

Baron Aldred of Goburn

(*Bonivant*)

Aldred is an interesting and compelling fellow indeed. He is a veteran of the Crusades and a capable Commander. His fiefdom is the largest in Albion, but is mostly inhospitable fenland and dense forest. His neighbours include the enigmatic 'Elfin' Earl Montombre and the aggressive Baron Grisaille of Wincaster. He strongly polarises the opinions of his peers, and his influence across Albish society is much higher than his feudal position suggests.

Aldred is a giant of a man, standing six feet tall and broad shouldered. He has a shock of brown hair, with a great bushy beard, his green eyes sparkling with intellect. Even in his 50s, he is an imposing figure, matched by his indefatigable nature and booming voice. Aldred does not suffer fools gladly, however, and has been known to settle an argument in the Lists rather than using more diplomatic means. The council of the Lady Elise, and his observance of the True Faith, have often soothed his temper.

Aldred is a devoted husband and Lady Elise has borne him three healthy sons. Almeric is the apple of Aldred's eye, but the eldest son and heir is impetuous and arrogant in equal share. Aldred is both enthusiastic and disappointed with his eldest son at the same time. Surely the only way that Gorburn can survive and flourish amid the conspiratorial machinations of Montombre and Grisaille is for Almeric to reach his full potential quickly.

Whenever I picture Aldred in my mind, the image of Brian Blessed is indelibly burned there. A subtle blend of Prince Vultan from Flash Gordon and King Richard IV from Blackadder reflect how I imagine Aldred perfectly. A wily old warrior, too clever to be lured into a trap, but too stubborn to refuse the opportunity of a good fight. His sense of survival is balanced by his sincere faith, profound sense of honour, good humour, and courage.

BARON ALDRED OF GOBURN		Rank 8 Knight ¹⁾	
ATTACK	22	Sword +1 ²⁾ (d8 +1, 5)	
DEFENCE	16	Master Plate (AF 6)	
MAGICAL ATTACK	N/A	Magic Points	None
MAGICAL DEFENCE	11 (13 ³⁾)	Health Points	20
EVASION	5	Movement	10m (20m)
STEALTH	15	PERCEPTION	8 (Normal)
Strength 14; Reflexes 12; Intelligence 16; Psychic Talent 10; Looks 13			

Abilities: Ride Warhorse, Armour Expert, Track, Iron Will, Intimidation, Silent Signal, Prepared Ambush, Inspirational Leadership. Languages: Elleslandic (Native), Chaubrette (Intermediate), Kurlish (Basic), Bacchile (Basic). Aldred is literate in all these languages. Equipment: Aldred has amassed a variety of weapons and armour from his previous campaigns. At any given time he is carrying; a +1 Sword (d8 +1, 5) made for Aldred by Malcolm the Smith of Pillarton, a Plate harness made by the Master Craftsman of Starfall (AF 6), which is twice as thick as most plate but without the weight encumbrance, giving a non-magical bonus, Heater Shield with the Arms of Gorburn, a Dagger (d4, 3), a Purse of 50 Florins, and his personal Signet Ring of the House of Gorburn.

Other items of note include the Golden Spear of Garambar +2 (2d4 +2, 6).

This is the spear seen in 'The Sins of the Father' and is kept locked away in the castle vault until Almeric 'borrows' it.

The vault in Castle Gorburn contains a few thousand florins.

This article first appeared in [Casket of Fays Issue 4](#).

1)

On the Commander Pathway

2)

Magical bonuses to ATTACK And DEFENCE have not been applied

3)

From Iron Will

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