

## Tilean

Those princes who hail from Tilea are normally mercenaries, so Tilean characteristics and mercenary ones are hard to differentiate. They are very likely to honour Myrmidia and almost invariably centre their realm on the largest settlement in the area. Most encourage traders in that settlement to form a guild of merchants and proclaim the wealth and culture of their lands. Hardly any get beyond proclaiming wealth and culture, however.

## Other

Lords of the Border Princes can be from anywhere at all, and some of them left home to get away from everything to do with their culture. Thus, this background can influence the prince in any way you choose.

## STRENGTH OF PRINCES

The default prince statistics given are for a prince who has just completed his third career. This is the most common level; characters who have managed to survive to enter a fourth career

**TABLE 2-3: CURRENT PRINCE CAREER**

Roll	Career
01-05	First
06-15	Second
16-60	Third
61-90	Fourth
91-97	Fifth
98-100	Sixth or later

**TABLE 2-4: PRINCE STAGE OF CAREER**

Roll	Career Stage
1	Just started
2-5	About one-third completed
6-9	About two-thirds completed
10	Completed

**TABLE 2-5: PRINCELY GOALS**

Roll	Goal
1	By My Command
2	Marvel At My Wondrousness
3-4	It Must Be Mine!
5	For The Love Of The Children
6	I Am An Individual
7	Give Me Liberty, Or Give Me A Moment To Run Away
8-9	This Power Is Mine
10	Money Can Too Buy Happiness

are rare in any case, while characters before their third careers do not generally have the personal abilities necessary to seize power in an area as disorganized as the Border Princes.

You might, however, find it more realistic to have several princes at differing stages of their careers. There is no space in this book to provide sample statistics for all those possibilities, but they are not too difficult to generate. **Tables 2-3** and **2-4** allow you to generate the level of a prince randomly.

Some results need careful thought. In particular, if a prince is only in his first career, you need to give some consideration to how he managed to gain power and to what he is going to do to maintain it.

## UNUSUAL PRINCES

**Tables 2-3** and **2-4** generate typical princes, the type that can be found across the Border Princes. However, you might want to make one of the princes in your area unique. He is almost certainly the only prince of this type in the whole region, so adding him to the tables is inappropriate. In addition, you should not have more than one unique prince in a region, as that makes them seem more normal than they should be.

A unique prince can be almost anything you can think of, but the following are some options.

### Chaos Servitor

A Chaos Warrior or Sorcerer rules the area. Normal princes may be secret servants of the Ruinous Powers; this prince serves the Dark Gods quite openly.

### Daemon

A Daemon has found a way to stay in this world and rules a principality. The region under its influence is a festering pit of corruption, literally if the Daemon serves Nurgle, but the creature is not strong enough to take on all of its neighbours at once. Thus, it plays them off against one another in ways depending on its nature.

### Monster

Some non-humanoid monster rules the principality. It needs to be intelligent, such as an Ogre, Werecreature or Dragon..

### Mysterious Origins

The prince has come from somewhere beyond the Old World, such as Araby, Ind, or even far off Cathay. He might proclaim his origins openly or keep them a deep secret; either way, few people really know what it means to be Arabyan, or whatever. Such people often look quite different from inhabitants of the Old World, having strange-coloured skin and odd hair, which means that many people think them Mutants. Some of them might be Mutants who have just managed to convince others that two mouths are normal where they come from.

### Undead

The prince is an intelligent Undead monster. There are a number of Undead scattered around the region, but most are not interested in ruling a fief with Human subjects. Occasionally, however, one takes inspiration from the von Carsteins.



## PERSONALITY

Princes have unique personalities, and these personalities affect the way they interact with the people around them. This section only covers the basics, but it may be all you need to generate before you begin play. The prince, like all characters, will either develop as you play him or will be such a peripheral character that he doesn't need to be developed. The basic princely personality is defined by three features: goal, principles, and style. As usual, there are tables to roll on to determine the features of the prince's personality.

### GOALS

The prince's goal is what he wants. His plans aim towards that goal, and he is willing to sacrifice other things to that end.

#### By My Command

The prince wants to be able to tell his subjects to do anything or suffer anything and have it happen without question. He may even deliberately make them miserable because they would not do that by themselves, only because he told them to. This means making opposition to him seem utterly futile, at least for his subjects.

#### Marvel at My Wondrousness

Honour, glory, and praise, the prince wants it all. He wants people to know about his great deeds and to give him at least as much credit as he thinks he deserves. Power gained secretly or preserved through being inconspicuous is of no value to him whatsoever.

#### It Must Be Mine!

The prince wants to rule a large nation. Something the size of the Empire would be a good start. Of course, what he has is nearer the size of a pocket handkerchief, so he is constantly eyeing his neighbours and watching for signs of weakness. He is willing to risk his current position in order to become stronger.

#### For The Love of the Children

The prince wants to pass his rule on to his children, and have it passed on to their sons after them, and so on, forever. In practical terms, he just wants to ensure that he can pass it on to his offspring. That means having a child and heir and having a realm solid enough that it can cope with a change of ruler.

#### I Am an Individual

The ruler wants to be able to do whatever he wants. This is not quite the same as absolute power, as he does not care what the peasants do when off by themselves. He does, however, want immediate acquiescence in every one of his personal wishes, no matter how strange.

#### Give Me Liberty, or Give Me a Moment to Run Away

The prince wants to survive. Obviously, all princes want this to a certain extent. Most of them want something else more, however, or they would have settled for a quiet job as a pig farmer in Wissenland, rather than come to the Border Princes. A few, however, come to value their skins more than anything else as a result of their experiences in the Borderlands.