



Brettonnia

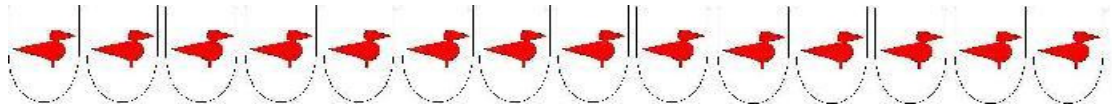


Liber Aristocratica



Brettonnia

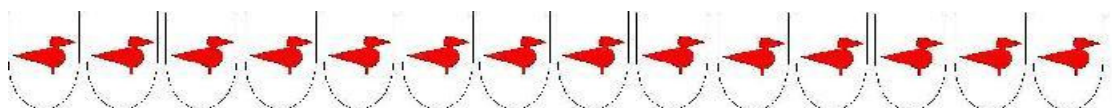


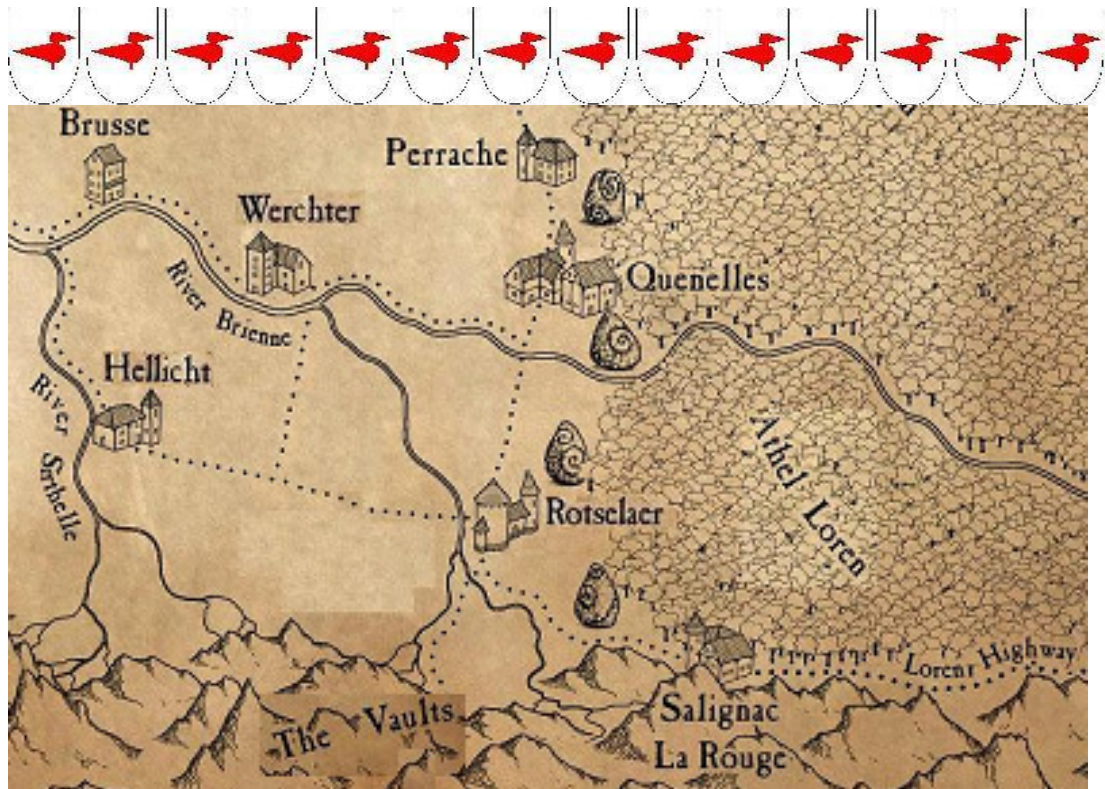


Bartholomew, Baron of Rotselaer.



Baron Bartholomew is the ruler of Rotselaer in the outback of the Bretonnian land. Rotselaer lies south of Quenelles. It's close to Rotselaer, a bit to the south east that the forest of Loren stops at the foot of "The Vaults". It's a harsh and dangerous piece of land at the borders of the kingdom Bretonnia. Many great battles are fought here and many heroes, one of whom is Bartholomew's father, gave their lives for the greater good.



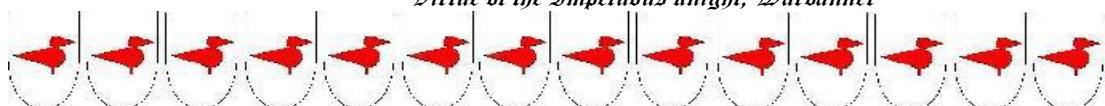


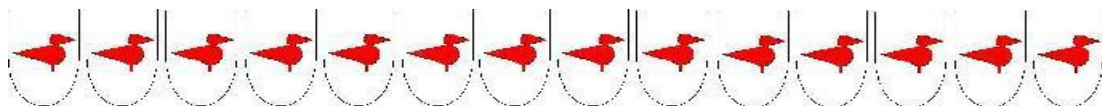
After returning from his successful search for the grail, he found his hometown raided and ruined. His father and brother died defending the town against foul and savage Beast men. After this Bartholomew became the Baron of Rotselaer and swore to rebuild this town and defend his villagers with his life.

	<i>M</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Id</i>	<i>Save</i>
<u>Bretonnian Lord:</u>	4	6	3	4	4	3	6	4	9	2+
<u>Barbed Bretonnian Warhorse:</u>	8	3	0	3	3	1	3	1	5	
<u>Equipment:</u>	<i>heavy armour, hand weapon, Lanc, shield</i>									
	<i>Grail Vow, Virtue of Heroisme, Sirens Locket</i>									

In the beginning the land was roamed by a lot of war bands. Baron Guillaume d'Hellicht from the neighbouring town Hellicht, a bit to the west, came several times to the rescue. Now when there is trouble in their region they fight side by side and Baron Guillaume carries proudly the armies Battle Standard.

	<i>M</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Id</i>	<i>Save</i>
<u>Bretonnian Paladin:</u>	4	5	3	4	4	2	5	3	8	3+
<u>Bretonnian Warhorse</u>	8	3	0	3	3	1	3	1	5	
<u>Equipment:</u>	<i>heavy armour, hand weapon, Grail bow</i>									
	<i>Virtue of the Impetuous knight, Warbanner</i>									





After several years Bartholomew found his Baroness, damsel Liebe daughter of Baron Guillaume. She practices the magic lore of life. She is not a great magicians but she can turn the tide in a battle when their men need it.

	<i>M</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>J</i>	<i>A</i>	<i>Id</i>	<i>Save</i>
Damsel	4	3	3	3	3	2	3	1	7	6+
Bretonnian Warhorse:	8	3	0	3	3	1	3	1	5	
Equipment:	hand weapon, Level 1, Lore of Life, Dispel Scroll									
	Aura of the Lady, Prayer Icon of Queenelles									

After a year Bartholomew got a son whom he named Bertrand. When Bertrand became sixteen he went on errantry task. During his errantry task he became horseless due to some vile beastmen killing the poor creature and so he had to pursue them on foot. When he caught them he left none alive. He returned to his father where he helps to defend the town and leads the Baron's men at arms into battle on foot. This is his quest to one day be shown the grail.

	<i>M</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>J</i>	<i>A</i>	<i>Id</i>	<i>Save</i>
Bretonnian Paladin:	4	5	3	4	4	2	5	3	8	4+

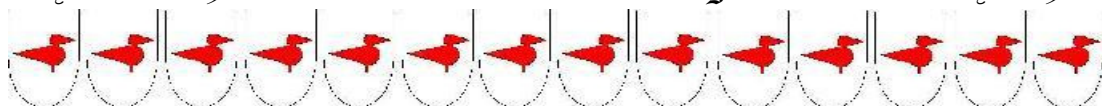


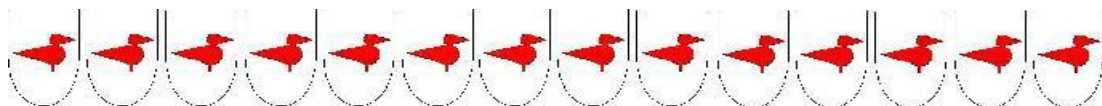
Equipment: heavy armour, hand weapon, great weapon
Questing Vow Questing Vow, shield, Virtue of Empathy

Baron Bartholomew also has a daughter who is called Libellia and together with her mother she also practices some sorcery.

	<i>M</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>J</i>	<i>A</i>	<i>Id</i>	<i>Save</i>
Damsel	4	3	3	3	3	2	3	1	7	6+
Bretonnian Warhorse:	8	3	0	3	3	1	3	1	5	
Equipment:	hand weapon, Level 1, Lore of Life									
	Aura of the Lady, Dispel Scroll, Dispel Scroll									

Because this part is so dangerous a lot of errant knights and questing knights are roaming around and are eager to prove them in honourable battle. After a few decades Baron Bartholomew and his people have not only rebuild the old town of Kotselaer but enlarged it tremendously. There





are still some encounters with the enemies of the kingdom but they are scarcer then before. Much is owed to the large amount of errant knights and questing knights who probed themselves against all the vile and treacherous enemies who came through the passes of The Vaults or the Forest of Loren to enslave Bretonnia.

	<i>M</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Id</i>	<i>Save</i>
<u>9 Knights Errant:</u>	4	3	3	3	3	1	3	1	7	2+
Champion:	4	3	3	3	3	1	3	2	7	2+
Barbed Bretonnian Warhorse:	8	3	0	3	3	1	3	1	5	
Equipment:	heavy armour, hand weapon, lance, shield standard bearer, musician Knight's Vow, Errantry Banner									

	<i>M</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Id</i>	<i>Save</i>
<u>9 Questing Knights:</u>	4	4	3	4	3	1	4	1	8	2+/3+
Champion:	4	4	3	4	3	1	4	2	8	2+/3+
Barbed Bretonnian Warhorse:	8	3	0	3	3	1	3	1	5	

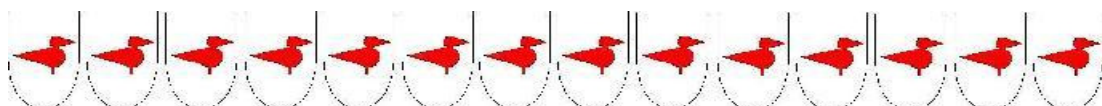


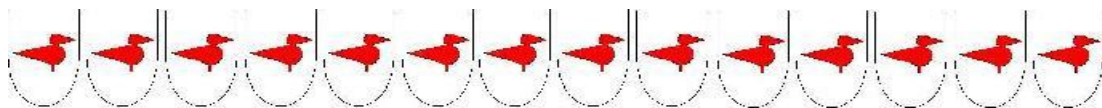
Equipment: heavy armour, hand weapon, great weapon, shield
Questing Vow Questing Vow, musician, standard bearer
 Valorous banner

A bit more upstream lies the village of Werchter famous for his wine and fromage made in the monastery. The friars not only make fine food but also accompany the villagers of Kotselaer into battle. Not only can they handle the pole arm, the infamous weapon of the Bretonnian peasant's but they are also handy with bow and arrow. And when the hour is neigh the legendary bowmen of Loren arrive led by Robert of the Hood.

	<i>M</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Id</i>	<i>Save</i>
<u>24 Men at Arms:</u>	4	2	2	3	3	1	3	1	5	5+/4+
Equipment:	hand weapon, shield, light armour, pole arm									
Peasant's Duty:	musician, standard bearer, peasant's duty									

	<i>M</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Id</i>	<i>Save</i>
<u>10 Peasant bowmen:</u>	4	2	3	3	3	1	3	1	5	
Equipment:	hand weapon, longbow, peasant's duty									





Standard Bearer *standard bearer, defensive stakes*

	<i>M</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>J</i>	<i>A</i>	<i>Id</i>	<i>Save</i>
10 Peasant bowmen:	4	2	3	3	3	1	3	1	5	

Equipment: *hand weapon, longbow, peasant's duty*

Musician: *musician, standard bearer, skirmish*

Now that greater Kotselaer is safer so more people come to live here and make new small peasant communities. Because there are more of these settlements more knights come here to protect such a settlement. Hereby the Baron can call in times of great need to these knights of the realm.

	<i>M</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>J</i>	<i>A</i>	<i>Id</i>	<i>Save</i>
6 Knights of the Realm:	4	4	3	3	3	1	3	1	8	2+
Champion:	4	4	3	3	3	1	3	2	8	2+
Barded Bretonnian Warhorse:	8	3	0	3	3	1	3	1	5	

Equipment: *heavy armour, hand weapon, lance, shield*

Knights Vow, standard bearer, musician

	<i>M</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>J</i>	<i>A</i>	<i>Id</i>	<i>Save</i>
6 Knights of the Realm:	4	4	3	3	3	1	3	1	8	2+
Champion:	4	4	3	3	3	1	3	2	8	2+
Barded Bretonnian Warhorse:	8	3	0	3	3	1	3	1	5	

Equipment: *heavy armour, hand weapon, lance, shield*

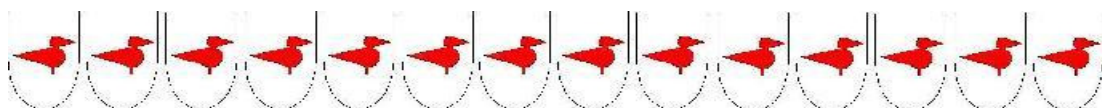
Knights Vow, standard bearer, musician

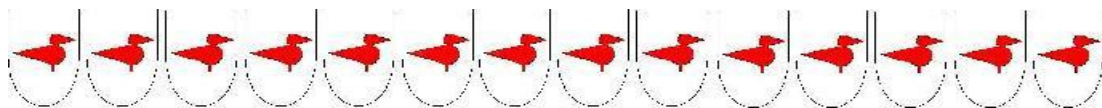
The Vaults lying in the south has a lot of Pegasus's flying there and some of the richer knights can maintain such a flying warhorse and ride it into battle. The flying cavalry of Kotselaer brings confusion in the ranks of the enemies and can sometimes tip the balance of a battle.

	<i>M</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>J</i>	<i>A</i>	<i>Id</i>	<i>Save</i>
5 Pegasus knights:	4	4	3	3	4	2	4	1	8	3+
Champion:	4	4	3	3	4	2	4	1	8	3+
Pegasus:	8	3	0	4			4	2	7	

Equipment: *heavy armour, hand weapon, lance, shield*

Knights Vow, musician, standard bearer





All these brave people form the backbone of the defending army of greater Kotselaer and guard this border part of Bretonnia. They are always present in times of distress or danger and will give their life for the safety of the kingdom. The only thing they hope for is the blessing of the Lady, which will help them in their task.

The heraldry of greater Kotselaer is the red duck on a white background. This is shown here below together with Baron Bartholomew's seal ring.

The seal of Kotselaer.

