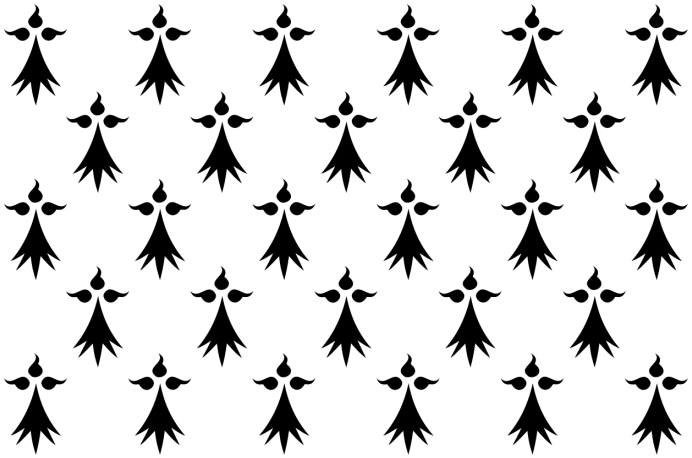
Lore for our New Location

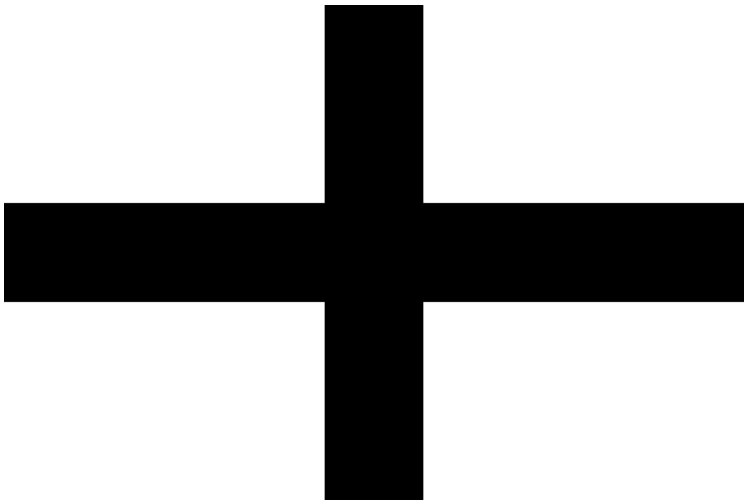
Duchy Of Brittany

Coat of arms of Brittany

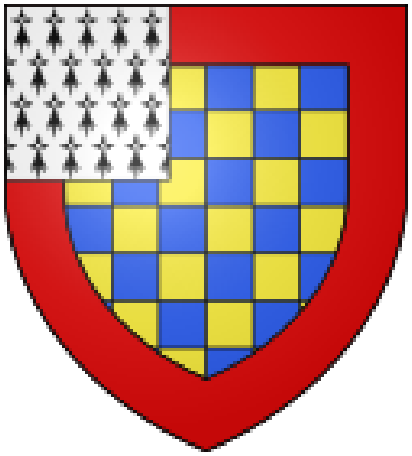


The Coat of Arms is a white filed with black Emeries

The Flag of Brittany also called Kroaz Du “black cross”



The flag is a simple white field broken into quarters by black crossed center.



Coat of Arms of Peter I of house Dreux, Also used by John I Duke of Brittany after his father passing and he gains the county of Dreux.

What is a Duchy?

A Duchy is a territory of a kingdom that is ruled by a Duke or Duchess, however Brittany was fairly independent and largely self ruling. Good modern day example would be Costa Rica. It is part of the United States, but it is also independently ruled by its governor.

Why Brittany?

Brittany has an interesting connection with England and France, and is often a melting pot of the two cultures. A large part of this is because of the Angevin Empire 1154-1216, which notably was a “Period of time when English Kings also held French titles and Land.” (See the best map of the Angevin Empire). Many lesser nobles still in fact hold land in both Brittany and England, which would set the stage for the events of the 100 year war where Brittany would hold center stage. All of this adds plenty of chaos to the setting of our game, plenty of political intrigue to base plots off of, and events to contribute as being the fallout from supernatural shenanigans.

Players within the England game will still have a slight culture shock, but at the same time be able to adapt without forcing their personal stories too much. Brittany did make French its official language, but it was fairly common to speak English, French, Gallo, Briton, Gaelic, and Latin because of how multicultural it was. Because of the different languages spoken in 1200's Brittany, it was a kind of stepping stone to the rest of the world. It had Major trade routes from Rome, Constantinople and the famous silk roads, as well as the largest sea port in the 1200’s on the west coast of Europe. Which was set up during the 900 during the viking invasion to set up trade routes with Africa and mediterranean seas. Overall for us this allows our game the ability to continue to embrace the Celtic and Norse cultures, among others, that have been a large influence in our game, while supporting new and different cultures in a way that wouldn't seem out of place for the time.

There is not a lot of established WOD lore in Brittany and many French Noble records (not to be confused with cultural history) were destroyed and lost during the French Revolution. This allows for SA to have more freedom to make up our narrative about the smaller parts of Brittany. With all chaos and infighting among the lesser nobles of Brittany, it's kind of the wild west of Europe.

French Titles

- **King / Queen**
- **Duc-Duke**
- **Marquis** - Ruled mostly board regions. Equal to a English Count
- **Comte - Count** - equal to English Earl
- **Vicomte / Viscount** - Higher than an English Baron but served under a Count.
- **Vadmane** - Rules a Count but is on par with a Baron. Bishops who hold this title are often called Lord-bishops
- **Baron** - Rulers of the township.

Non-land nobles

- **Chevalier / Knights** - are made by local Lords of Viscount or higher.

The Duchies of Brittany are broken up into 9 counties, Cornouaille, Dol, Leon, Tregor, Nantais, Rennais, Saint Brieuc and Saint-Malo. With one of them being a Diocese, a country ran by the church "like Durham in England ". However there is no title of Counts as they are all part of the Duchies Title. Each county of title is broken up into smaller districts and these are ruled by a Viscount. Except for the county of Cornouaille which is ruled by a Vadame.

French Coinage

Oddly the French had already influenced English coins when William the Conqueror took England and matched the English coins denomination with France to make trade easier. Coins around this time were often accepted but real distinction in its worth in another county was based on its weight and type of metal. So for simplicity using our same mechanics and costing saving for the organization, we will be still using our current coinage.

- Livres "pound" is a gold coin (takes 20 Sol/Sous)
- Sol "shillings" is a silver coin. (takses 12 Diners)
- Diner "pennies" is a copper coin.

What about religion?

Instead of a strong hierarchy of church powers and instructions, Christianity in Brittany is a loosely organized system of different church leaders. The most powerful local church officer is the Bishop of Cornouaillle, who is a vassal of the local duke (rather than a Prince of a city state, like our old friend the Bishop of Durham)"

Brittany does take the veneration of Saints to an extreme, awarding sainthood very liberally instead of following traditional requirements. One town even made a cat their saint!

While Brittany is predominantly Christian, there is no central authority enforcing Christianity as the only acceptable faith. There is more tolerance for other religions than in regions like England, France or the Holy Roman Empire. Frequent trade with various countries meant that people of all religious traditions and practices often traveled through and lived in Brittany. The Duchy of Brittany was also home to people fleeing from France due to the Albigensian Crusade (1209-1229).

The Effect on Our Game

Game is going to start in the new town a year after Duchess Alix has passed and Peter I would still be the regent until Duke John I would come of age. The lesser nobles of Brittany for the most part are kind of up in the air, as breton tribal conflict and a wide range of usurpers would claim titles all across Brittany. It got so bad that in the 17th-century that the King of France had a team of investigators sort out the claims. There were so many false claims where those that were actually paying taxes on the lands that were forged for them were given the chance to buy and become the legitimate owners. However the records of that document and much of the lesser noble's history of France were then destroyed during the french revolution.

Regarding Shadow Accord the lesser nobles under the Duchies, will for the most part will be made up by the ST as needed. However few viscounts still made their splash in history, like Viscount of Porhoët, Odo III whose grandfather actually had claim to the Duchy title but never claimed it. Also Peter I would grant Yolande, John I younger sister the County of Porhoët. However the title would go back to John I after her death.

The state of local conflict of this period is always changing in Brittany as the local Vicecounts are often fighting with each other. In 1600's the French king had to create a council of investigators to find out who was a real and false noble of Brittany. It was very problematic and took years to resolve. However those records from that investigation would be destroyed during the french revolution of 1789. It would be why King Liou XVII who would revoke and claim the title of Brittany and dissolve its parliament that would set the opening stages of the French revolution.

This takes the game "world" politics down to a much smaller scale and something the players could have more weight in. While France and England do have some influence, they are more outside the sphere of influence. Also because of this, Brittany's historical records of nobility, titles, and even smaller cities are hard to find due to false claims, war, and loss of records. This gives a lot more freedom as ST and players to create fun and unique stories that are not fully contained in a box of history for the noble lines below the Duchies. There are no Counts within Brittany as past Dukes have inherited them or revoked them and added to the Duchies title. Peter I has just fought a war with the now Viscount Coran I of Leon, removing his title of count

from him. This will allow his wife Alix the Duchess of Brittany to also hold all count titles within Brittany and give more influence to the French. This has also caused viscounts to fight among each other for territory and even allow for false nobles to usurp legitimate titles. Also many viscounts hold more powerful titles in England or in other parts of France.

New Town - Cairn Arthorne (ST's Working Name)

The New Town's Name

The name of the new town is where one would usually start when revealing a new town, however unlike Seaton Carew this next town is one we will be creating. As the name of any town is an important part of its identity, it seemed only right to open it up to those who will make up its residents and who as players will get to experience the lives of those who live and die there. To provide two guidelines for choosing a name, we felt it should at least sound like it could exist in this time period, and follow similar naming conventions to the other towns in the region.

With that in mind, from our research the following are influences and reasons for how names were decided back in 1222:

- Root Cultures / Language: Typically town names often are a combination of physical and cultural elements. Real world town names within the surrounding region were dominated primarily by Breton-Gaelic, Middle English, Gallo, and Frankish/French root words.
- Saints: A unique trait about this new region is that it is actually fairly common to name towns after their saints. With most towns having at least one unique saint. (This will be discussed closer to the Nov game)

To use the working name ST has been using as an example:
Cairn Arthorne (Kern är-THôrn)
Root Culture / Language: Breton,
Meaning: The town's meaning comes out to Bear Fort or Bear town. - Cairn: in Breton-Gaelic, means fort or town / Arthorne: is a combination of Breton-Gaelic, and French. / Artos/Arthro: in Briton-Gaelic, means bear / Borgne: in French, and is the surname of the proposed town founder.

Another name ST was considering as a working name:
Saint-Morgayne
Root Culture / Language: There are many different possible mentions of Morgan but most are from: Anglo-Norman French, Breton-Gaelic, Welsh, Cornish, Irish, Celtic, Greek, and more.
Meaning: Varies depending on the story. Many common meanings are: *"Great Queen", "divine mother goddess", "Sea-born", "Fairy Queen", "empress of the wilderness, queen of the damsels, lady of the isles, and governor of the waves of the great sea.",* Morgan, the everlasting nymph *(Morganis nympha perennis), "Fairy Queen"*

Note: There are many different possible spellings for Morgayne.

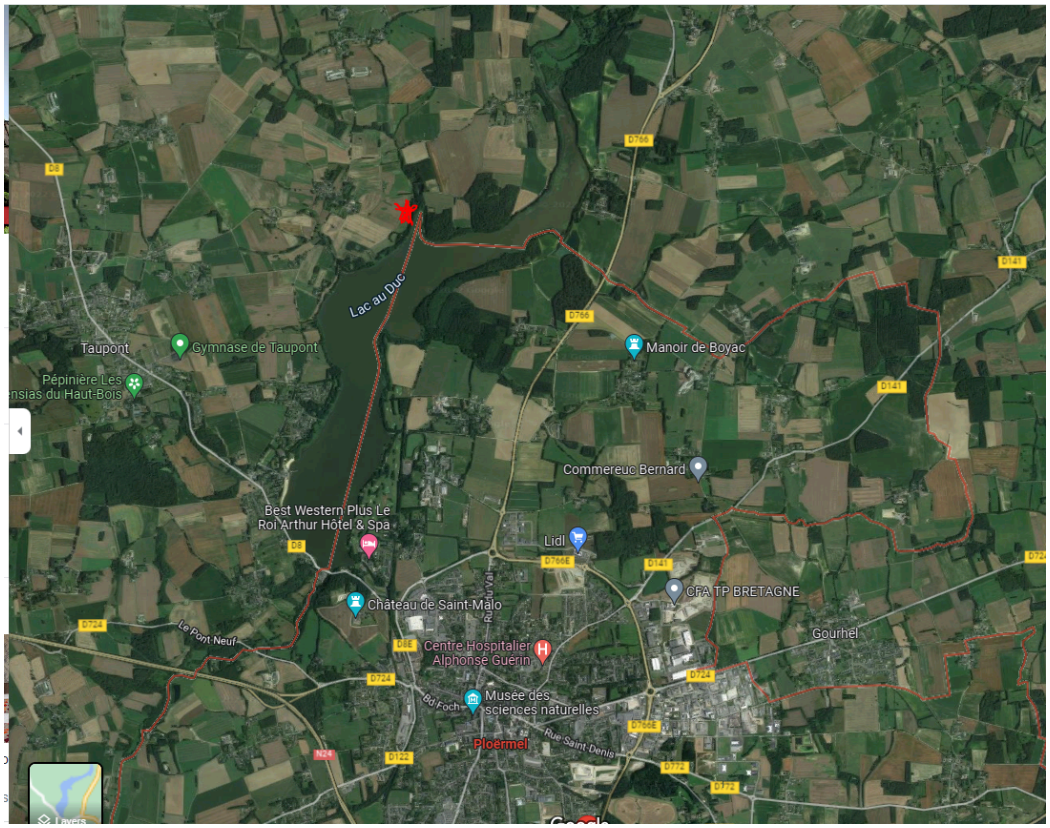
And last for some history, here are Shadow Accords past towns:
Ushaw Moor
Root Culture / Language: Gaelic
Meaning: Ushaw in Gaelic means wolf, and Moor means well moor or wetland, with Ushaw Moor translating to Wolf's Wetlands

Seaton Carew
Root Culture / Language: French
Meaning: Seaton means Sea town, Carew is French and means Red Stag. Which also happens to be the name of the local barron.

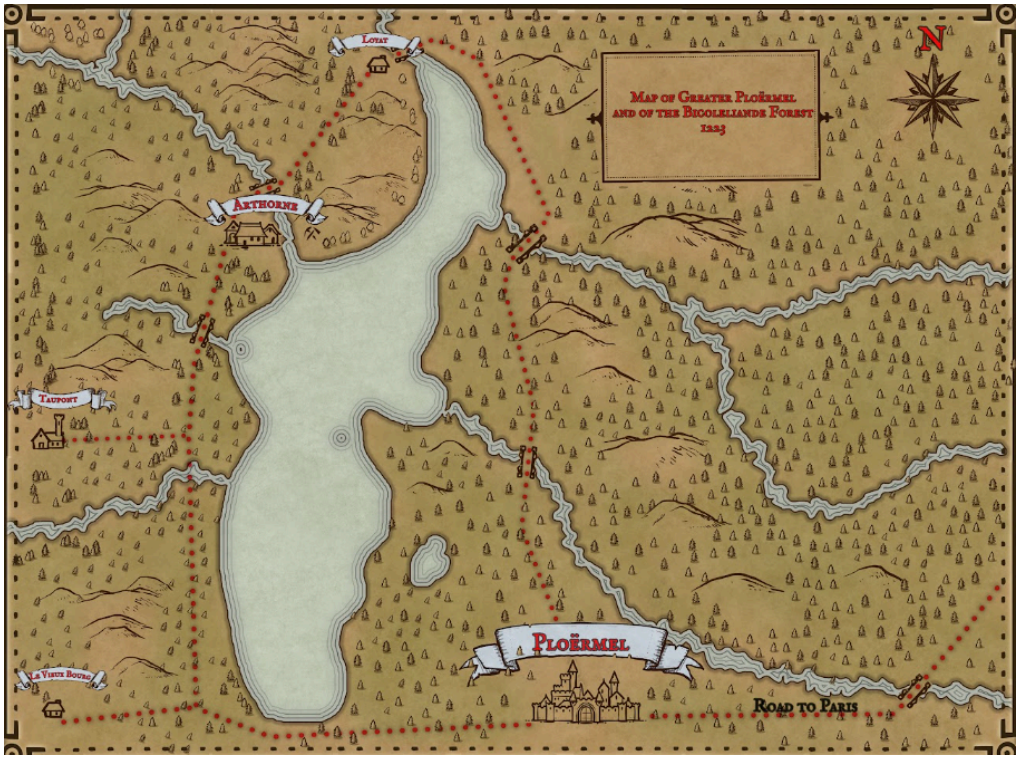
We wanted to talk about the new town's name first, so that you would be able to keep this in mind as you read more about the area below. To submit your own ideas we have created the following form: Form for suggesting new town names

The location of the new town

The location of town will be located north of the lake called, Lac au Duc or the "Duke's Lake", which is a 2 hour walk north of the city of Ploërmel. Not only would this match the small lake at Camp Edwards, but it includes an area also dominated by green vegistion with some similarities to ours. Much of the surrounding area in the 1200 would be enveloped by the Broceliande forest that spanned quite a distance, which sadly only exists today as small forest reserves. This forest in Brittany would mainly be made up of Ash and Oak trees, but as our new site does have more Redwood and Pine, there are still several Ash trees too. Ultimately, this difference isn't that much of a difference from how Seaton Carew's trees differ from our own.



The red star is the location within the area. - [Google maps - Location]



Area Ingame map can be found at Arthorne SA Map.jpg



And the town map Arthorne Town map.jpg “Note the town map based on satellite images and is based on what can be seen. Adjustments will be made at a later date.

This small town

For the time, this deep in the woods the biggest source of income would be logging, ore from a few Tin mines nearby, as well as some light farming. If we assume the town is fairly new, less than 100 years old, then two, maybe three generations of families would have lived here. The local Viscount is hiring new people to settle here to increase lumber, ore, and farming production.

Town Positions

Sheriff / Constable: This replaces the Reeve. A Reeve was like a sheriff / constable but also did church administration stuff. Reeve was mostly a church bound position in Disocies. The Reeve in Seaton Carew should have been appointed by the church, not the local Lord. Sheriff / constable was something that was assigned by the local lord. Constable are a little more law enforcement as they are wardens of the town itself and deal with many of the day to day stuff of town governance.

Jailer / Watchman: Typical watchmen who patrol the town and aid the Constable. The Jailer could be higher ranking watchmen whose job it is to guard prisoners who are in jail and someone who can act as the Constable should when they are out of town for X reason.

Woodward: Since we don't have a harbor and the major import would be logging. A woodward would be the keeper of the forest. Jobs would deal with which area to log, permits and law restricts related to hunting and we can even be involved with local trade relating to their job..

Judge: Public official appointed to decide cases in a formal capacity within the local laws.

Summoner / Witness. Summoner is an assistant to the court / judge. It there job to find people bring them to court and act as court witness

Herald: Town Crier and someone who specializes in noble heraldry to identify nobles.

More Brittany Folk Lore

There is a good deal of folklore and much of it purely unique to Brittany itself and a pure treasure trove of possible stories to play out with a world of darkness twist to it.

- However this is also its own long research but here is an article of the most common, should you want to go down that rabbit hole.
- Legends & Romances of Brittany, by Lewis Spence
    - POPULAR LEGENDS OF BRITTANY
- Breton Folklore: Death, the Devil and Other Good Stories
    - Also suggest the books Legends of Brittany and Brittany by Wendy Mewes the author of the linked article above
- **Rules of Brittany**
- Celts of Armorica
- The-Bretons-of-Brittany-France
- Quick fact and timeline of Brittany
- Folktales of Brittany

You Tube Videos

- 1.5hr long video of history of Brittany
- Brittany under viking Rule
- Crash course in Breton celtic language
- Quick video of french history