

Chivalry and Sorcery™



Adventure Module

Creag Hill



foreword

Welcome, to Creag Hill one of the new adventures for *Chivalry & Sorcery 5th Edition*.

This is the first of our historical adventures and was written by Paul "Wiggy" Wade-Williams some years ago for us, but 5th edition has breathed new life into it. We hope to bring other small adventures from Pauls pen in the coming months.

So good reading and fun gaming ...

Steve Turner

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Brittannia Game Designs and the designers of C&S 5th Edition celebrate diversity among gamers and in our games. In this edition of the classic medieval fantasy game we encourage you to break away from the bland white, male Middle Ages of yesteryear and make your game as rich and varied as the Middle Ages really were.

If this does not reflect your vision of the Middle Ages, this is not the game for you.

Cover artwork by Andrew Hepworth coloured by Gordon Napier

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ANDERIAN DESIGNS

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The Legacy of Creag Hill

Gamemaster's Notes

This adventure deals with the sudden mental illness of a local knight, Sir Stephen, Lord of Briwtun (Bruton), who rode out to a nearby hill to capture a group of bandits, and the sudden disappearance of the knights who accompanied him. An ancient and malevolent faerie guardian stands sentinel over the hill and still performs its appointed task after nearly 1500 years. The guardian presents a tough challenge to any group of characters.

Curing Sir Stephen of his madness is not the immediate goal of this adventure; it is defeating the bandits is. Trying to cure the illness that affects the Lord of Briwtun may involve many trips to Creag (Creech) Hill and even visits to druids.

Although having a character with noble status can make the character's life easier it is not absolutely necessary. If there is at least one such character in the group then use the standard introduction below. Otherwise, use the alternate notes on how to introduce the characters to the plot.

A small band of characters of Levels 1 - 4 should be able to handle this adventure with a modicum of effort. The adventure is set in Somerset during the early part of the 13th century, but can easily be transposed to any campaign world with little effort.

Historical Note

The black guardian of Creag Hill is a real legend in Somerset, England. The temple no longer stands on the hill, nor can its foundations be seen, but archaeological work has revealed that the hill was used up to and including Saxon times. Some finds can be found in Bruton Museum and further information about the legend can be found by contacting <https://www.brutonmuseum.org.uk/>

The Scenario

Introduction

Read or paraphrase the following:

Note: If using your own campaign, use a suitable NPC.

Whilst resting at a friend's manor house in rural Somerset, the tranquillity of the characters' evening meal is disturbed by the constable for the market-town of Briwtun, which lies just off the main highway between London and Exeter. He is banging on the manor's door as if the Devil himself is hounding him.

The porter of the manor answers the door and enquiries about the constable's business. From where the characters are gathered in the Great Hall they can hear approaching footsteps and the porter say, "You'd better come in and speak to my Lord about this".

A few moments later the porter enters the Great Hall, apologises for disturbing the Lord and his guests, and introduces the constable of Briwtun, Glyn the Stout. The constable is a large set individual and is well over six feet in height, tall for people of this age. His weathered face sports a neatly trimmed beard and deep-set, steel blue eyes peer out from under his long hair. He is dressed in dirty leather armour and is visibly out of breath. He carries no weapon, having left his spear at the front door.

The constable bows politely, steadies himself mentally and then begins to speak to the assembled characters.

"My lords, I beg your pardon for disturbing you at so late an hour," he begins whilst still gasping for breath. "I apologise if my speech is flustered, but I have ridden hard without stopping for food nor sleep from the town of Briwtun, for I know that the news I bring will be of most import to your ears. My lord's wife, the fair Lady Rowena, did send me with news and an urgent request.

"Bandits have been plaguing the road just outside of Briwtun and my lord, Sir Stephen of Briwtun, believed them to be camped out on a hill just above the town. He rode forth five days ago with his three vassal knights to bring the bandits to justice. Nothing was seen of them for two days, until a farmer came to my house with a most worried look upon his face and urged me to follow him.

"When we got to the spot where the farmer was digging his crops I saw poor Sir Stephen lying there in the filth and muck laughing like a madman. His armour was all dirty but I could see that he was not wounded at all. He had lost his sword and shield, and I could see no sign of his horse. There was neither sign of the other knights, nor their horses either. We took Sir Stephen back to his manor house and called for the village priest, Brother Justinus, to come and tend to him. My mistress then charged me to travel here and bring you this news. Other lords have been asked to help, but all have declined.

"Begging your lords' pardon for speaking so foolishly, but there is an old legend amongst the farmers who live near the hill that an evil monster dwells on the top. Lord Stephen, being a good Christian man, never paid it much attention. Some say that the same night Sir Stephen left the manor, the beast was seen performing its strange dance atop the hill. The Lady Rowena beseeches you Sirs in the name of merciful God, please come and aid us in finding out what happened to my master, and what has become of his knights."

The characters may know something of Sir Stephen. Have each character make a Regional History & Legend lore skill roll (substitute "Local" if the character lives within 20 miles of Briwtun - Gamemaster's discretion if this is not being played in Somerset).

Skills Check

Skill Used: Regional/National History & Legend lore p185
or Local History & Legend if brought up within 20 miles

Achieving: Good relations with Lady Rowena

How long: 3 min

TSC% Mods

Character has lived in local area for some time: +25% or

Success Crit:

01 - 08 The character knows that Sir Stephen is a loyal support of the king and has fought at his side before.

09 - 10 The character knows that Sir Stephen is a loyal supporter of the king and has fought with him on the Crusades. He also has an unbetrothed daughter

Failure Crit:

01-09 The character has never heard of Sir Stephen.

10 The character mistakenly believes that Sir Stephen only follows the king in word and not spirit and has plotted against him in the past.

Consequences:

Misjudgement of Sir Stephen's relationship to the King could severely taint any further interactions, especially from loyal Knightly or Noble characters.

Actually, Sir Stephen is a generous man, treats his peasants fairly and rules his lands wisely. Whilst not exceptionally wealthy, he maintains a modest manor and has three vassal knights in his permanent service, each with their own manor on Sir Stephen's lands. Aiding him could certainly do no harm to the characters' reputations.

The town of Briwtun should be around two days gentle ride from the characters' current location and Glyn the Stout asks to travel back with the characters; to guide them as much as secure protection from bandits and wild beasts. The hill that the constable refers to is known locally as Creag Hill and it is indeed haunted.

Alternative Introduction

If none of the characters are knights or nobles, they have little reason to be dining in a lord's manor house. However, since all characters have a feudal lord, whether they support him or not, getting them there should be fairly easy.

They may be carrying a message for him and have been invited to stay, or they may have been sent to aid the lord in repaying a debt. Whatever the reason, it needs to be for friendly reasons and one that allows the characters to stay overnight. The reason itself should not require an adventure, or the characters are unlikely to enter this adventure (unless this is their last night before they leave for home).

What Really Happened to Sir Stephen?

Sir Stephen and his three vassal knights left his manor house late in the afternoon, planning to surprise the bandits when they returned to their camp after a day's villainy. However, the bandit camp was not on the hill as Sir Stephen had presumed. Seeing the remains of the old temple that stands on the summit of Creag Hill, Sir Stephen decided that whilst he and his men were here they would explore the place anyway. These were his lands, but he had never had reason to visit the hill. Chances are, he reasoned, the bandits may have been here recently and left signs of their camp.

As night began to fall and, having found nothing of interest, the knights were preparing to leave for the comfort of their manors when the guardian of the hill appeared and attacked the group. Driven insane by the beast, Sir Stephen ran off into the night, dropping his weapons and leaving his horse. The other knights managed to flee from the creature with their wits barely intact but were ambushed by the bandits on their way back to Briwtun. In their panicked state the knights were easily despatched.

Sir Stephen, by now a gibbering wreck, wandered aimlessly around the edge of the hill for a day and a night before collapsing in the farmer's field where he was later found.

Sir Stephen's Manor

The journey to Briwtun should be fairly uneventful, unless the Gamemaster wishes to prepare an encounter or two in advance.

On arriving at the manor house, the characters are met by Maurice, Sir Stephen's butler, who greets them, has their horses lead to the stables, and welcomes them inside for food. He does not yet know who the characters are or why they are at the manor, but he is following standard custom by offering the characters hospitality. He is polite but a little reserved with his information. Any character who has the special ability Sense Auras, will notice that the butler seems suspicious of the characters, but not overly so. Only when he is told that the characters are at the manor in answer to the request for aid sent by Lady Rowena does he relax and speak more freely.

Read or paraphrase the following:

When you arrive at the manor house of Sir Stephen and Lady Rowena, their butler, Maurice, meets you at the entrance. He politely arranges for your horses to be taken care of but seems a little reserved in his greeting. Glyn then approaches him and quietly whispers in his ear. Maurice smiles and looks greatly relieved. As he takes your travelling cloaks he says, "I shall inform my mistress of your arrival whilst you freshen up. I am sure that she will be with you shortly. Unfortunately," he adds, "my lord is still bed-ridden and cannot come down to welcome you personally although I am sure that in his heart he thanks you. If you wish, hot water and clean clothes can be made available to you".

Conducting Interviews

Whilst at the manor the characters have chance to speak with some of the occupants, in the hope of gaining useful information, both any they meet prior to being greeted by Lady Rowena, or afterwards. Major personalities include the following but feel free to include any others you think will enhance the players' enjoyment of the adventure.

Note: Stats for all of the following major NPC's can be found in *Appendix A – NPC Stats*.

Lady Rowena

Maurice informs Sir Stephen's wife, the attractive Lady Rowena, of the characters' arrival. Lady Rowena is a tall, slender woman of strong Celtic blood whose clothing accentuates her perfect figure. Her red hair is kept neatly up in a bun. As a young woman she had many suitors and enjoyed flirting with attractive young knights, but now she is devoted to her family.

Read or paraphrase the following:

She greets the characters in the Great Hall whilst they dine. "Brave men of the realm, I thank you most kindly for offering your services so quickly. It is reassuring to know that in moments of need there are fellows who would so speedily aid a lady in distress. As you are no doubt aware, my husband suffers from an unknown malady and his vassal knights have disappeared. You are most welcome to stay at the manor house whilst you make your enquiries into my husband's sudden ill health and the disappearance of our loyal retainers. I insist that during this time you eat at my Lord's table, which, alas, is deserted except for myself. It would be my Lord's wish."

The manor is clean although it does not speak of immense wealth. The rooms at the manor are spartan in their furnishings but are comfortable and the food and wine is of good quality.

Lady Rowena has no idea what happened to her husband whilst he was hunting the bandits. If questioned she merely answers, "When my husband left here with his knights he was in good spirits and anticipated being home before nightfall."

If the characters know or have learnt of Lady Rowena's daughter and mention her in conversation, Lady Rowena is immediately put on her guard and she begins to doubt the veracity of the characters' claims to be here to aid her husband. After all, there is no reason for the characters to bring her daughter into a conversation, especially since they are strangers to Briwtun. Have the characters make Courtly Manners or Diplomacy & Politics rolls (their choice) before they ask such a question.

Skills Check

Skill Used: Courtly Manners p195, or Diplomacy & Politics p163

Achieving: Good relations with Lady Rowena

How long: 3 min

TSC% Mods

Character has children: +10% or

Success Crit:

01 - 10 The character knows that openly asking about a host's daughter is bad etiquette, unless you know the host well.

Failure Crit:

01-09 The character does not know enough regarding etiquette to understand, if asking about the daughter is wrong or not and has to make up his own mind.

10 The character makes a complete fool of himself by asking if he can see Lady Rowena's daughter.

Consequences:

Any future dealings with Lady Rowena will need to be through a trusted third party. Inquiring characters are informed icily that her daughter is currently at Sarum (Salisbury). Wiser characters find out information about the young lady by subtler questioning of the manor staff.



Characters who wish to learn more should make a Charm or Hearing Rumours skill roll, depending on whether they openly ask the staff or merely listen to conversations.

Skills Check

Skill Used: Charm p161 or Hearing Rumours p208

How long: 15 min

Achieving: Finding the scuttlebutt

TSC% Mods

None

Success Crit:

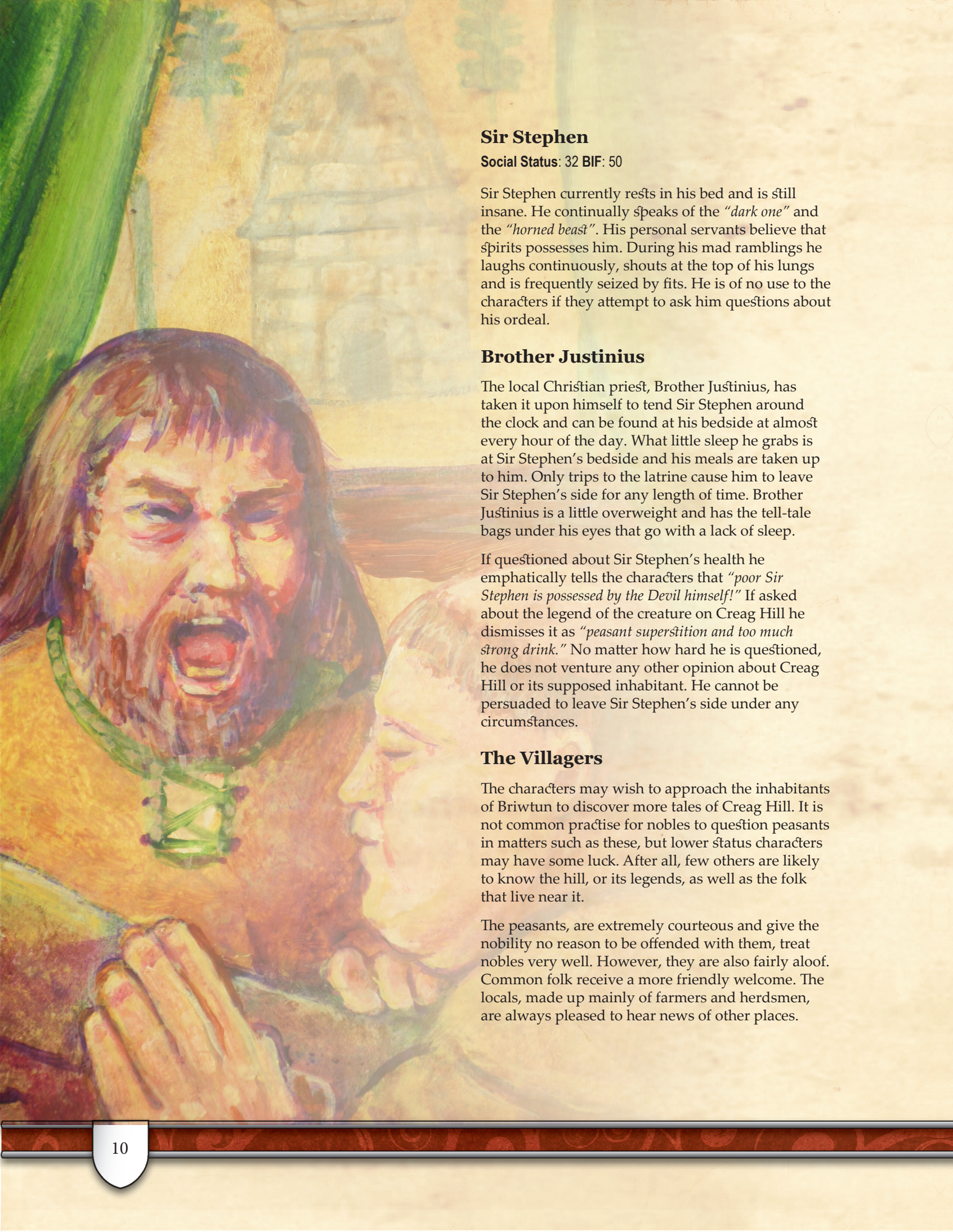
01 - 08 The character learns that the girl is called Madeline and is currently staying in Sarum with friends.

09 - 10 The character discovers that Lady Rowena's daughter, Madeline, is staying with the Earl of Sarum, Sir Stephen's cousin, and that Lady Rowena is extremely protective of her.

Failure Crit:

01-09 The character simply learns that the daughter is not at home.

10 The character completely misunderstands anything he hears and believes that her mother is holding the girl captive in one of the towers of the manor house.



Sir Stephen

Social Status: 32 **BIF:** 50

Sir Stephen currently rests in his bed and is still insane. He continually speaks of the “dark one” and the “horned beast”. His personal servants believe that spirits possesses him. During his mad ramblings he laughs continuously, shouts at the top of his lungs and is frequently seized by fits. He is of no use to the characters if they attempt to ask him questions about his ordeal.

Brother Justinus

The local Christian priest, Brother Justinus, has taken it upon himself to tend Sir Stephen around the clock and can be found at his bedside at almost every hour of the day. What little sleep he grabs is at Sir Stephen’s bedside and his meals are taken up to him. Only trips to the latrine cause him to leave Sir Stephen’s side for any length of time. Brother Justinus is a little overweight and has the tell-tale bags under his eyes that go with a lack of sleep.

If questioned about Sir Stephen’s health he emphatically tells the characters that “*poor Sir Stephen is possessed by the Devil himself!*” If asked about the legend of the creature on Creag Hill he dismisses it as “*peasant superstition and too much strong drink.*” No matter how hard he is questioned, he does not venture any other opinion about Creag Hill or its supposed inhabitant. He cannot be persuaded to leave Sir Stephen’s side under any circumstances.

The Villagers

The characters may wish to approach the inhabitants of Briwtun to discover more tales of Creag Hill. It is not common practise for nobles to question peasants in matters such as these, but lower status characters may have some luck. After all, few others are likely to know the hill, or its legends, as well as the folk that live near it.

The peasants, are extremely courteous and give the nobility no reason to be offended with them, treat nobles very well. However, they are also fairly aloof. Common folk receive a more friendly welcome. The locals, made up mainly of farmers and herdsmen, are always pleased to hear news of other places.

Characters who question the peasants about legends concerning the hill may attempt an appropriate social skill, such as Charm. Intimidating a lord's peasants is not considered good practise and any strong-arm tactics get reported to Lady Rowena who will make her displeasure known. Characters who wish to use their own skills should use Regional History & Legend (or Local if they live within 20 miles) skill, but suffer a penalty of -20% as the stories are not that well known outside of Briwtun and its environs.

If talking to the locals, noble characters suffer a penalty of -1 to their Crit Die, whereas pagans or those openly displaying pagan signs (such as Witches or Druids) receive a +1 bonus. Both modifiers apply whether the roll is successful or not.

Skills Check

Skill Used: Charm p161 or Regional/National History & Legend lore p185

Achieving: Finding the scuttlebutt

How long: 1 hour

TSC% Mods

Distance : -20%

Noble: -1 to Crit Die

Pagan: +1 to Crit Die

Success Crit:

01 - 08 The character is told that a monster lives on the hill, but it only comes out at night.

09 - 10 The character is told that a nocturnal faerie guardian resides on the hill and that there is an old temple there as well, in which stands a statue whose blood can cure the sick.

Failure Crit:

01-09 The character only learns that a monster guards the hill.

10 The character offends some local lads and the situation needs to be defused before a scuffle breaks out. If the character is making a Regional History & Legend (or Local) skill roll, he remembers that a dragon lives on the hill.

Consequences:

Possible fist fight breaks out

Creag Hill

Creag Hill is a long wooded hill situated approximately two miles north west of the market town of Briwtun, which is in east Somerset. The hill is one of the tallest in Somerset and can be seen from Glastanbeorg (Glastonbury) Tor and Cadaerborgh (Cadbury) Castle.



The hill, according to local history and superstition, is haunted by a maniacal, large black figure that is often seen bounding around the hilltop at night. The locals do not venture onto the hill after sunset, save for the direst of circumstances. On the summit of the hill stand the remains of an old Roman temple.

The hilltop is some 215 feet higher than the surrounding landscape and is only twelve feet wide at the top, where it is relatively flat. An overgrown but passable trail leads up the hill and passes along the entire length of the summit. From the summit, the hill slopes away steeply to each side before it begins to level out into farmland. The north side is considerably steeper than the south side, although a little-used track winds down it. The hill is only lightly wooded, but the amount of ground ivy, nettles and other such vegetation, the ground cover is extremely thick, over two feet high in places, making travel difficult.

During the autumn and winter, rain makes the ground very slippery, and it is easy to lose one's footing. Horses have great difficulty climbing the hill by any route other than one of the two trails (Animal Riding rolls suffer a penalty of -30% and with Crit Die 01 the horse breaks a leg). In the winter months, a light mist seems to hang over the top of the hill, adding to the peculiar atmosphere.



Characters who make a successful Alertness: Sight roll may notice that whilst birds can be seen nestling in the trees and occasionally walking along the ground foraging for food, there is no sign of any actual ground animal life, such as badgers, voles or rabbits.

Note: If a character has the skill Tracking Prey, he may add his PSF% in this skill as a bonus to his Alertness: Sight skill roll.

Upon the hilltop there once stood a temple to the Celtic stag god, Cernunnos. When the Romans invaded Britain in the 1st century AD they took over the site, built their own temple on top of the existing one and continued to worship Cernunnos, although in the changed form of the Romanized stag-headed god, Silvanus.

Given that the Romans only vacated the British Isles comparatively recently, it is perhaps not surprising that the temple is virtually intact. The elements have done some minor damage to the outer walls of the building and ivy now covers much of the stonework, but, all things considered, it has fared very well.

The Hill by Night

At night, the hill is a much more daunting place. The undergrowth seems thicker and the trees appear to bunch together, making passage seem even more difficult than it already is in the daylight. The air temperature is also noticeably colder than elsewhere in the area, sometimes by several degrees. The characters certainly notice how their breath seems suddenly frosty when they are on the hill.

Skills Check

Skill Used: Faerie Lore p214

Achieving: Identification of the Guardian

How long: Instant

TSC% Mods

Character has Elven Blood +30%

Success Crit:

01 - 08 The character recognises the creature as an UnSeelie faerie guardian.

09 - 10 The character knows that whilst the creature, an UnSeelie faerie guardian, is unlikely to cause physical harm it will have dark powers at its disposal.

Failure Crit:

01-09 The character has no idea what the creature is.

10 The character mistakenly believes the creature to be a banshee.

Consequences:

Applying the wrong information could give away advantages to the guardian.



Anyone remaining on or near the hill for more than a few minutes hears footsteps behind them, although no one can be seen. Distant, cackling laughter can also be heard on moonless nights.

During the hours of darkness the guardian prowls the hilltop, looking for those who would trespass upon the site that it has been bound to protect. Adventuring characters are considered as fair game to the guardian in the same way as unarmed peasants are.

The guardian gives anybody trespassing thirty minutes to be gone from the hill before it materialises and begins to torment them. It gives no warning to trespassers that they are on a time restriction, neither does it warn them of its impending arrival. Once started, only the coming of dawn or the trespassers leaving the hill stops it tormenting them further. In the latter case this is not always enough, as the creature delights in the terror it causes.

Upon seeing the guardian, the characters may recognise it from general legends and superstitions. Have each make a Faerie Lore roll.

The Roman Temple

Description

The temple itself is divided into two sections. The outer most section was open to the public and allowed them somewhere to pray in peace and to discuss matters that troubled them with the priests. The inner area, known as the sanctum, which houses a statue of the god, was open only to the priests who attended the temple. Members of the public were forbidden from entering the sanctum on penalty of flogging.

The inner walls and floor of the temple sanctum are covered in mosaics depicting mundane scenes. Although weathering and plant growth have damaged some of the mosaics, they are still clearly discernible. Each mosaic had a specific meaning, mostly for propaganda purposes, to the priests who designed them. Although the mosaics have no relevance to the adventure, they are included as a red herring.

The north wall mosaic depicts a legion of Roman legionnaires travelling down a paved road. This signified the strength of Rome and its armies and also showed that the Roman army could quickly reach anywhere it wanted.

The east wall mosaic shows a band of Romans hunting a wild boar and was designed to show that the Romans were lovers of sport as well as fighting. In some respects it also shows the Roman's mastery of nature.

The southern wall mosaic shows a collection of non-Romans offering gifts to a Roman lord, signifying that the local people adored their Roman overlords. This was not always true but this was of little concern to the priests who designed it.

The west wall mosaic shows a group of priests dressed completely in white and holding hands to form a ring whilst a naked man stands in the middle. This is actually a representation of an old Roman healing rite once performed at the temple.

The floor of the temple is covered in an ornate mosaic floor, but it is cracked and beginning to crumble where plants have forced their way through the ground.

A slightly damaged stone statue of the horned god Silvanus stands in the centre of the inner sanctum, his arms spread wide, facing the rising sun. The face of the statue is carved so the god seems to be glaring at those who would dare to enter his sanctum.

Pagan-oriented or well learned characters (Gamemaster's call) that see the statue may recognise it.

Skills Check

Skill Used: Theology p230

Achieving: Identification of Statue

How long: Instant

TSC% Mods

Christian: -30%

Success Crit:

01 - 09 The character recognises it as a Romano-Celtic god, but cannot remember which one.

10 The character recognises the statue as a Roman representation of the Celtic god, Cernunnos, the god of wild nature.

Failure Crit:

01-09 The character does not recognise the god.

10 The character mistakes it for the Roman god, Jupiter, who is often depicted as wearing horns.

The Temple's Secret

This secret is known to the locals and is cause for great celebration twice a year. Each spring, on the High Holy Day of Silvanus, (July 13 western or July 30 eastern) blood drips from the statue's chest, where the heart would be in a normal man. On mid-winter's day the statue cries tears of water. No logical explanation can be found for this phenomenon.

The current locals know of this miraculous event, and some even come to watch it unfold over the course of the day, although they keep it a secret in case the Christian priests ever hear of it and destroy the statue. It is said that the blood and water can be used to heal sick animals and plants, as well as humans. Enough blood or water flows to fill a typical one-pint drinking flagon. The blood or water has to be prepared (MR reduced to Enchanted) before it can be used and both contain powerful magicks, but only appear once per year.

Aside from its uses in other potions and spells, each has two very specific powers. If the blood is used in a healing potion, it increases the caster's ML by +2 (for the effects of the potion only). If the water is used in a potion containing the Plant Magick spells Demeter's Touch or Blessings of Danu, any crops sprinkled with it are exceptionally healthy the following harvest (usual spell effect plus a bonus of +10% to PSF% in Field Crops, Fruit Crops, Vegetable Crops or Viniculture rolls and a bonus of +1 to the Crit Die).

Of course, using bodily fluids from a pagan god is an ungodly act and Christian characters may balk at physically having to drink or use potions etc. which contain these. Christian characters must test their Piety if they wish to use any of the liquids.

If the characters somehow discover the healing powers of the blood or tears, they may use either to cure Sir Stephen of his madness. Once again, Christians may refuse to allow a good follower of the faith to be healed by such pagan methods so some form of persuasion or guile might be needed.

New Magical Materials

Blood of Cernunnos: Earth, MRF 5, ½ pint: Healing; Purification; Exorcism

Tears of Cernunnos: Earth, MRF 5, ½ pint: Plant Growth; Plants; Fertility

New Spell

Blessings of Danu

Magick Resistance: MR 7
Fatigue Cost: 13 FP
Casting Time: Ritual (3 days)
Range: 7 acres x ML
Duration: 1 season

Known by many names, this spell affects the growth rate and yield of plants. Plants yield triple their normal crops and are resistant to drought and disease. The spell can be cast on a particular group of plants only once per season.

The Bandits' Camp

As can be seen on the Gamemaster's map, the bandits' camp actually lies some five miles to the north of Creag Hill and is situated just off the trail. By following the trail from Creag Hill the characters can easily discover the camp.

The camp is actually little more than three makeshift shelters constructed from leaves and branches, and a small fire-pit with several cooking pots near it. Under a tarpaulin in the largest shelter is the bandits' acquired booty. They plan to sell most of it in Dorsetshire, where they know it will fetch a good price. They had originally planned to leave for Dorsetshire after killing Sir Stephen's knights, but after coming up with the plan to impersonate the knights, they now plan to stay in the area until things become too dangerous for them. The booty is worth a total of 142 Crowns and any characters taking it for personal gain are technically stealing.

If the booty is searched, the characters will find no sign of any weapons, armour or shields that could belong to Sir Stephen's missing knights. The reason for this is that the bandits are using it as part of their plan. They are posing as knights guarding the road to Briwtun and are then robbing travellers and merchants who pass that way.

The Bandits

How Many!?

During the day there are no bandits at the camp; they are all out robbing innocent travellers. As evening settles in they return to the area to check the snare traps they have set. They cook and eat any game they have caught, whilst inspecting the booty gained that day. This takes about two hours and two bandits are on watch at all times.



During the night the bandits take watch in pairs, swapping every three hours. If they see or hear anything they instantly shout to warn their colleagues. After killing three knights they know that they are hunted men and take no chances.

The dead knights' stolen horses (light warhorses) are tethered to a tree on the edge of camp and whilst the bandits obviously keep an eye on them, they are not especially protected or watched. Anyone trying to free the horses quietly needs to calm them as they are jittery. A successful Animal Training, Drover or Calm & Attract Animals skill roll is required; both of which will be at a penalty of -10%.

Skills Check

Skill Used: Animal Training p152 or Drover p150 or a Calm & Attract Animals p196

Achieving: Free the horses in a quiet and calm manner

How long: 1 min

TSC% Mods

Animals are already uneasy -10%

Success Crit:

01 - 10 The animals remain quiet whilst approached.

Failure Crit:

01-09 The horses whinny at the character's approach. Allow the bandit sentries to make an Alertness: Sound roll to notice this..

10 The horses go berserk and try to bolt. The guards automatically hear this and come to investigate, after waking their comrades.

Consequences:

The horses give away the characters presence, possibly even injuring the characters if they go berserk.

Skills Check

Skill Used: Heraldry p195

Achieving: Correct interaction with NPC's based on knowledge of their heraldic achievement displayed.

How long: Instant

TSC% Mods

Familiarity: +10%

Success Crit:

01 - 10 The character spots that the knights' shields bear the crest of Sir Stephen.

Failure Crit:

01-09 The character does not recognise the device, but it looks familiar..

10 The character believes the shields bear the crest of one of the character's (or his Lord's) allies.

Consequences:

If the characters successfully recognise the device they realise that since Sir Stephen only has three knights in his service, these must be the ones that rode onto the hill with him.

Once the two groups are close enough to see each other's faces clearly, the characters see that the "knights" are somewhat dirty and unshaven. If the characters ask the "knights" any questions referring to Sir Stephen or their service with him they attack immediately. They realise they have been rumbled and know that being caught now would mean a painful death.

However, if the characters ask what the "knights" are doing on the road they merely say that they are "guarding the road from bandits". Likewise, asking where they come from elicits only the vague answer of "around here". The bandits try to be as vague as possible, guessing (wrongly) that the characters are merely passing through the area and are being polite to fellow travellers.

The Main Road

If the characters travel along the main road to Briwtun for any reason they come across a party of three "knights" sat on their horses by the side of the road. Each has his "squire" with him. The knights have not erected any pavilions and it is obvious to the characters that they are not planning to stay for any length of time. These "knights" are actually the bandits who ambushed and killed Sir Stephen's knights.

As the characters approach, the bandits turn to face them, displaying the heraldry on their shields. Have the characters make Heraldry rolls.

The Feast

Once the bandits have been successfully dealt with (either killed or handed over to the town constable to await trial by higher authority), the characters can report the fate of Sir Stephen's retainers to his wife. Considering Lady Rowena's current state the characters should attempt to break their news with some modicum of tact.

Skills Check

Skill Used: Diplomacy & Politics p152

Achieving: The soft disclosure of news

How long: 1 min

TSC% Mods

Familiarity: +10%

Success Crit:

01 - 09 The character breaks the news gently and without upsetting Lady Rowena too much.

01 - 09 The character breaks the news with considerable aplomb and although Lady Rowena is upset, she thanks the group bravely and attempts to continue with her duties.

Failure Crit:

01-09 The character delivers the news bluntly and Lady Rowena becomes distraught.

10 Showing as much tact as a falling tree, the character reduces Lady Rowena to tears with his tale and causes her to depart from the feast immediately.

Consequences:

Lady Rowena is upset by the news, regardless of how well the knights broke it to her, but has suspected the worst all along. To honour the characters' endeavours, Lady Rowena has a modest feast prepared for them. The only other attendees are the families of the deceased vassal knights.

During her husband's illness Lady Rowena is officially in charge of the manor and its welfare. During the feast she stands and offers the characters a reward

Should Sir Stephen have been cured of his malady then he makes a similar offer.

Each character that accepts receives a position appropriate to his background skill. Nobles who accept receive a small, unfortified manor house with an accompanying farm. The manors were used by Sir Stephen's deceased knights but were not hereditary lands; instead reverting to Sir Stephen upon the knights' demise. The characters should not feel as if they have to accept the offer - this is merely an additional reward for a party of characters who are looking for a home-base from which to adventure. Gamemasters who do not wish to present positions to the characters or in parties where there are no knights may instead offer them 100 Crowns each in goods as their reward.

If the characters turn down the offer of service, for any reason, each of them is thanked warmly for their help and given 100 Crowns worth of goods as a reward. An additional 100 Crowns worth of goods are given if Sir Stephen was cured during the adventure.

The characters have also made useful allies in Sir Stephen and Lady Rowena and may stand a chance of successfully courting their daughter, although that is another story.

If the characters cure Sir Stephen and accept the offer of employment, their first task is to travel to Sarum and escort Sir Stephen's daughter Madeline back to Briwtun, but that is yet another story.

"Sirs! You have despatched the bandits that have been troubling these parts and for that I thank-you. Alas my husband's retainers have been most cruelly slain by the brigands and our lands are defenceless. Kind sirs, would you accept a permanent position in my husband's household as his retainers?"

Appendix A

Lady Rowena of Briwtun

6th Level Human Female Noble

Vocation: Noblewoman

Social Status: 30 **BIF:** 47 **Height:** 5'4" **Wt:** 95 lb

Hair: Red **Eyes:** Blue **Complexion:** Fair

BOD: 29 **FAT:** 22

BAP: 13

STR 10 (58%) **INT** 15 (76%) **APP** 20 (90%)

CON 09 (54%) **WIS** 16 (79%) **BV** 16 (79%)

DEX 13 (70%) **DISC** 13 (70%) **SPR** 14 (73%)

AGL 11 (62%) **FER** 15 (76%) **CHA** 17 (82%)

BMR 0 **DT** 5
SPRINT 8

Base Skills

	PSF%	TSC%
Alertness-Sight	18%	25%
Alertness-Sound	7%	9%
Stamina	6%	46%
Dodge	3%	53%
Will Power	5%	45%
Language(Own)	0%	61%
Faith	0%	20%
Brawling	0%	50%

Relevant Skills

	PSF%	TSC%
Local Geography	24%	84%
Animal Riding (horse)	18%	78%
Diplomacy & Politics	21%	71%
Read Write Latin	15%	65%
Sewing & Knitting	21%	54%
Courtly Dancing	18%	59%
Courtly Manners	21%	60%
First Aid	9%	59%
Heraldry	12%	52%
Local History & Legend	6%	66%

Armour

Heavy Clothing (6 / 5 / 4 / 5 / 5)

Weapons

Dagger 3 PSF% 43 TSC%

Damage 4P

Personality

Lady Rowena is the beautiful wife of Sir Stephen, the ruler of Briwtun. She is elegant, witty, charming and totally devoted to her husband and his welfare. Underneath her composed and pleasant exterior lurks a fiery temper that has made battle-hardened knights flee her presence. Knights who try to take advantage of her in any manner will soon regret it!

She and Sir Stephen have been married for fifteen years and have but a single daughter, Madeline, who was born the year after their wedding. Since then they have had no luck in their attempts to produce more offspring. Lady Rowena is extremely protective of her daughter and potential suitors have to perform a variety of tasks to prove that they are worthy enough to marry the girl. Madeline is currently at Sarum, staying with relatives. Her mother sent her there so she would not see her father in his current state.



The Bandits - (6)

2nd Level Human Male Fighters

Vocation: Warrior

Social Status: Height: 5'7" Wt: 170 lb

BOD: 39 **FAT:** 26

BAP: 11

STR	12 (66%)	INT	08 (50%)	APP	10 (58%)
CON	13 (70%)	WIS	10 (58%)	BV	10 (58%)
DEX	11 (62%)	DISC	13 (70%)	SPR	10 (58%)
AGL	12 (66%)	FER	10 (58%)	CHA	10 (58%)

BMR	0	DT	5
		SPRINT	8

Base Skills	PSF%	TSC%
Alertness-Sight	6%	13%
Alertness-Sound	6%	13%
Stamina	3%	43%
Dodge	0%	50%
Will Power	0%	40%
Language(Own)	0%	60%
Faith	0%	20%
Brawling	0%	40%

Relevant Skills	PSF%	TSC%
Local Geography	0%	60%
Animal Riding (horse)	18%	58%
Spears	21%	61%
Slashing Swords	18%	48%
Wear Light Armour	comp	

Armour
Leather (6 / 5 / 4 / 5 / 5)

Weapons
2H Inf. Spear 21 PSF% 61 TSC%
Damage 13P Crit Die +1, Bash 9+

Longsword 18 PSF% 48 TSC%
Damage 11S Crit Die +1, Bash 7+

Two different categories of bandit currently make up the members of this band; those using low quality armour and weapons, and those who have donned the armour and weapons of Sir Stephen's vanquished knights and who now pose as servants of the King.

False Knights

Armour
Maille Hauberk (9 / 9 / 8 / 9 / 7)
No Helm

Weapons
Cavalry Lance 0 PSF% 10 TSC%
Damage 16P Crit Die +1, Bash 9+

Longsword 18 PSF% 48 TSC%
Damage 11S Crit Die +1, Bash 7+



Appendix B

The Bestiary

The creature who guards Creag Hill is described by those few unfortunates who have got close to it as a black humanoid without any distinguishable features. A few talk of it having horns, but none would swear by it.

However, what is quite clear is that the creature is very agile and can sometimes be seen leaping and bounding around the hilltop, as if performing some strange dance. It also possesses great stamina, exceptional speed and never seems to become fatigued. The creature has neither the ability, nor the desire, to speak to mortals. The creature is exceptionally cruel, does not care whom it victimises and knows no mercy.

The creature is dispelled by sunlight. At first dawn, the creature suddenly vanishes and all those currently affected by its powers return to normal.

However, those who are suffering long-term effects must still wait until the powers' effect ends naturally.

The creature is an ancient and powerful UnSeelie, bound here by the Celtic druids who once worshipped here to guard the hill. When the Romans came it tormented them, even though they worshipped an aspect of Cernunnos, and the priests would only visit the site during the day, preferring to live in the nearby settlement at Briwtun during the hours of darkness rather than staying in the temple grounds.

The creature is unlikely to be harmed by the characters as it can only be harmed by iron weapons or by weapons specifically designed to harm faeries. It does not attempt to avoid any of the blows. Should the creature be reduced to zero Body Points or lower it is temporarily dispelled, returning completely healed on the night of the next full moon.

The Guardian of Creag Hill

Height: 6'2" **Wt:** 200 lb

BOD: 50 **FAT:** 50
BAP: 23 **Jump:** 10'

BMR	10	DT	8
		SPRINT	27

Base Skills	PSF%	TSC%
Stamina	27%	67%
Dodge	21%	61%
Will Power	24%	64%
Language(Own)	0%	60%

Relevant Skills	PSF%	TSC%
Folk Dancing	40%	90%
Faerie Lore	70%	110%

Armour

Natural Hide (3 / 4 / 3 / 3 / 3)

Special Powers:

The creature has several special powers that do not translate well as standard spells. Each power cannot fail to work, but some can be resisted. For this reason, each resisted power has a PSF value).

Transfixing the Mortal Body (55 PSF):

This power allows the creature to root a mortal to the spot, making it impossible to move. The victim receives a Willpower test to break free, but if that roll fails the victim is stuck to the spot until sunrise, or until the creature cancels the effect. The victim may use his arms, however, although any combat receives a -20% PSF penalty due to the limited balance. If the resistance roll is a Failure on a Crit Die of 10 the victim is completely paralysed. All those within 18 feet (5 metres) of the creature are affected. The creature may use its other powers whilst this power is active.

Unholy Scream of the Ancient Soul (60 PSF):

Everyone within 50 feet (15 metres) of the creature who hears it scream, and covering one's ears does not help, must make a Willpower roll or flee until out of sight and at least a mile from the creature. If the roll is a Failure with a Crit Die of 10, the victim goes indefinitely insane.

While fleeing, the victim does almost anything to get away. If prevented from fleeing, the victim may cower in terror, roll up in a ball, or, in very rare circumstances, he might enter a berserk state. Characters who are berserk when initially encountering this power are unaffected by it.

A favourite trick of the creature is to chase individuals who are fleeing, so forcing them to keep running until they drop from exhaustion. The creature can keep up with any human or animal, regardless of its ground speed, if it succeeds in a Stamina roll.

Maniacal Laughter of the Insane Spirit:

The laughter of the creature deafens mortals and disturbs their ability to concentrate on tasks. There is no resistance to this; all skills suffer a -13% PSF penalty while the beast laughs. In addition, all those who hear the sound, and covering one's ears does not help, must make appropriate Language skill checks to be able to make out what others are saying to them, the laughter drowning out all other sounds. This power lasts until the creature stops laughing.

Incorporeal to Nature's Body:

The creature can freely pass through, and is passed through by, wood and earth (includes all metals except cold iron), including items made of these substances. Such items pass straight through the creature as if it does not exist. The creature takes great delight in watching mortals' reactions as they try desperately to harm it.





Creag Hill

Adventure Supplement

Set in Somerset in the Year of our Lord 1184 is an Adventure of investigation for characters of 1st - 4th Level of mixed vocations.

In this investigation of the madness of Sir Stephen, the heroes are asked to investigate the strange affliction of a trusted lord. What follows will pitch them against brigands and a creature of legend which has haunted the land for centuries.

