a magical medieval society.

Communication

The ease of third edition communication, both written and spoken, leads a magical medieval society away from its historical roots. Firstly, by virtue of being classed, a large percent of society is literate. Even thors, not including barbarians and commoners, have on average fifteen literate people. Secondly, everyone speaks common, including nonhuman races, such as elves, dwarves, gnomes, halflings, and many of the goblinoids. This does not exclude variations in regional accent and local slang, but everyone can effectively communicate with each other. This removes interesting encounters such as kings and queens speaking different languages, muddling through marriage with a smattering of each other's native tongue. Everyone possessing a common language is analogous to everyone in the medieval period speaking fluent Latin, even the commoners.

These two factors change the way a magical medieval society progresses. Increased literacy leads to a more educated society, while a common language allows for more communication between races, cities and nations. One expects trade and the rise of cities to occur faster and be more pervasive in such an environment when compared with the historical examples. Better dissemination of ideas leads to gains in technology, religion, and innovations, altering the social makeup of a magical medieval Western Europe.

Race

This book mostly considers humans and human interactions. This is because humans were the only existing creatures in the historical Middle Ages and because there are vastly differing interpretations of the other races (elf, dwarf, halfling, gnome, half-orc, half-elf). Our basic assumption is a society in which race is a non-determining factor for social interactions. This is,