

The Knight of Destiny



An Arthurian Quest for the Grail
For Four Against Darkness



Knight of Destiny

An Arthurian Quest for the Grail
For Four Against Darkness

Written by Victor Jarmusz

Edited by Andrea Sfiligoi

Proofreading by

Playtesters: Samuele Mariotti,
Andrea Sfiligoi, Victor Jarmusz

Cover painting by Andrea Sfiligoi,
Reference materials by: awdi stock,
kiwiaa stock, erdmute, ailinistock,
mjranum stock.

For more rulebooks visit
www.ganeshagames.net

For miniatures visit
www.songofblades.com



Knight of Destiny

Contents

Table of contents	4	Table 11: Return to Camelot Table	21
Introduction	5	Table 12: Castle Perilous Table	22
The Paladin	6	Table 13: Treasure Table	23
Paladin Powers	6	Table 14: Rare Items Table	23
Piety Points	7	Table 15: Shopping and Costs Table	24
Magic Items	7	Random Name Generator for Inns	25
Staying at an Inn: List of Actions (in Order)	9	Random Name Generator for Retainers	26
Retainers	10	Random Name Generator for Knights	27
Term of Employment	10	The Tale of Sir Lionel - a Walkthrough	28
Look for New Retainers	10		
Retainer Classes	10		
Available Classes	10		
Retainer Morale	11		
Money Spent on Retainers	11		
Fighting Knights	11		
Fighting Minions	12		
Fighting Others	12		
Using a d8	12		
Random Names	12		
Paladins in other Four Against Darkness Games	13		
Table 1: Journey Table	14		
Table 2: Inn Table	14		
Table 3: Encounter Table	15		
Table 4: Traitors Attack Table	16		
Table 5: Pilgrimage Table	16		
Table 6: Day Minions Table	17		
Table 7: Challenge Table	18		
Table 8: Night Minions Table	19		
Table 9: Side Quest Table	20		
Table 10: Test of Piety Table	21		

Introduction

This campaign supplement to the *Four Against Darkness* rules is set in the outdoors. There is no dungeon generation or map-making. It is a story that focuses on one character, not four. However, during the course of the adventure, your character (a paladin) may gain up to 6 retainers to assist him on his quest for the Grail.

Length of the Game

Completing the adventure should take around 45 minutes, but given the random nature of solo games, it can be over much faster.

Background

Welcome to the age of King Arthur! This is a high medieval world, rich with chivalry, monsters, dragons, witches, and deadly knights, who are always ready for a challenge.

The Kingdom is in decay. Lancelot has left and King Arthur has fallen ill. Traitor knights, led by Morgana and her unholy child Mordred have rebelled. Only the Grail can heal Arthur and end the evil, but it is a race against time. The traitors are hunting paladins to stop the quest. If the Grail is not found in time, all will be lost to darkness...

Flow of the Game

The game is based around various tables. The starting table is the *Journey Table* (1). It determines the scene of your paladin's next action. This will either be rolling on the *Inn Table* (2), the *Encounter Table* (3), or the *Traitors Attack Table* (4). After any outcomes are resolved from those tables (each can break out to further tables), play returns to the *Journey Table* (1) again and repeats until the quest ends. You cannot return to a previous encounter.

You will need to keep track of various scores, apart from your character's life, level, and treasure;

- **Piety points:** This is the level of your paladin's holiness.
- **Rebellion Level:** The strength of the traitorous forces. Used as a modifier on the *Challenge Table* (7). As the traitors grow in strength, the bosses you fight become more powerful.
- **Number of bosses slain:** Bosses are the leading traitors. As bosses are killed, their ability to attack is weakened. Used as a modifier on the *Traitors Attack Table* (4).
- **Completed side quests:** This measures the reputation and chivalry of your paladin. It is a modifier on the *Inn Table* (2).

- **Number of rumors:** Collecting rumors is crucial to success. Spending 3 rumors at a time changes the result on the *Encounter Table* (3). Once spent, a rumor cannot be re-used.

End of the game

You win if you find the grail and return it to Camelot. You lose if your paladin dies, or the rebellion reaches level 5.

The Paladin

Your character belongs to the paladin class. This has the same abilities as the Warrior class in *Four Against Darkness*, except a paladin is immune to fear and terror (automatically pass any Save vs Fear or Terror rolls), and has access to paladin powers described below. A paladin may not run away from combat, but can ask for quarter against some worthy opponents.

Starting the Game

Your paladin starts at Level 3 with 9 life points, slashing hand weapon (sword), heavy armor (plate), shield, lantern, and 40 gold pieces. You begin with no retainers. Start by rolling on the *Journey Table* (1).

Paladin Powers

Once your paladin reaches 5th level, he is able to obtain the expert skills below. This is done by passing an XP roll, if eligible to make one. Paladin specific powers are:

Divine Smite

Once per fight, you can declare this attack before attack dice are rolled. On a hit, it causes 3 wounds to a single opponent, or kills 3 minions regardless of their level. Exploding dice effects are ignored for purposes of this ability.

Holy Avenger

When you gain this skill, select one boss from the *Challenge Table* (7). Once per fight, against that boss, you can declare this attack before attack dice are rolled. On a hit, you can roll for a second attack, if the second attack hits, you can make a third attack and so on, continuing until there is a miss. This chain of attacks is made as if using a magic weapon so it can temporarily overcome magical defenses. If slain, a new boss can be chosen as the target.

Piety Points

Piety points are acquired through acts of goodness. If the game instructs you to roll for a piety point, roll a d6. If more than the current number of piety points, then add 1 piety point to your total. If the game instructs you to take a Piety Test, roll a d6. If the result is equal to or lower than your current number of piety points, then the Piety Test is passed.

Acts of Dishonor

Some acts have negative effect on piety. If during the game an act of Dishonor occurs, your paladin must take a piety test. On a failure, you cannot gain any more piety points until you complete a pilgrimage. On a pass, lose one piety point.

Magic Items

These are the abilities for all the magic items found in this quest. Unless noted elsewhere, each item is worth $(2d6 \times 20) + 400$ gp.

Belt of Protection

You can re-roll a 1 on each Defense roll once (you cannot re-roll a re-roll).

Eye of True Seeing

You can see invisible opponents, so you ignore the modifier when fighting Sir Garlon. You can also test whether a religious relic is real, without having to wait for a Piety Test.

Gem of Giramphiel

The wearer of this gem (on a necklace) gains +4 when saving against any fire based attack, such as dragon breath and fireballs. It also emits a light, so a lantern is not needed against Night Minions.

Golden Armor

This suit of heavy armor can only be pierced by magic weapons, or attacks that cause 2 or more life points of damage in one hit (which can happen with exploding dice).

Religious Relics

These have a special game effect: possessing one allows you to re-roll a failed Piety Test. A failed Piety Test may only be re-rolled once, no matter how many relics you own.

Shield of Evalach

This shield gives a +2 bonus to Defense rolls.

Spear of Longinus

This magic two handed slashing weapon also acts as a religious relic.

Sword of the Fisher King

This magic slashing hand weapon gives a +1 bonus to Attack rolls. Each time it causes any life loss, roll another d6. On a roll of 1, it breaks.

Sword of the Red Hilt

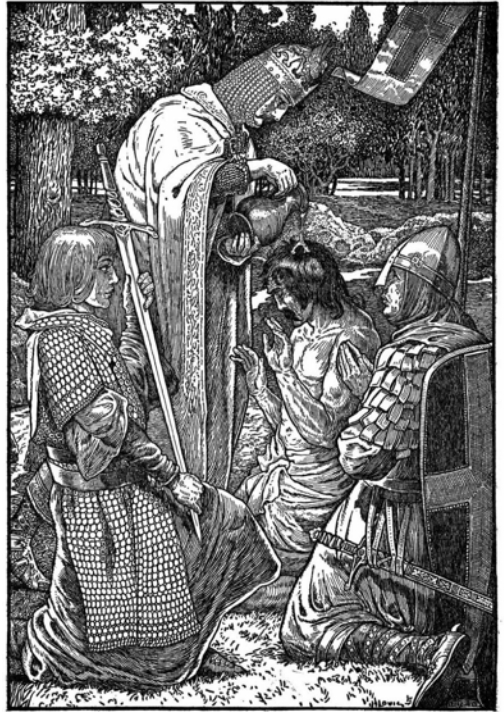
This magic two handed slashing weapon allows the wielder to roll 2d6 when performing an Attack roll, and select the highest result.

Sword of the Strange Belt

This magic slashing hand weapon has prophecies specific to you inscribed onto its scabbard. The first time you find this sword, roll 2d6 four times. These are your next four *Encounter Table* (3) results in exact order.

Unicorn Horn

You may forgo an attack to blow on the horn – causing any wolf, boar, or dog (hellhound) to take a morale roll. It can also be used in melee, counting as a magical, light slashing weapon (-1 to attack rolls).



Inns

Inns are located in populated areas, and give a crucial break between encounters. You can heal, enlist retainers and uncover rumors.

You can only stay at an inn if you have 10gp spend - but see the charity section below. If you stay, roll on the *Inn Table* (2), to determine how well you are received. Then perform any or all the following actions in the order listed on the "Staying at an Inn: List of Actions" summary below.

Charity and No Money

If you have less than 10gp and no treasure to sell (excluding armor, weapons and magical items), and did not roll 7+ on the *Inn Table* (2), you can be given charity from a local church rather than staying at an inn.

In this case, you may still perform a healing roll (free board on church property), but you may not undertake any other inn actions such as looking for rumors or hiring retainers. Existing retainers stay with you and no payment is needed to re-employ them.

Staying at an Inn: List of Actions (in Order)	
a	Pay 10gp to stay.
b	Heal d6 lost life points. You may not gain more life points than your maximum, of course. Retainers automatically go back to their full life point total and do not need to roll.
c	Re-employ existing retainers for 5 gold pieces each.
d	Determine if any new retainers are available, who cost 10 gold pieces each to employ. If there are, dice for classes available.
e	Purchase goods, using the <i>Shopping and Costs Table</i> (15). You can also sell goods and magic items. Equipment sold is worth half its buying price in gold pieces.
f	Roll d6 for rumors. On a result of 4-6, you gain 1 rumor. If you have one or more streetwise retainers, add +2 to this roll.
g	If you have one or more merchant retainers, roll a d6. On a 5-6, the merchant hears of a religious relic for sale, that can be bought for 5d6 x 5 gp. See table 13 regarding authenticity tests.

Retainers

Retainers are 1st level characters, who have between 1-3 life points, and never make an XP roll. Except for merchants, who are armed only with a knife (light slashing hand weapon) and have no armor, all retainers come with (1) a crushing or slashing hand weapon, and (2) light armor and shield. Your paladin does not pay for a room at an inn for retainers – they look after themselves or sleep in the stable, as appropriate for their rank.

Term of Employment

It costs 10gp to initially hire a retainer. Re-employing a retainer costs 5gp every time your paladin arrives at a new inn. Retainers are only employed from one inn to the next. Before hiring new retainers, you must decide whether you want to keep your existing retainers, they do not have to be re-employed.

Look for New Retainers

To see whether there are any new retainers available, roll a d6. Deduct from that number the retainers you already have, and adjust with any *Inn Table* (2) modifiers. If the final result is a positive number, that is the

number of new retainers available for hire. As an example:

You have two retainers. You roll a 5 and deduct 2, that means there are three new retainers available.

Retainer Classes

For each retainer available, roll a d6 to determine their class:

Available Classes (d6)	
1-3:	Brute
4:	Hunter
5:	Merchant
6:	Streetwise

The classes are described below. Other abilities will show up on the various tables. Modifiers on tables do not stack if you have more than one of the same class of retainer.

Brute: This skilled mercenary fighter has +1 to attack rolls, 3 life points and +1 morale.

Hunter: A skilled forester with a bow, who can shoot first even if surprised. Do this after the minions reaction is rolled, and he will forgo his next attack to change weapons and ready his shield. Has 2 life points and +0 morale.

Merchant: Has great knowledge of locations as well as many contacts. Has 1 life point and -2 morale.

Streetwise: A fast thinker and good talker, who adds +2 to rumor rolls, and deducts -1 from reaction rolls in encounters with human minions. Has 2 life points and -1 morale.

Retainer Morale

Some enemy may force your retainers into a morale test to see whether they continue to fight loyally at your side or flee. They pass on a 4+ after modifiers.

Retainers must also individually test morale if one of them dies in combat. When they flee, no free attack is rolled against them, just remove the retainer from the fight. If your paladin survives the encounter, the retainers who fled will come back from their hiding spot at the end of that encounter.

Money Spent on Retainers

Any additional money spent on retainers (e.g. to buy them better armor, equipment, or bandages), is treated as a gift to them, and is not returnable. The wage paid to them is not recoverable, even if they die.

Fighting Knights

This only applies to knights met on the *Challenger Table* (7). The fight is just between you and the enemy knight. Your retainers do not get involved. There is no surprise or reaction roll. The fight goes ahead like a normal combat.

Who Attacks First?: Roll a d6. You will attack first if the roll is 1-4, the opponent will attack first on a roll of 5-6. This roll is performed at the beginning of the fight, and then you alternate between attacking and defending until the end.

No Armor or Weapons?: These will be lent to you for the fight, and must be returned at the end, even if the enemy is defeated.

Enemy Below Half Strength: Will lose 1 level and test for morale. On a pass they fight to the death. On a fail, the enemy boss or knight will not flee but ask for quarter instead.

Giving Quarter to a Boss: Not granting this (the fight continues) to a boss who asks for it, is an act of Dishonor. If you give quarter to a boss, you can dice for a piety point. That boss will remain in the game and you might fight him again, fully healed, in future.

If You Win: This is either by slaying or giving the opponent quarter. You get an XP roll, and gain the amount of gold pieces listed under their treasure roll.

Ask for Quarter from a Knight (Not a Boss): You give up an attack to ask for this. Roll a d6, if more than the rebellion level, quarter is given, and you must pay over an amount equal to the winning knights treasure roll. If you cannot meet the full price in coins or treasure, then this is an act of Dishonor. If you roll less than or equal to the rebellion level, the fight continues to the death.

Fighting Minions

Unlike other encounters, retainers will attack minions and will be attacked by minions.

When you fight night minions, a lantern should be used. The lantern bearer cannot use shields or two handed weapons. If a retainer carrying a lantern dies or flees, they will drop it so someone else can pick it up (using up an attack to do so). If you have no lantern, all rolls for attack and defense are at -2.

You receive an XP roll for every 10 minion encounters survived.

Fighting Others

A paladins honor does not allow retainers to fight monsters with 2+ life points (non minions). When these monsters are at less than half their life points, treat them as one level lower, and they take a morale test. You receive one XP roll for every such enemy you defeat.

Using a d8

This is optional. It powers up the paladin, so only use this option if you are having difficulty winning.

Once your paladin reaches 5th level, use a d8 instead of a d6 for XP rolls (do not advance beyond 5th level), attack rolls, defense rolls, and save rolls.

Piety tests and rolling for piety points still use a d6. Retainers still use a d6.

A d8 explodes on a roll of 7 or 8.

Random Names

At the back of this book are random name generators for inns, retainers, and knights. They are optional, and help if you are seeking more color in the game.

Paladins in other Four Against Darkness Games

It is possible to use a Paladin in standard games of *Four Against Darkness*, but the following rules must be used:

- There cannot be more than one paladin in the party.
- Do not use piety points. Piety points are only specific to this supplement.
- The paladin belongs to the warrior class. Any skills, items or other benefits that can be used by a warrior equally apply to a paladin.
- The paladin is immune to fear. Any save vs fear, terror or similar is automatically passed.
- The two expert skills can be used. *Divine Smite* works once per adventure, and *Holy Avenger* works against any one boss or weird monster per adventure. With *Holy Avenger*, a boss or weird monster needs to be selected at the start.
- Before an adventure begins, a paladin can roll on the *Quest Table* in *Four Against Darkness*. A reference to taking something to a room means taking it

outside the dungeon at the end. The paladin can roll on the *Epic Rewards Table* after he leaves the dungeon on completion.

- A paladin is always in the front rank of marching order, always attack first, and is always first in the party to perform any action he is able to do.
- A paladin never flees from a fight.
- You may not use the magic items gained in this adventure in standard *Four Against Darkness* games.

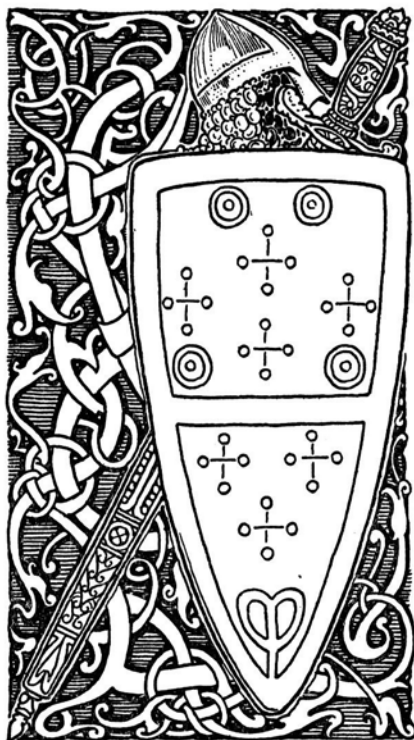


Table 1: Journey Table (roll d6)

1	Crossroads. Roll on the <i>Inn Table</i> (2) <u>or</u> the <i>Encounter Table</i> (3). You choose which table to use.
2	Roll on the <i>Inn Table</i> (2) <u>or</u> bypass and roll on the <i>Journey Table</i> (1) again. You choose which table to use.
3	You are lost. If you have a Merchant retainer, he knows of a shortcut, treat as a result of 1 on this table instead. If you don't have a merchant, roll on this table again with a +1.
4	Roll on the <i>Encounter Table</i> (3).
5	If the Rebellion Level is 4, roll on the <i>Challenge Table</i> (7). Otherwise, roll on the <i>Encounter Table</i> (3).
6 or more	If the Rebellion Level is 4, roll on the <i>Challenge Table</i> (7). Otherwise, roll on the <i>Traitors Attack Table</i> (4).

Table 2: Inn Table (roll d6)

Successfully completed side quests modify this roll as follows; 1 quest +1, 2-3 quests +2, 4 or more quests +3.	
1	Your paladin is turned away, roll on the <i>Journey Table</i> (1) again.
2	Save vs 6 (no modifiers) otherwise, if you have a retainer, one at random is killed in an ambush by ruffians. Deduct -1 from the Rumor Roll. No new retainers are available.
3	Save vs 4 (no modifiers) otherwise, if you have coins, 3d6gp is stolen by a pickpocket. Deduct -1 from the Find Retainer roll.
4	Greedy traders, all items cost double, and you sell treasures at half their value. Ignore this if you have a merchant retainer.
5	Talkative innkeeper. Add +1 to the Rumor Roll.
6	Add +1 to the Find Retainer roll if the roll is 5 or less.
7	You get free food and lodging. Add +1 to the Find Retainer roll if the roll is 5 or less. New retainers are hired for 5gp.
8	A wealthy noble donates 3d6 x 5gp to your worthy cause.

Table 3: Encounter Table (roll 2d6)

You can spend exactly <u>three</u> rumors, after the roll is made, to modify the result up or down by 1 to 2, e.g., a 7 can become 5, 6, 8 or 9.	
2	Morgana. She uses trickery so that you forget. Make 3 saves vs level 4. For each fail, lose 1 rumor. If there are more fails than rumors, lose the ones you have and roll on the <i>Challenge Table</i> (7) . If all rolls pass, leave this encounter safely.
3	Castle Perilous. Roll on the <i>Castle Perilous Table</i> (12).
4	Village of Plague and Death. You can bypass it or help. If you help, make two saves vs level 3. If both fail, your paladin dies of the plague. If any pass, roll for a piety point.
5	Grail Castle. If you have no piety points, treat as encounter 7. Otherwise, you see the castle, shrouded in heavenly lights, and hear angelic music! The old and maimed Fisher King asks you two questions, each one needing a Piety Test to answer. If you pass both rolls, the holy grail appears in your hands! Roll on the <i>Return to Camelot Table</i> (11) If you have a broken Sword of the Fisher King , it is mended, even if you fail the Piety Tests.
6	Minions! Roll a d6, on a 1-4 roll on the <i>Day Minions Table</i> (6), on a 5-6 roll on the <i>Night Minions Table</i> (8).
7	A knight issues a challenge! Roll on the <i>Challenge Table</i> (7) <u>or</u> visit a shrine, in which case you roll on the <i>Pilgrimage Table</i> (5).
8	Minions! Roll a d6, on a 1-4 roll on the <i>Day Minions Table</i> (6), on a 5-6 roll on the <i>Night Minions Table</i> (8).
9	A Heroic Quest. Roll on the <i>Side Quest Table</i> (9) <u>or</u> visit a shrine, in which case you roll on the <i>Pilgrimage Table</i> (5).
10	Village of Poverty and Famine. You can bypass it or help. If you help, donate at least 50gp in value; roll for a piety point.
11	Test of Piety. If you have no piety points, treat as encounter 4. Otherwise, roll on the <i>Test of Piety Table</i> (10).
12	Merlin. He heals you and your retainers back to full strength. He also gives wise counsel, and you gain d6+1 rumors.

Table 4: Traitors Attack Table (roll d6)

The number of bosses killed modifies this roll as follows;
1 boss +1, 2-3 bosses +2, 4 bosses +3.

2 or less You hear that a questing paladin has been killed by the traitors in a distant location. Add +1 to the Rebellion Level.

3 to 4 If you are currently on a pilgrimage, treat this as if a 1-2 above. Otherwise, you find a questing paladin, mortally wounded by the traitors. Before he dies, he gives you some information. Gain one rumor. Add +1 to the Rebellion Level.

5 or more There are signs of a brave fight, but no dead questing paladin. This was a lucky escape, the traitors did not get their kill.

Table 5: Pilgrimage Table (roll d6)

Keep rolling until a result of 6 is achieved.

1 This is taking too long! Roll on the *Traitors Attack Table* (4). Time is running out, you must hurry! The next roll on this table is at +1, or +2 if you have a merchant retainer.

2 You enter a dense forest, slowing you down. The next roll on this table is at -1, unless you have a hunter retainer.

3 You enter a lawless area with many bandits. The next roll on this table is at -1, unless you have a brute retainer.

4 You meet other pilgrims, who insist on story-telling and drinking, slowing you down. The next roll on this table is at -1, unless you have a streetwise retainer.

5 You meet a physician. He can heal 1 life (to a maximum of 3) for every 5 gp spent. The next roll on this table is at -1. If you do not use healing, the next roll on this table is at +1.

6 You reach the shrine, the pilgrimage is over! While at the shrine, you can buy one religious relic for 5d6 x 5 gold pieces, if you have a merchant retainer. If the Rebellion Level increased while on the pilgrimage, you may roll for a piety point.

Table 6: Day Minions Table (roll d6)

1	4d6 Angry peasants. Level 2, treasure 1 roll, morale -2. If you give them the Unicorn Horn, the peasants will offer food and rest, and you gain +1 piety point (not if you will exceed 5). Reactions: 1-2 peaceful, 3-4 bribe (2gp each), 5-6 fight.
2	2d6+3 Forest outlaws. Level 3, treasure 1 roll, morale -2. Outlaws have a 4 in 6 chance of gaining surprise, but it is 2 in 6 if you have a Hunter. If bribe is rolled as a reaction, and a Piety Test is passed, the reaction becomes offer food and rest. Reactions: 1 offer food and rest, 2-5 bribe (3 gp each), 6 fight.
3	d6+4 Pict or Woad raiders. Level 4, treasure 1 roll, morale +1. Reactions: 1-4 bribe (5gp each), 5-6 fight to the death.
4	d6 Redcaps. Level 3, treasure 1 roll, morale +0. Very angry, potty-mouthed dwarfs who continually swear throughout the fight. They wear enchanted, blood soaked caps, and when you attack them, treat them as if level 8. Only redcaps can wear them. They test morale if shown a “real” religious relic, as they cannot look at holy things. They will not have religious relics in their treasure (re-roll any relics found). Reactions: fight.
5	d3+2 Bugbears. Level 5, treasure 2 rolls, morale +1. Large hairy goblins that hide in trees. Bugbears have a 4 in 6 chance of gaining surprise, but it is 2 in 6 if you have a Hunter. Reactions: 1-2 bribe (5gp each), 3-6 fight.
6	d6+4 Men-at-arms. Level 5, treasure 2 rolls, morale +0. There is a 1 in 6 chance of their leader appearing. If so, roll on the <i>Challenge Table</i> (7) instead. Reactions: 1 offer food and rest, 2-3 peaceful, 4-6 fight

You can take treasure from minions if they flee or are killed.

If minions gain surprise, roll for their reaction first.

Table 7: Challenge Table (roll d6)

Add Rebellion Level to the roll as follows; Rebellion Level 1 is +1, Rebellion Level 2-3 is +2, Rebellion Level 4 is +3.
You get an XP roll if you defeat any of the below.

1 to 5 **A Knight.** The level of this challenger is equal to 4 plus the Rebellion Level. Life points are equal to the knights level plus 2. Morale +0. Treasure equals level x 2d6gp.
Example, if there is a rebellion level of 2, the paladin will face a level 6 opponent, with 8 life points, and pays 6 x 2d6gp.

6 **Sir Agravain** (boss). Level 7, Life 9, Morale +1. Treasure 7x2d6gp. Agravain uses a main gauche. Whenever you lose a life, save vs level 7, adding your level as a modifier. On a failure, lose another life. He carries the **Gem of Giramphiel**. You may take it only if you slay Agravain.

7 **Sir Garlon** (boss). Level 7, Life 10, Morale -1. Treasure 7x2d6gp.. Garlon can turn invisible. You have -2 on your attack rolls, unless you have a magical weapon, or have the **Eye of True Seeing**. If you slay Garlon, roll 3 times on the *Rare Items Table* (14), picking any two of the rolls.

8 **Sir Turquine** (boss). Level 8, Life 10, Morale -2. Treasure 8x2d6gp. Turquine has 2 attacks per turn. If you slay Turquine, you gain an additional 4d6 x 20gp as reward for rescuing the nobles he has imprisoned.

9 **Sir Mordred** (boss). Level 8, Life 11, Morale +2. Treasure 8x2d6gp. He wears the **Golden Armor**. The armor fits only Mordred, and may not be used by anyone else. You can take it for reselling if you slay Mordred.

Bosses (from 6 to 9) are unique, and are removed if slain. If you roll the number of a slain boss, then go to the next higher number. If there is no higher number, then go down to the next available number.

If a boss (from 6 to 9) asks for quarter and you grant it, roll for a piety point. Not granting quarter to a boss is an act of Dishonor.

You can only ask for quarter from a knight (from 1 to 5) above. It is granted if you roll more than the rebellion level, and pay their treasure amount.

Table 8: Night Minions Table (roll d6)

1	d6+4 Wolves. Level 3, no treasure, morale +0. Wolves have a 3 in 6 chance of gaining surprise, but it is 1 in 6 if you have a Hunter. Reactions: 1 flee, 2-6 fight
2	d6+3 Hooded cultists. Level 3, treasure 1 roll, morale +0. These are followers of Morgana, and have a 3 in 6 chance of gaining surprise, but it is 1 in 6 if you have a Hunter. Reactions: 1 flee, 2-4 fight, 5-6 fight to the death
3	d6 Wild boars. Level 4, no treasure, morale +0. Reactions: 1-5 fight, 6 fight to the death
4	d6 Hellhounds. Level 4, no treasure, morale +0. Hellhounds (black dog, red eyes) have a 2 in 6 chance of gaining surprise. Retainers must save vs level 4 or flee in terror. Reactions: fight to the death
5	d3 Ogres. Level 5, treasure 1 roll, morale +0. There is a 2 in 6 chance that one of the ogres has a boulder and will throw it at your paladin before the fight. Defend against the boulder or lose 2 life. Reactions: 1-3 fight, 4-6 fight to the death.
6	1 Fairy fire. Level 5, treasure 2 rolls, morale N/A. All must save vs level 5 magic or be drawn into the Will-o'-the-Wisp. Your paladin adds his piety points to the roll. On a failed roll, lose 1 life and roll to save again. This continues until a roll is passed. Each friend who has saved gives a +1 modifier to a roll performed by another character, as he will try to pull the character away. Survivors may pick up the treasure (from other poor souls) and the possessions of their killed comrades. Reactions: N/A

*You can take treasure from minions if they flee or are killed.
If minions gain surprise, roll for their reaction first.*

Table 9: Side Quest Table (roll d6)

- | | |
|---|---|
| 1 | Taulurd the Giant is ravaging the lands. Level 6, 8 life points, treasure 4 rolls, morale -1. Reaction: Attack. Taulurd's large iron club (only usable by him) does 2 life points damage.. |
| 2 | A Dragon is burning villages. Level 6, 7 life points, 2 attacks, treasure 4 rolls including the Sword of the Fisher King , morale +0. Reactions: 1-2 sleeping, 3-4 bribe 100gp, 5-6 fight. In the dragon's turn roll d6, on a 1 or 2 the dragon breathes fire, inflicting d3 life if you fail to save versus level 5 dragon breath. If it does not breathe, it gets 2 attacks. |
| 3 | The Green Knight is met. Level 7, 11 life points, treasure 1 roll, morale -2. Take a piety test. If you fail, leave this quest. If you pass, you are gifted the Belt of Protection . You must then fight the green knight whose skill is beheading; if you roll a 1 in defense, you are killed outright. You attack first on roll of 1-4. |
| 4 | The Questing Beast is heard crashing through trees nearby. Level 6, 6 life points, treasure 2 rolls, morale -2. Reaction: flee. Roll a d6 (a hunter retainer gives you one re-roll). <u>1-4</u> : the beast cannot be found, and you leave this quest. <u>5-6</u> : you find it! When it hits, save vs level 4 poison or lose another life. |
| 5 | Three blind old Hags in a cave. The hags will attack first unless you pay 6d6x2gp. Their attack is to mock and belittle. Save vs level 5 three times. If all saves are failed, your paladin, in a rage, destroys everything, including the large, detached hags' eye, the Eye of True Seeing . This is an act of Dishonor. If you save at least once, you grab the eye instead. You can trade the eye back to the hags for d6+1 rumors. Or you can keep it. |
| 6 | Laamorz the Wizard lives in an enchanted tower that drains energy. Level 5, 6 life points, treasure 3 rolls including the Unicorn Horn , morale -2. Reactions: flee. His attack is fireballs, save vs level 5 or lose 2 life points. If he fails morale, or flees, he runs into the tower. If you do not pursue, leave this quest. If you pursue to the tower, do not add your level bonus in attack. |

Retainers will not help fight. Each entry is unique, and you cannot meet the same monster if already defeated. You gain one XP roll if you win.

Table 10: Test of Piety Table (roll d6)

1	You meet a hermit, who you recognize as Sir Lancelot! If you pass a Piety Test, Lancelot is persuaded to return. If he does return, add +2 to rolls on the <i>Return to Camelot Table</i> (11).
2	Stuck in a block of red marble is the bejeweled Sword with the Red Hilt . If you pass a Piety Test, you may take and keep it.
3	You are attacked by a Succubus in your sleep. Take a Piety Test. Failing the test is an act of Dishonor. On a pass, your paladin is fully healed.
4	You see griffins! On passing a Piety Test, you can fly one. Roll 4 times on the <i>Encounter Table</i> (3) and choose any one result to go to. Your retainers get taken with you as well.
5	A ship made of wood from the tree of life is at shore. Pass a Piety Test to board it. Inside is the Sword of the Strange Belt .
6	Nimue, the Lady of the Lake, appears. You can now select any one of the other 5 results on this table. In addition, if you give Nimue the Gem of Giramphiel , you gain +1 Piety Point (not if you will exceed 5) and gain a rumor.

Cross above events off this table is successfully passed. The Nimue event (event 6) does not get crossed off.

Table 11: Return to Camelot Table (roll d6)

If Lancelot has returned, modify the roll on this table by +2.	
3 or less	Word spreads that you found the Grail. On the road to Camelot, you are intercepted by a traitor knight! Roll on the <i>Challenge Table</i> (7). A drink from the Grail fully heals you before the fight. This is to the death, without quarter. If you lose, your paladin dies. If you win, roll on this table again.
4 or more	You walk into Camelot and find King Arthur, drained of energy and near death. When he drinks from the Grail, life flows back. He stands, unsheathes Excalibur and declares you the greatest of his paladins. Arthur now raises his war standard, defeats the traitorous rebels in battle and brings peace to all the lands.

Table 12: Castle Perilous Table (roll d6)

- | | |
|---|---|
| 1 | <p>The White Knight. In a room you see a white shield with red cross, the Shield of Evalach. It is guarded by a white† knight, level 7 with 8 life points. No quarter is asked or given. If you defeat the white knight, you may take the shield and get one XP roll. If you already have the shield, roll on this table again.</p> |
| 2 | <p>Penance. You fall asleep. If you committed an act of Dishonor during the game, you wake up outside an abandoned church. Any armor, shield and weapon you had are stolen (except magical ones), and you are left with only a dagger (light slashing weapon). Treasures, coins and retainers remain with you. Otherwise, you heal 1 life point for a good night's sleep.</p> |
| 3 | <p>The Wanderer. You meet an immortal, over 1,000 years old. If you are currently under Dishonor, it is removed. He takes you to a crossroads, treat as if a 1 was rolled on the <i>Inn Table</i> (2)</p> |
| 4 | <p>The Black Knight or the Red Knight? Opening a door you see two scenes. <i>First:</i> A questing paladin is about to be killed by a black† knight. <i>Second:</i> A maiden is about to be attacked by a red† knight. Choose who to save. If you save the maiden, roll for a piety point, but the Rebellion Level increases by 1 as the questing paladin dies. If you save the questing paladin, do not increase the Rebellion Level. You only fight one of the knights; they are both level 7 with 8 life points. You get an XP roll if you win. No quarter is asked or given. There is no treasure.</p> |
| 5 | <p>The Hermit. You meet an old hermit who can sell you up to 3 rumors for 50gp each (or at least that value in treasure).</p> |
| 6 | <p>The Dwarf. At the castle gate, a dwarf with a cart offers you a lift. If you pay him 50 gold pieces (or at least that value in treasure), you, along with retainers, can be taken to any quest of your choice from the <i>Side Quest Table</i> (9). You can also ride for free, roll a d6; on a 1-3 go to event 7, and on a 4-6 go to event 9 on the <i>Encounter Table</i> (3).</p> |

† Roll a d6 to see who attacks first, 1-4 you, 5-6 the other knight.

Retainers will not help in any fights here.

Table 13: Treasure Table (roll d6)

1	Coins. 1d6 gp in value.
2	Coins. 2d6 gp in value.
3	Coins. 4d6 gp in value.
4	Silver Cutlery and Goblets. 3d6 x 2 gp in value.
5	Gold Jewelry. 2d6 x 5 gp in value.
6	Rare Item. Roll on the <i>Rare Items Table</i> (14).

Table 14: Rare Items Table (roll d6)

1	Containers with apothecary drugs/materials. 3d6 x 5 gp in value. Some can be ingested (reduce resale value by 1d6 gp). Roll; 1: lose 1 life point, 2-4: no effect, 5-6: heal 2 life points.
2	Rolls of Silk and Velvet. 2d6 x 10 gp in value.
3	Jars of Saffron spice. 3d6 x 10 gp in value.
4	Bone or Tooth of Saint (relic†). 4d6 x 10 gp in value.
5	Fragment of the True Cross (relic†). 5d6 x 10 gp in value.
6	Spear of Longinus (relic†). This can be a fake as well. If used in combat against a foe with magic defenses, make a roll to see if it is genuine on the first attack. If a spear is determined to be a real relic, any other spears you find are automatically fakes, as only one can be real. Their resale value is not affected.

† Many relics are fakes. If a relic is used for a re-roll on a Piety Test, first roll a d6. If you roll a 4-6, the relic is genuine and you may use it to re-roll a failed Piety Test. On a 1-3, the relic is a fake. However, this does affect the item's resale value. You make a Piety Test only when instructed to do so by events in the game – you may not perform it voluntarily to test the relic.

Table 15: Shopping and Costs Table

Bandage †	5 gp
Bow	15 gp
Hand Weapon	6 gp
Heavy Armor	10 gp
Light Hand Weapon	5 gp
Shield	5 gp
Two Handed Weapon	15 gp
Stay at inn (only pay for your paladin)	10 gp
Hire new Retainer (until next Inn)	10 gp
Re-employ existing retainer	5 gp

† Only one bandage can be bought for your paladin or any retainer, and only if at full life points. Unused bandages cannot be taken from a fallen friend.

Encumbrance rules are not used. It is assumed that you travel with a horse or pack mule that can carry most items.



Random Name Generator for Inns

Three d6 are rolled. For example, if you roll 1, 4 and 2, the name is The Red Dragon. A roll of 5, 1 and 3 is The Golden Goblets. Re-roll a name if previously used, as there is more than enough variety to cover a game.

First Roll	Second Roll	Third Roll
1 to 2	1 to 2	The Black
		1 Bear
		2 Dragon
	3 to 4	The Red
		3 Griffin
		4 Lion
	5 to 6	The White
		5 Swan
		6 Unicorn
3 to 4	1 to 2	The Hound and
		1 Hare
		2 Hart
	3 to 4	The Hungry
		3 Hobgoblin
		4 Horse
	5 to 6	The Happy
		5 Hog
		6 Huntsman
5	1 to 3	The Golden
		1 Arrows
		2 Castles
		3 Goblets
	4 to 6	The Three
		4 Kings
		5 Horseshoes
		6 Oaks
6	1 to 3	The Friars
		1 Anchor
		2 Brew
		3 Cellar
	4 to 6	The Pilgrims
		4 Habit
		5 Rest
		6 Tabard

Random Name Generator for Retainers

Three d6 are rolled, and combine both elements to form a name. If you roll 6, 5 and 3, the name is Guivrés. The lands are a melting pot of mercenaries from many lands, including Saxons, Celts and French.

First Roll	Second Roll	Third Roll
1 to 2	1 Bard	1 to 2 -an
	2 Cadm	
	3 Guel	3 to 4 -ar
	4 Har	
	5 Mael	5 to 6 -oc
	6 Rayg	
3 to 4	1 Adal	1 to 2 -berg
	2 Childe	
	3 Ed	3 to 4 -mund
	4 Leof	
	5 Theud	5 to 6 -ric
	6 Wulf	
5	1 Berw	1 to 3 -en
	2 Cadw	
	3 Gwrh	-yr
	4 Llyw	
	5 Ow	4 to 6 -yn
	6 Tyw	
6	1 Aligr	1 to 3 -auz
	2 Bedin	
	3 Dion	-és
	4 Gaheri	
	5 Guivr	4 to 6 -et
	6 Mordr	

Random Name Generator for Knights

The questing knight names can be used for the your paladin, or to get the names of knights slain by the traitors during the quest. The challenge knight names can be used to work out names of those knights (not bosses) met in a challenge. The names are all unique.

First Roll	Second Roll: Questing Knights		Second Roll: Challenge Knights	
1 to 2	1	Sir Baudwin	1	Sir Aglovale
	2	Sir Bedwyr	2	Sir Andred
	3	Sir Bors	3	Sir Brastias
	4	Sir Breunor	4	Sir Colgrevice
	5	Sir Caradoc	5	Sir Damas
	6	Sir Dagonet	6	Sir Edward
3 to 4	1	Sir Hector	1	Sir Elyan
	2	Sir Galahad	2	Sir Galehaut
	3	Sir Griflet	3	Sir Gingalain
	4	Sir Kay	4	Sir Gringamore
	5	Sir Lionel	5	Sir Helios
	6	Sir Pelleas	6	Sir Hue
5 to 6	1	Sir Percivale	1	Sir Manassen
	2	Sir Safere	2	Sir Meleagrance
	3	Sir Sagramore	3	Sir Morien
	4	Sir Segwarides	4	Sir Phelot
	5	Sir Ulfius	5	Sir Pinell
	6	Sir Ywain	6	Sir Tor



The Tale of Sir Lionel – a Walkthrough

Accepting the great quest, Sir Lionel starts out from Camelot, full of hope. Not long into his journey, he is met by another knight guarding a bridge, who challenges him to a fight if he wants to pass (*a 4 on the Journey Table, then a 5 on the Encounter Table, which becomes a 7 as he has no piety points*). The knight, Sir Meleagrance (*a 1 on the Challenge Table, then a 5 and 2 on the Challenger Knights name table*), takes his position, attacking first (*rolled a 5 so Meleagrance gets first attack*). Meleagrance misses with his swing (*save on a 2+ and a 3 was rolled*). Lionel struck back with a powerful blow (*rolled 6, with exploding dice of 5, then adding Lionel's level of 3 the result is 14, doing 3 wounds - 14 divided by Meleagrance's level 4 is 3 hits*). Reeling, Meleagrance misses again (*rolls 3*), but in return, Lionel does no better (*rolls 1*). Meleagrance swings again, almost hitting (*rolls 2*), but Lionel strikes back (*rolls 5*). Meleagrance sees that he is up against a superior knight and asks for quarter (*he has lost 4 from 6 life, more than half, so makes a morale roll of 2*). Lionel accepts, takes 20gp (*rolled 5, x4 for level*) from Meleagrance as spoils of victory and

crosses the bridge. (*As Lionel beat a non-minion, he makes an XP roll, which is 4. Being greater than his current level of 3, he now goes to 4th level, and gains another life point*).

After crossing the bridge, Lionel spies a hamlet with a large inn, the Happy Hobgoblin (*a 1 is rolled on the Journey Table, then a 5 on the Inn Table, then a 3/5/3 on the name generator for inns*). The particularly jovial and talkative innkeeper gladly accepts Sir Lionel as guest. Seeking help, our gallant knight finds 1 solid yeoman, named Raygar, willing to join for a fee (*rolled 1 for retainers, so only 1 available, then 3, making him a brute, and 2/6/4 on the retainer name table*). Lionel also purchases a nice two handed sword from the local blacksmith (*he now has 25gp in funds; 40 at start, 20 from the fight, -10gp for the inn, -10gp for the retainer, and -15gp for the sword*). Lionel also seeks information on the surrounds or any legends of the grail, and gains some valuable knowledge (*6 rolled for rumors*).

Setting out once more, Lionel and Raygar are confronted by 19 desperate and armed peasants looting the countryside (*5 was rolled on the Journey Table. Then 8 on the encounter table, another roll*

of 4 makes it a day minion, then 1 for angry peasants, with a roll of 4d6 for 19). Appalled by the lawless brigands, Lionel attacks, who, supported by Raygar quickly strike down 5 of the looters (Lionel rolls 3+4 for level, equals 7 inflicting 3 losses, and Raygar rolls 2, +2 bonus for 2 losses). Surrounded, both Lionel and Raygar are wounded (both face 7 peasants, where a 1 equals a hit, Lionel loses 1 life, Raygar loses 2). Enraged, Lionel strikes fiercely as does the wild Raygar, taking down 9 of the brigands (Lionel rolls 6, exploding +3, level +4 for 13 inflicting 6 casualties, and Raygar rolls 4+2 for 6 inflicting 3 casualties). The remaining 5 rioters flee (less than half their number, roll 5 for morale with a -2 modifier for a result of 3). They leave behind silver goblets and cutlery, clearly stolen from some local noble (roll of 4 on the treasure table, and 3d6 value came up with 12 x 2gp).

A bit bloodied, Lionel wishes he had purchased bandages to tend to the wounds at the Happy Hobgoblin. Pressing forward, he finds an eerie sight ahead, a sign of death on the roadside, as a nearby village is afflicted with plague. Lionel does not hesitate as he enters the village to help, though Raygar chooses to camp on the outskirts. He helps

where he can and leaves, knowing he made a difference (4 rolled on the Journey Table then 4 for the village. Lionel rolled 3 and 6, so was not affected by the plague, then rolled another 6 and so gained a piety point).

Moving on, he heard that a fellow knight of the round table has been killed by Mordred, as the traitors grow in power (6 rolled on the Journey Table, then a 2 on the Traitors Attack Table, and the Rebellion Level goes to level 1). Ahead he spies another settlement, at the center of which is the Thee Oaks Inn. A lawless area, Lionel finds that rogues have stolen some of his money (1 rolled on the journey table, then 3 on the Inn Table, the save vs pickpocket failed on a roll of 2, with 10gp stolen on the 3d6 roll). Both Lionel and Raygar are now fully healed, but no new retainers are available (1 rolled, less 1 for the rehired Raygar is none available). However, Lionel hears more gossip, legends and rumors (6 rolled for rumors, and Lionel has 14gp left; 25 to start, +24 from the peasant fight, -10 stolen, -10 inn costs, -5 rehire Raygar, -10 bandages for both Lionel and Raygar). The journey continues, and another roll on the Journey Table awaits.....