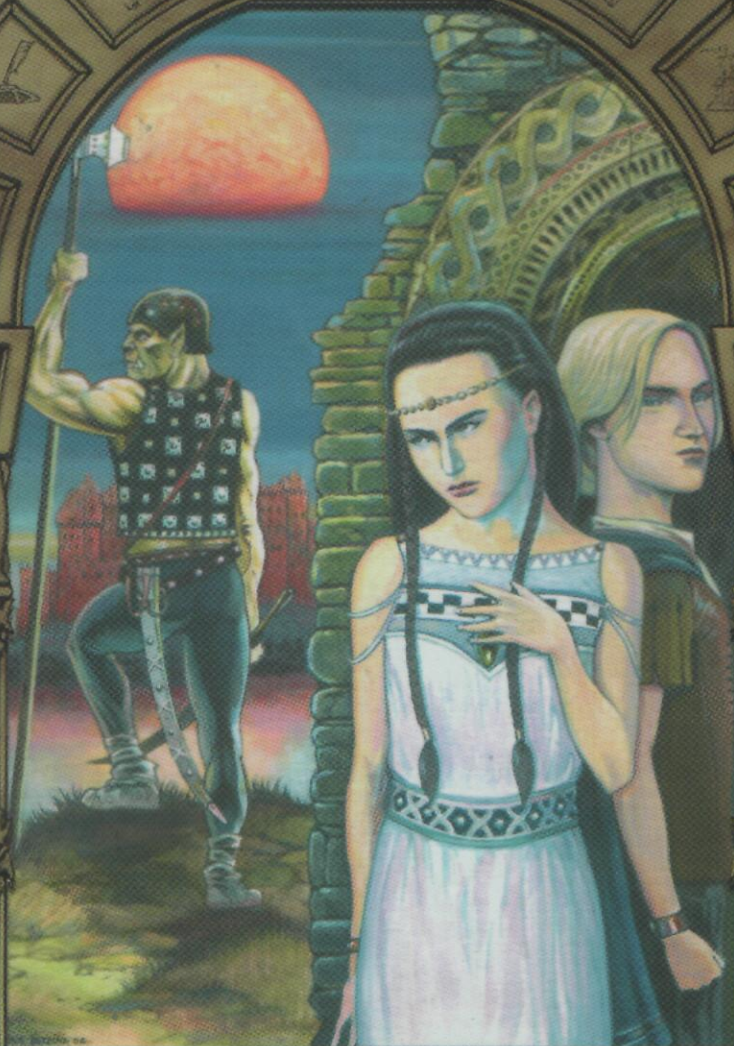


Chivalry
and
Sorcery



UNDER THE CASTLE GATES

BY

COLIN D. SPEIRS



UNDER THE CASTLE GATES

A Chivalry & Sorcery Light™ Adventure

by

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DEDICATED TO:

IN MEMORY OF

JAMES RITCHIE

FATHER-IN-LAW AND FRIEND

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INTRODUCTION

Welcome to "*Under the Castle Gates*", the first in a series of short adventures set in the *World of Marakush*. This scenario is designed for use with *Chivalry & Sorcery Light* and has the players not as adults ready to go fully-fledged into adventures, knightly service or whatever, but as adolescents living around a castle. They will not have the full range of skills and abilities available to them, as they will not have grown into their full strength. However, the challenges will not be too onerous either.

In the centre of this adventure are six pre-generated characters, however, players are free to substitute their own characters providing they are first level and of the required age and social status. In such a situation the names of the characters will need to be altered. The only required materials other than this adventure are the *Chivalry & Sorcery Light* rulebook, paper, pens, dice and finally your imaginations.

GAMEMASTER'S NOTES

This adventure is centred on the retrieval of two sheep stolen by "broken men", men (and an Orc) who have no place in feudal society and are therefore outside the law. This adventure is the fantasy role-playing equivalent to the 1930's and 1940's (Boy's Own) style of adventure, as the children attempt to retrieve them.

The main character is Edwynred, the son of Aethwynred and he must be played in the game, the other essential character is the shepherd boy, Alfsrik, but he could easily be an NPC.



Edwynred is eager to prove himself a hero and should volunteer to get the sheep back, even though Alfsrik wants to tell his father. Edwynred is a bold and headstrong youth and play that runs counter to that should be penalised.

THE SCENARIO

Introduction

Read or paraphrase the following:

It is the middle of the morning one fine spring day in Urtind. The castle of B'Ran Urswulf bustles with activity as all the castle folk prepare to receive a visit from the King Karonus, as he tours the holdings at the border with Darken.

In the meadows by the river, Edwynred, the son of the B'ran's right hand man, Aethwynred, is playing with other children of the castle household. They are busy enacting all the deeds that Edwynred will perform when he comes of age. Just then the shepherd boy Alfsrik comes rushing up.

Encounter One

As Alfsrik arrives, read or paraphrase the following:

Edwynred, greetings friend. There ... there are two sheep astray. I just found it out. I looked for wolves, but didn't see any sign of them. I ... I saw signs of men though. They must have stolen them. Taken them into the woods for their dinner. I must tell my dad that masterless men are here.



Alfsrik is very out of breath from running and is breathing heavily.

If questioned by Edwynred or any other members of the group, he knows the following:

- 1 He did not see the men, however, he saw tracks belonging to three people, all bigger than himself to judge by the footprints.
- 2 He was distracted "talking" to Aeflinde, a young lady of the village. He has left her with his young brother to look after the rest of the flock while he came here to see his father.

If Edwynred decides to seek his own father, or the father of Alfsrik then that is counter to his nature. He sees himself as a hero and more than capable of getting a couple of sheep back from thieves. If he lets his enthusiasm be over-ruled by Alfsrik wanting to tell his father then read or paraphrase the following:

As they enter the castle gates they meet Hansrik, father of Alfsrik. He listens as his son blurts out his story before cuffing him on the ear.

"Foolish urchin. Admit it. You slept and let them wander. Back to the flock now and help your brother find them.

He begins to push you back out of the castle and continues to yell after you:

If you don't then you won't be able to sleep for some days yet to come."

He shoves his son back down out of the castle before returning to his task of cleaning the castle stonework along with a gang of the men of the village.

As you return down the hill you hear Alfsrik's father being taunted by the other men.

"Oh big Hansrik, tough enough to stand up to his son, but not his wife!"

"That's right Hansrik, it's good that a boy knows he can talk to his father!"

"Hansrik. If the boy's right you're going to look a bigger fool than you do now!"

Encounter Two

It takes fifteen minute at a jogging run to reach the flock, the closer pasture is being used for cattle, and to find the rest of the flock along with Alfsrik's younger brother Caedrik and Aeflinde, a 12 year old girl just blossoming into womanhood.





Caedrik is trying to appear as adult as an 10 year old can, holding a branch that he has trimmed down to make a staff, but he is obviously relieved to see Alfsrik and he leads the group to the tracks.

There are smaller tracks obviously belonging to Alfsrik, Caedrik and Aeflinde, but the main tracks are obvious, and seem to show three individuals pulling along two sheep

Should any of the party make a successful **Forester: Tracking Beasts** skill roll, a Critical Success will show that one of the tracks is not that of a man, but is the broader foot of an Orc.

The tracks lead into the woods, and the hoof tracks of sheep coupled with the little piles of droppings show the way.

Encounter Three

If any of the group are scouting or specify that they are using the **Tracking** skill to ensure that they are not thrown off the track then they have a **half** normal chance to hear a snuffling sound coming from a thicket ahead. The trail crosses close to the sett of a Badger Sow and her cubs.



BADGER SOW

Size	M	Body	22
Mov	7'	Fatigue	18
BMR	8	Dodge	+0
Stamina	+25	Willpower	+14
Action Points	12	Exp	70
ARMOUR			
Base	6		
Crush	+4		
Pierce	-2		
ATTACK METHODS			
Claw	MED SL 8 + D10 40% + 18 PSF		
Bite	MED SL 7 + D10 40% + 21 PSF		

If the person charged by the Badger Sow has a spear and rolls a critically successful attack, that the Sow fails to dodge, then they have rammed the spear into the badger.

If the spear is NOT a boar spear then the Sow will charge up the spear. If the wielder does not drop the spear, the Sow gains an attack at a bonus of **+25%**. If the wielder manages to drop the spear, the Sow loses an additional $\frac{1}{2}$ D10 feet per round to her movement.

If the spear is a Boar Spear then there is a **Strength vs Strength** contest each round between the spear wielder and the Badger Sow.

A Strength vs Strength test means that both sides make a STR AR for the test. If both make their ARs or if both fail then there is no change.

If the thicket is either intentionally disturbed or disturbed by accident (this is the result of a 1 or 2 on a D10 roll), then the Sow will charge the group. She will be determined to protect her cubs from harm.



This means that there is a 6 foot gap in the bridge. You know another way to get across the river but that would take too much time.

If the Sow wins the STR AR but the Spear wielder fails then the wielder loses grip of the Spear and is knocked back an extra $\frac{1}{2}$ D10 feet.

If the wielder holds on then any attack by the others gains **+15%** to their TSC%'s.

If the wielder succeeds in his STR AR and the Sow fails, then she suffers **1D10** Fatigue damage.

One other person may lend support to the wielder of the spear and that person lends **half** their strength to the spear wielder.

If the Sow is killed then two cubs remain in the sett and can be picked up. They might be worth something to the village as they can be tamed at this age that is assuming anybody wants a couple of large, tame weasels.

Other obvious options for the group are to either run away or to climb a nearby tree.

Encounter Four

Read or paraphrase the following:

The trail comes to a stream that has cut its way through a rocky outcrop, making a damp and nasty looking crack in the earth. The bridge across this has had the middle section of planks cut and thrown into the river. The bridge is about 20 feet long, built entirely of wood, pegged. There is a rail at about four and a half feet high. The planks are pegged onto two runners and there is nothing between rail and runner, save for a support every six feet.

Give the players **Handout Two**.

How to get across. Allow the players to suggest their own ideas but here are a few examples.

- 1 Jump. This would take a running jump. To do this requires a **Jump** roll.
- 2 Climb down the ravine, cross the stream lower down its path and then back climb up. Requires a **Climbing** roll at a penalty of **1/3 TSC%**.
- 3 Look for something to bridge the gap.
- 4 Walk across the railing of the bridge. Players suffer a penalty of $\frac{1}{2}$ **AGIL**.
- 5 Walk across the bottom runner, holding onto the rail. Players gain a **+10%** bonus to their **AGIL** AR.
- 6 Hunt in the woods for a fallen log. It will take a minimum of 20 minutes to find one. Players suffer a penalty of **-10%** to their **AGIL** AR as they cross.

If they rope people together and anyone falls, then make a Strength vs Strength test. Make a STR AR for the person closest to the fallen person. Add **half** the Strength of any others who are tied together but have not fallen as a bonus. Add together $\frac{1}{2}$ x **Body** of the party members who have fallen and use this instead of the Strength.

If those left standing win the Strength test, the fallen person can be dragged back up.

If those fallen win the test then the next person is pulled over and a further Strength vs Strength test is required.

If they all fall, the party members all suffer 1D10 Body damage from falling.

Encounter Five

A relatively innocent Goblin bounty hunter, chasing another Orc charged with the crime of murder in Darken, is being attacked by a vicious bunch of pixies.

Author's note: Stop laughing there, it's true, ever noticed how vicious Yorkshire Terrier dog's are, it's only because they're small that no one bothers with them.

Read or paraphrase the following:

The woods become sparser and the light shining through the branches gives a dappled effect.

As the path slips down the hill you can see, a little way ahead of you, a short figure, about 4'10" dressed in a patchwork of green, dancing about, no, swatting about him.

Getting closer you notice that there are a group of six or seven tiny figures flying around him and pelting him with tiny sling stones and darts.



PIXIE NUISANCES

There should be one of these for every party member plus one.

Size	M	Body	12
Move	16"	Fatigue	20
BMR	20	Dodge	+45
Stamina	+21	Willpower	+6
Action Points	14	Exp	100
ARMOUR			
Base	0		
Crush	+4		
Pierce	-2		
SKILLS	BLOWS	PSF%	TSC% DAMAGE
Dart	2	18%	58% See below
Sling	3	18%	48% See below
Dodge		45%	85%
WEAPON	SR	MR	LR ER
Dart	-5%	0%	-10% na
Range in feet	2	5	10 na
Base Damage	1	0	-1 na
Sling	-5%	0%	-10% na
Range in feet	5	10	20 na
Base Damage	2	1	0 na

Half of the Pixies will have slings and half of them will have darts.



3 Aid the pixies. Read or paraphrase the following:

Finally, the combat is resolved and the Goblin lies at your feet, while the Pixies hover around, chuckling inanely to themselves. Suddenly without warning they turn upon you, firing their darts and slings.

Their darts and slings do not do much damage but they do cause intense itching. Every time one causes damage then subtract the damage from the CON AR of the target. This is cumulative so if someone has suffered a total of 9 damage in two attacks then they have to check at -9%. If the person fails then the itching is too hard to bear and they must make a Willpower Roll to avoid running to the nearest water source to soothe the itch. In this case the river. However, even if they make their Willpower roll, they lose their next attack.

What happens next is up to the party. Again allow them to make their own suggestions, but obvious choices might be:

1 Do nothing and hide. Read or paraphrase the following:

Ten minutes later you hear nothing. You hear a great shriek, a load of crashing then a splash as the goblin, driven mad by the pixies, jumps into the river to his death.

2 Do nothing and watch openly. Read or paraphrase the following:

Soon the goblin is driven mad by the pellets. He rends his clothing and tears at his face, he gives a loud yell and runs through the undergrowth into the river by the road and to his death. Then the pixies turn on the party.

The remaining pixies now turn on the party.

4 Play music. If a character is able to sing or play music and they attempt this then that might be able to distract the pixies and soothe their mood. If accompanied then make a roll using the character with the highest TSC% and add a bonus of half the PSF% of everyone else who assists.

Crit Die	Success
1 - 2	They demand another performance. If a success then they let the Goblin go, otherwise they start attacking him again.
3 - 6	They are entranced for two rounds.
7 - 8	With a merry laugh they fly away, leaving the Goblin alone.
9 - 10	They are so enchanted they not only let the Goblin go they heal all his wounds.
Crit Die	Failure
1 - 2	Roll again, if still a failure they clap their hands over their ears and fly away wailing. Otherwise they attack.
3 - 6	They immediately all attack the musician.
7 - 8	They attack the musician for one round and widen that to everyone else the next.
9 - 10	They continue the attack.

- 5 Aid the Goblin. If the party win then the Goblin thanks them profusely. **Read or paraphrase** the following:

"Thank you kindly young humans, thank you kindly. My name is Irammachak Dibbins, yes it is, Irammachak Dibbins it is and he thanks you. I do. I'd like to thank you, did I say that, yes indeed I have a little something here, might it do?"

He pulls out a leather cord, tied to which is a bone whistle with lots of intricately carved designs on it, hands it to whom-ever has impressed him as the leader and says:

"If you are in trouble, yes you, then blow on this, not the twice but the once only and I will send aid. Just the one time and the charm is gone, but aid I will send, but once."

Having said his fill, he whistles a happy tune and walks off into the forest, away from the path, his war club over one shoulder.

When the whistle is blown then Irammachak Dibbins (or a Simulacrum of him) will appear, ready to aid the party. If it is blown frivolously then the blower (and he will know who it is) will find him or herself over Irammachak's knee getting **D10+2** worth of Fatigue damage from a good spanking.



IRAMMACHAK DIBBINS

Mystic Ushallat raised Bounty Hunter
- Level 5

STR	13	INT	13	APP	5
CON	11	WIS	11	BV	8
AGIL	12	DISC	9	PTY	8
BODY	26	Fatigue	(30) 23	AP	14
ARMOUR	Ringmail				
Base	4				
Slash	+2				
Pierce	-1				
SKILLS	BLOWS	PSF%	TSC%	DAMAGE	
War club	3	31%	81%	12 Crush (Crit +1)	
Knife	4	24%	74%	6 Pierce	
Dart	2	21%	51%	See below	
Dodge		24%	74%		
WEAPON	SR	MR	LR	ER	
Dart	-5%	0%	-10%	-20%	
Range in feet	5	10	20	30	
Base Damage	1	1	0	-2	

(Figure in brackets is prior to damage received)

His whistle is an artefact of his Ushallat (a kind of Orcish Guild) and he can call it back to himself if he needs to. He is a decent sort, whose skills are mostly to do with tracking malefactors, hitting them on the head and returning them to justice.



Encounter Six

Read or paraphrase the following once Irammachak has departed:

You continue on your way until you reach a fork in the road. To the left it climbs up a steep hill and hugs the edge of the hill just behind the tree line. Ahead you can see that the rest of the trail leads down to the lower part of the hillside, which is bare as it faces a village that commands a crossroads and bridge.

If a **Tracking** roll is made at a penalty of -25%, due to the earth being very rocky, then it is obvious that the sheep went **up** the hill.

Encounter Seven

If the party follow the tracks they go up a steep, narrow but obviously well used path, then they go down the hill to the other side of the village. Each party member loses **18 - CON** Fatigue points (minimum loss of 1 point) due to the steepness of the climb up. The journey down the other side is a little easier but only a little.

Read or paraphrase the following:

At the top of what has been a steep climb you can see through a sparse tree-line the pallisade of a village that guards a cross-roads made by the road you have been travelling on and a bridge.

The trail continues straight ahead where there are two badger baiters camped, they are cooking a meal of roasted hare on a spit over an open fire. Continue with the following:

You can see, ahead of you, that the path you are following heads back down to rejoin the main road. Your stomachs rumble as you think how long it is since you have eaten. It is not helped by the smell of a fire at which sit two men sitting contentedly as the last remnants of a hare smoulder on the fire.

One, a burly, clean shaven man with red hair stands up and looks at the children. His swarthier companion remains seated and spends his time looking in a large wicker basket that you note is heavily reinforced by a series of leather straps. They are clad in the road-soiled clothes of a town dweller and they have the lighter sword and dagger of someone used to fights in dark alleyways rather than on the battlefield. The red haired man bows and introduces himself.

"Greetings young masters and misses. And a fine day it is to greet you here. Allow me to introduce myself. I am Timoteus Brockwrangler and this is my apprentice, Patch."

Patch grunts.

"We are sportsmen and impresarios of entertainment, fallen on slightly inconvenient times, and travel seeking places and people who appreciate the finer nuances of our entertainment form."



- 1 If the party brought the badger cubs with them, **read or paraphrase** the following:

He is about to speak again when the sound of the badger cubs mewling in where ever they are kept catches his attention, as it also seems to for Patch's wicker basket as answering mewls and thumps can be heard as the basket rocks from side to side. Patch uses a stick to poke through a small opening in the basket to chastise the occupants, occasionally hammering on the top of the basket and hissing at its occupants.

Timoteus, who had been watching Patch, looks back at the group.

"Ah! I hear that perhaps you have the very stuff of our entertainments, to be exact, badgers, cubs by the sound. It so happens that I can offer a quarter of a silver penny for each cub in fine condition. Badger cubs are tricky creatures to raise, prone to every tistic and flux that affects weaselkind and I am sure that you would be glad to rid yourselves of these noisy and smelly burdens."

He then starts to make a move as to fetch the cubs himself.



- b) Fend him off.
c) Rescue the other two cubs from Patch's basket.

If a big show of force is made against Timoteus then he and Patch will back off into the woods, but not before swearing vengeance, "I would have re-established my fortunes too, if it hadn't been for you meddling monsters".

If it comes to blows give both Timoteus and Patch a 67% chance to dodge or parry but they will not attack, they will just use the opportunity to defend themselves until they can run.

- 2 If the party did not bring the badger cubs with them then **read or paraphrase** the following:

"Now what brings yon bairns upon the trail. Happenstance you are looking for a goodly trade to earn a living. Well none can be grander than that of a Brockwrangler. Come join us for a bite to eat and let me explain the finer points of our quaint trade."

Probable reactions of the group might be :

- a) Sell him the cubs. The PCs are nasty swines. He will go as high as one half of a silver penny per cub, but no higher.

CHARACTER NAME	Edwynred Aethwynred's son	SOCIAL CLASS	Noble	AGE	13
NATIONALITY	Urtish	VOCATION	Warrior	LEVEL	1

ATTRIBUTES

PHYSICAL	ATT	AR	SC%	MENTAL	ATT	AR	SC%	SOCIAL	ATT	AR	SC%	BODY	23
STR	10	58 %		INT	8	50 %		APP	8	50 %		Fatigue	20
CON	9	54 %		WIS	5	35 %		BV	9	54 %		AP	13
AGIL	11	58 %		DISC	8	50 %		PTY	4	30 %		ML	

SKILLS AND SPELLS

SKILL	Level	BCS	BONUSES		PSF%	TSC%	SKILL TYPE
			ATT	LEVEL			
Language - Own (Urtish)	1	60%	7	3	10%	70%	V
Sword	1	40%	10	3	13%	53%	V
Brawl	2	50%	9	6	15%	65%	V
Axes	1	40%	10	3	13%	53%	V
Spears	3	50%	8	9	17%	67%	VM
Dodge	2	60%	11	6	17%	77%	VM
Knives	1	50%	11	3	14%	64%	V
Shields	2	50%	11	6	17%	67%	VM
Wear Light Armour							V
Geography - Banswulfburhshire	1	30%	8	3	11%	41%	
Read Character	1	20%	5	3	8%	28%	
Swimming	2	40%	9	6	15%	55%	
Leadership	1	30%	9	3	12%	42%	

WEAPON	Boar Spear	Hatchet	Knife	Punch	Kick
LENGTH	L	S	S	S	S
WEIGHT	M	M	L	L	M
DAMAGE	11 + Dice P	10 + Dice SL	8 + Dice P	4 CR + Dice	10 CR + Dice
CRIT MOD	0	+1	0	0	0
BLOWS	3	3	4	4	3
SKILL USED	Spears	Axes	Knives	Brawl	Brawl

UNDER THE CASTLE GATES

MISSILE WEAPON	SHOTS/ROUND					MISSILE WEAPON	SHOTS/ROUND				
	SR	MR	LR	ER	MaxR		SR	MR	LR	ER	MaxR
TSC Mod CRIT + RANGE IN FEET BASE DAMAGE						TSC Mod CRIT + RANGE IN FEET BASE DAMAGE					
ARMOUR WORN	Quilted Armour					Absorbs - 2	+ 1 vs Crush, -1 vs Pierce				

EQUIPMENT

ITEM	WEIGHT	ITEM	WEIGHT	ITEM	WEIGHT
Wicker Target Shield +5% 10 DEF +1 Crit +2 Crush, -2 Pierce	3lbs	Boar Spear	7lbs	Lump of cheese	½lb
		Hatchet	6lbs	Flask of small beer	1½lb
		Armour	6lbs	A pebble	
		Knife	1lb	3 copper pennies	

PERSONALITY

The son of B'ran Urswulf's chief Elstash (knight) Edwynred has been raised on stories of heroism and glorious deeds, and fancies himself as a mighty warrior, fearsome and deadly to his enemies, gentle and gracious to the weak and helpless.

He has lived all his life in the castle of Banswulfburh and its surrounds, though in the last year or two he has gone with the B'ran and his father on some journey's in the shire.

He is the leader of the children of his own age in the village and castle, although he knows that soon he will have to turn his back on childhood and take his place as a warrior in the B'ran's service. It is possible that he will first be fostered in the household of an ally.



He is anxious to prove himself, and is headstrong and dismissive of consequences, a trait (typical of young nobles of this time) that has had him sitting vigils on the castle walls as an object lesson from his father.

As the game starts, he is practising with weapons with his friends Sven, Padwynus, and Ursgifu when he spots another friend, Alfsrik come running towards him.

UNDER THE CASTLE GATES

CHARACTER NAME	Padwynus Aongwynus's son	SOCIAL CLASS	Yeoman	AGE	12
NATIONALITY	Urtish	VOCATION	Novice Priest	LEVEL	1

ATTRIBUTES

PHYSICAL	ATT	AR SC%	MENTAL	ATT	AR SC%	SOCIAL	ATT	AR SC%	BODY	
STR	8	50 %	INT	9	54 %	APP	6	40 %	Fatigue	15
CON	7	45 %	WIS	10	58 %	BV	8	50 %	AP	7
AGIL	6	40 %	DISC	8	50 %	PTY	10	58 %	ML	

SKILLS AND SPELLS

SKILL	Level	BCS	BONUSES			TSC%	SKILL TYPE
			ATT	LEVEL	PSF%		
Language - Own (Urtish)	1	60%	8	3	13%	73%	V
Language (Liturgical Urtish)	1	60%	8	3	11%	71%	V
Faith	3	40%	10	9	19%	59%	VM
Theology	1	50%	9	3	12%	62%	V
Read/Write	1	50%	9	3	12%	62%	V
Read Character	1	30%	10	3	13%	43%	V
Detection	1	50%	10	3	13%	63%	V
Oratory	1	40%	8	3	11%	51%	VM
History	1	40%	9	6	12%	52%	V
Music (Harp)	2	50%	8	3	14%	64%	V
Climbing	1	40%	7	3	10%	50%	
Swimming	1	40%	7	3	10%	50%	
Lore (Urtish Law)	1	30%	9	3	11%	41%	M
Brawl	1	40%	7	3	10%	50%	
Dodge	1	40%	6	3	9%	49%	

WEAPON	Punch	Kick				
LENGTH	S	S				
WEIGHT	L	M				
DAMAGE	3 CR + Dice	9 CR + Dice				
CRIT MOD	0	0				
BLOWS	2	1				
SKILL USED	Brawl	Brawl				

UNDER THE CASTLE GATES

MISSILE WEAPON	SHOTS/ROUND					MISSILE WEAPON	SHOTS/ROUND				
	SR	MR	LR	ER	MaxR		SR	MR	LR	ER	MaxR
TSC Mod						TSC Mod					
CRIT +						CRIT +					
RANGE IN FEET						RANGE IN FEET					
BASE DAMAGE						BASE DAMAGE					
ARMOUR WORN						Absorbs -					

EQUIPMENT

ITEM	WEIGHT	ITEM	WEIGHT	ITEM	WEIGHT
Holy Symbol	1 lb	Harp	7 lbs		
Clothes	10 lbs	Spare harp string			
Belt and pouch		A mouse			
Wax tablet and stylus		2 copper pennies			

PERSONALITY

Aongwynus is the Priest for the village of Banswulfburh and Padwynus is his son and Acolyte. He tries to emulate the severe dignity of his father but usually spoils it by having a taste for practical jokes. His father is still a little cross from when Padwynus put the frogs in the cask of small beer used by the castle's gate guard.

Padwynus is a bright child, but shy and self conscious of how unfit he is. He covers up for this, as so many do, by a loud and extrovert personality. He tries to be fun but he knows that some might see him as brash and annoying. There are only a few people with whom he can be himself.

As an acolyte Padwynus has access to a few Clerical miracles (listed on Handout 1). To use these miracles he must make a successful **Faith** roll. Padwynus is a pious child, having more of a direct experience of the goddess Beleryn than most.

Beleryn is a goddess of law, growth, justice and rulership. Her totem bird is the phoenix and her symbol is a child holding a sceptre and a set of balance scales. As a member of the Church of Urto, Padwynus knows that she is the All-mother and that all of the other alleged gods are either merely her servants, or enemy demons.

As a symbol of his faith and of his status as an acolyte, Padwynus wears a torc of bronze with a crown engraved at one end and a sceptre on the other.

UNDER THE CASTLE GATES

CHARACTER NAME	Alfsrik Hansrik's son	SOCIAL CLASS	Yeoman	AGE	13
NATIONALITY	Urtish	VOCATION	Forester	LEVEL	1

ATTRIBUTES

PHYSICAL	ATT	AR SC%	MENTAL	ATT	AR SC%	SOCIAL	ATT	AR SC%	BODY	25
STR	12	66 %	INT	6	40 %	APP	8	50 %	Fatigue	22
CON	10	58 %	WIS	8	50 %	BV	5	35 %	AP	12
AGIL	11	62 %	DISC	7	45 %	PTY	5	35 %	ML	

SKILLS AND SPELLS

SKILL	Level	BCS	BONUSES			PSF%	TSC%	SKILL
			ATT	LEVEL	TYPE			
Language – Own (Urtish)	1	60%	5	3	8%	68%	V	
Sword	1	40%	10	3	13%	53%	V	
Brawl	1	50%	12	4	16%	66%	V	
Axes	1	40%	12	3	15%	55%	V	
Spears	2	50%	7	6	13%	63%	VM	
Dodge	2	50%	11	6	17%	67%	V	
Knives	1	50%	11	3	14%	64%	V	
Shields	1	40%	11	6	17%	57%	V	
Wear Light Armour							V	
Geography - Banswulfburhshire	1	30%	6	3	9%	39%		
Slings	2	50%	11	6	17%	67%	V	
Detection	1	50%	8	3	11%	61%	V	
Forester - Track Beasts	2	50%	8	6	14%	64%	VM	
Forage for Food/Water	1	40%	8	3	11%	51%	V	
Hide in the Forest	1	40%	8	3	11%	51%	V	
Animal Skills - Shepherd	1	40%	7	3	10%	50%	VM	
Train Dog	1	30%	7	3	10%	40%		
Willpower	1	40%	7	3	10%	50%		
Swimming	2	40%	10	6	16%	56%		
Climbing	1	40%	10	3	13%	53%		
Music (Pan Pipes)	1	40%	5	3	8%	48%		

WEAPON	Spear	Knife	Punch	Kick		
LENGTH	L	S	S	S		
WEIGHT	M	L	L	M		
DAMAGE	11 P + Dice	5 P + Dice	4 CR + Dice	11 CR + Dice		
CRIT MOD	0	0	0	0		
BLOWS	3	4	4	3		
SKILL USED	Spears	Knives	Brawl	Brawl		

MISSILE WEAPON	SHOTS/ROUND		2			MISSILE WEAPON	SHOTS/ROUND				
SLING	SR	MR	LR	ER	MaxR		SR	MR	LR	ER	MaxR
TSC Mod	-5	0	-10	-20	-30	TSC Mod					
CRIT +	1	1	1	1	1	CRIT +					
RANGE IN FEET	10	20	40	80	300	RANGE IN FEET					
BASE DAMAGE	4	3	1	-2	-5	BASE DAMAGE					

ARMOUR WORN	Quilted Armour	Absorbs -2	+1 vs CR, -1 vs Pierce
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EQUIPMENT

ITEM	WEIGHT	ITEM	WEIGHT	ITEM	WEIGHT
Wicker Target Shield +5% 10 DEF +1 Crit +2 Crush, -2 Pierce	3 lbs	Spear	7 lbs	Pan pipes	1 lb
		Armour	6 lbs	8 feet of string	
		Knife	1 lb	(knotted together)	
		Dried frog		1 copper penny	

PERSONALITY

As the game starts Alfsrik has discovered a pair of sheep missing from the flock and has left his girlfriend and his brother with the remainder whilst he runs to the castle to alert his father and the rest of the village. For he has found tracks that indicate that the sheep were stolen.

The elder of Hanrik's two sons is usually put in charge of his brother when they watch the villages sheep but already it is obvious that Caedrik is brighter than his elder brother.

As a forester and also a shepherd Alfsrik has little illusions about animals. He sees them as food, workers or nuisances, and he finds people who get emotional about animals silly, apart from his and his brother's sheepdogs, they at least are special.

Alfsrik is going to be big and strong when he grows up, but has felt his father's wrath too much to get on his bad side. Thus he wants to tell his father as soon as he can so as to get a hot pursuit of the thieves, though he is a little frightened of telling him.

The one thing which he is embarrassed about is that he was distracted "talking" to Aeflinde, a young lady of the village when the sheep appeared to disappear. He has left her with his young brother to look after the rest of the flock while he came here to see his father.



CHARACTER NAME	Sven the Bodger's son	SOCIAL CLASS	Townsmen	AGE	12
NATIONALITY	Urtish	VOCATION	Militia	LEVEL	1

ATTRIBUTES

PHYSICAL	ATT	AR	SC%	MENTAL	ATT	AR	SC%	SOCIAL	ATT	AR	SC%	BODY	
STR	12	66 %		INT	10	58 %		APP	6	40 %		Fatigue	22
CON	10	58 %		WIS	5	35 %		BV	7	45 %		AP	12
AGIL	14	73 %		DISC	6	40 %		PTY	5	35 %		ML	

SKILLS AND SPELLS

SKILL	Level	BCS	BONUSES			PSF%	TSC%	SKILL
			ATT	LEVEL				TYPE
Language – Own (Urtish)	1	60%	7	3	11%	71%	V	
Sword	1	40%	12	3	15%	55%	V	
Brawl	1	50%	10	3	13%	63%	V	
Axes	2	50%	12	6	18%	68%	VM	
Spears	2	40%	6	6	12%	52%	V	
Dodge	1	50%	14	3	17%	67%	V	
Knives	1	50%	14	3	17%	67%	V	
Shields	1	40%	14	3	17%	57%	V	
Wear Light Armour							V	
Detection	1	50%	5	3	8%	58%		
Slings	3	40%	14	9	23%	63%	V	
Bargaining	1	50%	7	3	10%	60%	V	
Craft (Bodging)	2	50%	14	6	20%	70%	VM	
Craft (Woodcarving)	2	50%	14	6	20%	70%	VM	
Climbing	1	40%	10	3	13%	53%		
Swimming	1	40%	10	3	13%	53%		
Willpower	2	40%	6	6	12%	52%		

WEAPON	Adze	Knife	Punch	Kick		
LENGTH	S	S	S	S		
WEIGHT	M	L	L	M		
DAMAGE	10 SL + Dice	5 P + Dice	4 CR + Dice	11 CR + Dice		
CRIT MOD	+1	0	0	0		
BLOWS	3	4	4	3		
SKILL USED	Axes	Knives	Brawl	Brawl		

MISSILE WEAPON	SHOTS/ROUND					2	MISSILE WEAPON	SHOTS/ROUND				
SLING	SR	MR	LR	ER	MAXR			SR	MR	LR	ER	MAXR
TSC Mod	-5	0	-10	-20	-30		TSC Mod					
CRIT +	1	1	1	1	1		CRIT +					
RANGE IN FEET	10	20	40	80	300		RANGE IN FEET					
BASE DAMAGE	4	3	1	-2	-5		BASE DAMAGE					
ARMOUR WORN						Quilted Armour	Absorbs -2					
							+1 vs CR, -1 vs Pierce					

EQUIPMENT

ITEM	WEIGHT	ITEM	WEIGHT	ITEM	WEIGHT
Wicker Target Shield	3 lbs	Adze	6 lbs	Half carved doll	2 lbs
+5% 10 DEF +1 Crit		Armour	6 lbs	Flint and steel	
+2 Crush, -2 Pierce		Knife	1 lb	Tinder	1 lb
		Two wooden pegs		2 copper pennies	

PERSONALITY

Sven is the son of Reginwald the Bodger. Originally from Svermark the family has been here long enough that Sven considers Urtish to be his native tongue.

Bodging is another name for the art of woodturning. Anybody who tries to make a cheap crack saying otherwise had better watch it.

Having said that, whilst Sven might give some the appearance of being slow of wits that is just because he is big and strong. There is a sharp mind under there as anyone who had looked at the intricate designs of his carving would see.

Sven is following in his father's craft, but has dreams of becoming a soldier. He has some skill with the spear and sling but prefers the old adze that he uses for practising his axe work.

Sven likes making things, and at present he has a doll that he is carving for one of the little girls of the Sergeant of the Castle guard. She is a sweet child and any influence Sven can get with the Sergeant can not all be bad. Sven liked carving and he usually makes a speciality of carving models of animals he enjoys spending time studying. Sometimes he makes a few pennies selling some of these carvings..

CHARACTER NAME	Aeflinde Megwyn's daughter	SOCIAL CLASS	Yeoman	AGE	12
NATIONALITY	Urtish	VOCATION	Witch	LEVEL	1

ATTRIBUTES

PHYSICAL	ATT	AR	SC%	MENTAL	ATT	AR	SC%	SOCIAL	ATT	AR	SC%	BODY	
STR	5	35 %		INT	10	58 %		APP	8	50 %		Fatigue	17
CON	7	45 %		WIS	8	50 %		BV	8	50 %		AP	13
AGIL	9	54 %		DISC	6	40 %		PTY	11	62 %		ML	11

SKILLS AND SPELLS

Skill	Level	BCS	Bonuses				Skill Type
			Att	Level	PSF%	TSC%	
Language – Own (Urtish)	1	60%	8	3	11%	71%	V
Witchcraft Mode	3	30%	11	9	20%	50%	VM
Healing Arts	2	50%	8	6	14%	64%	VM
Forester - Tracking Beasts	1	40%	8	3	11%	51%	V
Forage for Food/Water	1	40%	8	3	11%	51%	V
Hide in the Forest	1	40%	8	3	11%	51%	V
Craft (Herbalism)	1	40%	9	3	12%	52%	V
Knives	1	40%	9	3	12%	52%	
Detection	1	40%	8	3	11%	51%	
Dodge	1	40%	9	3	12%	52%	
Arcane Magick	1	40%	10	3	13%	53%	V
Dazzle - Memorised							
Mana Dart - Potion							
Command Magick	3	50%	8	6	17%	67%	VM
Charm Small Animals - Memorised							
Awaken - Potion							
Clumsy - Memorised							
Lesser Fright - Memorised							
Divination	2	40%	11	6	17%	57%	V
Detect Life - Memorised							
Detect with Unicorn Sight - Potion							
Detect Tracks - Memorised							

WEAPON	Knife					
LENGTH	S					
WEIGHT	L					
DAMAGE	5 P + Dice					
CRIT MOD	0					
BLOWS	3					
SKILL USED	Knives					

UNDER THE CASTLE GATES

MISSILE WEAPON	SHOTS/ROUND					MISSILE WEAPON	SHOTS/ROUND				
	SR	MR	LR	ER	MaxR		SR	MR	LR	ER	MaxR
TSC Mod						TSC Mod					
CRIT +						CRIT +					
RANGE IN FEET						RANGE IN FEET					
BASE DAMAGE						BASE DAMAGE					
ARMOUR WORN						Absorbs -					

EQUIPMENT

ITEM	WEIGHT	ITEM	WEIGHT	ITEM	WEIGHT
2 Knives	2 lbs	Flint and steel		Backpack	4 lb
Clothes	10 lbs	Sheaf of herbs	2 lbs	(15 lbs capacity)	
Belt and pouch		Mortar and pestle	3 lbs	2 copper pennies	
Focus (Wand)		3 buttons			

PERSONALITY

The daughter of Megwyn the wise woman is following in her mother's footsteps. She is just learning the simpler cantrips though to start, particularly those she can use to protect herself.

Although under her Mother's tutelage in curing the sick, she has taken over as the village vet for all minor problems thus freeing her mother up to concentrate more on the villagers themselves.

As she likes animals, it is a duty she is more than happy to perform, especially when it means she gets to go out and check her boyfriend's flock.

She is a sensible girl at heart, however, not one to let her emotions get out of control. When push comes to shove anyone that crossed her would find a core of steel waiting in there.



At the start of the adventure she is with Caedrik, the younger brother of Alfsrik, her boyfriend. Alfsrik and Caedrik are supposed to be looking after the village's sheep, but two have gone missing and you can see the footprints of the men who took them.

Alfsrik has gone into town to get help in order to get the sheep back. She hopes he does not get into trouble as he was with her and not looking after the sheep when they must have gone missing.

She has a crush on Alfsrik and they have been seeing each other for a few months now.

Aeflinde joins the game when Alfsrik fetches help.

UNDER THE CASTLE GATES

CHARACTER NAME	Ursgiftu Bardwin's daughter	SOCIAL CLASS	Townsmen	AGE	12
NATIONALITY	Urtish	VOCATION	Merchant	LEVEL	1

ATTRIBUTES

PHYSICAL	ATT	AR	SC%	MENTAL	ATT	AR	SC%	SOCIAL	ATT	AR	SC%	BODY	
STR	6		40 %	INT	10		58 %	APP	9		54 %	Fatigue	15
CON	8		50 %	WIS	7		45 %	BV	10		58 %	AP	11
AGIL	13		70 %	DISC	7		45 %	PTY	5		35 %	ML	

SKILLS AND SPELLS

SKILL	Level	BCS	BONUSES				SKILL TYPE
			ATT	LEVEL	PSF%	TSC%	
Language - Own (Urtish)	1	60%	10	3	13%	73%	V
Bargaining	3	60%	10	9	19%	79%	VM
Charm	1	40%	9	3	12%	52%	M
Read/Write	1	40%	10	3	13%	53%	
Dodge	1	50%	13	3	16%	66%	V
Knives	1	50%	13	3	16%	66%	V
Throw Knife	1	30%	13	3	16%	46%	
Singing	2	30%	10	6	16%	46%	
Slight of Hand	2	40%	7	6	13%	53%	V
Thievery - Pick Locks	1	50%	13	3	16%	66%	V
Stealth	1	40%	13	3	16%	56%	V
Set/Disarm Traps	1	40%	13	3	16%	56%	V
Skulking in Shadows	1	40%	13	3	16%	56%	V
Backstabbing	1	40%	13	3	16%	56%	V
Climbing	2	50%	8	6	14%	64%	V
Detection	2	50%	7	6	13%	63%	VM

WEAPON	Knife					
LENGTH	S					
WEIGHT	L					
DAMAGE	5 P + Dice					
CRIT MOD	0					
BLOWS	3					
SKILL USED	Knives					

MISSILE WEAPON	SHOTS/ROUND				
	2				
KNIFE	SR	MR	LR	ER	MaxR
TSC Mod	-5	0	-10	-20	-30
CRIT +	2	2	2	2	2
RANGE IN FEET	5	10	20	30	40
BASE DAMAGE	1	1	0	-2	-4

ARMOUR WORN		Absorbs -	
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EQUIPMENT

ITEM	WEIGHT	ITEM	WEIGHT	ITEM	WEIGHT
2 Knives	2 lbs	Flint and steel		Small jar of perfumed wax	1 lb
Clothes	10 lbs	Backpack	2 lbs	50 feet of rope	3 lbs
Lock picks	1 lb	(25 lbs capacity)		3 copper pennies	
Belt and pouch		Small leather pouch			

PERSONALITY

Her father, Bardwin, is a Merchant who is here in anticipation of making sales to the populous gathered during the visit of the King. He sells trinkets and cloth at the travelling fairs and negotiates other deals as he travels.

She did not see a great deal of her father for a couple of years before her mother took ill. Which is when she found herself in what her father would no doubt have called "bad company", and picked up a few skills he might not appreciate.

Ursigifu's mother died the winter before last, so she is here with her father, learning a slightly more honest trade. Whilst her father negotiates with the Castle Steward for the delivery of wine later in the summer Ursigifu has fallen in with Edwynred's crowd. In the big town she was shy and quiet, but she is now starting to come out of your shell amongst these slower living country types.



If the party refuse then Timoteus and Patch will let them go. However they will have one eye on the potential ransom that could be had by kidnapping Edwynred.

Otherwise if the party decide to attack the reactions are as before.

Encounter Eight

If the party have taken the lower route from the fork in the trail, they will approach the village of Bunnarsbridge. Read or paraphrase the following:

Your stomachs rumble as ahead of you, you a wood and turf pallisade protecting a village. The pallisade actually extends over the river and there are chains protecting the gap under the wood.

At the gate stands a single guard, a man wearing a fustian jupon (arming jacket) and a leather covered steel cap. He leans upon a spear and watches you approach.

"Welcome to the village of Bunnarsbridge young travellers. I am Morswuldin. How may I help you?"

You notice that although he is the only guard you can see, the men of the village all wear an axe or a scramasax on their belts.

If the party ask Morswuldin about the missing sheep, then he will answer as follows:

"No, I haven't seen anyone but that is not so unusual. We do not charge a high toll here for livestock but people with only one beast might try and bypass the village by going up the hill behind us. But the path there just leads ahead anyway."

He points through the village to the other side.



If Morswuldin is asked about places to eat make the following comments to the party:



The goodwife Gulthlinde makes food for travellers, go through the street until you see a house with a bush growing in a tub, or you can try asking at the house of old Stargrim. His house is too big so he started letting out space and making meals. He gets beer brewed for him, small beer for you though, by his sister. If you can wait, then after the village, there is a pond, there are fish there that are worth trying for."

If the group enter the village, **read or paraphrase** the following. If the party do not enter the village, go directly to *Encounter Nine*.

The village is a mildly prosperous place that makes a living trading and taxing traders that pass through. Only part of the village is on this side of the river, the other side is on the other where the best pasture and land is.

It is busy enough that the first signs of inns are forming, not only Gulthlinde and Stargrim, but also a place called "Arnwyn's Rest", but that looks a little disreputable.

Prices for food are at the standard *Chivalry & Sorcery Light* rates, although Gulthlinde and Stargrim are open to bargaining or an exchange of services, music for food, that sort of thing.

Within the village there is a small gang of children about the same age as the party, led by a burly sort called Dernsw. Within the village there is a small gang of children about the same age as the party, led by a burly sort called Dernsw.

*Author's note: These NPC's are left to the Gamemaster's discretion, he can create as many or as few as he wishes. The default AGIL for these children is 11. Dernsw and any one other will possess the skill of **Thrown Knife**.*

They are not looking to start a fight, but they do want to make it clear that this is their territory. If the party are circumspect and show respect then the village children will show them respect. If not, they will have ordure, mud and small stones thrown at them.

A thrown rock or stone is at $\frac{1}{2}$ **AGIL AR**. Base damage is 1 at short, 0 at standard, -1 at long and -2 at extreme range for rocks (-2 to that for Ordure).

Note that if the thrower has the skill of **Thrown Knife**, the thrower gains a bonus of $\frac{1}{2}$ **PSF%** in the skill.

If it gets nasty then the village children will run for cover and the adults will intervene, ejecting the party who they will view as troublemakers.



Encounter Nine

Read or paraphrase the following if the players have not eaten anything:

By now your stomachs are beginning to rumble and moan, you have nothing in your pockets that is edible, but nearby is a copse of oak and sycamore trees that might have small game such as rabbits. You can also hear the trickle of a stream and you can glimpse sunlight glinting of a pond in a clearing just within the copse.

If they do not eat by the time they leave here, they should lose **15 - CON** Fatigue points (minimum loss of 1 point) for not having eaten for some time. It should also be pointed out that this area is downstream of the village, the water is not quite clear but some fish can be seen darting amongst the reeds near the bank.



Encounter Ten

Read or paraphrase the following as the group continue along the track:

As the group approach a stump by the road they notice a shimmering of the air and the stump turns into the grand gate of some miniature castle, the gate being only slightly taller than Edwynred.

Out of the castle, steps possibly the loveliest man you have ever seen, despite the fact that he is only four feet tall.

"Why hello to you children. I am Enthourion, master of this castle. I saw you as you approached and I could not help but notice how tired and hungry you look. This walking on the road must weary you.

Please, come within, rest yourself, drink of the cool waters of my fountain and eat of the fruits of the Land of Eternal Summer."

He steps aside slightly and, with a deep bow, gestures inside.

If the group accepts the invitation and enter the castle, **read or paraphrase** the following:

You notice that far from being spring, it is high summer. Many children frolic and play around the sparkling fountain of the castle courtyard.



Make an INT AR roll for each member of the group. Whoever in the group, makes the roll by the highest margin, will notice that the children seem to have sad and sunken eyes.

Enthourion snaps his fingers and a child brings a tray with seven cups. Enthourion dips a jug into the fountain and fills each cup, offering the group a drink.

They should NOT drink – if they do then the scenario is over. They become the latest slaves to Enthourion. If they are going to then allow whoever has Irammachak's whistle to make an INT AR roll. If they succeed then that player gets the idea that to drink would be a mistake. If he has not already been summoned then Irammachak can appear here to aid the children.

If they try to escape from within the castle then Enthourion will order his slaves to seize the group.

Each character must succeed in a contest of Strength vs Strength against a character with **8 STR (50%)** once to escape. If any fail then a character that has succeeded can try and help another character by adding **half** their STR AR. For every second assist they make, they must make a fresh attempt to escape another child themselves.

If they run away from outside the castle, then Enthourion will curse them (without any real effect, but do not tell the party) and the castle will disappear.

Encounter Eleven

Once the group have escaped the clutches of Enthourion, **read or paraphrase** the following:

The road leads up to a ruined manor house, deserted since the bad days of the plague. Around it is a wall, some nine feet in height, surrounded by a broad moat, some ten feet across, full of dark and stinking water. The moat is too broad and slimy to jump and the water is foul and with things floating in it that are probably best left unimagined.

A quick circuit of the moat shows that the wall is, in places, in severe disrepair. There is no bridge across the moat, although at one spot, on the far side, you can see a huge planked door, which looks as if it might serve as a bridge, laid on end against the wall. However that is secured in place by a stout rope.

There are broken planks around the old bridge, but the longest is still a little under ten feet in length.

Refer to map on inside back cover.

How do you get across?

- 1 Use the planks. Bridge the corner of one side of the moat to another. Run a plank from that plank to the other side. There are three planks that are just under the length necessary to bridge the moat properly (a couple of inches short of ten feet), but which will allow this manoeuvre.



- 2 Pole-vault. The moat is 12 feet deep. To vault this will take a pole at least 23 feet long made from a sapling.

To make this might take some time and this gives the bandits a **30%** chance of hearing the work in progress.

- 3 Swim the moat and release the bridge. Swimmers suffer a penalty of **-10%** per base point of protection from any armour worn.

Anyone swimming the moat must check against CON and suffer a penalty of **-30%**. If they fail they will suffer **18 - CON** Fatigue points of damage (minimum loss of 1 point). They will have to make a successful check against CON before they can complete the swim. Someone else can aid the person (i.e. by helping hold their head above water), by adding **half** of their PSF% in **Swimming** to the person's chance of making the CON check but the person assisting will have to make a CON check as well.

If the door is released then the loud thump as it falls will also alert the bandits.

Encounter Twelve

The bandits! Time to rescue the sheep!

Unless disturbed the three bandits are settling down ready to butcher the sheep and hang the meat. They are in what was once the kitchen of the burnt out ruins of the manor house. This is the only part still standing. The remains of the passageway from the kitchen they have fitted out with waxed canvas strung out on poles as an awning.

On the exterior of the kitchen door a few assorted mammals and birds hang to age them and the garden has the look as if it has been recently worked.

The leader is Uphautana, a renegade Orc warrior from Darken. Also present are Earanyin, a Serf Forester and Ubert, a Townsman warrior. Neither of the humans are particularly bright, Uphautana is the brightest and the more thoughtful of the trio.

The sheep are tied outside and they will soon be killed and butchered though if the group do not interfere.

UPHAUTANA

Martial Ushallat raised Warrior – Level 3

STR	14	INT	13	APP	8
CON	11	WIS	9	BV	7
AGIL	11	DISC	11	PTY	6
BODY	30	Fatigue	25	AP	15
ARMOUR	Ringmail				
Base	4				
Slash	+2				
Pierce	-1				
SKILLS	BLOWS	PSF%	TSC%	DAMAGE	
Scimitar	3	23%	73%	14 Slash (Crit +1)	
Knife	5	23%	73%	5 Pierce	
Thrown	3	8%	39%	See below	
Rock Dodge					
		20%	70%		
WEAPON	SR	MR	LR	ER	
Thrown Rock	-5%	0%	-10%	-20%	
Range in feet	5	10	20	30	
Base Damage	1	0	-1	-2	

Uphautana is a young Orc and was just working his way as a journeyman in the Martial Ushallat (Guild) of "Glorious Hedgework" that guards the Darken border with Urtind.

He tried to steal a night with the wife of a local Darken farmer and was forced to kill the farmer when he found out. He has fled over the border and fallen in with two Urtish renegades who do not care that Uphautana is an Orc, as he is a good man in a fight, and is smarter than they are.



EARANYN

Serf Forester – Level 2

STR	12	INT	9	APP	12
CON	10	WIS	8	BV	10
AGIL	14	DISC	10	PTY	8
BODY	28	Fatigue	22	AP	15
ARMOUR	Leather				
Base	4				
Slash	+2				
Pierce	-1				
SHIELD	Wicker				
Bonus to block	+ 5%				
Defence	10 (Crit +1)				
Crush	+2				
Pierce	-2				
SKILLS	BLOWS	PSF%	TSC%	DAMAGE	
War club	3	18%	68%	12 Crush + D10	
Sling	2	21%	51%	See below	
Dodge		24%	74%		
WEAPON	SR	MR	LR	ER	
Sling	-5%	0%	-10%	-20%	
Range in feet	5	10	20	30	
Base Damage	4	3	2	1	

A Maksman, Earanyn fled his master and headed to Urtind. On the way he became a bandit and he has made his living at that over the last two years.

He defers to Uphautana on everything after Uphautana beat Earanyn soundly when they first met.

Earanyn will not throw himself in front of Uphautana to save him from an arrow, but he will obey any sane and sensible order.



ULBERT

Townsmen Warrior – Level 2

STR	13	INT	9	APP	10
CON	10	WIS	8	BV	8
AGIL	17	DISC	12	PTY	6
BODY	28	Fatigue	23	AP	14
ARMOUR	Ringmail				
Base	4				
Slash	+2				
Pierce	-1				
SHIELD	Wicker				
Bonus to block	+ 5%				
Defence	10 (Crit +1)				
Crush	+2				
Pierce	-2				
SKILLS	BLOWS	PSF%	TSC%	DAMAGE	
Sword	3	22%	72%	13 Crush (Crit +1)	
Thrown Rock	3	10%	50%	See below	
Dodge		23%	73%		
WEAPON	SR	MR	LR	ER	
Thrown Rock	-5%	0%	-10%	-20%	
Range in feet	5	10	20	30	
Base Damage	1	0	-1	-2	

Ubert is another wanderer, this time from the south of Urtind. He is a steady type and is aiming for the north of Maks in the long run where he has heard rumours of good pickings as a mercenary in the raids between the Maksi and the Darkics.

EPILOGUE

If the party are suffering difficulties defeating the outlaws, then the parents come to the rescue!

If Alfsrik met his father earlier then **read or paraphrase** the following:

Hansrik has been shamed by the taunts of his fellows, and realises he was too hard on his son. After finding out himself what happened, he has raised a group of villagers and followed the party's trail, they burst through the gate with Hansrik yelling "At them lads!"

Otherwise **read or paraphrase** the following:

Alfsrik's father, Hansrik, shows up with his brother and a group of armed villagers, obviously hot on the trail. Hansrik is beaming with pleasure at his son as he yells "At them lads!"

On seeing the adults and realising how outnumbered they are the bandits make a break for it, trying to run past the pursuers and out of the ruins, forgetting how hard it is to make a break.



Chart a likely escape route for the outlaws, and make an AGIL AR to escape, subtract 10% for each villager close by (within a yard) the route. If they fail then they are caught otherwise they are free.

Hansrik will be full of hugs and congratulations for Alfsrik assuming his son is still alive!

Otherwise, if the party have successfully defeated the outlaws and rescued the sheep, then **read or paraphrase** the following:

Hansrik leads a band of villagers through the gates. On seeing the results of his son and his son's friends' actions, he rushes over, hugging his son and offering congratulations to them all. The villagers then carry the party out through the gates on their shoulders cheering as the go.



**THE END
of
UNDER THE CASTLE GATES**

HANDOUT ONE - CLERICAL ACTS OF FAITH

Holy Symbol

A Cleric's Holy symbol is usually a small object in the shape which is pleasing to his/her god/s. It is never a weapon, for a Cleric's strength comes through their Faith not force of arms. A Holy Symbol must be thrice blessed. Each blessing must occur on the seventh days after the last. All three blessings must be successful, if one fails then the Cleric must start again. The symbol should also be constructed of the best material available taking in to account the nature of the symbol. One may bear only one Holy Symbol at a time. The Holy Symbol increase the Cleric's chance to perform any miracle by +5%. It may also be used to turn, control or destroy the undead.

Blessings

A Cleric or Clerical Warrior may Bless the intended actions of another or their own. The action must be worthy of a Blessing, e.g. fighting an ungodly creature, (like Giants, Goblins, Trolls, Undead) or perhaps attempting to heal people. If successful the Blessing will increase the chances of successfully performing the action by 1/3 of the Cleric's Faith PSF. On a critical roll the recipient will receive +1 to their Critical Die rolls as well. The Blessing will last for 5 minutes per level of Faith of the Cleric and is specific to the actions being undertaken, i.e. you may not receive a general blessing which will encompass any actions within the time limit. A blessing takes one minute to complete. A Blessing is not accumulative with a Mass.

Mass

A Mass is similar to a blessing, but on a larger scale. Each believer within 30' of the priest will gain a bonus of 1/4 of the Cleric's Faith PSF. The Mass will take 1 hour to complete and requires a dose of Holy Water. The effects of a Mass will last until the dawn of the new day. If it is performed on sanctified ground no supernatural creatures may enter the grounds for 24 hours. A Mass is not accumulative with a Blessing.

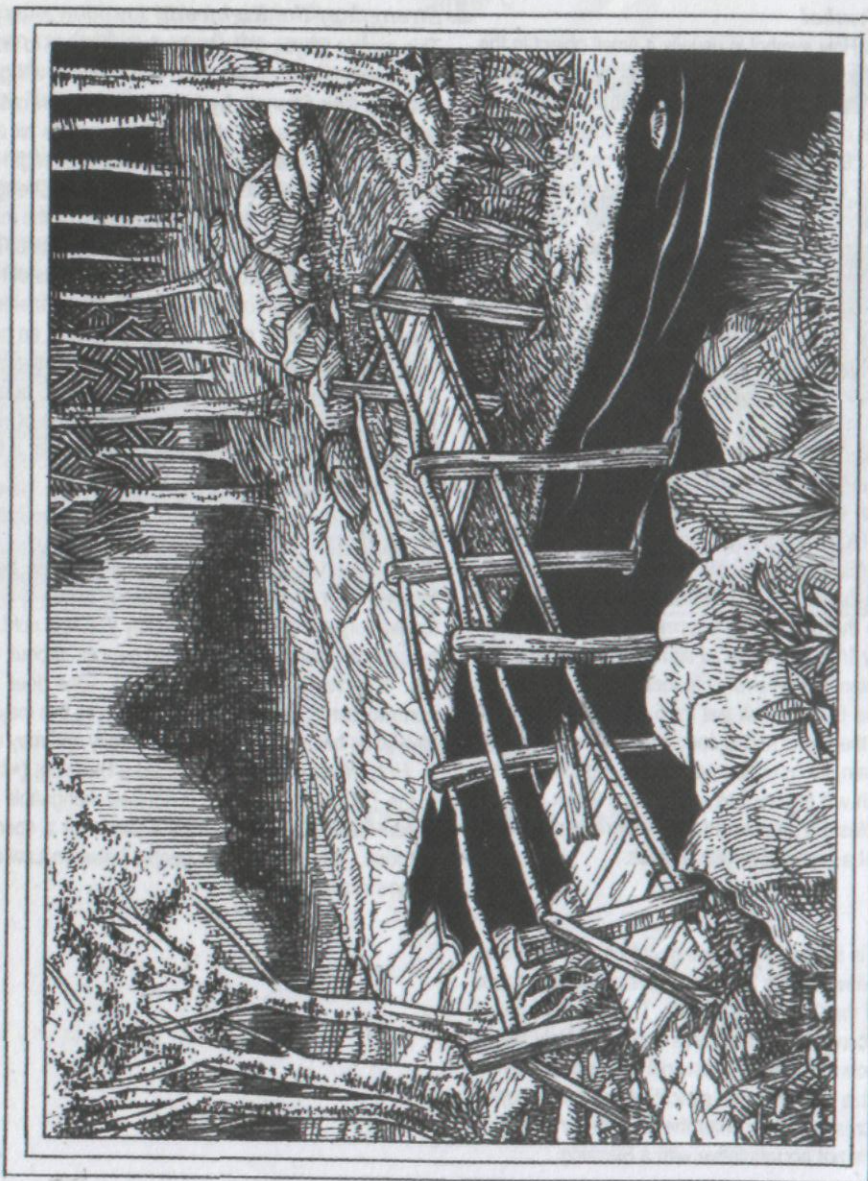
Strength of the Righteous

This miracle maybe given to one who is about to enter melee with ungodly creatures. The recipient will gain increase their Strength by 20%, or 30% on a critical success roll. This will effect their chance to hit and damage if their weapon is related to the Strength attribute and any other combative skill involving Strength. Body and Fatigue levels may be increased by the miracle, these increased points are lost first in combat. The Strength of the Righteous will last for 3 rounds of melee per level of Faith of the Cleric or until the melee is finished. The melee must be engaged within an hour of receiving the miracle. This is not accumulative with a Blessing or a Mass with regards to the TSC bonus. Take the higher of the TSC bonuses. A Dose of Holy Water is used in performing this miracle, even if it is unsuccessfully cast.

Holy Water

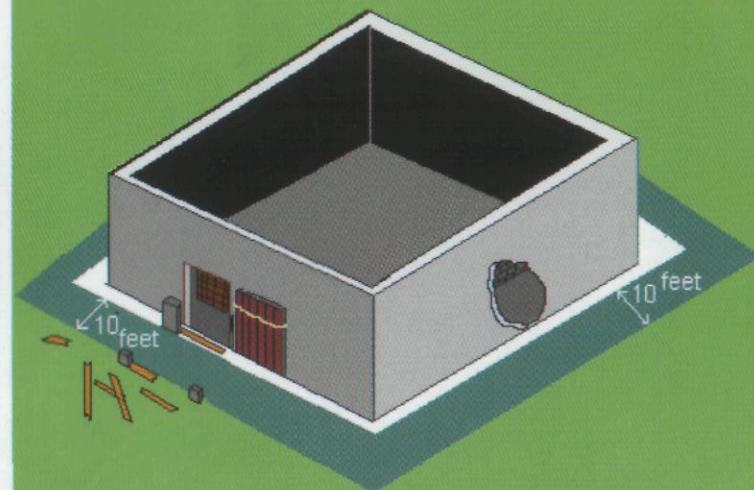
This is fresh rain or spring water which has been blessed by a Cleric. If Holy Water is stolen it is no longer holy, the same occurs if Holy Water is sold. A recognised dose is approx. 4 fluid ounces, (about 100 ml). It is created one dose at a time. One does not normally carry Holy Water by the gallon as this may be viewed as being treated as a commodity and may ruin it. Holy Water may be used to aid a Blessing, (+10% to the TSC %). Holy Water is not interchangeable between Faiths, unless given by a Cleric for a specific purpose. It is not interchangeable between Law and Chaos in any way.

HANDOUT TWO - THE BROKEN BRIDGE

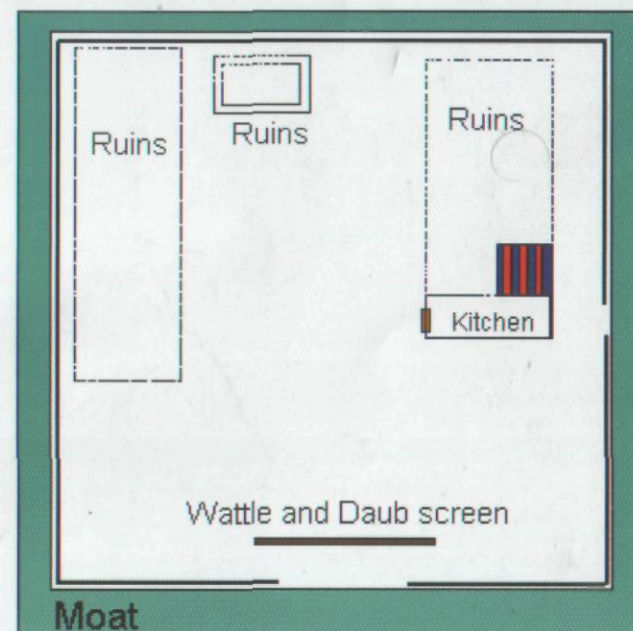


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