

Divided Kingdom, 561

Gamification and Gregory of Tours' *Historia Francorum*

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Introduction - Scope and Purpose of Project

My honours research project focuses on the development of a teaching module that incorporates elements of roleplaying for the purpose of education. By drawing upon the recent development of gamification as a legitimate form of education my project will seek to find an alternative to teaching the primary source text *Historia Francorum* by Gregory of Tours, as well as more generally Merovingian history from secondary sources. The few studies on gamification that exist pinpoint some of the key functions and outcomes of incorporating ‘game based learning’ (GBL) to the classroom. Motivation is at the heart of this. The game-design elements that are incorporated in the course encourages participation on the part of the students. By giving them control of not only a historical personae, but control of how the game develops, will allow them to be more invested in the course.¹ Furthermore, gamification allows for the introduction of a structure that allows the freedom to fail without real penalty, as well as the ability to explore multiple identities and experiences. This allows students to learn from failure without being penalized. If grades are associated with participation, research, and critical thinking rather than a single and final assignment, then students will be more comfortable with attempting to engage source material at a high academic level as well as complex ideas. The idea of ‘freedom to fail’ must also go hand and hand with rapid feedback, as pointed out by Alan Cheville’s article “Linking Capabilities to Functionings: Adapting Narrative Forms from Role-Playing Games to Education.”² Cheville discusses the importance of rapid feedback as a tool to improve learning outcomes. Students are allowed to experiment and encouraged to explore, as failure is not

¹ Bradley Wiggins, "An Overview and Study on the Use of Games, Simulations, and Gamification in Higher Education," *International Journal of Game-Based Learning*, vol.6, I.1 (January-March 2016): 18-29.

² Alan Cheville, “Linking Capabilities to Functionings: Adapting Narrative Forms from Role-Playing Games to Education,” *High Educ*, Vol.71 (2016): 805-818.

presented as an option. This allows students to continually incorporate the feedback of the instructor and improve their ideas and understanding of the course content. Bradley Wiggins' article on the use of games in higher education notes the downside to game based learning: a lack of substantial evidence to support its effectiveness, a lack of teacher support, and proper integration. My project will not only be taking advantage of this new exploration of alternative pedagogical tools, but will also act as a testing space for the use of gamification in post secondary classrooms by being beta-tested in a third-year undergraduate course. Hopefully, the project will aid in the progression of game based learning, as well as acceptance in a post secondary setting, while simultaneously shedding light onto the effectiveness of gamification in education.

The structure of the class will attempt to follow and employ the themes of game based learning laid out by Cheville and Bradley. Incorporating the importance of feedback and the freedom to fail as a part of the core structure. The format will include structured events or 'scenarios' where players will have a prescribed goal for the outcome, as well as prepared speeches by selected students. These scenarios will be preceded by a lecture on the topic in question, whether about Frankish marriage customs, inheritance laws, or theological disputes. This will give the students a historical background to the scenario, but will also allow them a foundation to build their own research off of. Amongst these lectures and scenarios there will exist 'actions' or 'turns' where individuals as well as groups of players can perform actions that will further their standing in the game and help progress to the next scenario. Many of these actions will be relatively vague in their explanation, forcing the players to read through Gregory of Tours' *History of the Franks* to understand what is possible for their character. Some actions

are concrete in how they are performed and described, such as levying troops, building buildings, and military combat. Abstract actions that require a player to historically justify can include assassination, law making, alliance creating, canonization, and so on. The more abstract actions are required in order to both succeed and survive in the game. They require the players to think outside the rules provided and inhabit their character's personae at a deeper level through research.

The goal of this particular project is to provide an alternative to teaching Merovingian history. It is in my opinion that the scarcity of literary sources for the period requires a different approach to the study of sixth-century Merovingian Gaul. The role-playing format with content heavily based upon Gregory's writings, allows for a creative look into the Merovingian world that is supplemented and grounded by a real primary source. By taking history into their own hands, the participants will understand the frailty of historical inevitability by seeing where and how the class narrative strays from Gregory's. Moreover, participants will, through the progression of the game, understand the many groups that made up Merovingian society. The interaction between these groups, which are inhabited by players, allows for a grasp upon historical motivation, agency, and societal dynamics. The game attempts to accurately illustrate the relationships between different groups. How they worked together and against each other, for what purpose, and to what end. All of this in order to help capture a wide ranging picture of sixth-century Merovingian Gaul.

Divided Kingdom, 561

On the Rules:

Listed below are the actions that are unique to each character role. They do not cover all the possible actions you can take, but give you an idea of the certain power and authority at your disposal. Many actions you take will be generated depending on what your strategy is, and you can only figure out its possibility and outcome through trial and error as well as research.

In Gregory of Tours' *Historia Francorum* you will find out what worked within the Frankish world and what did not. Try to recreate the situations which Gregory describes as successful. What Gregory approves of and disproves of is also important – attempt to emulate the characteristics that Gregory deems worthy and honourable.

Brief Overview:

Divided Kingdom, 561 brings to life the world of Merovingian politics in the aftermath of the death of Chlothar I in 561 CE. Players become the kings, queens, nobles, bishops and monks that compete for resources, status and divine favour. The game opens with ritualized mourning of Chlothar by his sons (now kings) Chilperic, Sigibert, Charibert, and Guntram. By winning over loyal followers, creating alliances, and building up religious and political power, the kings seek to kill, conquer, and control their rivals. But leaders need to beware that an ambitious noble doesn't seek to overthrow your royal power, or that religious leaders don't hamper your ability to engage in traditional Frankish raiding and warfare. While the kings, queens, and nobles fight over the control of cities, resources, and armies, the Bishops play a different game of their own. They will look to elect their followers, and themselves to prominent sees and metropolitan sees around Gaul, promoting their patron saint. Both the ecclesiastical and secular worlds have their own agendas and motivations, but will need to co-exist in order to achieve them.

“It gives me no pleasure,” comments Gregory of Tours about this time, “to write of all the various civil wars which afflicted the Frankish people and their rulers. What is even worse, we now seem to see the moment draw near which the Lord foretold when, “The father shall rise up against the son, the son against the father, brother against brother and kinsman against kinsman.” (*HF*, V, 1, p. 253). This late sixth-century historian provides a rare glimpse of a time period largely lacking historical accounts (and thus few to corroborate or contradict his account). Gregory complains how, after the death of Clothar, his heirs fought ceaselessly amongst each other in bitter self-destructive wars and he condemns this state of affairs as contrary to God's plan. Despite this focus, Gregory's account outlines the major events, elite individuals and key social structures of Merovingian Gaul in the second half of the sixth century. His account provides many of the rules and behaviours to be simulated in this game.

At the burial of Clothar in 561 at the Abbey Church of Saint-Medard, four sons laid to rest a king who had successfully unified Frankish Gaul under a single ruler. Chlothar, and his father Clovis beforehand, had ruthlessly exterminated their enemies, made an alliance with Gallo-Roman Christian authorities, and sought to establish a royal family dynasty. After 561, these same strategies would be used by Chlothar's four sons not against outsiders, but against their own kin. This game asks students to test why Chlothar's sons made the decisions they did, what they could have done differently and whether this would have made the outcome any different.

The game was two components, largely divided between what happens in class and outside. In class, students will make speeches, present already composed texts, and debate with one another in order to determine how the historical narrative will advance. This more rhetorically based game will also consist of trying to convince your classmates that you are the superior leader. Between classroom sessions, students will decide on strategic moves - marshalling resources to build forts and palaces, cathedrals or monasteries, expand the populous, offer gifts to others, and wage warfare.

Player Actions

Kings - Sigibert, Guntram, Chilperic

As a king, you have access to a wide variety of actions. Each of which is given to you by law and can affect your entire kingdom. Given this, you should think wisely about your decision and implementation of actions, as they will ultimately have consequences (good or bad).

- *Waging War/Raiding*

- It was quite common for kings to go to war at least once a year (during spring/ summer). It generated additional income (spoils of war), won land and produced honour. As you are essentially a warlord with an inflated sense of importance (due to dynastic lineage), you are experienced in the art of war and see it as your primary motivation to achieve dominance. Unwillingness to lead your warriors and nobles to war may cause a lessening of your honour and reputation.
- As a king you have a Personal Warband at your disposal for your protection and the enforcement of your will on others.
- There are multiple targets to which you can declare war on
 - Other Frankish kingdoms (those of your brothers)
 - While a possibility, it is unwise to start a war you cannot finish. Make sure you have enough allies on your side. You may also wish to not make a declaration of war and simply “annex” certain cities or properties that you believe are legally yours (legal claims which could be true or not). Be ready for retaliation however, either militaristically, politically, or legally
 - Outside entities including: the Visigoths in Spain, the Lombards in Italy, Germans (Franks, Saxons, Swabians) across the Rhine, the Avars to the East, and Anglo-Saxons in England
 - Many targets can be raided during the summer to acquire wealth or land, but can also be done for diplomatic reasons (to force alliances from weaker parties)

- *Taxation*

- You may Tax any territories you choose, turning their Wheat and Brick values into gold for you to collect. This will cause the territory to suffer 1 Unrest.

- *Largesse*

- Give gifts from your resources to make (open or secret) alliances, build infrastructure and attract followers (if you have the capacity). Gifts to bishops or abbots to develop their buildings will allow your faith and honour levels to increase through them. Your honour, moreover, will increase at a rate of 1 honour point, for every gold/ wheat/ brick gifted to others. Secret gifts, however, win you neither renown nor honour.

- *Title Granting*

- As king, you have the power to grant titles to your followers. The most esteemed of which is the rank of *Patrician*. The title is fairly vague, but holds old Roman authority with it. You may only have one *Patrician* under your command at a time. They will be your right hand follower, so choose wisely who you grant the title to.

Queens

- *Assassination*
 - Assassination is one of the ‘acceptable’ ways a queen can use violence to solve problems. It takes resources, allies, and luck to pull off a successful assassination. Everyone should know who was behind it, but no one should be able to trace it back to you.
- *Surrogate of/ Access to The King*
 - As a queen, you have many of the same powers as a king. You may accept oaths of allegiances, give gifts, and consult with your king on what actions to take.
 - As the head of the royal household, you are in charge of managing domestic affairs. This means you get to determine who has access of the king and in what order people may speak to him.

Bishops

- *Religious Leader*
 - As a bishop, you are the representative of God on earth. Your cathedral is built on the specific strength of the patron saints you represent (e.g. the cathedral of Soissons is dedicated to Saint Gervasius and Protasius). In times of crisis or in support of your allies, you might be able to beseech the aid of these saints to intervene on your behalf.
- *Influential Individual*
 - As a bishop, you are in charge of the material and spiritual well-being of your followers. You regularly preach sermons in your church to large gathering of citizens. You are also responsible for maintaining some civic infrastructure (such as rebuilding roads) and distributing food to the poor. Your actions gives you considerable sway over the people of your city and can be influential in raising or lowering the Christian reputation of nobles and kings.
 - With this power you can rally the masses for a protest which can include the seizing of cities, wealth, or anything that might help you achieve your desired result.
- *Provider of The People*
 - You are in charge of the well-being of your people, giving out food to help your flock survive. You can increase the population of your see by spending 10 **Wheat** to increase the population by 1. However, you may only do this once per action sequence.
- *Excommunication*
 - As a bishop you have the power to excommunicate individuals. However if you do so without agreement of others and for anything but gross religious/moral misconduct, expect to face a backlash from your fellow bishops and possibly the pope, as well as from other lay leaders.
 - To successfully excommunicate and individual, you need to reach a majority vote among all the Bishops.
- *Power of Prayer*
 - You have the ear of God and you should use that to your advantage! If you are on the battlefield (either attacker/defender/besieged/besieger etc.) you may pray to God for divine assistance giving a +1 to and combat roll. Alternatively you may spend 5 *Faith* to ignore the result of all dice rolls for a fight (limited once per battle)

- If there are multiple Bishops in the same conflict only one Bishop may have their prayers heard - the one with the highest Faith value. If the Bishop with the highest Faith does not wish to pray or sacrifice Faith, then it will go to the next Bishop with the highest Faith and so on until one (or none) Bishop prays. **If** there are multiple Bishops praying for either side of the conflict, the **combined** faith of bishops on the same side will be combined, the highest total will be allowed to have their prayers answered.

Abbots and Abbesses

- *Religious Leader*
 - Like bishops, you are a representative of God on earth. Your monastery is built on the specific strength of the patron saints you represent (e.g. the most important monastery in Soissons is dedicated to Saint Médard). In times of crisis or in support of your allies, you might be able to beseech the aid of these saints to intervene on your behalf.
- *Requesting a Relic from Rome*
 - As a house of religion you are inclined to collect relics to provide your monastery not only with miraculous powers, but also the increasing of your spiritual prestige. You may request a relic from Rome by negotiating with the Papal legates who will relay your message to the Pope. Having this request depends on your kingdom's faith level, as well as how many relics you already have.
- *Prayer Exchange*
 - Your monks are ascetics withdrawn from the world in order to devote themselves to living a holy life. Their perfect prayers grant them access to the divinity to a degree unmatched by any others. They thus are best suited to intercede on behalf of the souls of the dead. Their prayers not only speed souls to heaven, however, but also are key to commemorating history. Monks and nuns are therefore important in maintaining evidence of dynastic superiority.
- *Securing the Burial of Individuals*
 - It is a great honour to be buried among the relics of saints. Many nobles seek to secure their burial place within a monastery through donations of land or money in order to bring faith and prestige to their family. As the Abbot or Abbess you have the power to decide who is placed among the saints.
 - Nobles gain 5 **Honour** and **Faith** when their kinsman are buried in prestigious monasteries, make sure you receive something from them in turn.
- *Missionary Work*
 - Spreading the word of God is an important part to your work as a servant of God. There are many lands outside of Gaul that need to hear God's voice, and it is through you that they can hear it. You may send some of your monks on missionary work to various places: the Arians to the South, the Saxons to the North, or the Huns to the East. You may do so once an action sequence for EACH monastery you control.
 - To do this you must support your missionaries with 5 **Gold** per missionary. Next you must roll a d10 and consult the results below.
 - 1-2: Your monk has perished, either through travel or killed by those he was preaching to.
 - 3-5: Your monk returns to you with the 5 **Gold**, unable to successfully save any souls

- 6-9: Your monk was successful in his preaching and brought back 10 **Faith**
- 10: Your monk was extremely successful and brought back 10 **Faith** and 1 population which you can choose to allocate in a territory [but must have permission from its owner]

Nobles

- *Oath of Allegiance*
 - Kings need powerful nobles on their side, your allegiance is important to their success. Choose who you make an oath to wisely, because breaking an oath made under God will cost you honour and perhaps more. A good lord will also shower you with titles, goods and/or land, so choose one that will reward you for your loyal service.
- *Waging War*
 - Nobles can use their household warriors to wage small scale warfare against others weaker than themselves. Gallo-Roman aristocrats can, at times, appeal to civic pride to raise an additional militia of citizens for battles against long-stranding enemies (intra-city warfare not in service of kings). Like kings, nobles can seek to harry other territories destroy population/infrastructure, to seize spoils, or to capture cities. Cities run by a count, bishop or containing royal infrastructure must be seized by a royal army.
- *Lagresse*
 - Give gifts from your resources to make (open or secret) alliances, build infrastructure and attract followers (if you have the capacity). Gifts to monasteries or cathedrals will allow your faith and honour levels to increase. Gifts will win you honour for each resource donated, as like kings. Secret gifts win you no honour.
- *Honour*
 - You are strongly committed to protecting and augmenting your honour. If you are slighted, insulted or harmed, you are honour-bound to return it lest you lose it. To escape cycles of violence, you may wish to ask a bishop to intervene on your behalf and use their religious reputation to negotiate a peace settlement. Gifts to your bishop and to the opposing party(ies) for the settlement of feuds may be necessary.

Papal Legates

- *Request for Military Aid*
 - The Byzantine emperor is increasingly ignoring the plight of the papacy. As a result, the pope is looking for a new defender. He might request a military intervention to preserve the lands belonging to the papacy from invaders.
- *Gift-giving*
 - As envoys, you will be entrusted with a treasury designed to win friends and influence people. You are also the means by which relics will be distributed to your faithful supporters.
- *Recognition of Saints*
 - As guardians of the faith, you are the ultimate arbiter of sanctity. Heroes of the faith whose life shines with signs of sanctity, or whose martyrdom testifies to their miraculous faith, will be approved by you. Candidates for canonization must present you with a dossier laying out the evidence for sanctity.
- *Papal Excommunication and Interdict*

- Potentially the worst outcome when dealing with the pope is excommunication. Due to the actions of certain individuals, or in extreme cases entire kingdoms, the pope may decide to ban them from the religious community. There is little that can be done to reverse this decision, but it is not impossible.
 - As a result of excommunication members of the Christian community will shun you, likely shutting you off from any form of contact and perhaps freeing your faithful followers from their oaths of fidelity. Furthermore, your faith level will suffer.
 - Only the pope is able to place a territory under *interdict*, which means that no church services of any sort can be said until atonement is made. The inability of people to get baptized or have masses sung quickly will turn public sentiment inside and outside the Church against you.

Game Play Elements

Events

Events will take place periodically throughout the game, requiring players to react depending on the particular event. Below are some events that will take place throughout the game, ones may be created to fit the particular circumstances and direction of the game.

- **Hunnic Invasion:** The Huns have Frankish lands, stealing and killing as they go. Hunnic armies should be about 5-7 warriors large. They will slowly move into territories, advancing West until they are stopped.
 - Each territory they enter loses 1 population and can not produce any resources. Any buildings in progress will be destroyed.
 - A defeated Hunnic army will grant the victor 10 **Honour** and 20 **Gold**
- **Langobard Invasion:** The Lombards invade from the South-East moving towards wherever is lucrative in people and resources until they are stopped or satisfied with their plunder. Langobard armies are about 4-5 warriors large.
 - Each territory they enter loses 1 population and can not produce any resources. Any building in progress will be destroyed.
 - A defeated Langobard army will grant the victor 10 **Honour** and 10 **Gold**
- **Plague:** A plague can affect any number of provinces in Gaul. Each territory of an infected province will lose 1 population.

Honour

With a few exceptions (noted above), characters have an **Honour** value that will increase and decrease throughout the game. Honour is both an absolute and relative value. Relative - in the sense that it will determine how esteemed you are by others (i.e. if you have more honour than them, they need to show you more respect), but if you decline to a minimum level, you will lose titles, land and alliances can be broken by others without repercussions. There are multiple ways that your **Honour** value can be affected.

Depending on your character, there are different ways of gaining **Honour**. Trial and error in the game as well as a careful reading of Gregory of Tours will illustrate how your character can gain or lose **Honour**. Many achievements and scenario goals will grant the recipient **Honour** as a reward.

Honour affects how others will interact with you. Rumours can damage your reputation if not challenged, and outside factions will consider you Honour when deciding who to align with.

Honour may also be used to purchase influence over territories (securing their resources). The cost of the territory depends on the population, costing 5 Honour per population. *Eg. The territory of Riez has a population of 2, therefore, it costs 10 Honour. The territory of Aix-en-*

*Provence has a population of 6, meaning it costs 30 **Honour** to purchase. As long as there is no owner of a territory, it may be purchased. If there is an owner of the territory, it must be traded.*

A player's **Honour** value determines how many soldiers they may command, levy, and size of personal warband. It also includes special abilities that are gained (or lost) depending on your **Honour** value.

Honour Value	# of Warriors Able to Command	# of Warriors Able to Levy	Size of Personal Warband
0-9	0	0	0
1-19	2	0	0
20-29	4	0	0
30-39	6	2	2
40-54	8	4	3
55-69	12	6	4
70-99	15	8	5
100+	20	10	6

Below are special abilities associated with an **Honour Value**.

Honour Value	Special Effects
0-9	<ul style="list-style-type: none"> • Can not hold any titles, <i>i.e. Patrician, Count, Duke, etc.</i> • Can not declare any alliances or take any oaths • Can not lead any armies
10-29	<ul style="list-style-type: none"> • Can not hold any titles, <i>i.e. Patrician, Count, Duke, etc.</i> • Can not declare any alliances or take any oaths
30-39	<ul style="list-style-type: none"> • You now have command of a Personal Warband
40-54	<ul style="list-style-type: none"> • You may lead armies on expeditions outside of Gaul
55-69	<ul style="list-style-type: none"> • You may ascribe yourself a moniker
70-99	<ul style="list-style-type: none"> • You can lead a coup to usurp power from a king
100+	<ul style="list-style-type: none"> • You can declare your independence from any king and establish your own enclave

Honour will also affect your battle prowess, the higher your honour is in relation to your opponent, may affect the outcome. For every 20 points of difference in opposing commander's honour value, +1 (max +2) to the die roll is awarded to the commander with the higher honour. *eg. Guntram's forces are facing off against Count Boso's. Guntram has an honour value of 85, whereas the lowly Count Boso has a mere 30 honour. Guntram gets a combat modifier of +2 for his exceptional honour as he has over 40 more honour than his opponent.*

Note: players will never get more than a +2 combat modifier for honour difference.

Personal Warband: Kings/Queens (regents) and counts have a personal warband which acts as a bodyguard and small army to enforce their will on others.

Faith

Faith is a form of religious honour. Bishops and abbots/abbesses are usually drawn from aristocratic circles and to some extent are still beholden to the rules of secular honour. More important for their standing in the game, however, is their degree of faith. In the game, an individual's faith level is measured by their support for the Church.

Ecclesiastical characters will have to spend **Faith** to perform certain actions, like feeding the poor or affecting the outcomes of battles. It will also aid them in securing important bishoprics and cultivating their particular cult.

Faith may be spent by Commanders to increase their chances in combat. By spending 5 **Faith**, a commander may increase their die roll by 1 OR decrease their opponents by 1. This may only be done once per die roll.

Faith Special Action - Becoming a Saint

The sixth-century, according to Gregory, was full of saints and martyrs. By following examples such as Hospiscus [*HF*, VI.6] religious and lay characters can become saints through their virtuous actions.

To become a saint, you must be dead - perhaps sacrificing yourself in a noble death or living a model Christian existence while alive. Death may end your character's ability to participate in the world of Merovingian politics (but you, the player, will be reborn somehow as a new character), martyrdom provides a one time boost for the faith of your kingdom. Your martyrdom will reflect kindly upon those who were on your side (or who possess your relics) bringing a substantial increase of faith to your associated kingdom. Being the reason for a martyr's death, however, will result in a precipitous decline in faith. It is easier for bishops or abbots/ abbesses to be recognized as saints.

In order to be recognized as a saint, these conditions must be met:

- *Divine Signs*
 - Miracles of extraordinary measure must take place either before or after the death of the person in question. These may be relayed by a witness or the instructor.

- *Martyr/Saint Status Debated*
 - A member of the clergy (abbot/abbess/bishop) must argue the case for the person in question to be recognized at a Church Council. Witnesses will be called and hagiographic texts must be composed to support the canonization.
- *Canonization*
 - Finally, the pope (his decision rendered through his envoys) will canonize the Saint.
 - Failure to receive papal approval means that the person in question can still be recognized as a folk saint and used to improve faith (at a lesser increase to faith).

Warfare

Armies must be headed by a Commander, drawn from the players. Kings and nobles are suitable leaders (though Merovingian kings in the second half of the sixth century did tend to command from their palaces). Warbands can be divided into as many armies as wanted, so long as you have players to lead them. In an emergency, bishops might command an army, though this is sure to raise questions about their suitability to act as a representative of God on earth, and might result with them losing their office.

Note: There are many rules which modify the dice roll of a combat, these are called combat modifiers and are a large part in winning combat. However, no matter how many bonuses an army accumulates, a die may never be modified past +5.

Movement Phase

During the movement phase, armies can be positioned for future attacks or move to attack enemies. Movement will depend on the territory and terrain being traversed. Players will get 5 Movement Points [MP] each Move Action to spend on the movement of their armies. Each **Movement Phase** is broken up into 4 Move Actions, during each of which players can spend their 5 MP.

Each player's movement is considered simultaneous, so the breakdown into Move Actions is used to track similar movements, and the ability to react to other players movements.

Every time you finish a movement with an army you must be able to provide 1 **Wheat** for every warrior. This **Wheat** can be used from a Stockpile that you bring with you into battle (which is collected during step 4 of the turn).

Alternatively, you may scavenge Wheat from territories your army is in, and territories that are adjacent. For every **Wheat** scavenged from a territory, that territory will suffer 1 unrest.

You may go one movement round without feeding all your warriors, but for every warrior you can not provide for two rounds in a row will desert, returning to their respective territory.

Movement Costs

- Friendly (allied) territory - 1 MP
 - Either your territory, your lord's territory, or someone else's where you have a movement treaty.
- Enemy (or without permission) territory - 2 MP

- Crossing a mountain territory - +1 MP

When you are preparing a military movement you must submit the following table to the instructor to show the movement of your armies. Each commander of a force must submit their own sheet, detailing where each group of levies are from (if it is your personal warband label it as so in the first column), their size. You will also have to state how much **Wheat** you are bringing and the starting and ending point of your march. The chart below is filled in as an example.

Region of Origin (for Levies)	Size
Personal Warband	4
Auxerre	2
Nevers	2
Total	8

***Stockpile:** 20 Wheat*

***Movement Plan:** Forces will march from Auxerre to St-Paul-Trois-Chateaux. Then my forces will march to Arles. [2 movements total] = 16 Wheat*

Combat

Combat commences when two armies meet each other on the field of battle. The basic rules for combat are as follows:

- Each army will have a value that represents its numbers. Warbands 1 equalling 1/2 of 1000 (500 approx.). Each king, for example, has a starting warband of six (6), meaning they have 3000 men at their disposal (represented by an army value of 6). Armies can grow in numbers by **Levying** and building **Forts**. When two armies decide to fight, they compare their army totals.
- If there are multiple armies fighting simultaneously, allied armies will form together and use their combined numbers as a single total.
- The side with the highest army total will add the difference (compared to the opposing army) to their dice roll.
- Both sides will roll a d10 die (the player with the larger army adding the difference to their roll). The player with the highest roll is the winner of the fight.
- **Casualties:** The loser of the fight will take d3 casualties, while the winner only takes 1 (representing inevitable losses while fighting).
 - **Note:** If a natural 10 is rolled (not including additions for larger army size) and the roller is the victor, they will not take any casualties - representing excellent performance on part of the army
 - **Note:** The commander may decide which casualties to take, meaning whether they take them from their personal warband or a **levy** from a specific territory. This means you should take notes of how many **levies** you have from each territory, forming their own groups.

When you ultimately disband your levies, you will need to know how many return safely home to their respective territory.

- After casualties are resolved the loser may decide to retreat, saving their strength for another day. However, if they still have an army they may continue the fight.
- If the loser decided to continue the fight, the winner may then decide to retreat. If both parties decide to continue fighting then combat repeats until one army is destroyed or decides to retreat.
- Standing armies are exceptional in Merovingian times and limited to short times of warfare. Levies must return to their home at the end of a campaign, but war bands can be based elsewhere. The royal warband will regenerate members by the end of the turn that it returns to the palace at the king's capital. All other warbands will regenerate members when they are billeted in a fort or palace after they have remained at rest for a turn. Warbands need to be billeted in a fort or palace, or otherwise they will need to be fed by locals - at a cost of 1 wheat for every 2 warriors.

Siege

Combat is slightly modified when one army is sieging an army fortified in a city. A siege takes place when an army is taking a territory possessing a fort, palace, or when otherwise specified. No larger army bonus is given, but the defender in the siege is given +2 to their roll. The attacker takes damage as normal (d3 when losing) but does not take 1 damage when winning a fight.

- When the defender loses a fight their fortification takes 1 damage, level 1 Forts have a damage threshold of 2 (for details of besieging upgraded forts, see "Forts" above).
- The attacking army has the option to retreat after every fight. The defender has no option of retreat (but may negotiate a surrender).
- Once the fortification's damage threshold is reduced to 0, combat reverts to normal, except that the defending army still can never retreat.

Ambush

An army can take another entirely by surprise, perhaps thinking they were allies, or maybe they were hidden, lying in wait. This can also include two allied armies enveloping an enemy army. All rules are the same except:

- The ambushers automatically win the first fight and do not take the normal 1 casualty for winning
- If battle continues than the ambusher will have +1 to their dice roll for every consecutive round of the fight.

Harrying

Sometimes you need to remind lesser nobles, or perhaps ecclesiastical figures, that you are a force to be reckoned with OR you simply need more resources to complete your plans. Harrying is a good action to achieve either of those needs.

- During the normal action sequence, you may divert your forces to harry a territory, stealing its **Wheat** and **Brick** production capacity. This will also cause the territory to suffer 1 Unrest.

- If there is a Fort or Palace in the target province you must battle its garrison before successfully harrying the territory.
- You may also do one of the following actions when harrying a territory.
 - Decrease the population by 1 OR
 - Destroy a building, i.e. Cathedral, Monastery

Military Aid

If a territory is under attack and you have a standing army (not disbanded) adjacent to the besieged territory you may offer military aid.

Note: you may not raise a levy for military aid, it must be an army that has already been mustered and still standing from the current/previous turns.

Retreating

If an army decides to retreat, they make an immediate and full legal movement towards the closest friendly territory.

Disbanding

An army may disband, doing so will return all levies to their respective territories. Assuming they will find their own way back, they are safe from any further fighting.

Raising a Levy

Raising a Levy will be the main way to fight military conflicts, either for defending against invaders, sending a raid or invasion force outside of Gaul, or in the case of an all out *bella civilia*.

- In examples of military conflicts in the *Historia Francorum* the king decided when Levies could be raised, ordering counts to gather troops from a certain region and assault a location. Levies can also be raised by a particularly charismatic bishop with a purpose, or a count (in his own territory) without the permission of his king.
- Each possible character that is able to raise a Levy will decide to do so, choosing how much of a territory's population will be recruited to fight. Levies must be raised by a character.
- There are downsides to raising a Levy however. It will reduce the productive population (and thus directly reduce resource production) in the territory from which you raise the Levy.
- The number of population you decide to Levy is multiplied by 2 when being turned into an army. *Eg. King Guntram decides to raise a levy in Orleans, drafting 3 of the population, which will give him a army value of 6.*
- When Levying you must immediately alter the territory's population and resource production numbers accordingly.
- After you choose a territory to levy from, that territory will suffer 1 Unrest.

Buildings

Buildings can be constructed during a player's turn. Each building type can only be constructed in the same territory once. Building can be interrupted however. If a building is chosen to be constructed in a territory and during that same turn the territory is subject to an incursion of a

enemy army, that army can decide to stop its production by force (and will do so if not unopposed). So make sure your borders are quiet before investing in a building project.

Buildings can be levelled up by contributing resources. When a building is initially built it starts at level 1, the maximum level a building can reach is 3. Details on how to level up a building are under each building description. When levelling up a building, you must commit all the resources at the same time.

When a building generates **Honour** and **Faith**, it will go towards the kingdom's **Honour** and **Faith** value, which kingdom is dependant on which territory the building is constructed in. This total will be calculated for victory point at the end of the game the same way individual **Faith** and **Honour** is calculated. A kingdom's **Honour** and **Faith** will remain the same if the regent changes, but if the kingdom is dissolved, then so too is its accumulated **Honour** and **Faith**.

Forts

Forts allow for soldiers to be garrisoned and continually trained, hopefully easing the burden of raising a Levy. Building a Fort will give you 2 warriors that are stationed in that territory. They may be maneuvered around as you wish when you Rally, but will usually be returned (if any surviving) to their home fort after being dismissed. A fort will increase the Unrest Threshold by 1 point.

- To build a **level 1 Fort** you must commit 10 Brick and 5 Wheat. In addition, you must decrease the population of that territory by 1. This represents the drafting of people into a standing militia. *Do not forget to adjust the Wheat and Brick values of the territories accordingly once the population is decreased
- Forts convey their defensive advantages whether or not there are warriors or levied troops stationed there
- A **level 1 Fort** has a defensive value of 2 (i.e. the fort must lose twice before the walls are destroyed) and will allow up to 4 warriors to be billeted at no cost. The defensive combat advantage when a level 1 fortified city is attacked, is +2 on attack rolls.
- A fort can be upgraded twice, expanding its defensive and billeting power, but not increasing the size of its warbard.
 - To build a **level 2 Fort**, the player must expend 6 **Brick** and 3 **Wheat**
 - A **level 2 Fort** will billet 6 warriors and have a defensive value of 3
 - The defensive combat advantage of a **level 2 Fort** remains +2 on die roles.
 - To build a **level 3 fort**, the player must expend 10 **Brick** and 5 **Wheat**.
 - A **level 3 Fort** will billet 8 warriors and have a defensive value of 4 (i.e. the fort must lose 4 times before the walls are destroyed).
 - The defensive combat advantage of a **level 3 Fort** increases to +3

Monasteries

Monasteries allow for the increasing of a kingdom's Faith. The builder of a Monastery will receive 10 Faith points. To build a Monastery you must commit 13 **Brick** and 7 **Wheat**. A Monastery generates 2 Faith per turn.

- To reach a **level 2 Monastery**, the building must have 20 **gold** in its treasury (but doesn't need to be spent to level up) and commit (by any source) 7 **Brick** and 5 **Wheat**
 - A **level 2 Monastery** will generate 4 Faith per turn
- To reach a **level 3 Monastery**, you must attain a relic to place inside the Monastery, have 35 gold stored, and commit 10 **Brick** and 7 **Wheat**.
 - A **level 3 Monastery** will generate 6 Faith per turn

Cathedrals

Cathedrals allow for the development of **Faith** and **Honour**. The builder of a Cathedral will receive 5 **Honour**, and 5 **Faith**. A **level 1 Cathedral** will generate 1 **Faith** and 1 **Honour** per turn to its owner.

- To build a Cathedral you must commit 15 **Brick** and 5 **Wheat**.
- To reach a **level 2 Cathedral**, the building must have 20 **gold** (but won't spend it to level up) and commit (by any source) 7 **Brick** and 5 **Wheat**.
 - A **level 2 Cathedral** will generate 2 **Faith** and 2 **Honour** per turn.
- To reach a **level 3 Cathedral**, the building must have 45 **gold** stored, and commit 10 **Brick** and 7 **Wheat**.
 - A **Level 3 Cathedral** will generate 3 **Faith** and 3 **Honour** per turn.

Palaces

Palaces allow for the development of **Honour** and ground a possible new capital for kings. Upon being built, they will give 10 **Honour** to the player who built it. A Palace has the same fortification rules as a Fort (having a defence value of 2 and a combat bonus of +2). A Palace will increase the territory's Unrest Threshold by 1.

- To build a Palace you must commit 20 **Brick** and 10 **Wheat**
- To move your capitals, the city must have a Cathedral and Palace built there beforehand. The royal warband is based thereafter at the new capital.
- Palaces, like forts, allow troops to be billeted at no cost. A **level 1 Palace** can accommodate up to 4 warriors.
- A **level 1 Palace** generates 2 **Honour** per turn, has a defence value of 2 and a combat bonus of +2
- To reach a **level 2 Palace**, you must spend 15 **gold** and commit 7 **Brick** and 5 **Wheat**
 - A **level 2 Palace** can billet 6 warriors and generates 4 **Honour** per turn. it also has an upgraded defence value of 3.
- To reach a **level 3 Palace**, you must spend 25 **gold** and commit 10 **Brick** and 7 **Wheat**.
 - A **level 3 Palace** can billet 8 warriors and generates 6 **Honour** per turn, it also has a defence value of 4 and gives a combat bonus of +3 (instead of the normal +2).
- Upgrading the palace does not increase the size of its existing warband

Resources

Wheat

Wheat is a value given to the amount of food produced in each territory. It can be used by bishops to increase population. Wheat may also be Stockpiled in order to feed troops on the march. The amount is decided upon during Step 4 when resources are gathered.

Brick

Brick is a value that represents the building materials gathered in each territory.

People

People are a value that represents the population of the particular territory. People are the workforce that produce **Wheat** and **Brick**, but can also be called upon for military service in the form of a Levy. In large scale invasions (not harrying campaigns), people can be seized as spoil of war (i.e. enslaved).

Treasury

The treasury represents your collected wealth in precious material such as gold and silver. Building up your treasury is possible through raiding and warfare, stealing, trading, gifts, and special taxes. Usually only belonging to kings, the treasury would move around with them wherever they went. It could thus be captured in battle.

Trading

During a turn you may trade resources with another player (king, count, foreign agent – anyone that generates/possesses resources). The value exchange is up to the players, and will only be confirmed once both parties agree to the exchange. The resources traded can be used the same turn. *Eg. King Guntram needs an extra 5 **Brick** to build a monastery in Arles, and has excess **Wheat**. Guntram approaches Count Gundobad who produces a copious amount of **Brick**. The two parties decide to agree on an exchange of 7 **Wheat** for 5 **Brick**.*

Turn Order of Operation

Some actions will have to be taken before others, as such, the order in which certain actions are taken are ranked as follows:

1. Results of actions in previous turns are resolved (if any). Presented by the game master (GM)
2. Any declarations may now be made by characters (usually by kings or envoys/legates)
3. Levies are raised. This affects production levels.
 1. Make sure to adjust the population before proceeding
4. Resources are gathered
5. Trading
6. Building
7. Movement of armies

1. Armies are rallied. Troop levies can move within territories controlled by the faction without a leader, but cannot enter into the territory of any another faction without a Commander.
 2. Encounter with enemy
 3. Retreat/return/rebase
8. Building generate **Honour** and **Faith**

Territory Resources

Each territory of an ecclesiastical province is assigned a **Wheat** (W), **Brick** (B), and population (pop.) value. **Wheat** and **Brick** determine the amount of resources you have at your disposal to either gift or use to build. Population determines how much **Wheat** and **Brick** you produce, but can also be used as a Levy for attack and defence. The people are expected to feed themselves, so what they produce is a surplus.

The value of **Wheat** and **Brick** production values combined must equal two times the population number. When a population number is reduced, the production values of **Wheat** and **Brick** must change accordingly, decreasing or increasing equally. This represents your workforce being depleted.

Eg. Guntram raids the territory of Arles, reducing the population by 1. The old production value of Arles is: 'Arles: 5W/3B, pop. 4', after Guntram's raid, decreasing the population by 1, the new production value would read: 'Arles: 4W/2B, pop. 3'. If the population were to decrease by a further 1, it would read: 'Arles: 3W/1B, pop. 2' and ect..

Each Action Phase you are able to gather and spend the resources that each territory produces.

Unrest Rules

Each territory will have an **Unrest Threshold**, the normal being 5 - but Forts and Palaces can increase that number. If a territory spends an entire turn above its **Unrest Threshold**, it will be considered **In Revolt**. An **In Revolt** territory will not produce any resources, can not be taxed or levied. A territory **In Revolt** can still gain **Unrest**, making it harder to calm them down. Only when the territory is at their threshold or below it will they cease to be **In Revolt**.

Things That Will Increase Unrest

- A battle is fought in the territory
- For every population lost
- Subject to harrying
- Subject to taxation
- Subject to levying
- If the owner of the territory has a low enough **Honour** level

How to Reduce Unrest

Every turn a territory is not taxed, levied, or has its resources gathered, it will lose a point of **Unrest**

Dealing With a Territory in Revolt

Every turn a territory is not taxed, levied, or has its resources gathered, it will lose a point of **Unrest**

- The Bishop of that territory can spend 2 Faith to reduce the **Unrest** by 1. This represents preaching to the people to subdue their anger.
- An army can also be sent in to quell the revolt, battling the entirety of the surviving population as if it were an enemy army. After one victory on the part of the policing army, the population of the revolting territory will settle down and the territory will stop being **In Revolt**. The Unrest level will return to 1.

Bishoprics

The bishop players will be focused on other objectives in the game. While kings and counts are occupied with territory control and military engagements, bishops will be attempting to win control of ecclesiastical provinces and bring the church to prominence through devotion, control of resources and land. Players who portray a bishop will also be controlling multiple bishops throughout Gaul, those who aligned with their interests and dedication towards a saint.

Each player inhabiting the character of a bishop will start off controlling multiple bishops around Gaul that they have sway over. Each bishop's goal is to have control over as many sees as possible, attempting to gain a majority in each province, and especially the coveted position of metropolitan bishop. Some sees at the beginning of the game will remain neutral, meaning their position will have to be bought.

Saints

Each bishop will also be associated with a saint and the growing of that saint's cult. The more relics of the saint, holy site related to the saint, and the more people who worship the saint, the more powerful the associated bishop will be.

Elections

There will be a total of 3 elections throughout the game for the bishoprics of Gaul. Each territory is a bishopric, with one metropolitan see in every province (Lyons, Rouen, Tours, Sens, Trier, Rheims, Mainz, Cologne, Besançon, Vienne, Bourges, Bordeaux, Eauze, Narbonne [controlled by Visigoths at game start], Arles). During elections, the bishops of each province will elect a new metropolitan bishop among their ranks through voting.

Sometimes a bishop will lose their seat due to a number of factors including death, scandal, discretion of the instructor, etc.. Each Action Sequence, bishops will attempt to fill these vacant spots with their own bishops. Neutral bishops will be controlled by the instructor, and will follow all the normal steps bishops due (including **Faith** generation, voting, and bidding). The Action Sequence for Bishops is as follows:

1. Bishops generate **Faith** based on their bishopric holdings. 1 **Faith** for normal sees, 3 **Faith** for Metropolitan sees.
2. Metropolitan bishops decide who they will unseat. Players may protect their bishops by spending 5 **Faith** or **Gold** BEFORE metropolitan bishops reveal who they are attempting to unseat. Regents may also intervene AFTER unseated bishops are declared to stop the action, they may only do this once an Action Sequence.
3. Empty (non-metropolitan) sees are up for bid by the bishop players. Each player makes blind bid for each position in a combination of **Faith** and **Gold** (the bid can be 0), they may also get donations from outside sources for these bids. The highest bid gets control of the bishopric in question (all other bids are spent even if they lost). If there is a tie, then the winner is the player who spent the most **Faith**. If there is still a tie, then the owner of that territory decides who is elected.

Metropolitan Bishopric

The metropolitan see of a province is a much sought after position, as it is hierarchically above all other bishops in the province. There will be 3 elections [see above] throughout the game for the seat of metropolitan Bishop. Controlling a metropolitan see will grant you:

- You may intervene in any ecclesiastical affairs in your province, making final decisions
- You may collect the **Faith** generated by Cathedrals in your province
- Pay 5 **Gold** or 5 **Faith** to unseat a bishop in your province

Death

Death is natural, everyone dies. If a character happens to be killed during the game, through disease, God's wrath, battle, or assassination, it does not mark the end of their story. It can be discussed between the player and instructor, but listed below are some options for resurrection for certain characters.

- Kings should most likely come back as their sons, under the regency of their former queen (as is the case with Fredegund and Brunhild).
- Nobles can come back as another noble under the same king. They will take a drop in Faith and Honour however as well as their VP. They should lose 1/3 of all their totals.
- Bishops will come back as another bishop, but like nobles, will lose 1/3 of their Faith, Honour, and Bishoprics - they become immediately neutral.
- Abbots will come back as abbots and keep their normal stats as they are more associated with their monastery than as individuals.
- If a queen perishes, they may come back as their child, or perhaps the new wife of their former husband.

Winning The Game

The game is over once all the scenarios have been completed and final actions have been taken (determined by the instructor). The objective at the end of the game is to be a part of the faction which has the most collective (between all its component players) Victory Points (VP). Primarily, VP is collected from winning achievements (listed below) or being awarded them through achieving scenario goals.

Achievements

Achievements can be gained by fulfilling its conditions. The player who acquired one will be rewarded it VP value and any other rewards attached to it. Achievements may only be acquired once by each player, meaning multiple players can have the same achievement, by one player may not have more than one of the same achievement. Achievements are gained immediately once the conditions are met.

Note: Each achievement has an “Open To” section which notes which players the achievement is open to. Some are open to all, some are restricted to certain individuals (i.e. Bishops, Kings, Abbots, etc.). Some achievements may be lost, shown under the “Permanent” column. If it is NOT permanent, then the achievement may be lost if the player does not, at any moment, have the conditions met. The Achievement is immediately taken away and the player loses whatever the reward was.

Condition	Reward	Open To	Permanent
Win 5 military battles	10 VP, 5 H	All	Yes
Win 15 military battles (as commander)	20 VP, 10 H	All	Yes
Build 3 Monasteries	10 VP, 5 H	All	Yes
Build 3 Forts	10 VP, 5 H	King, Queen, Noble	Yes
Build 3 Cathedrals	10 VP, 5 H	All	Yes
Successfully excommunicate someone	10 VP, 5 H	Bishop, Papal Envoy	Yes
Move your capital	5 VP	King, Queen	Yes
Obtain a Relic	5 VP, 10 F	All	Yes
House 3 Relics in your Monastery/ Cathedral	10 VP, 5 F	Bishop, Abbot/Abbess	No
Successfully Canonize a Saint	10 VP, 5 F	Bishop, Abbot/Abbess, Papal Envoy	Yes
Exact tribute from an outside faction	5 VP, 5 H	King, Noble	Yes

Successfully Convert Heathens While Doing Missionary Work	5 VP, 5 F	Bishop, Abbot/Abbess	Yes
Control 50 territories	10 VP, 5 H	King, Queen, regent	No
Earn the Title <i>Patrician</i> or <i>Dux</i>	5 VP, 5 H	Noble	No
Kill a regent and take their place (usurpation)	10 VP, 5 H	Noble, Visigothic Envoy	No
Successfully complete an assassination	5 VP, 5 H	All	Yes
Successfully spread a false rumour	2 VP	All	Yes
Have control of two Metropolitan sees	5 VP, 5 F	Bishops	No

End of Game Faction Achievements

These are only rewarded after the game is considered over

Condition	Reward
Highest combined Faith	10 VP
Highest combined Honour	10 VP
Most territories controlled	15 VP
Most relics	10 VP
Most Buildings	10 VP
Most bishoprics controlled	15 VP
Most metropolitan sees controlled	10 VP

Honour and Faith

At the end of the game honour and faith are converted into VP. Each player's converted faith and honour values will contribute to their factions VP total. The final conversion rate for faith and honour to VP is 3:1. All players will divide their faith and honour by 3, that final number will be added to their factions VP total.

Use of Slack

It is recommended that Slack [<https://slack.com>] is used to facilitate discussion between the players and instructor. This will allow for rapid-feedback for questions, concerns, and actions taken (which is very important in this educational format of gamification). All Private Conversations between two or more players must include the instructor in the conversation.

Channels: These are some of the channels that should be utilized in Slack.

- *General:* For the posting of documents/readings/event dates. This is where official info should reside
- *Questions:* A channel for the sole purpose of asking question for the players should be included to help instantly answer questions on gameplay/purpose/goals etc.
- *Rumors:* A channel should be dedicated to the posting of rumours that will inevitably fly around Gaul. Students may ask the instructor to post specific rumours, otherwise it will be up to the instructor to post rumours that will hint at upcoming events or spread useful gossip that will possibly incite action on the part of player. Note: only the instructor should post rumours to prevent the amount and content from getting out of hand.
- *Bishops/Gallo-Romans/Franks/Kings:* All specific groups should start with a channel to discuss their shared interests.
- *Daily Gregory:* This channel is used to provide appropriate quotes from Gregory's HF. Providing hints for actions or signal upcoming events.

Character Profiles

These character profiles will help players understand their role in the game as a whole, but also their purpose and goals for each scenario. Players should only see their own character profile to avoid spoiling secret agendas (achievements and goals). The profiles will also mark starting territories and **Honour** and **Faith** levels. Players are expected to do further research on their characters, what is given here is merely a starting point for further research.

More characters could (and should) be added. The easiest characters that can be used are extra nobles, monks, and bishops. Queens can also be added as extra players, like Autrechild (Guntram's wife) and Ingoberg/Merofled/Marcovefa. The envoys (papal, visigothic, outside factions, byzantine) will be controlled by the instructor, but may also be made into players.

Three scenarios are also laid out in each character profile. There is room to add more scenarios depending on the progress of the game, but the three provided will serve as an outline. Scenarios should follow a similar format to each other, beginning with prepared speeches by appropriate characters. Followed by a discussion of the topic at hand, where all players should be allowed to voice their opinion. Players may have special actions prepared that they can perform during the scenario if appropriate. *E.g. Chilperic decides to steal Chlothar's treasury during **Scenario 1** which he would declare near the end of the scenario, so that others may react.* At the end of the scenario there will usually be a vote to decide upon what action should be taken. In **Scenario 1** players vote on which king gave the best eulogy. In **Scenario 2** players vote on whether to excommunicate Charibert. In **Scenario 3** players will vote on whether to go to war with the Visigoths or not. Players may still take action contrary to the outcome of the vote, but will likely be shunned by the larger community and suffer as a result.

King Sigibert

Hail noble King Sigibert! You are the son of Chlothar and inheritor of the lands of Theuderic, with your capital at Rheims. Your father Chlothar, sole ruler over the Franks and Gaul, has passed away. You and your three other brothers Chilperic, Guntram, and Charibert, have inherited his land and the title of king. Will you seek sole rule like your father did over his brothers? Or will you be content with what is given to you and work to serve God and the people of Gaul.

You hold territories to the extreme North-East of Gaul, bordering the Rhine river. This will give you the advantage of easily raiding territories and expanding to the East. This also means you are vulnerable to attacks from outsiders such as the Saxons and Huns. You also possess land to the south in the province of Bourges. This will aid you in gaining allies in the south, especially among the Gallo-Roman elite. Luckily you have been given land bordering the Mediterranean, allowing access to possible trade.

Gregory describes you as an honourable Frank with excellent military prowess. You have big ambitions for your kingship, and do not expect anyone to get in your way, not even your brothers. While you completed the monastery in Soissons, piety is not your strongest suit. You would rather expand your kingdom through military might, and rely on the clergy to deal with God's will.

Territories

E 1-4; **F** 1, 2, 4; **G** 1, 2, 3, 4; **I** 2, 3, 5; **J** 4; **K** 2, 3, 4, 8, 7; **O** 21, 23

Starting Stats

- Honour: 50
- Faith: 25
- Personal Warband: You always have an extra 2 warriors in your Personal Warband (in addition to those based on your honour level)

Achievements

- Be awarded the best eulogy in **Scenario 1**
 - **Reward:** 5 VP, 10 H
- Go on a military campaign against the Huns to the East and exact tribute
 - **Reward:** 5 VP, 5 H
- Marry the Visigothic Princess Brunhild in **Scenario 2**
 - **Reward:** 5 VP
- Allow Saxons to settle in your territory
 - **Reward:** 5 VP
- Seize the territory of Arles
 - **Reward:** 5 VP

Scenario Goals

- **Scenario 1:** Chlothar's Funeral
 - As one of the sons of Chlothar, you are entitled to some of his territory and wealth. For this scenario you must compile a eulogy in honour of your deceased father. Talk of his achievements, characteristics, and piety. You should draw on Gregory's history to illustrate your father's rule, highlighting his good qualities. The eulogy will not solely be for honouring your father, for he is past, and it is your time now. Illustrate your qualities as a new ruler, your plans for your kingdom, and why you are a legitimate leader and worthy successor of your father.
- **Scenario 2:** Frankish Marriage
 - As king, you must find a wife to marry. This will not only increase your prestige, but will help you attain an heir, passing on your legacy. Moreover, depending on your bride, you may receive a healthy dowry. Brunhild, a Visigothic princess, is a good choice for marriage as she will bring a large dowry with her. Not only that, but having Visigothic allies is wise, especially since your heartland is far to the North - having allies in the South would be useful. However, some may be wary of this choice. The clergy do not take kindly to

heathens, and the Visigoths are Arian Christians. The bishops and abbots of Gaul will not take kindly to you marrying an Arian, and they will insist that she be baptized and accept the Catholic faith immediately.

- **Scenario 3:** Arian Heresy

- In this scenario the clergy will discuss the growing problem of Arianism and its spread into Gaul. The Arian bishops of Narbonne are preaching in your territories and spreading their heresy to those who will listen. You are married to a Visigoth, so some will look to you to settle this peacefully as Brunhild would likely not want you to go to war with her father. Some of the clergy and nobles will want to go to war, you will have to decide whether it is in your best interests or not.

King Chilperic

Hail King Chilperic! You are the youngest son of Chlothar and inheritor of his lands with your capital at Soissons. You and your three other brothers Sigibert, Guntram, and Charibert, have inherited his land and the title of king. Will you seek sole rule like your father did over his brothers? Or will you be content with what is given to you and work to serve God and the people of Gaul.

You hold territories in the north, and one territory in the far south. As the youngest child, you seem to have been neglected in the separation of Chlothar's kingdom. Do not give up hope, you can still rise to prominence through shrewd policy and alliance making. Choose your allies wisely, side with winners in conflicts. Expand your small territory holdings by attracting powerful nobles to your cause. Careful not to alienate yourself with all your brothers, always side with one of your stronger brothers. Together, they could easily end your new kingship.

Gregory does not take a liking to you, describing you as the Nero and Herod of his time. You are a cold and calculated ruler who will make and break alliances when it suits you. When the division of territories took place, you were clearly neglected. You see yourself as robbed of your full share and should look for any way to rectify that, whether through force or diplomacy.

You have a faithful follower in Fredegund. Keep her as a close confidant and ally, perhaps keep her as your queen so she might reach her full potential. Your son Merovech is inexperienced, but could prove to be a faithful general for your armies and powerful administrator for your territories. Be wary though, he might seek to claim your title and lands for himself.

Territories: F 3, 5, 6, 7, 8, 12, 13; **K** 9

Starting Stats

- Honour: 50
- Faith: 25
- Personal Warband: You always have an extra 2 warriors in your Personal Warband (in addition to those based on your honour level)

Scenario Goals:

- **Scenario 1:** Chlothar's Funeral
 - As one of the sons of Chlothar, you are entitled to some of his territory and wealth. For this scenario you must compile a eulogy in honour of your deceased father. Talk of his achievements, characteristics, and piety. You should draw on Gregory's history to illustrate your father's rule, highlighting his good qualities. The eulogy will not solely be for honouring your father, for he is past, and it is your time now. Illustrate your qualities as a new ruler, your plans for your kingdom, and why you are a legitimate leader and worthy successor of your father.
- **Scenario 2:** Frankish Marriage
 - All your brothers are finding wives to carry on their legacy, so must you. Sigibert looks to the Visigoths for a bride, and with it, a large dowry. This option seems appealing and it would be wise to petition the Visigothic envoys for a similar arrangement. You also have your faithful concubine Fredegund whom you not only love, but see as a competent councillor. The choice is yours, but seek the council of your followers before deciding, as they might be offended if you do not. Your brother Charibert is also being accused of incest for being married to sisters at the same time. You believe in the right of Franks to marry as many women as they choose, especially kings. However, taking your brother's side may anger the clergy. If you do side with the clergy, it will create a precedent for the future and a standard for morality and marriage.
- **Scenario 3:** Arian Heresy
 - In this scenario the clergy will discuss the growing problem of Arianism and its spread into Gaul. The Arian bishops of Narbonne are preaching in your territories and spreading their heresy to those who will listen. While the Visigothic kingdom has not militarily threatened you, your kingdom's clergy is calling for you to do something - either through sanctions or something more aggressive. Perhaps you would even like to hear out the Arian doctrines.

Achievements:

- Be awarded the best eulogy in **Scenario 1**
 - **Reward:** 5 VP, 10 H
- Seize Chlothar's treasury at Paris after **Scenario 1**
 - **Reward:** 5 VP, 50 Gold
 - You will lose 10 Honour after completing this achievement
- Marry a Visigothic princess in **Scenario 2**
 - **Reward:** 5 VP
- Seize the territory of Rouen
 - **Reward:** 5 VP, 5 H
- Make an alliance with Guntram directed towards Sigibert
 - 5 VP

King Guntram

Hail pious King Guntram, eminent son of Chlothar. You have just inherited the lands once belonging to Chlodomer, with Orleans as your capital. You and your three other brothers

Chilperic, Sigibert, and Charibert, have inherited his land and the title of king. Will you seek sole rule like your father did over his brothers? Or will you be content with what is given to you and work to serve God and the people of Gaul.

You hold the Kingdom of Burgundy, a rich land ripe with old Gallo-Roman elites and infrastructure. You possess the heartland of Gaul, but that also means you are surrounded by your brothers who are likely eager to close in on you. You have access to multiple nobles, use them to build your base of power and support. Make sure not to anger all your brothers, you will need at least one ally in the days to come.

Gregory speaks of you as a pious and fair ruler. Make sure you use that piety to your advantage, have the clergy support you, donate to them, build them cathedrals and monasteries. They will come in handy for resolving any disputes with your brothers.

Territories: A 1-5; D 1, 5, 6; I 1, 4; J 1, 2, 3, 5, 6, 7, 8, 9, 10; K 1; O 1, 3, 4, 6-14, 16-20

Starting Stats

- Honour: 50
- Faith: 25
- Personal Warband: You always have an extra 2 warriors in your Personal Warband (in addition to those based on your honour level)

Achievements:

- Be awarded the best eulogy in **Scenario 1**
 - **Reward:** 5 VP, 10 H
- At the end of the game, be the regent with the most **Faith**
 - **Reward:** 5 VP
- Call and oversee a council of bishops for a secular or spiritual matter
 - **Reward:** 5 VP, 5 F
- Control the entirety of the province of Arles
 - **Reward:** 5 VP, 10 H
- Help the papacy defend against the Lombards
 - **Reward:** 5 VP, 5 H, 5 F

Scenario Goals:

- **Scenario 1:** Chlothar's Funeral
 - As one of the sons of Chlothar, you are entitled to some of his territory and wealth. For this scenario you must compile a eulogy in honour of your deceased father. Talk of his achievements, characteristics, and piety. You should draw on Gregory's history to illustrate your father's rule, highlighting his good qualities. The eulogy will not solely be for honouring your father, for he is past, and it is your time now. Illustrate your qualities as a new ruler, your plans for your kingdom, and why you are a legitimate leader and worthy successor of your father.

- **Scenario 2: Frankish Marriage**
 - Your brothers search for wives in this scenario, but you have found a wife already in Austrechild (not a player, but can be added if needed). See who your brothers choose to marry, as you may be able to use it against them as a contrast to your pious and noble Frankish wife. More important to you is the persecution and possible excommunication of your brother Charibert. You may wish to support your brother as he is a strong ally, but you must be wary of harming your pious nature by going against the wishes of the clergy.
- **Scenario 3: Arian Heresy**
 - In this scenario the clergy will discuss the growing problem of Arianism and its spread into Gaul. The Arian bishops of Narbonne are preaching in your territories and spreading their heresy to those who will listen. As a pious king you want to support the clergy in their struggle against the Arian heresy. War, however, is a different story. It is dependant on your current situation if war is a good option or not, but it is best to hear out the Bishops of Gaul as they are the experts in these matters.

King Charibert

Hail most fearsome King Charibert! As one of the sons of Chlothar you have inherited the lands of the deceased Childbert, with the eminent city of Paris as your capital. You and your three other brothers Chilperic, Guntram, and Sigibert, have inherited his land and the title of king. Will you seek sole rule like your father did over his brothers? Or will you be content with what is given to you and work to serve God and the people of Gaul.

You control nearly the entirety of Western Gaul, a strong and coherent kingdom. Brittany may be some trouble as it is not only independent, but Chilperic's son Merovech holds the title of count within your kingdom. If you go to war with Chilperic, he will surely act as a viper in your house. If you can not gain his loyalty, then be ready for him to strike. You also share a border with the Visigoths to the South, making you the first contact in a war with them.

Gregory does not say much about you as king. You died early in on your reign (which you hopefully can prolong), and he marls you as an enemy of the clergy. Will you repeat these mistakes? Or take another, more righteous, path?

Territories: B 1-7; C 2; K 4-6; L 1-6; M 1-11

Starting Stats

- Honour: 50
- Faith: 25
- Personal Warband: You always have an extra 2 warriors in your Personal Warband (in addition to those based on your honour level)

Achievements:

- Be awarded the best eulogy in **Scenario 1**
 - **Reward:** 5 VP, 10 H

- Avoid excommunication in **Scenario 2**
 - **Reward:** 5 VP
 - If you do avoid excommunication, you will lose 10 Honour for submitting to church authority
- Declare war on the Visigoths in **Scenario 3**
 - **Reward:** 10 VP, 5 H
- Seize the neutral territories of Brittany
 - **Reward:** 5 VP, 10 H
- Send an emissary to the Anglo Saxons (instructor) and establish a trade agreement
 - **Reward:** 5 VP, 5 H

Scenario Goals:

- **Scenario 1:** Chlothar's Funeral
 - As one of the sons of Chlothar, you are entitled to some of his territory and wealth. For this scenario you must compile a eulogy in honour of your deceased father. Talk of his achievements, characteristics, and piety. You should draw on Gregory's history to illustrate your father's rule, highlighting his good qualities. The eulogy will not solely be for honouring your father, for he is past, and it is your time now. Illustrate your qualities as a new ruler, your plans for your kingdom, and why you are a legitimate leader and worthy successor of your father.
- **Scenario 2:** Frankish Wedding
 - In this scenario you must defend your choice of marrying the sisters Marcovefa and Merofled. By canon law it is illegal, but surely as king you have the right to marry whomever you choose. Be wary of pressing too hard in keeping your wives as it may result in your excommunication. You will have supporters, but if the clergy threaten too much and unite, you may be left alone. If you choose to keep your wives, you should argue for the preservation of Frankish customs and traditions. True Franks will rally to your cause if you do.
- **Scenario 3:** Arian Heresy
 - In this scenario the clergy will discuss the growing problem of Arianism and its spread into Gaul. The Arian bishops of Narbonne are preaching in your territories and spreading their heresy to those who will listen. Your kingdom borders that of Visigothic Spain so, depending on your current capabilities, war could be beneficial, swift, and easy - or very costly.

Fredegund

Greetings Fredegund, concubine to King Chilperic now, but soon to be queen. You are currently a slave with limited rights and opportunities. However, you are not lacking in ingenuity and cunning. You aspire to be a powerful queen, and eventually regent of your own kingdom. You can not do it alone however. Find an ally in your companion Chilperic, but he can only support you so far. You need allies in the nobility who will support your claim as well as the clergy who will legitimize your devotion.

Starting Stats

- Honour: 15
- Faith: 20

Achievements:

- Marry King Chilperic
 - **Reward:** 10 VP, 5 H
 - You will no longer be considered a slave, gaining your freedom and become a powerful Frankish queen
- Assassinate King Sigibert
 - **Reward:** 10 VP
 - If you are ever publicly found to be the culprit behind the assassination you will lose 10 Honour
- Become regent of Chilperic's kingdom
 - **Reward:** 10 VP, 10 H

Scenario Goals:

- **Scenario 1:** Chlothar's Funeral
 - The Frankish King Chlothar has been released from his mortal coil. His lands and title are being distributed among his four sons Charibert, Sigibert, Chilperic, and Guntram. They will honour their father at the funeral with a stirring Eulogy which you will vote upon. Undoubtedly, you should vote for Chilperic, showing that you support his kingship whole heartedly.
- **Scenario 2:** Frankish Marriage
 - You will have to give a speech in this scenario, talking about Frankish marriage customs and why you would be best suited to marry King Chilperic. It would be wise to gather allies before the scenario in order to have connections in Chilperic's court. You need to bring something to the table for Chilperic to recognize you as queen, as well as all his other followers. It would be wise to play on your Frankish roots and stand in stark contrast to Sigibert's proposed marriage to a Visigothic princess. Following along those lines, show yourself to be a dedicated Catholic, far from an Arian heretic. Find friends among the clergy that can vouch for your piety.
- **Scenario 3:** Arian Heresy
 - In this scenario the clergy will discuss the growing problem of Arianism and its spread into Gaul. The Arian bishops of Narbonne are preaching in your territories and spreading their heresy to those who will listen. This is where you can further chastise Brunhild as her former kinsmen press on with their heretical onslaught.

Brunhild

Greetings Brunhild, daughter of the Visigothic king. You grew up as an Arian, but if you are to marry a Frankish King you will be pressured to convert to Catholicism, leaving your roots behind. You are a competent councillor, and eager to try yourself in the political arena of Frankish Gaul. It is important to find friends, as you are the outsider and will be subject to

scrutiny. Fully embrace your new religion to get the clergy to support you. You must also prove to be a competent leader and strategist if you wish to inherit your future husbands kingdom. Get nobles on your side by offering them rewards for their service.

Starting Stats

- Honour: 25
- Faith: 15

Achievements:

- Marry King Sigibert in **Scenario 2**
 - **Reward:** 10 VP, 10 H
- Become regent of Sigibert's kingdom
 - **Reward:** 10 VP, 10 H
- Successfully assassinate someone
 - 10 VP
 - If you are ever publicly found to be the culprit behind the assassination you will lose 10 Honour

Scenario Goals:

- **Scenario 1:** Chlothar's Funeral
 - The Frankish King Chlothar has been released from his mortal coil. His lands and title are being distributed among his four sons Charibert, Sigibert, Chilperic, and Guntram. They will honour their father at the funeral with a stirring Eulogy which you will vote upon. As an envoy (for now) of the Visigoths, you should say a few words on the compassion, fortitude, and honourable nature of Chlothar to show that peace can exist between the Visigoths and Franks. In the speeches, you should look for
- **Scenario 2:** Frankish Marriage
 - Here you will have to give a speech on marriage customs among Germanic peoples. you will have to defend the fact that you grew up an Arian Christian, and likely agree to be baptized and convert to Catholicism. You must prove that you are a suitable candidate for marriage, you bring wealth with you in the form of Gold and slaves (added to population) which the instructor will decide upon.
- **Scenario 3:** Arian Heresy
 - In this scenario the clergy will discuss the growing problem of Arianism and its spread into Gaul. The Arian bishops of Narbonne are preaching in your territories and spreading their heresy to those who will listen. Here is your chance to prove your devotion to the true faith of Catholicism by denouncing the actions of the Arian Bishops.

Merovech

Greetings Merovech, son of Chilperic, Count of Rennes (C3), Angers (C4), and Nantes (C5). Your father is now king and will surely need your support to thrive. You should follow your father as far as you can, building your own alliances, honour, and wealth until you are powerful enough to attempt to overthrow him and take his title and land. You have a brother Theudebert

whom you might be able to rely on in the coming days. However, you should be wary, lest he plot against you as brothers are prone to do.

Starting Stats

- Honour: 30
- Faith: 15

Achievements:

- Overthrow Chilperic and take his title as king
 - Reward: 10 VP, 15 H
 - Make sure to seize his treasury and either kill him or exile him (out of Gaul or send him to a monastery). You must also deal with his wife. Either marry them, or find another powerful wife to help legitimize your rule and provide you with an heir.
- Obtain the territory of Tours
 - Reward: 5 VP, 5 H
- Marry the widow Brunhild
 - Reward: 5 VP, 5 H
- Enter the religious life instead of being killed/jailed by your father if your coup fails
 - Reward: 5 VP, 10 F
- Build a for in one of your territories
 - Reward: 5 VP, 5 H

Scenario Goals:

- Scenario 1: Chlothar's Funeral
 - The Frankish King Chlothar has been released from his mortal coil. His lands and title are being distributed among his four sons Charibert, Sigibert, Chilperic, and Guntram. They will honour their father at the funeral with a stirring Eulogy which you will vote upon. As a noble, you are looking for a ruler that is not afraid to assert his military prowess. This early on, you should not stray far from your father. However, it is never too early to start petitioning your uncles or even other nobles as to keep your options open.
- Scenario 2: Frankish Wedding
 - You may be able to get married during this scenario if you petition your father to allow you to marry a Visigothic Princess instead of him. You will also have to vote on whether Charibert is excommunicated. As a Frank you sympathize with his and all Franks rights to marry whomever they choose. However, If Charibert is excommunicated then you could justly seize some of his territories for yourself.
- Scenario 3: Arian Heresy
 - Here is will be decided what to do with the incursion of Arianism in Gaul. Whether war will be prosecuted, or a more lenient approach will be taken. Your lands are far from Visigothic Spain, but a weakened Charibert by external war could mean an easy victory for internal war.

Theudebert

Greetings Theudebert, son of King Chilperic and Count of Beauvais (F10) and Amiens (F11)

Your father is now king and will surely need your support to thrive. You should follow your father as far as you can, building your own alliances, honour, and wealth until you are powerful enough to attempt to overthrow him and take his title and land. You have a brother Theudebert whom you might be able to rely on in the coming days. However, you should be wary, lest he plot against you as brothers are prone to do.

Achievements

- Seize the territory of Poitiers
 - Reward: 5 VP, 5 H
- Overthrow Chilperic and take his title as king
 - Reward: 10 VP, 15 H
 - Make sure to seize his treasury and either kill him or exile him (out of Gaul or send him to a monastery). You must also deal with his wife. Either marry them, or find another powerful wife to help legitimize your rule and provide you with an heir.
- Be the sole surviving son of Charibert.
 - Reward: 10 VP, 10 H
- Build a for in one of your territories
 - Reward: 5 VP, 5 H

Scenario Goals:

- Scenario 1: Chlothar's Funeral
 - The Frankish King Chlothar has been released from his mortal coil. His lands and title are being distributed among his four sons Charibert, Sigibert, Chilperic, and Guntram. They will honour their father at the funeral with a stirring Eulogy which you will vote upon. As a noble, you are looking for a ruler that is not afraid to assert his military prowess. This early on, you should not stray far from your father. However, it is never too early to start petitioning your uncles or even other nobles as to keep your options open.
- Scenario 2: Frankish Wedding
 - You may be able to get married during this scenario if you petition your father to allow you to marry a Visigothic Princess instead of him. Your brother will want to marry, you must fight him for that right. You will also have to vote on whether Charibert is excommunicated. As a Frank you sympathize with his and all Franks rights to marry whomever they choose. However, If Charibert is excommunicated then you could justly seize some of his territories for yourself.
- Scenario 3: Arian Heresy
 - Here is will be decided what to do with the incursion of Arianism in Gaul. Whether war will be prosecuted, or a more lenient approach will be taken. Your lands are far from Visigothic Spain, but a weakened Charibert by external war could mean an easy victory for internal war.

Mummolus

Greetings Mummolus, noble Count of Auxerre (D3) and Nevers (D4). Your lands reside in the Kingdom of Burgundy, now under the kingship of Guntram, and your family has long and strong

roots in the region. Your new lord is King Guntram, one of Chlothar's sons who inherited his lands and title.

You are a Gallo-Roman, noble descendant of the roman aristocracy in southern-Gaul. You must fight to maintain your hereditary right to rule your land, free from the prying claws of the Germanic Franks. Build your base of power around you with land grants from your lord.

Starting Stats

- Honour: 30
- Faith: 15

Achievements:

- Go on a military campaign against the Langobards and exact tribute
 - **Reward:** 5 VP, 5 H
- Receive the title *Patrician* from a king
 - **Reward:** 5 VP, 5 H
 - An extra 2 VP and 2 H will be rewarded if that king is Guntram
- Pledge an Oath of Allegiance to Guntram
 - **Reward:** 2 VP, 5 H
- Reach an Honour level of 80
 - **Reward:** 10 VP
- Build a for in one of your territories
 - **Reward:** 5 VP, 5 H

Scenario Goals:

- **Scenario 1:** Chlothar's Funeral
 - The Frankish King Chlothar has been released from his mortal coil. His lands and title are being distributed among his four sons Charibert, Sigibert, Chilperic, and Guntram. They will honour their father at the funeral with a stirring Eulogy which you will vote upon. As a noble, you are looking for a ruler that is not afraid to assert his military prowess. Your lands lie in the heart of Gaul, giving you few places to expand your holdings. You want to follow a powerful king who will continue expansion to the East or South so that you may reap the rewards. As a Gallo-Roman you prize roman traditions and wish to gain honour through titles and rank. Choose a king that will take you into their council and reward you for not only your service, but the service of your ancestors. Guntram also rules over your lands, so you may wish to vote for him, as establishing an alliance early on would be beneficial.
- **Scenario 2:** Frankish Marriage
 - Here kings will decide upon their wives. More importantly to you is the persecution of Charibert, and the possibility of his excommunication. You do not share the same customs as the Franks so it may be wise to side with the clergy, who are similarly drawn from the Gallo-Roman elite.
- **Scenario 3:** Arian Heresy and War

- War is drawing near with the Visigoths, they are encroaching upon Gaul with their Arian heresy and it must be stopped! You are not fool hardy however, you understand war is a serious matter and must be deliberated before executed. Listen to both sides of the argument to decide whether war is the best option.

Gundovald

Greetings Gundolvald, noble Count of Cologne (H1), and Tongres (H2). You are a fierce Frankish warrior, residing in the extreme north of Gaul with strong territories at your disposal. Your new lord is King Sigibert who lays claim to territories in the North and South of Gaul. Your focus is on the protection of the Eastern frontier, as pagans roam the border constantly, probing for a weakness. If your king can not handle the challenge, maybe you should.

Starting Stats

- Honour: 30
- Faith: 15

Achievements:

- Go on a military campaign against the Saxons and exact tribute
 - **Reward:** 5 VP, 5 H
- Pledge an Oath of Allegiance to King Sigibert
 - **Reward:** 2 VP, 5 H
- Gain the title of Duke and become the military commander for King Sigibert
 - **Reward:** 10 VP, 10 H
- Reach an Honour level of 80
 - **Reward:** 10 VP
- Build a for in one of your territories
 - **Reward:** 5 VP, 5 H

Scenario Goals:

- **Scenario 1:** Chlothar's Funeral
 - The Frankish King Chlothar has been released from his mortal coil. His lands and title are being distributed among his four sons Charibert, Sigibert, Chilperic, and Guntram. They will honour their father at the funeral with a stirring Eulogy which you will vote upon. As a noble, you are looking for a ruler that is not afraid to assert his military prowess. You are on the extreme edge of Frankish lands, facing threats of incursion regularly. You should support a king that promotes Eastwards expansion or at least the building of defences on the Rhine frontier. You should look to King Sigibert for a lord as he now rule over your lands.
- **Scenario 2:** Frankish Marriage
 - You are slightly wary of your king who plans to marry a Visigoth, but you should not be too vocal, as it is not your place yet to question your king's motives. More importantly, you must vote on whether Charibert should be excommunicated or not. As a Frank you are adamant on preserving Frankish rights and customs in the face of growing church power.

- **Scenario 3: Arian Heresy**
 - You are far from the threats of the Visigoths and the spread of their Arian faith. You are more concerned with the pagans on your border. You might want to advise this council that the real threat lies to the East, and it is not in the kingdom's best interest to fight other Christians.

(Guntram) Boso

Greetings Guntram Boso, Count of Avignon (O21) and Uzès (O23). Your lands now lie in the domain of Sigibert. However, you are far from his capital and your rival noble Gundovald. You both vie for the respect, attention, and patronage of Sigibert

Starting Stats

- Honour: 30
- Faith: 15

Achievements

- Gain the title of Duke and become the military commander
 - **Reward:** 10 VP, 10 H
- Pledge an Oath of Allegiance to a king
 - **Reward:** 2 VP, 5 H
- Go to war with the Visigoths in **Scenario 3**
 - **Reward:** 5 VP, 10 H, 5 F
- Build a for in one of your territories
 - **Reward:** 5 VP, 5 H

Scenario Goals:

- **Scenario 1: Chlothar's Funeral**
 - The Frankish King Chlothar has been released from his mortal coil. His lands and title are being distributed among his four sons Charibert, Sigibert, Chilperic, and Guntram. They will honour their father at the funeral with a stirring Eulogy which you will vote upon. As Sigibert is lord of your land, it would be wise to vote for him. However, you control territory that is both close to Guntram and Charibert. If they prove to have your interests in hand, it might be wise to contemplate an alliance with them.
- **Scenario 2: Frankish Marriage**
 - You are slightly wary of your king who plans to marry a Visigoth, but you should not be too vocal, as it is not your place yet to question your king's motives. More importantly, you must vote on whether Charibert should be excommunicated or not. As a Frank you are adamant on preserving Frankish rights and customs in the face of growing church power.
- **Scenario 3: Arian Heresy**
 - Arians have been preaching their heresy in Gaul, close to your land! This can not stand in your mind. The Visigoths are too close to your territories to let this disrespect go unpunished. It is your opinion that war should be waged, the lands in Southern Gaul should be reclaimed from the Arians, and the Church should be defended!

Bishop Bertram of Bordeaux

Greetings most pious Bishop of Bordeaux. You hold the eminent bishopric of Bordeaux, a wealthy and prosperous Metropolitan see. Your first goal should be to solidify your control over the bishops in your province, avoiding the growing influence of Gregory in the city of Tours. Your seat is in Charibert's kingdom, but that does not mean he is your lord. He may call upon you for advice, and it would be wise to aid him, as a powerful patron as Charibert would be a useful ally.

Starting Stats

- Honour: 20
- Faith: 30

Achievements:

- Control all the bishoprics in the province of Bordeaux
 - **Reward:** 10 VP, 10 F, 5 H
- Have a cathedral built in Bordeaux
 - **Reward:** 5 VP, 5 F
- Control the Metropolitan bishopric of Euaze
 - **Reward:** 5 VP, 5 F
- Get a king/noble to go to war with the Visigoths in **Scenario 3**
 - **Reward:** 5 VP, 5 F
 - If you can not find a commander for war against the Visigoths, you may lead one yourself by raising a levy (using the Honour chart in the rules but using your Faith instead). If you do this, you will gain an extra **Reward:** 5 VP, 5 F in addition to the **Reward** above.
- Receive a land donation from a king/noble
 - **Reward:** 5 VP, 5 F
- Build a cathedral in one of your metropolitan sees
 - **Reward:** 5 VP, 5 F

Scenario Goals:

- **Scenario 1:** Chlothar's Funeral
 - The Frankish King Chlothar has been released from his mortal coil. His lands and title are being distributed among his four sons Charibert, Sigibert, Chilperic, and Guntram. They will honour their father at the funeral with a stirring Eulogy which you will vote upon. You want to support the king that preaches his faith above all else, a true Christian that will defend the church. You also want a king that promises donations to the church, the building of cathedrals, and the avoidance on internal warfare.
- **Scenario 2:** Frankish Marriage
 - In this scenario kings will choose wives. You should support a wife that supports the church in return. Someone who will advise their king on the matters and struggles of the church. Most importantly is the persecution of King Charibert who has married sisters, going against scripture and canon law. It is your opinion that he should nullify his marriage to one

of the sisters in order to save his soul. If he does not, you believe he should be excommunicated.

- **Scenario 3:** Arian Heresy
 - You will give a speech in this scenario, challenging Arian beliefs and denouncing the actions of bishops who are spreading the heresy throughout Gaul. You may even suspect one of your own as a Arian believer. You firmly believe that war is the only option to deal with these Arians, fighting them in Narbonne and into Spain itself. Find a powerful noble or king that will take up your crusade. If none will budge, you might be able to summon a levy with your Faith and march against them yourself.

Bishop Sabaudus of Arles

Greetings most pious Bishop of Arles. You hold a very prominent metropolitan see. You are among some of the most revered Gallo-Romans, and can trace your family lineage back to days of Roman senators. However, you hold a most villainous secret. You are secretly a Arian believer. You hold that Christ's nature was not divine, and that there is a hierarchy to the trinity. You will have to wait to reveal your true beliefs, as you will be shunned. Your ultimate goal will be to find a secular supporter of your faith and finally reveal your true nature, converting all your Bishoprics into Arians. Meanwhile, build your faith and resources, perhaps contact the Visigoths to let them know your intention. You are not a Visigoth though, you want Gaul's faith to be Arian, but that does not have to be under Visigothic rule.

Starting Stats

- Honour: 20
- Faith: 30

Achievements

- Control all the bishoprics in the province of Arles
 - **Reward:** 10 VP, 10 F
- Control the metropolitan see of Vienna
 - **Reward:** 5 VP, 5 F
- Reveal your Arian nature, converting all the Bishoprics you control into Arian believers
 - **Reward:** 10 VP, 5 F
- Receive a land donation from a king/noble
 - **Reward:** 5 VP, 5 F
- Build a cathedral in one of your metropolitan sees
 - **Reward:** 5 VP, 5 F

Scenario Goals:

- **Scenario 1:** Chlothar's Funeral
 - The Frankish King Chlothar has been released from his mortal coil. His lands and title are being distributed among his four sons Charibert, Sigibert, Chilperic, and Guntram. They will honour their father at the funeral with a stirring Eulogy which you will vote upon. You want to support the king that preaches his faith above all else, a true Christian that will

defend the church. You also want a king that promises donations to the church, the building of cathedrals, and the avoidance on internal warfare.

- **Scenario 2: Frankish Marriage**
 - In this scenario kings will choose wives. You should support a wife that supports the church in return. Someone who will advise their king on the matters and struggles of the church. Most importantly is the persecution of King Charibert who has married sisters, going against scripture and canon law. It is your opinion that if he should nullify his marriage to one of the sisters in order to save his soul. If he does not, you believe he should be excommunicated.
- **Scenario 3: Arian Heresy**
 - You will give a speech in this scenario, challenging Arian beliefs and denouncing the actions of bishops who are spreading the heresy throughout Gaul. You may even suspect one of your own as a Arian believer. You firmly believe that war is the only option to deal with these Arians, fighting them in Narbonne and into Spain itself. They not only threat your faith, but you suspect them of a military incursion.

Bishop Gregory of Tours

Greetings most pious Bishop of Tours. You hold a strategically important location at Tours, some will envy it. Your land is in Charibert's kingdom, but Chilperic and his son Merovech hold lands close to yours, be wary of their war lust. You are a dedicated follower of Saint Martin and wish to establish his cult wherever you can. You have a strong belief that kings should bow to the advice of the clergy in all ecclesiastical matters and abhor the interference of secular powers where the church should rule. More land granted to the church is key for its survival, so find a pious king to grant you land.

Starting Stats

- Honour: 20
- Faith: 30

Achievements:

- Excommunicate Charibert in **Scenario 2**
 - **Reward:** 10 VP, 10 F
- Control the metropolitan bishopric of Rouen
 - **Reward:** 5 VP, 5 F
- Control all the Bishoprics in the province of Tours
 - **Reward:** 10 VP, 10 F
- Avoid war with the Visigoths in **Scenario 3**
 - **Reward:** 5 VP
- Receive land donations from a king/noble
 - **Reward:** 5 VP, 5 F
- Build a cathedral in one of your metropolitan sees
 - **Reward:** 5 VP, 5 F

Scenario Goals:

- **Scenario 1:** Chlothar's Funeral
 - The Frankish King Chlothar has been released from his mortal coil. His lands and title are being distributed among his four sons Charibert, Sigibert, Chilperic, and Guntram. They will honour their father at the funeral with a stirring Eulogy which you will vote upon. You want to support the king that preaches his faith above all else, a true Christian that will defend the church. You also want a king that promises donations to the church, the building of cathedrals, and the avoidance on internal warfare.
- **Scenario 2:** Frankish Marriage
 - Here you will give a speech on the sanctity of marriage and against King Charibert who has married sisters against canon law and scripture. You will lead the campaign to excommunicate Charibert as he has gone too far in challenging the authority of the church. You have the support of the bishops, but all are not as fervent as you in your want to excommunicate Charibert. They would rather be lenient on a king than implement the God given authority of the church.
- **Scenario 3:** Arian Heresy
 - You have no love for the Arian heresy, and are saddened to hear of its spread into Gaul. However, you do not advocate the use of military aggression at dealing with it. You can propose sending missionaries form the monasteries to help quell the rise of Arianism, but believe war is not the answer.

Bishop Nicetius of Lyons

Greetings most pious Bishop of Lyons. You hold a very central Metropolitan bishopric in the heart of Gaul. You are extremely pious and caring, feeding the people of Gaul and spreading the word of God abroad. You do not want to see Gaul engulfed in civil-war, or any inter-state war. You preach peace everywhere you can.

Starting Stats

- Honour: 20
- Faith: 30

Achievements

- Receive a land donation from a king/noble
 - **Reward:** 5 VP, 5 F
- Increase the population of a territory
 - **Reward:** 5 VP, 5 F
- Control all the bishoprics in the province of Lyons
 - **Reward:** 10 VP, 10 F
- Control the metropolitan see of Bourges
 - **Reward:** 5 VP, 5 F
- Organize a peace between two faction (nobles or kings)
 - **Reward:** 5 VP, 5 F
- Build a cathedral in one of your metropolitan sees

- **Reward:** 5 VP, 5 F

Scenario Goals:

- **Scenario 1:** Chlothar's Funeral
 - The Frankish King Chlothar has been released from his mortal coil. His lands and title are being distributed among his four sons Charibert, Sigibert, Chilperic, and Guntram. They will honour their father at the funeral with a stirring Eulogy which you will vote upon. You want to support the king that preaches his faith above all else, a true Christian that will defend the church. You also want a king that promises donations to the church, the building of cathedrals, and the avoidance on internal warfare.
- **Scenario 2:** Frankish Marriage
 - In this scenario kings will choose wives. You should support a wife that supports the church in return. Someone who will advise their king on the matters and struggles of the church. Most importantly is the persecution of King Charibert who has married sisters, going against scripture and canon law. It is your opinion that if he should nullify his marriage to one of the sisters in order to save his soul. If he does not, you believe he should be excommunicated.
- **Scenario 3:** Arian Heresy
 - Arian bishops have been preaching in Gaul to Catholics, you hear of once faithful subject being corrupted by heretical teachings. You do not want to prosecute war against the Visigoths, as peace is your ultimate goal. You do not see the Arian threat as severe as your colleagues, but you believe it should come to a stop, but that can be achieved through negotiations and preaching.

Radegund

Greetings most pious Abbess of The Holy Cross Abbey in Poitiers. You were once married to Chlothar, but now have a religious life as an Abbess in Poitiers. You hold in your monastery a fragment of the True Cross that Christ was crucified on, a big attraction for pilgrims (but also thieves and jealous clergy members). Upgrade you monastery to its full potential, but also open new monasteries around Gaul.

Starting Stats

- Honour: 25
- Faith: 30

Scenario Goals:

- **Scenario 1:** Chlothar's Funeral
 - The Frankish King Chlothar has been released from his mortal coil. His lands and title are being distributed among his four sons Charibert, Sigibert, Chilperic, and Guntram. They will honour their father at the funeral with a stirring Eulogy which you will vote upon. You want to support the king that preaches his faith above all else, a true Christian that will defend the church. You also want a king that promises donations to the church, the building of cathedrals, and the avoidance on internal warfare.

- **Scenario 2: Frankish Marriage**
 - In this scenario kings will choose wives. You should support a wife that supports the church in return. Someone who will advise their king on the matters and struggles of the church. The persecution of Charibert will also take place. he has been accused of marrying sisters, going against scripture and canon law. You will have to vote on whether he is excommunicated. You should base this upon how repentant he is. You are a Frank, and was once married to a Frankish king. You know the customs and traditions of taking multiple wives, you lived through it. Charibert rules over the land of Poitiers, meaning you may want to support him so that he may look kindly upon your religious community in the future.
- **Scenario 3: Arian Heresy**
 - The Arian threat is real, they do not see the true nature of Christ as being divine. But you intimately know his teachings and attempt to live by them everyday. Your missionary work could greatly alter the course of this scenario. While some call for war, you suggest preaching to the Arians as Jesus would do. However, you are also familiar with the militaristic nature of the Visigoths, and see them as a possible threat to your monastery.

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