

DRAGON WARRIORS

The background of the cover is a misty, green landscape. In the distance, a line of small, conical tents or huts is visible, suggesting a camp or settlement. The overall atmosphere is mysterious and somewhat somber.

The Knight's Tale

A Tale of Intrigue and Chaos
By Kieran Turley

DRAGON WARRIORS

The Knight's Tale

Written by
Kieran Turley

Editing
Ian Sturrock and Gareth Hanrahan

Layout
Jerry D. Grayson

Dragon Warriors logo
Mark Quire

Publishing
Kieran Turley
Gareth Ryder-Hanrahan
Ian Sturrock

Art
Jon Hodgson



DRAGON WARRIORS: A Knight's Tale
Stock Code SKG 006

All text is copyright © 2014 Kieran Turley, based on the Dragon Warriors role-playing game and world created by Dave Morris and Oliver Johnson. All other elements of design are copyright © 2014 Serpent King Games. All rights reserved. Dragon Warriors is a trademark of Dave Morris and Oliver Johnson, used under licence by Serpent King Games. All rights reserved. Dragon Warriors is a trademark of Dave Morris and Oliver Johnson, used under licence by Serpent King Games.

Serpent King Games Ltd.
2 Cherry Tree Cottages,
Westminster Rd. Brynteg
Wrexham, Wales. LL11 6DL
info@serpentking.com

For more information on the Dragon Warriors game and game-world, its creators, forthcoming products for it, and other exciting games and game-related books, visit the Serpent King website at <http://www.serpentking.com>

INTRODUCTION

THE KNIGHT'S TALE

Plot Summary

The PCs travel to the Carind Royal Tourney, one of the largest tourneys held anywhere in Legend. As the games progress, the PCs notice strange behaviour from the tourney-goers. Conflicts that would ordinarily simmer, instead boil to the surface without reason, and even the animals start to act strangely. As the players investigate, they discover a Fay knight present among the competitors. The knight is not the cause of the chaos, but convincing the inquisition of this might be difficult. The real enemy here is the tourney prize, the Red Blade of Saint Arkturian, a sword tainted by exposure to Fay sorcery. The Red Blade wants to be free to sow chaos throughout Algandy, and what better vessel for this than a powerful adventurer?



Running the Scenario

The Knight's Tale is a very open scenario and requires little work to customize it to your group's individual needs. Some groups might get directly involved in the tourney, while others prefer to keep the martial events in the background. The exact skills of the participants have been left deliberately vague, allowing you to tailor the opposition if your PCs decide to join in. The winners of each event have likewise been left out so that you can choose winners based on NPCs your players have strong reactions towards; there's nothing like seeing someone you love or hate winning an event.

If the PCs aren't directly involved in the contests, describe particular games to indicate participants' personality traits, and to show the madness that grows with each passing day. If an NPC befriends one of the players at the start of the scenario then the players might feel some investment in that NPC's bouts.

For each day of the Tourney, choose a few of the events from the Encounters and Events section and play them through with your group. If the players have a strong reaction to a particular event, consider running follow-up events. Make sure you familiarize yourself with each of the NPCs, and play up those your players will enjoy interacting with.

The tourney offers a wide range of possibilities and the main plot is rather simple at its heart. Choose a sub-plot or two from the Sub Plot section to give the PCs a chance to get involved in all manner of events outside of the main arc. In some ways the main plot should serve as a background to the PCs' own plots.

Finally, you should choose one of the players, probably the one with the best physical attributes, to become obsessed with the sword. See the Obsession section below.

The Carind Royal Tourney

The Carind Royal Tourney is a yearly event held outside the city of Carind in northern Algandy. Hosted by King Vergang himself, the event draws the mighty and valorous from all over Legend. The Carind Royal Tourney harkens back to an earlier time, and is rather bloody compared to the courtly events popular throughout the rest of the country. The church has taken a stance against the Tourney's "unnecessary bloodthirsty nature," but the nobility lap it up as the last true tourney in Algandy. The tension this causes is one of the reasons that Vergang keeps the Tourney going: as long as the church and nobility are at each other's throats they can't spare the time plotting against him. The tourney is typically attended by over two thousand knights and their retinues, the countryside for miles about shaking with the thunderous roar of hooves.

The ransoming of knights and their equipment is strictly controlled (see Page 199 of the Dragon Warriors main rulebook for suggested ransoms), and guidelines for ransom amounts are exacting in the extreme. Powerful knights can expect to pay more than their counterparts, though the scale favours the wealthy. Wealthy nobles often bring a number of their own vassal-knights as bodyguards to deter ransom hunters.

The tourney has taken place each year for the last two decades, ever since Vergang took the throne. Hundreds of knights from all over Legend show up each year to prove their mettle. The tourney grand prize has been won by female knights for three years running, leading to a jibes from other nationalities regarding the manliness of Algandy knights. There is a growing swell of unrest over this "imbalance" from the male knights competing this year which is sure to lead to frayed tempers.

Another reason for heightened tensions is this year's grand prize. King Vergang has put up the Sword of Saint Arkturian as a prize for the overall tourney winner. Saint Arkturian was a Selentine soldier-saint who died at the hands of a Fay lord many centuries ago. The blade was recently recovered by a group of adventurers from the hands of a river hag which troubled a village not 20 miles from Carind itself. The church protested posting the sword as a prize, but Vergang insisted that surely the Pancreator would use the tournament to choose a knight suitable to wield the blade. The church has called upon the knights Capellar to win back the

blade "for the glory of God", leading to a flood of church knights entering the tourney, something they were previously forbidden from doing by the church. Vergang, of course, finds this vastly amusing.

Betting on the outcome of the Tourney - outside of "courtly" wagers between nobles - is considered crass and is frowned upon. This does nothing to stop the middle and lower classes from wagering heavily on the event...giving the church another reason to decry it. The hot favourites for this year include Lady Elena of Sylvestros (a deadly swordswoman who won the tourney three years ago and is only recently returned from the holy land) and Sir Ertimus of Mantla (a brutal bear of a man who wanders the roads of Algandy hunting bandits; despite his vicious nature he is something of a legend and folk hero).

The tourney takes place at the same time as the feast of St Sovenus, patron saint of Carind, a religious festival and fair which only serves to swell the numbers visiting the city at this time. A large number of churchmen travel to the capital for the feast, ostensibly to pray at St Sovenus' chapel, but most seem to "accidentally" find themselves attending the fair and tourney. Another source of tension here is the conflict between local merchants and those attending the fair. Merchants travelling to the fair are given preferential placement for their stalls while locals are forced to pitch their tents in the marshy ground near the river. This is nominally to even out the local merchants' "home town" advantage. It is not uncommon for merchants to come to blows over stolen business.

This year has seen an increase in border disputes between Chaubrette and Algandy, mostly due to rumours of gold being found in the Spelgling River. The river serves as rough border between the two lands, and territory previously considered a buffer zone is suddenly perceived as valuable. A number of men have perished in minor clashes between treasure hunters. Unknown to either side the rumours were concocted by malicious Fay lord hoping to fulfil an ancient prophecy about the river serving as a grave for a thousand greedy men. Despite the conflict, a number of knights from Chaubrette have made their way to the Tourney, eager to prove their worth. Doubtless at least some of these knights or their retinues are spies for Chaubrette.

All in all, this year's tourney is a volatile powder keg waiting for a spark.

Recent history of Algandy

Less than a hundred years ago Algandy was in a situation very like Ereworn is today. Dark fay, demonic cultists, and evil witches riddled the land, vexing peasant and noble alike. No child was safe in its bed and no beast left to wander would ever return. The king at the time - King Vergang's grandfather - seemed powerless to stop it, and indeed was seen as a puppet of the church and nobility. Finally, the people could take it no longer; whipped into a frenzy by zealous priests they rose up and purged all manner of demon and witch from the land. Backed by the peasantry, the church began a formal inquisition to "free the land of all manner of wicked magic and fay beasts". The inquisition succeeded in its goal but at a terrible price.

Over the course of a decade the inquisition rooted out many malevolent things and drove more still into hiding. The inquisitors also murdered thousands of innocent people suspected of witchcraft and things eventually spiralled out of control to the point where witch-burnings became a weekly event in some towns. To this day nearly every village and town has a blackened spot in its outskirts - usually called something like "the witchin' hill" or "the devil's hole" - where no living thing will grow. On quiet nights one can hear the tortured screams of those innocent souls burned to death at these grim spots.

Just when things seemed their darkest, the old king died and King Sigarn took the throne. A quiet and intense young man, Sigarn had been ignored by the church and nobility alike. Both groups expected the "quiet boy" to take over as the figurehead his father had been. Nothing could have been further from the truth. Sigarn was a cunning young man, ruthless, clever, and coldly unemotional.

As a child the king watched his father with loathing...the old man's lack of political acumen and willpower had reduced the ancient line of Algandy kings to a shadow of their former selves. Upon taking the throne Sigarn embarked on a ruthless campaign to restore the power of the monarchy. The young king set the inquisition on his political rivals, took over their lands, and blamed the church for the whole mess. Seeing the inquisition as a danger to the stability of their power base the church tried to formally disband it. The backlash tore the church in two and enabled King Sigarn - at the joint request of the Archbishops of Mantla and Carind - to raise an army and retake the extensive lands held by the

inquisition (mostly former baronial fiefs, confiscated from "heretics").

The nobility stood by, eagerly awaiting the King to return their lands to them, but they were in for a shock. Sigarn took back his rights under ancient law to ownership of all land in the kingdom then leased the nobles their own lands. Titles left vacant for years due to their owners' deaths in inquisitorial fires were reclaimed by the king and bestowed on his loyal servants. Nobody thought to ask the king where the money for his army was coming from, while in Mantla the new merchant princes rubbed their hands together in glee.

King Sigarn promised the merchant princes control over the taxation and law-making in Mantla (within certain guidelines of course) and vowed to improve the crumbling Selentine roads that served as the only means of traversing Algandy's dark forests. In return for this generosity, the merchant princes of Mantla provided Sigarn with a vast fortune in gold. Sigarn took the church and nobility by surprise by creating this third camp in Algandy politics. Anger that should have been directed at Sigarn was deflected to the merchant princes and to this day there is an underlying resentment on behalf of the nobility and church towards the merchant class.

Sigarn died of plague over twenty years ago, and if the nobility had hoped that Vergang would be any better than his father they were mistaken. Vergang is less brutal in his methods than Sigarn, but he is twice as adept at subterfuge. It is a rare Algandian noble or churchman indeed that isn't caught up in at least one of Vergang's seemingly infinite number of plots. It is not only for his coat of arms that Vergang is known as "the viper". In recent times Vergang has allowed the church to reinstate the inquisition on a smaller scale and under his formal control. Though "the royal inquisition" is run by the church, the inquisitors can be overruled by the king, should he care to.

King Vergang has been good for Algandy. Under his rule, the country has seen its longest period without a war in centuries, and the people have been spared famine, plague, and harsh taxation. All is not well though, for dark things are stirring the woods of Algandy, and powers that have been asleep for centuries are awakening as the millennium draws to a close. Years of paranoia have dulled the vigilance of Algandy's wardens and now the old places and ways echo with the scrape of bone and rasp of monstrous breath.

Travel in Algandy

Algandy is unusual for the number of roadside inns that dot the countryside. With only a few navigable rivers, most trade is conducted by road, increasing the requirement for the inns, but the real reason for their prevalence is more sinister. These iron-gated inns flourish in the main because of the Fay-ridden forests that cover most of the country. No sane man would willingly sleep beneath the sorcery-laden boughs of Algandy's woods. Grisly tales of monsters and demons keep all but the most foolhardy glued to the inn's hearth fire during the night.

Road wardens stalk the roads in small bands, charged with rooting out robbers and keeping the roads repaired and clear of debris. The wardens are nominally under the control of the local barons and tax road users in order to pay for maintenance and upkeep of the roads. The wardens are surprisingly efficient at this task perhaps due to the fact that Vergang considers the barons they work for directly responsible for the state of the roads. Woe betide the baron whose shoddy roads result in a king's messenger arriving late.

Occasionally bands of Road Wardens go into business for themselves, becoming the worst sort of bandit: those that know both the land and the tactics used by the law.

Magic in Algandy

Overt use of magic in Algandy is forbidden outside of Mantla and is grounds for summary execution. In fact, being a wielder of magic in Algandy is considered a high crime. The only exceptions to these rules are the "court mages" that each noble of baron or higher rank is allowed to maintain, and the few church magicians belonging to one of the knightly orders. These rules apply only to Warlocks and Sorcerers; the overtly pagan Elementalists are never protected. Mystics, always mysterious and difficult to identify, are not specifically covered by these rules but would fall into the same category as Elementalists if anyone was aware of them.

Regardless of a magician's status they would be wise not to cast a spell while in a large group of people. Algandians are famous for the speed with which they can assemble a lynch mob.

Using magic in tourneys is strictly forbidden and enforced, not as one might expect by court magicians using Detect Aura spells (a true knight would never allow a spell to be cast upon him), but by inquisitors who inspect all weapons and armour in a tent before each combat. The inquisitors have only a rudimentary knowledge of magic and tend to err on the side of caution, confiscating unusual weapons or armour. Suspect items might be exposed to holy water or heated to see if they melt at the expected temperature. Some corrupt inquisitors can be bribed to deliberately claim items as "suspect".

Accusations of witchcraft against knights on the field of battle are taken very seriously. Trial by combat is the usual method of resolving these accusations, with the loser facing execution and the king taking their lands. No knight has accused another in this manner in ten years or more; it is simply too risky.



Getting the PCs to the Tourney

Thousands travel from all over Legend to attend the royal tourney, where fortunes have been made and lost in a single day.

Before every tourney, King Vergang sends out invitations to individuals who have caught his notice since the last event. These invitations allow the chosen person and his entourage to set up a tent in the "inner sanctum" where only the highest nobility, of Count rank and above, may pitch their tents. The invitations are hand-written by the king himself and are considered a great honour. In the past Vergang has seen fit to honour a worthy Barbarian with one of these invitations, just to annoy and confuse the nobility.

The invitations come with a token, a golden-threaded sash to be worn by the invitee to indicate their special status. This year, as luck would have it, the Red Blade has exerted a subtle influence on the mind of the king causing him to send out a number of invitations to those whose presence is steeped in chaos. Who spends more time dealing with chaotic forces than PC adventurers?

The PCs receive the invitations with just enough time to make it to the tourney. Their sashes allow them passage into the inner sanctum where they can be expected to be treated as equals by the nobles present. Nobody is foolish enough to give disrespect to a personal guest of the king, unless the guest starts something of course. The sashes also allow foreign visitors such as magicians some leeway when using magic; they are afforded court mage status while in Algandy.



The Tourney Grounds

The Tourney grounds are divided into the following areas:

The Great Field

This is where the grand melee takes place. It is over two miles on a side and relatively flat. A few hazards such as streams, pools, small hills, and woods dot the landscape. Most of the year the ground is hard-baked, giving rise to great dust clouds when hundreds of knights take the field. To prevent this, nearly a hundred serfs to sprinkle water on the field before the tourney. Entry into the area is strictly controlled, with only the king's gamekeepers allowed free reign.

The Fair

Dotted with hundreds of tents and stalls, this area is thronged day and night. The stalls sell almost everything imaginable. Food and drink, clothing and cloth, tack and harness, weapons and armour, oil and candles, livestock both common and rare, scribe services, spices, jewellery, glasswork, pottery, metalwork, leatherwork, and much more. Notably absent are the fortune tellers and magic trinket vendors that plague most events of this kind outside of Algandy...nobody is suicidal enough to try to sell "love potions" or "good luck charms" in a country famed for its hatred of magic. On the other hand, blessed items and holy relics are found in abundance, with competitors buying any edge they can. Most of these items are fakes, though this does nothing to slow down sales. As night falls, lanterns spill golden light on traders' wares, while in the darkness shady characters spill blood and deal in the forbidden.

Entertainments are common here, with jugglers, acrobats, musicians, fools, freaks, storytellers, puppeteers, and dancing all available. Games of chance and skill are common, and barkers extol the virtues of their various products and services. The sights and sounds are enough to overwhelm all but the most cosmopolitan person, with bright banners and pennants flying everywhere and the scents of food and incense battling for dominance.

Knifey Pie

Knifey Pie is a traditional tavern game and always draws a large crowd of watchers. Participants throw knives at a board for the right NOT to have to eat a pie made of fish guts and seawater. Vomiting is not optional.

The Lord's hall

Not really a hall at all but an interlinked series of marquees filled with tables and benches. This area is restricted to contenders, and often gets quite rowdy as drinks and food are provided free of charge.

The Silken City

The local name given to the area set aside for the tents of visiting contenders. Upwards of 2,000 tents can be found here at a given time, with the clashing heraldry filling the "city" with a riot of colour. This area is patrolled by the king's guard, but petty thefts are still common.

The Stands

To one side of the fair are the stands. Constructed from oak atop a v-shaped ridge overlooking the southern end of the great field, the stands hold nearly 2,000 nobles and gentry with a canopy overhead to shield against the elements. The stands were built over 15 years ago and show signs of regular refurbishment under the coats of red, yellow, and white paint. The stands are bedecked in pungent flowers and perfume-dipped banners to keep the stench of horse dung and unwashed peasant to a minimum. A box at the centre of the stands is reserved for the king and the highest nobles of the land. A standing invitation to the Archbishop of Carind has never been accepted before, but this year is likely to be the exception.

The Commons

Slightly below the stands but still on the ridge are the Commons. This large roped-off area can hold up to 20,000 spectators, but often fills to overflowing, with many forced to watch from the flat ground surrounding the great field.



The Village of Esquario

This unfortunate village is the closest settlement to the Tourney grounds. The villagers suffer all sorts of abuse from the tourney visitors and the damage done to their farmland by knights practicing is terrible to say the least. The coin they make from renting out their homes and barns barely makes up for the damage.

Arroyo de Rojas

This sluggish yet deep body of water forms the northern boundary of the tournament field. The river gets its name and colour from the red clay that it carries down from the nearby hills. A knight leaving the field by this means is automatically struck out if seen by the tournament marshals. Many dishonourable knights still risk this in order to avoid capture and payment of ransom. Down through the years a number of knights have died from misjudging the depth and muddy bottom giving the river its unofficial name, Camino Del Tonto or "fool's road". The river once served as the site of a massacre; hundreds of rebel tribesmen were executed by the Selentine Legions at this very spot and dropped into the river to rot. Perhaps there is more to the river's colour than a few stray clay particles.

Carind

The city of Carind, seat of power for the church and nobility, is a microcosm for the conflicts that rage behind closed doors in Algandy. Lofty spires and vast cathedrals fight for space with stunning noble palaces, and above them all on the tallest hill looms the ancient granite castle of Carind, a menacing relic from a darker time. The gates of Carind stand about 5 miles from the Tourney grounds.

Cast of Characters

King Vergang the Viper of Algandy (6th Rank Knight)

King Vergang oozes charisma, but behind the façade of charm lies a calculating mind. Vergang holds Algandy together, though its people would happily tear each other's throats out if they could. In his 50s, the king is dark-haired, with olive skin and rather plain aquiline features. Vergang puts himself through a punishing training regime every day to keep his edge against would-be assassins. The king has two brothers, Estabulo and Ruy. Prince Estabulo left Algandy years ago to carve out his own kingdom in the Principalities of the Crusades. Prince Ruy vanished over 10 years ago without explanation, but rumour has it that Vergang executed Ruy for his attitude towards the queen. Vergang married off Ruy's children to cement a series of alliances.



Queen Isabella Montorosa of Algandy (4th Rank Mystic)

Vergang's wife is in every way his equal: intelligent, quick-witted and filled with secrets. Isabella is also Vergang's only weakness; they genuinely care deeply for each other, leaving them vulnerable to others. The Queen's greatest secret is her Mystic abilities, a secret she has kept since childhood, and while they are very hard to detect she worries constantly that she will be exposed. Such a cataclysmic event would likely damage Vergang's grip on power and might even topple the monarchy. The queen is rather plain-looking but her charisma is enough to charm anyone she meets. The queen is twenty years the king's junior and has borne him several healthy children, much to their mutual delight.



Lord Eduardo D'Luca, Vergang's Seneschal (3rd Rank Knight)

Lord D'Luca is the most passive and quiet man one might ever hope to meet. Courtiers jokingly refer to D'Luca as "Lord Mirror" since nothing seems to aggravate or impassion him. D'Luca executes Vergang's wishes to the letter, never questioning, and always anticipating. Eduardo used to be a priest but had no taste for the life; when Vergang offered him a position at court he jumped at the chance. D'Luca is secretly in love with Vergang's Queen, Isabella, and would do anything for her. Only his fierce loyalty to Vergang prevents him from acting on this desire. Lord Eduardo is a handsome man in his late 40s. He is slightly portly from years of good living.

Princess Marina Montorosa

The Princess is the last of King Vergang's nieces to be unmarried. At the tender age of 14 she has any number of suitors vying for her hand. King Vergang hasn't decided who she is to marry yet but the final decision can't be far off. Marina is not at all happy with her lot in life and would like nothing more than to run away from her duty and an uncle she finds stifling. The Princess has no idea of how things work in the real world and is likely to get herself in a lot of trouble if left to her own devices. She is a romantic dreamer who believes that fairies grant wishes. In Algandy that attitude is likely to result in a sticky end.

**Magus Rodrigo Stevrossa, Court Magician
(6th Rank Sorcerer)**

Rodrigo is Vergang's court magician, a position he has held for a little over five years since the last one had the misfortune to drink something he hadn't conjured himself. Vergang freed Rodrigo from an inquisition prison and so the young man is extremely loyal. Sensing something odd about the sword of Saint Arkturian, Rodrigo attempted to investigate the blade. The next morning the magician tripped on the hem of his robe and fell down a flight of stairs and struck his head. He is still unconscious in Vergang's palace in Carind.



Archbishop Miguel DuGhast of Carind

As a peasant boy, Miguel DuGhast looked up at the inquisitors with their power and their finery, and knew he wanted to be in their place someday. DuGhast is the youngest Archbishop in the history of the church and he doesn't intend to stop until he

is declared Pontiff. The Archbishop hates the King for blunting his rise to power, but he hates the merchant princes of Mantla even more, as they managed to bribe the Pontiff into making the Archbishop of Mantla a Cardinal. DuGhast also covets the cosy relationship that exists between the pontiff and King Vergang. Tall and rail-thin, Miguel is power-hungry in the extreme, and is a master plotter. He plans to use the Tourney to disgrace either the King or Prince D'Angelo of Mantla if he can.

Prince Josel D'Angelo of Mantla

Prince Josel D'Angelo is one of the merchant princes of Mantla. In theory the title of "prince" is only valid within Mantla itself but most members of the lesser nobility and clergy extend this title to D'Angelo out of courtesy or fear. Most high nobles and clergy call him "maester" but those trying to insult him call him D'Angelo. D'Angelo is at the tourney to watch the sport and perhaps find a noble wife or three for his sons. D'Angelo is travelling alone, that is, he has his mistress and a few dozen servants with him. His wife is at home pregnant and D'Angelo does have a taste for the ladies that is bound to cause him trouble someday.

High Inquisitor Fernando De Cabbro

The High Inquisitor is not what one might expect. De Cabbro, an elderly man with a sweet smile and an endearing disposition, is perhaps the most inoffensive inquisitor one could hope to meet. De Cabbro was appointed as head of the inquisition in the hope that it would die quietly under his control. Instead, the more radical elements have blossomed and poor De Cabbro is under a lot of pressure to perform his duties. De Cabbro travels with a cadre of "black monks"; trained knights who have taken holy orders and serve as the inquisitor's bodyguards.



**Lady Elena D'Sylvestros
(8th Rank Knight)**

Lady Elena D'Sylvestros won the tourney three years ago. The deadly swordswoman has only recently returned from a pilgrimage to the holy land and is eager to win the Sword of St Arkturian so she can gift it to a convent on her lands in return for them taking her younger sister as a novice. Lady Elena is somewhat broke and her equipment shows signs of hard use; she used the last of her funds to travel to the tournament and can't afford to pay a ransom if she loses. Her fine features are marred by a diagonal scar that runs across her face from forehead to jaw.

**Sir Ertimus of Mantla
(7th Rank Barbarian)**

Sir Ertimus is a brutal bear of a man who wanders the roads of Algandy hunting bandits for sport. Despite his vicious nature he is something of a legend and a folk hero amongst the peasants, particularly those that have suffered at the hands of robber knights. Ertimus loves violence and bandit hunting is just an excuse for him to exercise his brutality. The knight is nicknamed "the badger" for his tenacity and hirsute appearance.

**Sir Rokar of the Knights Cappellar
(5th Rank Knight)**

Sir Rokar is possibly the most rigid, oath-bound knight in all of western Legend. Where many men lost their faith in the Crusades, Rokar, originally from Albion, came out of the blood and death with a strong belief in the Pancreator. Sir Rokar carries the Holy Scriptures around with him at all times and reads them daily, searching for meaning. Basically a good man, Sir Rokar seeks answers to the parts of the scriptures that make no sense or conflict with each other. He believes in a twisted form of trial by combat where he declares a statement to be truth and enters a duel with someone else to see if the Pancreator agrees. Sir Rokar is wanted for murder in Albion, where he slew the son of a Baron before leaving for the crusades.



**Sir Asmus of the Knights Cappellar
(4th Rank Knight)**

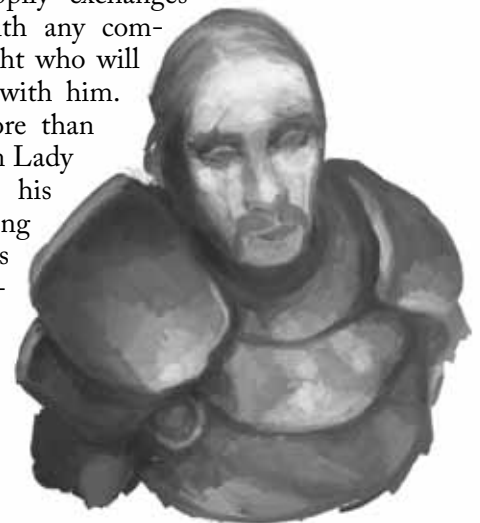
Sir Asmus is a former Ta'ashim, now converted to the true faith, and more zealous than most crusaders. The holy knight is here to win the sword of Saint Arkturian, at the command of the church. Asmus is disgusted by the debauchery he sees at the tourney, and is a heartbeat away from drawing his sword most of the time.

**Lady Arabella of Santosonos
(8th Rank Knight)**

Lady Arabella is the head of the Order of the Scarlet Garter, a knightly order whose membership is mostly female. Santosonos is a great believer of logic, and is renowned as an investigator. The order is tasked with providing security for this year's tourney. The order has caused a few upsets recently, exposing corruption amongst the nobility and church, so more than one nobleman would like to see them fail. There are twenty members of the order at the tourney and Lady Arabella coordinates their activities. The knights can be identified by a red cloth tied around each knee. Lady Arabella is in her late 40s and proudly displays an impressive mane of silver-grey hair.

**Count Ulrich of Kurland
(7th Rank Knight)**

Count Ulrich is an older knight with a barrel chest, hearty laugh, and a great love of the Melee event. The Count has been trapped in an arranged marriage for the last twenty years with a woman who despises him, so he spends a lot of time traveling western Legend. Due to his advanced years this will be the Count's last Melee and he plans to enjoy it to the utmost. Count Ulrich is unconcerned with rank, and happily exchanges war stories with any competitor or knight who will share a drink with him. Ulrich has more than a little crush on Lady Arabella, but his duty to his dying wife prevents him from acting on it.



Baroness Anat of Ereworn (5th Rank Knight)

Growing up in a cursed land will make anyone crazy and Anat is more than a little insane. The Baroness is easily goaded into combat, and happily undertakes near-suicidal manoeuvres with no regard for her own safety. With lustrous black hair and a stunning smile, Anat has many suitors, but none have managed to keep up with her wild ways. The baroness lives for combat, and felt drawn to the tourney this year for reasons she can't quite describe.

Baron Hugo DeBracy (5th Rank Knight)

A Chaubrettan knight, DeBracy needs money to buy back his lands, which he lost after siding with a pretender to the Chaubrettan throne. He targets the wealthiest knights he can find, and his squire Gaston spends a lot of time listening to conversations trying to find out who is worth the most. DeBracy also needs something more to offer the king to smooth things over. He plans to do a little spying while he's in Carind, to locate a juicy titbit or two. DeBracy caught a nasty case of "crotch rot" from a woman of dubious virtue he lay with a few days ago; he tries not to scratch but it's driving him crazy and making him short-tempered.

Sir Altas of Maritaine (1st Rank Knight)

Sir Altas of Maritaine is a young knight from a sleepy village in Chaubrette. He is totally overwhelmed by the entire tourney and spends most of his time gaping like a yokel (which he is) at the fine lords and ladies. Altas is a good and honest man whose rather despotic father died recently, allowing him to travel for the first time. Without the PCs' help, Altas will surely be robbed, cheated, and perhaps end up on the wrong end of a dagger. Altas is the proud owner of the largest collection of freckles in the world. The young man has a rangy look and his clothing is always mud-spattered.

Evelot Dooge, textile merchant

Dooge is a respected textile merchant from Albion who uses the Carind Royal Tourney to make deals with merchants from all over Legend. Evelot is a middle-aged, no-nonsense woman who has made her way in what is usually a male-dominated profession. Dooge has attended the last four tourneys and found them very profitable, but has made some enemies amongst the local merchants.

Guido Corvi, glass merchant on the run

Guido is a glass merchant from the Ferromaine League who, having lost half his goods to an accident, desperately needs to make enough money to flee the country. Corvi stole money from a Ferromaine criminal in order to buy his wares and is pursued by the criminal's agents. Guido is nervous, though he tries to hide it. He intended the theft to go unnoticed until he could replace the money, but now he needs to sell his stock so he can flee further afield and set up a new life somewhere far from Ferromaine.

Sedum (2nd Rank Assassin)

Sedum is a young cutpurse from the streets of Carind hoping to steal something valuable enough that he can buy his way into the "guild" in Carind. Originally trained with the Harbingers Guild, Sedum regards stealing as an art form and only chooses the most difficult targets. He may go as far as to point out other thieves to PCs just for fun. Sedum disguises himself as the servant of a nobleman, though his tabard (with heraldry) is stolen and the owner may come looking for it. Sedum's pale blue eyes and sandy blond hair get him a lot of attention from the fairer sex.

Senator Quintus Faciliatus (10th Rank Warlock)

Quintus is a Warlock of great power and a representative of the New Selentine Empire. The senator believes that there is an ancient temple to Mars hidden under a ruined castle in Eastern Algandy, and is trying to persuade Vergang to let him investigate it. So far, his flashy gifts and flattery have gotten him nowhere. Quintus approaches PCs who have the king's ear in the hope of getting them to help him. The senator has tanned skin, brown eyes, and close-cropped hair. He carries himself with a military bearing, and his voice is a rich rumble.

Saint Arkturian's Blade AKA the Red Blade

Not strictly a person, but just as important as one in this plot, this blade, once a saintly implement, is now instilled with dangerous wild energies. Centuries bathed in Fay sorcery have warped the Sword of Saint Arkturian into an alien force for chaos. Without a Fay master, the blade leaks primal energy into its surroundings, wreaking havoc on the tourney. Sir Ormurin of the Grim Brow guarded the blade for countless years until a river hag tricked it from him on a bet concerning



which direction water ran on the hill of Artigula (water runs down the hill rather than up it apparently). Now the Red Blade is free for the first time in centuries and intends to wreak havoc by destroying the monarchy of Algandy.

The sword takes its second name from the red leather bindings on its hilt and the burnished copper inlay on its blade which shimmers like flame. The weapon is a +3 Sword, but its wild energies ensure that a mortal wielder won't survive for long. The Red Blade is currently stored in a wooden case that used to carry a holy relic; this has prevented the Fay from recovering the sword by stealthy means, and from pinpointing its exact location.

During the course of the tourney the sword is referred to as the Sword of Saint Arkturian. Only someone who researches the history of the weapon finds out its lesser known moniker, the Red Blade.

Sir Ormurin of the Grim Brow (9th Rank Fay Knight)

Sir Ormurin is the Fay knight charged with guarding the blade of Arkturian. Sir Ormurin is a timeless being with a strange attraction to the artifice of men. The Sidhe knight wears a cloak of crimson Kaitai silk that once belonged to an ancient emperor, armour forged for the King of Kurland over 200 years ago, and boots made in the Pagan Mountains from Fomorian hide, some time in the murky past.

The Fay knight keeps his visor down at all times and never removes his armour. This causes more than a few raised eyebrows among the tourneygoers. Beneath his armour, Sir Ormurin, is blessed with the fine features of a Fay lord and the horizontally slit eyes of a goat.

Sir Ormurin, like many of his kind, has certain geases which he must obey: he must take any bet he is offered, he cannot speak to mortals, and cannot ask for anything he truly wants. These geases come into play during the course of the adventure as Sir Ormurin is charged with guarding "the red blade" as he calls it but cannot ask for its return or even indicate what he wants. Sir Ormurin knows that the blade is the tourney prize, and so intends to win at all costs. Sadly the Fay knight is hampered by not understanding humanity too well, and he lacks the guile to hide this.

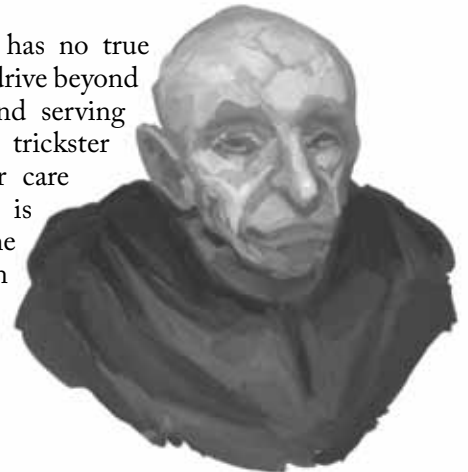
Ormurin's focus is on recovering the red blade; he is indifferent to the fact that his actions will remove the threat that the blade poses to Carind. The Fay cannot speak in the presence of mortals but can make his thoughts known to Hobblesnort who "paraphrases" his master in public.



Hobblesnort

Every knight must have a squire, and Hobblesnort has served as Sir Ormurin's for time out of mind. Hobblesnort is a trickster, and while he performs the role of squire well enough, his extra-curricular activities often bring trouble to his master. Being a Fay creature, Hobblesnort has no option but to indulge his nature, and couldn't stop causing trouble even if he wanted to. The squire has access to all manner of Fay magic, and as well as the typical tricks and curses he has the ability to transform into a number of forms including a mortal man or woman, a toad, a cat, and a magpie. No matter what form he takes, Hobblesnort always appears as a remarkably ugly example of his kind.

Hobblesnort has no true motivation and drive beyond sowing chaos and serving his master. The trickster doesn't know or care why his master is at the tourney; he has the attention span of a gnat.



Obsession

During the course of the adventure one of the PCs becomes obsessed with the Red Blade, though he may not realise what the subject of his obsession really is. It starts easily enough with dreams and proceeds from minor auditory tricks to full-blown hallucinations and compulsions. The Red Blade has chosen the PC to be its new wielder, and only the hardest mind can resist the sword's will. The obsession progresses as follows:

Day 1: The PC awakens from a dream in which a pitiful figure begged them for help. The figure could be an elderly person, a child, or an adult bearing marks of torture. The figure is dressed in red, or perhaps their clothing is stained in blood. The dream was not pleasant, and the PC is left with the impression that some innocent needs their help. If they help an innocent person during the day they get the impression that someone is pleased with them.

Day 2: The PC awakens from another dream, this one more vivid, they saw the figure more clearly, lying on the ground clutching a stomach wound while above them stood a dark figure wielding a bright blade. During the day the blade whispers to the PCs, praising good actions, and leading him into battles, testing him.

Day 3: The PC's dreams grow more violent and blood-soaked; this time they see the face of the dark figure. King Vergang leers as he stands over the weakening form of the figure in red (now fully revealed as a person that the PC would have sympathy for) and stabs downward. During the day the PC gets the impression that time is running out for the figure in red. Finally, as the knights charge the stand, the PC suffers the effects of a compulsion (Magical Attack 25) that drives him to go under the stand and recover the Red Blade. Once the blade is in hand the PC moves to kill King Vergang unless the other PCs break the control. Holy water, a 10 MP Dispel Magic, or driving the PC to 0HP is required to break the control.

Timeline

Day 1: Open for Business

The morning is chaotic. Scribes and squires dash about finalizing entrants and verifying their noble credentials. Following the morning announcements where the competitors are introduced, the king officially opens the Carind Fair, and the all-day feasting and frivolity begins. Events for this day include archery and foot combat. The day's prizes are brought from the King's tent and kept in a large trunk beneath the stands, four guards watching them at all times.

Peasants are allowed to take part in the archery events, while only nobles can fight in the foot combat event. The archery event consists of a series of elimination rounds with target shooting from various ranges.

The top prize for the archery event is a jewelled gold armband (400F) and ten yards of fine fabric. Second prize is a silver and gold belt (300F) and a fine velvet hat and cloak. Third prize is a golden cloak clasp (200F), and a fat sow.

The foot combat event is actually two events, a team event where dozens of knights take the field, and a one-on-one event. The one-on-one duels are popular with those hoping to make money from ransoming their opponents' gear, since it is clearer who won the spoils. Knights employ their squires or men called "kippers" to retrieve their spoils. Kippers often beat the losers into unconsciousness with padded clubs in order to strip them.

The top prize for the single foot combat event is a suit of fine plate armour that weights 25% less than normal (1200F). The second prize is a pair of gauntlets, inlaid with gold, with rubies on the backs of the hands (800F). Third prize is a fine hunting dog with a thick gold collar (100F for the dog, 300F for the collar). The prize for the team event is a purse of 3000 maravedis (Florins) to be divided amongst the winning team.

Strange Occurrences

In addition to the events you choose from the Encounters and Events section the following also transpire:

The archery event is usually fairly tame, but this year things go a little wrong at the start when a pig is shot while running across the field. The people laugh it off but in the final heat one of the arrows snaps and embeds itself into the hand of the archer. This grisly injury puts a damper on the final round. The mass foot combat event is traditionally the most exciting event of the day, but a massive swarm of flies descends on the field just as it starts.

This ill omen sends ripples through the crowd and even though the insects are soon driven off with smoking braziers, Vergang is coldly furious. Seeing the PCs as outsiders and therefore unlikely to be involved he dispatches Lord D'Luca to arrange a meeting. The king charges the PCs with uncovering what happened with the pig, bowman, and the flies. If there is magic involved the king wants it dealt with quickly and quietly. This last part is important, the King emphasizes that nobody should know that something untoward is going on. The king doesn't mention reward but the PCs should realize that having the king owing them one is a big thing.

Day 2: Luck and Lance

The second morning is a little quieter than the first, with the effects of previous night's feasting slowing things down a little. The heralds list the competitors for the jousting event. The joust is considered a "young man's folly" by some since there is a real danger of serious injury. Many young men and women consider the joust a good way to make a name for themselves, and the winners can expect to be lauded in song and story.

The top prize for the joust is a golden diadem set with a large diamond (3000F) and a seat with the king and queen at the top table at the evening feast. Second prize is a statuette of a knight riding a warhorse made from bronze with emeralds inset (1500F) and a silken tent made in the knight's heraldic colours to be completed by the end of the tourney. Third prize is a barrel of pepper (300F) and a sapphire (500F).

Strange Occurrences

In addition to the events you choose from the Encounters and Events section, the following also transpire:

At the start of the morning announcements, the king's primary herald is taken away with a massive coughing fit. Investigating further reveals the herald, hidden from public view in a tent, throwing up live eels in a shocking display of "sorcery". Under duress, the herald admits to stealing a plate of roast eels from his master's table the night before, but he was quite sure they were dead when he ate them.

Two knights charge each other again and again without their lances breaking or either being unhorsed. Finally, after changing lances twice the two agree to a draw and leave the field bloody and battered. Examining the lances with Detect Aura or similar spells reveals a barely discernible magical taint to them. Knights and barbarians feel uneasy handling the lances; something isn't right about them.

My Players Make Sherlock Holmes Look like an Imbecile

It is possible and even likely that the PCs figure out the source of the chaos before the final day. In this case it would be a shame to end things prematurely. Depending on how you want to run the scenario you can either have one of the NPCs possessed by the blade or just run the rest of the game with the sub-plots taking centre stage.

If you choose to have one of the NPCs possessed by the blade, a shard of the Red Blade has somehow latched onto an NPC and the chaos continues to build. The PCs must figure out who is possessed, and put a stop to it by using one of the methods mentioned in the Obsession section.

Day 3: Chaos Reigns

The morning air is thick and humid with a tang of ozone. The uncomfortable weather doesn't seem to have bothered the crowd, however, with hundreds flooding in from before dawn. A sea of capes and hoods fills the Commons, and a sun canopy is pressed into service over the Stands as an unseason-

able rain falls. The knights riding in the grand melee are nervous; even trained warhorses don't enjoy thunder, and sitting in a suit of metal armour on top of a tall animal in a thunderstorm is a recipe for disaster.

The morning announcements list a dozen knights who have dropped from the melee due to injury or other misfortune. A few minor scuffles break out in the Commons during the announcements, as tempers fray. These are quickly brought under control.

The first half of the day is all about the lead up to the Grand Melee event. Travelling players enact well-known short plays, mostly comedies with a few courtly tales of love and tragedies to appeal to more refined tastes. In between plays, acrobats and other entertainers perform stunts and amuse the crowds.

Shortly after noon, the combatants assemble for the Grand Melee. The ground shudders under the impact of thunderous hooves as 400 mounted knights assemble to salute the king. Horns blast every minute, sending a tenth of the group away with each blast until the field is filled. Early fighting is sporadic with a few opportunistic swipes and minor scuffles.

Soon, the knights cleave into three rough factions, each one bent on downing the other. The GM should decide the faction leaders; they could be PCs who are taking part in the tourney, or NPCs that the players had a strong reaction to. Kippers duck and dive through the melee, stripping the fallen, while their betters fight on savagely. This is the closest to actual warfare that most of the onlookers here will ever get.

That's when things start to get really strange.

At first the rain and dark skies make it difficult to make out what is happening. Cries of fear come from the crowds at the far side of the field and straining their eyes the PCs can see what appears to be an army rising from the Arroyo de Rojas as it bursts its banks. The figures emerging from the water might appear to be undead but in fact they are simply a great mass of inanimate skeletons shifted up out of the riverbed by the floodwater, combined with a little help from the Red Blade. The effect is enough to cause widespread panic and kicks off a riot as people trample each other in an attempt to get away.

It takes a moment for the crowd to realise that the knights on the field have wheeled around as one, now charging the stands en masse. As they charge forward, lightning spits from the sky, blasting one of the knights and turning him into a pillar of flame. This does nothing to stop the mad charge. The PCs might spot Sir Ormurin riding his mount in a flanking dash; he has figured out that the blade is somewhere in the stands, and hopes to find it before one of the knights makes off with it. Half the knights wheel towards Sir Ormurin, sensing his intent and bent on stopping him, while the other half head straight for the king.

The person obsessed with the Red Blade feels an almost impossible to resist urge (See Obsession) to pick up and wield the Red Blade. In either case, the blade wants Sir Ormurin and King Vergang out of the picture and drives the PCs or the knights to get the job done. At this point the Red Blade is blazing with magic power, and a See Aura spell or similar effect pinpoints its location immediately. A Mystic's Premonition ability is automatically triggered by the Red Blade at this point. Note that Queen Isabella is a Mystic and will scream something about danger under the stand if the PCs don't have a Mystic with them. The men guarding the trunk under the stand happily hand over the blade to the Obsessed PC but fight to the death to prevent anyone else from getting it.

Once the PCs have the blade what then? The knights continue their attack, and Sir Ormurin approaches the PCs. The weapon summons Phantasms to attack Sir Ormurin in hopes of slaying him. The elfin knight cannot ask for the blade, but takes it if offered. The chaos dies away almost immediately as Sir Ormurin takes the Red Blade under his mantle. The Fay then simply departs the field with a single nod of thanks.

Of course, the PCs may choose to try to control the blade themselves. This is possible but highly dangerous; a PC trying to control the blade immediately knows the danger.

Strange Occurrences

There should be enough strange things going on without adding additional chaos. Add in something from the Encounters and Events section if you find things lagging.

Aftermath

Mud, blood, and death are everywhere. The effects of the blade have muddled the minds of those attending the tourney; they remember a thunderstorm, a riot, and stampeding horses, but little else. Those of greater fortitude, such as the PCs and a few members of the nobility/royalty, remember what really happened, but the king quickly silences any such talk.

If things have gone well the PCs have saved the king and, while he can't admit the reason, Vergang feels indebted to them. The king might reward them with lands, patronage, or simply wealth. If the PCs keep the Queen's secret she could grant them a few choice items of magic retrieved from an inquisition vault.

Sir Ormurin gives the PCs a far less obvious gift; he names them as his friends. This is a double-edged sword meaning that his allies might aid (or at least not harm them), while his enemies might go out of their way to do them harm.

King Vergang extends the tourney for one day, much to the delight of the crowd, and the Grand Melee is restarted the next day without further incident. The ultimate winner is up to you but the grand prize is changed to be something a little less dangerous.

Encounters and Events

Many of these events are highly unusual but the PCs may notice that people are slow to react to these strange events. Event that would normally have peasants reaching for their torches and pitchforks are brushed off without much ado. NPCs close to strange events often bear dulled expressions and appear distracted. As the tourney progresses, events grow increasingly bizarre.

Be careful with the number of these encounters you throw at your PCs. If you use too many of them then things may start to become too surreal. The PCs can overhear gossip about encounters they don't experience themselves.

Day 1 Events

The queen and the seneschal

One of the PCs spots significant looks passing between Queen Isabella and Lord D'Luca. The pair invent excuses to touch, and as the tourney progresses the PCs may spot secret love notes or even a stolen kiss. This behaviour is wildly out of character, as the PCs can learn from shocked servants.

Poison Chalice

While wandering the fair late at night, one of the PCs spots an agent of the Archbishop buying something from the back of an apothecary's stall. The apothecary is selling poison which the agent (a young priest) plans to slip into the King's food to impress the Archbishop. The Archbishop has no clue that this is going on and will not, in fact, be impressed.

You May Torch the Bride

PCs spying on the Archbishop hear him arranging a marriage between the oldest son of Prince Josel D'Angelo and a daughter of Duke Xasquez of Perono. If the PCs investigate further they might overhear the Archbishop ordering the inquisition to begin investigation of the Duke's family.

Won't You Buy?

The PCs spot an old woman selling love potions, healing potions, and charms. Clearly she's lost her mind. A while later the PCs can spot her being carried away by members of the inquisition.

Trampled Underfoot

The PCs see Lady Arabella of Santosonos arguing with a pair of knights from Albion and a peasant who claims the knights trampled his cornfield while practicing. The Albish knights, obviously inebriated, grow increasingly irritated and eventually draw steel, slaying the farmer in a single blow. Lady Arabella draws her own weapon and prepares to face down the two knights. Do the PCs help the Lady as she faces off against two armoured knights wearing only a padded gambeson? If the PCs lend a hand, they have Lady Arabella's gratitude and she gives them the benefit of the doubt in any future clashes.

The Convert

The PCs hear shouting and find a rough crowd surrounding a group of five Chaubretten knights and Sir Asmus. The Chaubretten jeering the "sand knight" and ask him where his war-camel is. Sir

Asmus is about a hair's breath away from drawing his blade. Can the PCs defuse the situation before it comes to violence? Sir Asmus is a very pious individual and offers to pray for the PCs if they step in.

Monster!

The PCs come across a colourful tent with a barker outside promising that inside the PCs will find a monster from the depths of hell itself. In reality the "creature" is a large man with green face-paint, fangs made from sharpened twigs, and a bear-skin costume. The stench and darkness in the tent prevent ready identification. The monster may get drunk at some point and run amok, requiring a careful hand, and possibly the promise of strong drink, to return him to his tent.



Wedding Bells

An eligible PC, such as a knight or a land owner, finds himself the target of fortune hunters. A nobleman down on his luck invites the PC to a meal with his daughter with an eye to a possible future marriage. See the entry for Tarquil, Earl of Casseille (Friends or Foes, p. 48) for possible ideas.

The Squire

The PCs spot Hobblesnort in one of his human disguises. The Fay is up to no good, loosening saddle buckles, dropping potions into cooking pots, and committing other random acts of mischief. The Fay may get himself in trouble with a humourless merchant or knight. Stopping or rescuing Hobblesnort may draw the ire or respect of Sir Ormurin, depending on how the PCs handle the situation. This is a good way to introduce the strange knight to the party.

Day 2 Events

Old Habits Die Hard

The PCs hear the sounds of a fight breaking out in one of the wine tents. The owner stumbles outside with blood running down his face from a cut on his forehead. The portly man begs for help before his tent is torn apart. Inside the tent a group of monks are engaged in a rowdy brawl with a smaller group of members of the inquisition. One inquisitor is trapped beneath a particularly portly monk while another is tied to a tent pole while two monks break up chairs to serve as kindling. A sound beating or a good telling off returns the men to their senses.

The Mitre and the Habit

The PCs hear screams and shouts coming from a tent marked with a cross on it. Two burly men at arms block the way but can be intimidated into stepping aside. Inside the tent a partially dressed abbot and a nun are engaged in an act that is most certainly against their vows. They are both enjoying themselves too much to notice the PCs.

Cry Havoc!

A drunken brawl erupts in the Lord's Hall. An inebriated Baroness Anat takes on all challengers in the centre of the fight, grinning from ear to ear. Her embarrassed squire stands nearby looking extremely uncomfortable. This has nothing to do with the Red Blade, the baroness just enjoys a good fist fight.

Coin and Scale

Moving through the fair at nightfall the PCs hear raised voices. Evelot Dooge and Guido Corvi are locked in a screaming match with members of Carind's guilds. Evelot and Guido are selling their wares for prices that the guildsmen can't match, and the latter are furious. The encounter is likely to come to blows if something isn't done. Even if the PCs defuse the situation, the local merchants are likely to hire someone to commit an act of vandalism or beat up one or both foreign merchants.

Wild Beast!

A massive wild boar, intended for a roast, breaks free and starts tearing through the crowd. The animal is a huge example of its kind. Use the statistics for the Wild Boar (Bestiary, p.28) but boost the creature's power until it becomes a serious challenge for your PCs. Use this encounter to introduce the PCs to one of the NPCs, by having the PCs either save them or someone they care about. Prince D'Angelo

of Mantla and Senator Faciliatus are both good choices here, since D'Angelo has a large entourage and Faciliatus cannot use his Warlock abilities without causing a storm.

Feast of Crows

The PCs hear dismayed cries. Investigating, they discover a corral with three dead horses. A fourth horse feeds on the carcasses.

Pies and Sausages

The PCs spot what looks like a human fingertip in a butcher's stall. At the GM's option this can simply be an odd piece of meat, or maybe the butcher's wife has finally had enough of her husband's philandering ways and has been selling his corpse off in pieces.



Shoddy Work

A female knight is seen arguing bitterly with a craftsman about repairs done to her armour. She says the work is shoddy and the smith is claiming it is not. The smith has been threatened by a small group of knights from Algandy who are determined that a woman won't win this year, and so has indeed done a poor quality repair.

Anachronism

Sir Ormurin walks through the crowds unwittingly drawing attention to himself by his antique garb. Someone may make the mistake of picking a fight with him. Sir Ormurin doesn't really understand human ways, and quite happily butchers anyone who he feels has slighted him.

Madman

The PCs come across a pitiful beggar. The man is hopelessly insane and mutters constantly about "the red lady". The beggar looks at the obsessed PC and screams "you see her too" repeatedly. The beggar follows the PC, screaming all manner of nonsense unless stopped. Most of what the Madman says is babble but you could include a prophecy in here if you so wish.

Building Alliances

A politically minded PC discovers some of the alliances forged for the grand melee, either from his existing contacts or from someone hoping to curry

his favour. What he does with this information is up to him, but he does uncover a rather unsporting plot by Baron DeBracy to backstab Count Ulrich. Tipping off the Count earns the PC Ulrich's eternal favour and invitation to join him at his hunting lodge in the mountains of Kurland.

Corruption and Lies

The PCs spot Sir Ertimus' squire in deep conversation with one of the inquisition. A small purse changes hands and the two part ways. The squire has bribed the inquisitor to declare Lady Elena D'Sylvestros' armour as enchanted. Lady Elena cannot afford new armour, so unless the PCs can come up a solution, she will have to enter battle unarmoured.

Day 3 Events

Witch-Queen

Queen Isabella's mind becomes addled by the Red Blade and she forgets that using magic in public is a bad idea. She starts with subtle spells like Invigorate but rapidly gets more and more obvious using Telekinesis with impunity. When the PCs realise what is happening how do they react?

Monster Redux!

The "monster" from day 1 rampages through the fair once again. This time however the poor man has actually transformed into a ravaging beast. The man has turned into an Ogre (Dragon Warriors Bestiary, p. 23) with a thick coating of hair.

The Play's the Thing

The lead actor drinks poison during the climax of a tragic play. The crowd applauds as the "curtain" comes down, but the actor is conspicuously missing. The actor died from drinking what was actual poison instead of cheap wine. Was the actor deliberately poisoned or is this just another side effect of the Red Blade's power?

Sub Plots

There is already a lot going on during this scenario, but having a personal stake in events should make the players more invested in what is going on and thereby increase their enjoyment. Choose one or more sub-plots for the PCs to get involved in.

Intrigue

The PCs are contacted by some organisation or foreign power and asked to spy on one of those attending the tourney. The person should be someone of wealth and power like Prince D'Angelo of Mantla or High Inquisitor De Cabbro.

Stolen

The PCs are asked to recover a diplomatically sensitive document from a spy at the Carind fair. The document could be a list of spies in the King's Court, a battle plan to attack the border, or simply a love letter from the King of Albion to Vergang's niece. The only hitch is that the only clue the PCs have to the identity of the spy is that he has a strange, strangled sound to his voice.

Messengers

Two people at the tourney have an inappropriate relationship and wish to keep it quiet. Perhaps Vergang's niece, Marina, has caught the eye of Sir Rokar, who tortures himself by worshipping her from afar? Or perhaps Count Ulrich and Lady Arabella consummate their affair in writing, since it can never be real while the Count's wife lives? Regardless of the reason, the PCs are drafted in to act as messengers or go-betweens.

Murder Hunt

The PCs are charged with finding a murderer who has travelled to Carind as the squire of one of the competing knights. Information is sketchy with only have a single distinctive feature to work with. The PCs know that the knight belongs to a certain order but investigating them directly causes the order to close ranks. Can the PCs figure out who the murderer is and return them to justice in a far off land?

Lost Relics

A foolish young monk from the Abbey of Saint Ustice on the Albion coast accidentally placed a relic of the well-known warrior-saint in a shipment of holy water intended to bless the knights compet-

ing in the tourney. The Abbey cannot admit the loss of the relic and the distinctive ornamentation on it makes it impossible to duplicate. Dozens of pots of the holy water have already been distributed to various priests and monks throughout the tourney. One of these clay pots contains the gilded and mummified toe of the saint; can the PCs recover this artefact before the next major feast day?

Goldrush

Rumours of gold found in the north spread like wildfire. Freeman and peasants alike are speaking about it all the time. Many plan to head north directly after the fair to seek their fortune. Things get worse when small gold nuggets start appearing, apparently drawn from Spelgling River on the border with Chaubrette. With border tensions growing, the last thing the king needs is thousands of his people heading north. The PCs are drafted in to find the source of the rumours and gold.

Assassination

The PCs are sent to prevent someone from being assassinated at the tourney. The target is blissfully unaware of the danger and may have to remain. For an extra wrinkle, the characters may not even know the target, only that someone close to Vergang is about to be killed.

Smuggling

There is a healthy black market for items banned by the church or taxed heavily. Relics, magical items, and spices are all considered either contraband or taxed so heavily that they're out of the price range of most normal people. The proceeds of this "victimless crime" are often used to much darker and more violent ends. The chaos of the Carind fair makes it the ideal place for smugglers to operate and the PCs might be tasked with either smuggling things in or stopping someone from doing the same.

Hidden Magician

The Inquisition gets wind of a magician at the fair healing the injured for a nominal fee. The PCs are asked, as an act of faith to help the inquisitors capture the "hell-spawn" sorcerer. What do they do when it turns out that this individual really is a Demonologist?

Appendix 1: NPCs

For most of the NPCs you can use the stats for average profession members from the Dragon Warriors core rulebook. Sir Ormurin and Hobblesnort merit special mention.

Sir Ormurin of the Grim Brow

9TH RANK FAY KNIGHT

Attack 22, **Defence** 16
Magical Attack 15, **Magical Defence** 12
Armour Factor 5 (Plate Armour)
Movement 10m (20m)
Evasion 7, **Stealth** 15, **Perception** 9
Health Points 21, **Magic Points** 4

Strength 13
Reflexes 13
Intelligence 10
Psychic Talent 16
Looks 15

Equipment

Plate Armour (AF5), Sword (1d8,4), Shield, fine clothing, and fay steed (Warhorse).

Special Abilities

Sir Ormurin can cast spells as a 1st rank Sorcerer.



hobblesnort

RANK EQUIVALENT 6TH

Attack 14, **Defence** 10
Magical Attack 20, **Magical Defence** 11
Armour Factor 1 (Tough skin)
Movement 10m (20m)
Evasion 6, **Stealth** 21, **Perception** 11
Health Points 10, **Magic Points** 12

Strength 11
Reflexes 12
Intelligence 10
Psychic Talent 13
Looks 4

Equipment

Ragged clothing, a dagger (1d4,2) and a small bag of trinkets worth about 20F in total.

Special Abilities

Hobblesnort has the spells of a 3rd rank Sorcerer. In addition to this the squire has access to all manner of minor Fay magic such as the abilities to sour milk, spoil food, lame a horse, and curse a person with warts or boils.

As well as all this, Hobblesnort has the ability to transform into a number of forms including a mortal man or woman, a toad, a cat, and a magpie. No matter what form he takes, Hobblesnort always appears as a remarkably ugly example of his kind.



Appendix 2: Character Quick Reference Sheet

The High Table

Name	Description	Linked Events
King Vergang of Algandy	Scheming king of Algandy	None, but see Sub-Plots section
Queen Isabella Montorosa of Algandy	Charming woman and a secret Mystic	Witch-Queen, The queen and the seneschal.
Lord Eduardo D'Luca	Vergang's seneschal and secretly in love with the queen	The queen and the seneschal
Princess Marina Montorosa	Vergang's niece, romantic dreamer	None, but see Sub-Plots section
Magus Rodrigo Stevrossa, Court Magician	The court magician, currently unconscious in Carind	None

Lords and Ladies

Name	Description	Linked Events
Lady Elena D'Sylvestros	Broke former champion in desperate need of a win	Corruption and Lies
Senator Quintus Faciliatus	Ambassador from New Selentine Empire	Wild Beast!
Sir Ertimus of Mantla	Aggressive knight and accidental minor folk hero	Corruption and Lies
Lady Arabella of Santosonos	Head of the knightly order of the scarlet garter, in charge of security at the tournament	Trampled Underfoot
Count Ulrich of Kurland	Aging knight, secretly in love with Lady Arabella	Building Alliances
Baroness Anat of Ereworn	Daring or possibly insane knight	Cry Havoc!
Baron Hugo DeBracy	Chaubretan knight who will do anything to win	Building Alliances
Sir Altas of Maritaine	Young country knight on his first outing	None

Men and Knights of the Cloth

Name	Description	Linked Events
Archbishop Miguel DuGhast of Carind	Power-hungry churchman who hates the king	Poison Chalice, You May Torch the Bride
High Inquisitor Fernando De Cabbro	Kindly old man forced into a position he didn't want	None
Sir Rokar of the Knights Cappellar	Hidebound follower of scripture, wanted for murder	None, but see Sub-Plots section
Sir Asmus of the Knights Cappellar	Zealous convert to the true faith	The Convert

Merchants and Peasants

Name	Description	Linked Events
Prince Josel D'Angelo of Mantla	Merchant prince of Mantla with a liking for the ladies	You May Torch the Bride, Wild Beast!
Evelot Dooge	Textile merchant with enemies among the locals	Coin and Scale
Guido Corvi	Glass merchant on the run from Ferromaine criminals	Coin and Scale
Sedum	Cutpurse disguised as a nobleman's servant	None

The Outsiders

Name	Description	Linked Events
Saint Arkturian's Blade	Fay-tainted sword and force for chaos	Nearly All
Sir Ormurin of the Grim Brow	Fay Lord and protector of the Red Blade	Anachronism
Hobblesnort	Chaotic Fay and squire to Sir Ormurin	The Squire

