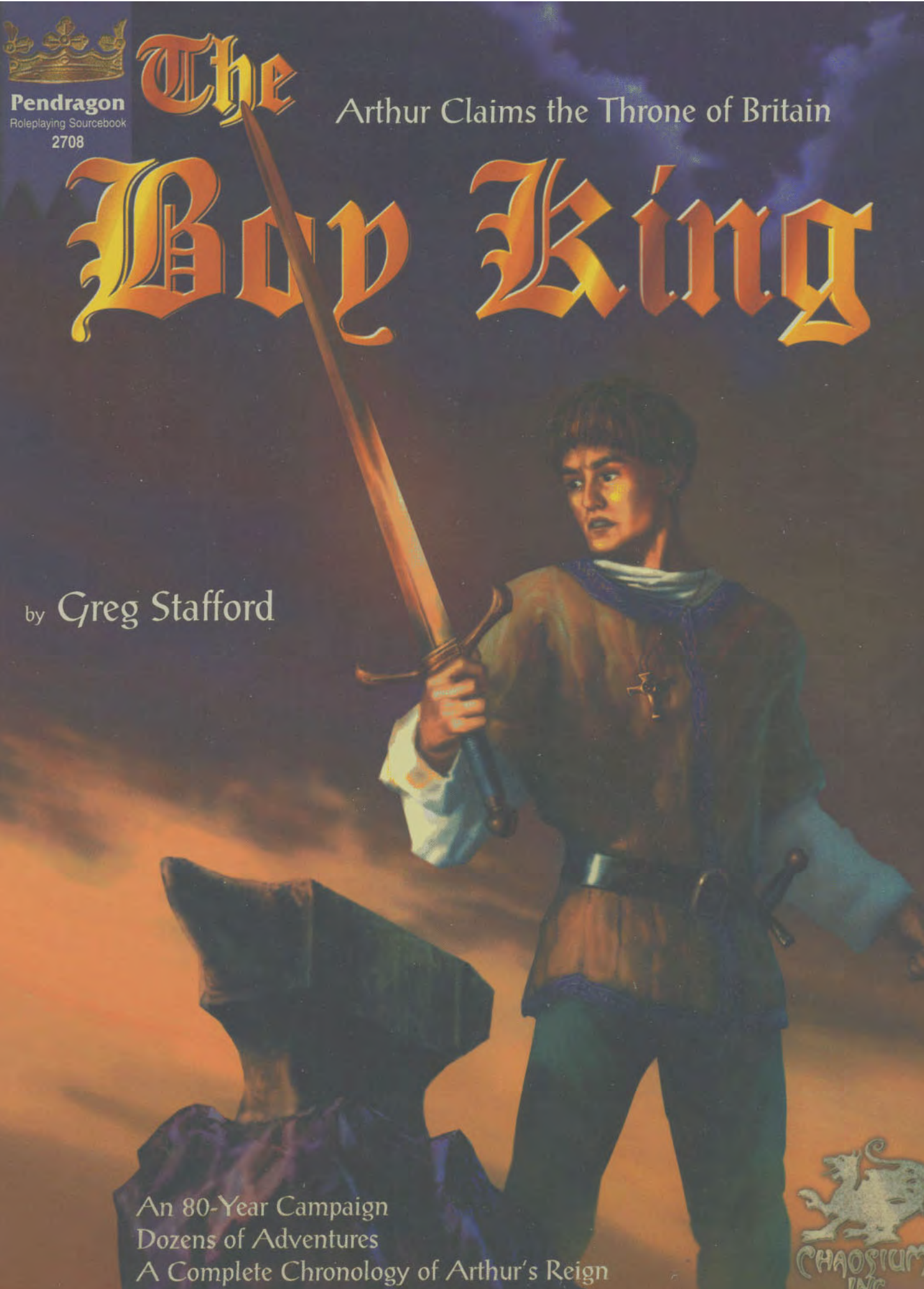
Pendragon
Roleplaying Sourcebook
2708
The
Arthur Claims the Throne of Britain
Boy King
by Greg Stafford
An 80-Year Campaign
Dozens of Adventures
A Complete Chronology of Arthur's Reign
CHAOSIUM INC.

The Boy King

by Greg Stafford

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Introduction

Welcome to The Boy King.

THIS IS A BOOK OF MATERIAL to be used with the *Pendragon* roleplaying game. It provides materials for gamemasters to use to bring the Arthurian realm to life for themselves and their players. It includes finished adventures, raw material, and instructions specially for gamemasters.

The Boy King is a game supplement to allow players to participate in the story of "How King Arthur Became Emperor" and conqured Rome

This supplement provides guidelines to run a year-by-year *Pendragon* campaign that allows each player to establish a dynasty of knights whose family story coincides with King Arthur's. Through play they help or hinder the High King establish his dream realm.

The Boy King begins its events before Arthur is king. This is a big step backwards from the glittering realm of chivalry portrayed in the *Pendragon* rules – 30-40 game-years back!

The result of playing in this era is that instead of using the "Family History Table" (*Pendragon*, p 48) when children come of age around the year 530, players will have a character with a complete, played-out game history.

This step backward requires some changes in details of the rules provided in *Pendragon*, but not many. In general, knights start in an era of material, cultural, and spiritual poverty whose details are given at the start of each 15-year campaign phase. They join the struggle to improve themselves, their lands, and their kingdom, and as years progress they reap the benefits of the changing times. These changes in material goods, customs and ways of life provide temporal color, give knights something to talk about, and help keep the games from being boring.

The Boy King ends in the year portrayed in *Pendragon*: 531. For events and adventures after 531, see "After The Boy King," at the end of the book.

What's In Here

PLAN YOUR OWN *PENDRAGON* campaign from the start. Establish some long-term objectives for yourself and your campaign. Remember the structure of the game system, and begin thinking of how you can apply some of your favorite rules to play.

Look over this whole book, and decide which scenarios and adventures come first. Don't be in a hurry to use them all immediately! Save the best adventures for later, when you and the players are experienced enough to enjoy the subtleties.

Pendragon has many unique rules. This book provides the methods to incorporate those rules into your campaign. Some of the rules will be nourished by this book. It facilitates these important aspects of the game:

Passage of Time: A chronology provides interesting events which affect the player knights' lives. Aging and family-raising are placed into context.

Exploring the Realm: Enchanted Britain is an extensive realm, and adventures even go outside of the island to the continent.

Participating in Arthur's History: King Arthur's life affects everyone, and the player knights can participate in the great events of his history.

Meet Important People: Many colorful characters pass through Arthur's life, and they are introduced here, where their stories are briefly told.

Some Designer Assumptions

The average party of player knights is assumed to be about two to six characters. The characters are of various ages, social levels, states of wealth, and ranks of Glory. One may have acquired Extraordinary statistics.

They have various reasons to be together: kinship, a common lord, membership in a group; and they all share both the status of knighthood and a desire for adventure. Other details will be worked out between characters.

Character interaction will contribute a significant portion of the activity of the game.

Character advancement varies wildly, but it is not unusual for a hard-working player character get 350 Glory points per year (100 for Chivalrous, 100 for various Traits and Passions, 15 for a manor and various holdings, and the other 135 during the adventure that session.) By comparison, normal everyday vassal knights are calculated to get about 50 Glory per year.

The early days of Arthur's reign provide opportunities to get huge amounts of Glory, always at a very high risk. The later generation has no equivalent opportunity.

The Pendragon Chronicle

Year-by-year details are given for events between 495 and 531. Phase One explanations are brief, and to be used to start game and familiarize players with the rules. A year-by-year chronology is given for Phase Two and part of Three, covering the years 510 to 531. It is based primarily upon *Le Morte d'Arthur*, by Sir Thomas Malory, with additions from other sources.

No Arthurian chronology can ever be correct; all are fiction. The best have an internal consistency which demands recognition. Phyllis Ann Karr, in *The King Arthur Companion*, delineates a chronology drawn primarily from Malory's *Le Morte d'Arthur*, and based upon events and ages of newly-appeared characters. This chronology draws on hers for its foundation and includes many changes and additions.

When to Use it

The chronology is not intended to be an inflexible list of event in the realm, but rather a guideline. Use it:

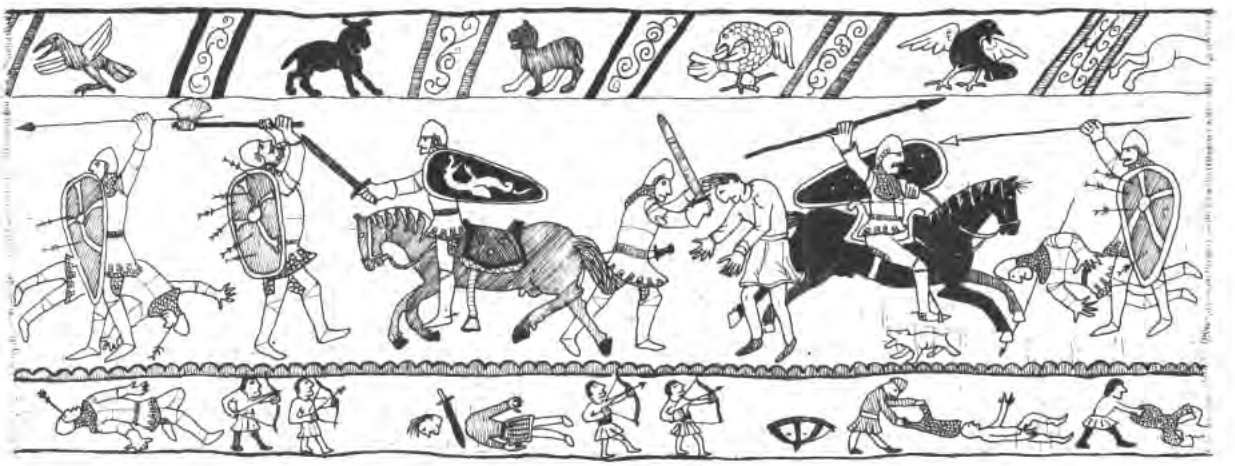
- When people go to Camelot or Arthur's court.
- To introduce new NPCs.
- To maintain a flow of background events in the campaign.
- To provide adventures.

Some years are of especial interest, and gamemasters are urged to motivate the characters to come to court for those. For instance, everyone ought to be present when Arthur pulls the sword from the stone (510); to witness the start of the Balin story (512); and to participate in the major battles, especially Badon (518); and King Arthur's wedding (514). Including the player characters in these events will ensure their sense of participation in the reign.

The Epic Tapestry

Your task, as gamemaster, is to weave an epic. To help inspire you to the task we have included here part of a fabulous Arthurian artifact called the Beaune Tapestry which depicts many of the events in Arthur's reign. Your task as gamemaster is to create a similar history, but in memory rather than on cloth. Also, the main characters of your epic are the player knights, not King Arthur. Your version of this tapestry will have the figures in the foreground.

Like the designers who planned the tapestry, you also have a wide choice of many rich materials, and you can decide what to emphasize. Look upon the game as a set of tools: use the right one when you need it, and ignore those which you don't like. This book, by comparison, is full of materials to use.



Phases and Escalation

The *Pendragon* chronology is divided into 14-year phases, starting Phase One at 495, when King Uther dies and leaves Britain kingless.

Each phase marks a change in Arthur's rule: Anarchy, Unification, Consolidation, Apogee, and Downfall. The phases are used to mark the advance of culture as well as military equipment. As the time passes, the customs, architecture, armor, weapons, and other facts change too.

Pendragon (page 4) mentioned the compression of two Arthurian eras, the dating and barbarian politics of the sixth century and the cultural history of the later, High Middle Ages. As a rough guideline, each phase is equivalent to a century of Western European history. Phase one is roughly equivalent to the eleventh century, Phase Two to the twelfth, and so on. Each year of *Pendragon* Chronicle roughly equates to 7 historic years to date the Arthurian weapons, horses, clothing, and castles.

Thus, the material culture of those centuries provides the rough background for the Arthurian setting.

Using Malory

I have tried to be brief where Malory was detailed. To get additional information gamemasters ought to get a copy of Malory and read the section of the chronology before playing. If you don't like the Olde English jargon, get Steinbeck, who is especially close to the original at the start of his book.

Or don't: feel free to wing it. After all, this is to make *your* version of the story. But to give it the feel of being part of a huge picture, reading Malory is helpful. There you will find details useful for most of the initial events of this chronology. The early years are treated in more detail than the later years in order to show the gamemaster how to integrate player knights into the story. Later, gamemasters are left more to their own initiative and creativity.

Events which are not in Malory are also treated with more detail.

Integrating Knights

This chronology has three applications of the Arthurian story to your *Pendragon* campaign. All relate to its use with player-knights.

As Spectators: For the player-knights as spectators, this chronology marks the passage of time. One-time events pass: Arthur marries Guenever, the Dolorous Stroke is struck, Lancelot first comes to court, and so on. You should remind players that this new hero is so-and-so's son, or grandson. Remind them that this murder is the result of such-and-so's feud. Sometimes they will watch some famous adventure begin, and a year or two later hear of the result.

As participants: The player-characters are affected by some events along with everyone else. They should certainly participate in major wars, their lord's wars, major tournaments, and events such as searching for the queen. Many adventures should be offered as voluntary: the search for Merlin, several searches for Lancelot, the hunt for the Troit Boar, and the Grail Quest (except for Round Table knights, for whom this quest is mandatory).

Your job as gamemaster is to put the player-characters into a story as replacements. Making up new plots is both taxing and tedious. You should do what all the medieval storytellers did: retell an old tale with new heroes.

Insert player-characters into established tales. Using this method, character-knights could replace any of the knights on (for instance) the Adventure of the Hart, Brachet, and Lady (year 514, Malory III, 5-15); or any of the knights of the Triple Quest (year 521, Malory IV, 16-28).

Replacement: Retell the same story with your own heroes, in a different place, with different non-player-characters. Medieval storytellers used this method extensively. Three different stories are told about Guenever's kidnapping. Three good stories use the same plot and motif: Gareth Beaumains, Alisander le Orphelin, and La Cote Male Taile are all unknown new knights who accept their maiden quest from a sharp-tongued young woman.

Lists of such repetitions are endless, so gamemaster should take the hint and use the technique themselves. Even this chronology has several repetitions of stories (for instance, the sinking of Gwyddno Garanhir's land and the sinking of Lyonesse later.) Believe me, your players will appreciate the recognition and react accordingly to what they have done before.

New Round Table Members

This list is given in order to make it easy for the gamemaster to keep track of whether a knight is yet on the Round Table.

- **514.** Round Table established, with a capacity of 150 members. King Leodegrance, Sir Baudwin of Britain, Sir Ector, Duke Brastias, King Alain, Cador of Cornwall, and other earls and dukes of note.
- **515.** King Pellinore of the Isles.
- **516.** Sir Bedivere the Cupbearer
- **517.** 4 old knights: King Uriens, King Lak, Sir Hervis de Revel, Sir Galagers; and 4 young knights: Sir Gawaine, Sir Griflet, Sir Kay, Sir Tor.
- **518.** Many knights, taken from the Secondary Knights Table (*Pendragon*, page 194)
- **519.** Sir Sagremor le Desirous, Dodinas le Sauvage, the Brown Knight of the Wilds.
- **520.** Sir Lamorak de Gales.
- **521.** Sir Gaheris de Orkney.
- **522.** none
- **523.** Sir Marhaus de Leinster
- **524.** Yvaine, le Chevalier Au Lion
- **525.** Hoel of Alclud
- **526.** Sir Blamore de Ganis, Sir Bleoberis de Ganis, Sir Berel, Sir Moris.
- **527.** none.
- **528.** Sir Lionel de Ganis, Sir Bors de Ganis, Sir Boso of Oxford, Sir Priamus the Saracen, Sir Floridas the Pict, Sir Lucan the Butler.
- **529.** Sir Aglovale de Gales.
- **530.** Duke Galeholt of the Long Isles.
- **531.** Sir Galegantis of Nohaut.

Adventures

Adventures make up the heart of the game. They are the focus where players and characters interact through the medium of game-guided imagination.

Adventures are found in:

- Phase One: Events, Battles, Forest Sauvage, Regular Events, Adventures, London.
- Phase Two: Events, Chronicles, Battles, Carlion, Cheshire, The Perilous Forest, Adventures.
- Phase Three: Events, Battles, Rome.

Some of the given adventures are too difficult to solve immediately, or perhaps at all. Player knights should go back and finish them later.

Note that most of the adventures have names of sites, but they are not specified to be at any particular place. Gamemasters should insert these adventures at the site of their choice, and mark it on the Player's Map.

If all the player knights fail at an adventure and are captured, gamemasters have two choices of what to do. They can have new characters made who will try to succeed at the quest, or they can just have a famous knight (Gawaine, Marhaus, etc.) succeed and liberate the knights.

Battles

Battles are an important part of the early Arthurian history. They occur with great frequency and offer the best way for knights to gain Glory. These opportunities will not be present for later generations.

The *Pendragon* Battle System (*Pendragon* page 159-166) is used, along with the modifications found later in this chapter. Sieges are also covered in the new rules as a variation on battles. Individual modifications to the system are given in the entries under each battle. A complete outline is given below, with explanations, but the individual entries omit all elements which are not relevant.

The **Location** of each battle is first.

Name of Battle

This is the name which players should write into the history section on the back of the character sheet.

Before the Battle

Commanders

The names of the commanders, plus their Battle skills, are given.

Battle Size: The total size is given here, measured in Knight Values.

Modifiers

These modifiers are to the army commanders' roll. Note that many modifiers are given in the events which do not appear in the basic Pendragon rules.

Army Commanders' Rolls

The first roll is sometimes important to give the battle its appropriate color or emphasis. If so, it is given here.

The Fight

The total number of rounds is given here, or sometimes a round-by-round description of events.

Remember that the First Charge is always the first round, and the others are Melee.

Variables for various Tables in the Battle System are used at times to give color and unique danger to the fight.

After the Battle

A synopsis of post-battle facts is given to make this section easier for the gamemaster.

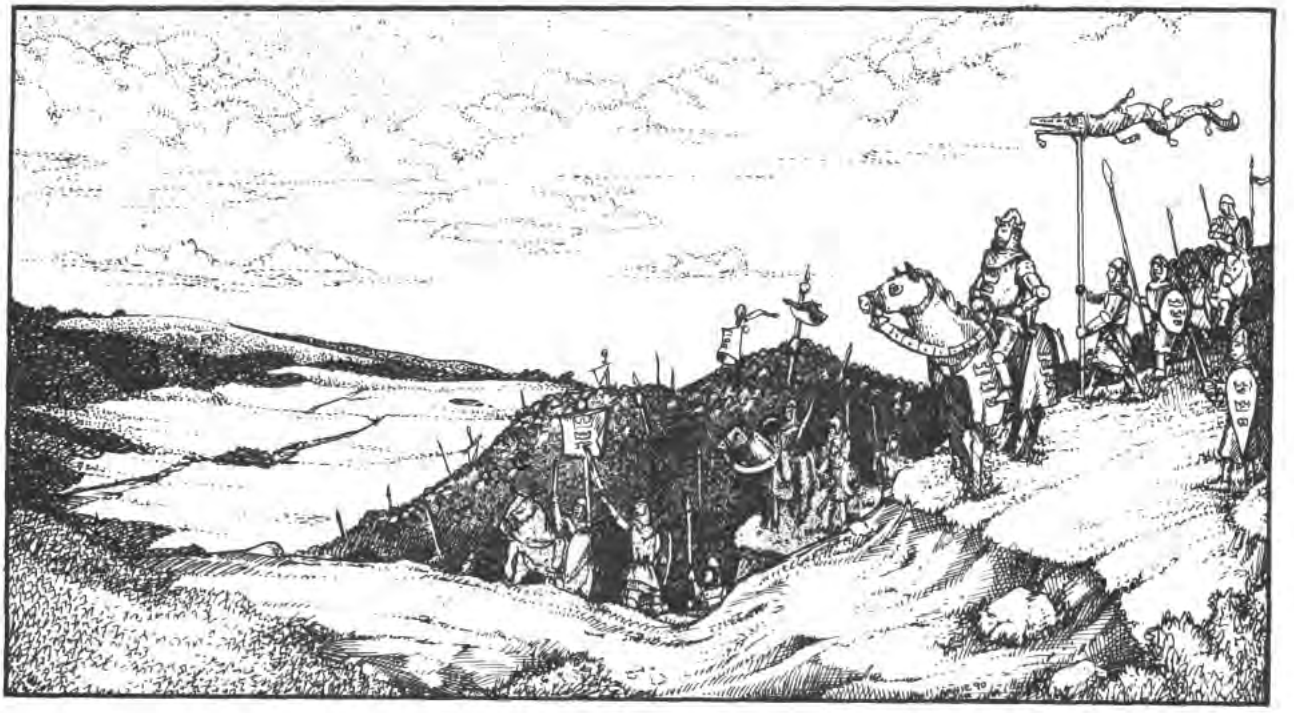
Victor: who won, and how decisive was it? This affects Glory rewards.

Plunder: What is the minimum booty for the winning side?

Glory: The basic Glory rewards. Remember that these are for a single round of engaged combat, and that they are affected by the type of victory, and by the results of the players' actions each round.

Follow Up

More information may be given here.



Character Generation

Creating Characters for Phase One

DETAILS FOR CHARACTER generation are different for knights in Phase One than in the later (Phase 3) system presented in *Pendragon* and *Knights Adventurous*. The system is basically the same; the main differences are in the origins of the characters and their starting equipment. These differences denote the end of the Romanesque influences in a Dark Age setting.

For reasons of size and simplicity, the only lands from which beginning character can come are in Logres.

In all cases, "Gamemaster's Starting Locale" means the place which the gamemaster has chosen to be the starting location (recommended to be Salisbury). However, beginning knight characters may come from any other area in Logres, but be employed by the lord of the Gamemaster's Starting Locale.

The sequence given here follows that in *Knights Adventurous*, page 131-132.

1. Region

Phase One Regional Table

d6	*Go to Table below*
01-02	Logres #1
03-04	Logres #2
05-06	Logres #3

Logres Homeland Table #1

d20	*Homeland (Culture/Religion)*
01-03	Trinovantes Exile (Cymric/Christian)
04-07	Dobunni-Cirencester [Clarence] (Roman/Christian)
08	City of Corinium Dubunnorum [Cirencester], Dobunni (Roman/Christian)
09-12	Durotriges [Dorset] (Roman/Christian)
13	City of Durnovaria [Dorchester] (Roman/Christian)
14-16	Hertford (Roman/Christian)
17	City of Verulamium [St. Albans] (Roman/Christian)
18-20	Huntingdon (Cymric/Christian)

Logres Homeland Table #2

d20	*Homeland (Culture/Religion)*
01-04	Icenia (Cymric/Mix*)
05	City of Venta Icenorum [Caistor] (Roman/Christian)
06	Isle of Wight (Cymric/Mix*)
07-09	Lendinieses [Jagent] (Cymric/Christian)
10	City of Lindinis [Ilchester], Lendinieses (Roman/Christian)
11-18	Lindsey (Cymric/Mix*)
19	City of Lindum [Lincoln], Lindsey (Roman/Christian)
20	City of Ratae Coritanorum[Leicester], Lindsey (Roman/Christian)

Logres Homeland Table #3

d20	*Homeland (Culture/Religion)*
01-03	Regneses exile (Cymric/Christian)
04-06	Salisbury (Cymric/Christian)
07-10	Silchester (Cymric/Christian)
11	City of Calleva Atrebatum [Silchester], Silchester (Roman/Christian)
12-15	Belgae ((Roman/Christian)
16	City of Venta Belgarum [Winchester/Camelot], Belgae (Roman/Christian)
17-20	Wuerensis (Cymric/Pagan)

***Mixed Religion.** Roll 1d6; 1-5=Christian, 6=Pagan.

2. Personal Information

Find, and write in:

Homeland, Culture, and Religion (above)

Father's Class: see Table Below

Liege Lord, Current Home: Probably the Gamemaster's Starting Locale. For simplicity's sake the ruler of the land is always the liege lord.

Son Number: Roll 1d6

Father's Survival Table: see page 131, *Knights Adventurous*

New Lands

Many of the lands mentioned here are Romano-Celtic tribal lands, destined to be transformed into different lands during Phase One and Two. Here are some notes on their Roman character.

Trinovantes Exiles

The tribe of the Trinovantes was conquered by the Saxons in 485, who renamed their land Essex. Refugees took up service with other lords. They are passionately anti-Saxon.

Dobunni-Circencester

The tribe of the Dobunni had been ruled by the Duke of the Gewessi. However, Vortigern the Tyrant was the last of the dukes, and on his death two men claimed the right of kingship, one based in Cirencester and the other in Gloucester. Their dispute lasts into Arthur's reign, long after the initial cause has been forgotten.

Icenia

The proud kingdom of the Iceni tribe is engaged in feuding with Saxons settled along the coast by Vortigern years ago. The struggle ends when Saxon reinforcements invade and expel the Iceni around 500.

Regneses Exiles

The Regenses tribe lost their lands to Saxon invaders in 477. Many of the refugees took service with other lords, where they await their time of revenge. They hate Saxons.

Father's Class Table

Class	*Roman*	*Cymric*
Lord/Officer	01	01
Banneret Knight	02	02
Vassal Knight	03-04	03-08
Bachelor Knight	05-08	09-10
Mercenary Knight	09-13	11-13
Squire	14-17	14-16
Warrior/Legionnarius	18-20	17-20

Son of a Lord/Officer Roll

d20	*Result*
01	The Lord
02	Steward
03	Butler
04	Marshall
05-10	Castellan
11-20	Illegitimate. Roll 1d10 to find father.

3. Peoples

Select: Name and Father's name (lists for Cymri on page 53, for Romans on page 63, *Knights Adventurous*

Determine:
Trait Modifiers: Energetic +1, Proud +1, Worldly +1, Prudent +1, Temperate +1, Valorous +1.

Directed Traits and Passions:

- Trinovantes Exiles. *Vengeful (Saxons) @+1d6+3
- Dobunni-Cirencester [Clarence]. Hate (Dobunni/Gloucester) @2d6
- Durotriges [Dorset]. *Suspicious (Non-Romans) @+1d6
- Hertford. *Selfish (Food) @+1d6
- Huntingdon. *Suspicious (Saxons) @+1d6
- Icenia. *Proud (Iceni) @+1d6
- Isle of Wight. *Prudent (at Sea) @+1d6
- Lendinieses [Jagent]. Hate Cornishmen @3d6
- Lindsey. *Suspicious (Other Lands) @+1d6+2
- Regneses exile. Hate Saxons @3d6+3
- Salisbury. Hate (Saxons) @3d6
- Silchester. Hate (Saxons) @3d6
- Belgae. *Pride (Belgae) @+2d6
- Wuerensis. *Suspicious (Religious Folk) @+2d6

Starting Skills
See #7, below.

Inherited Glory
See *Knights Adventurous*: Cymri, page 54, Romans, page 63.
AND, Son of a Legionarius: 3d6+50 Glory

Starting Equipment
See Below. AND, add Son of a Legionarius: same as Warrior

Luck Table Benefits
Unchanged

4. to 6. are Unchanged

7. Skills

These are slightly different from those available in a later phase. For instance, no Heraldry, Romance, or Tourney skills exist. Copy the values from the column in the box right onto the character sheet.

New Social Class
Legionarius: A legionarius is a Roman foot soldier, an unmounted member of the professional fighting class. He usually garrisons or assaults fortifications and acts as support for cavalry in battle. Many legionarii are from the remains of the semi-heriditary garrison units stationed in Britain by the Romans. However, the footsoldier usually does not have as high a status as a mounted warrior. Though not concerned with chivalry, he probably has a professional code by which he lives.

Legionarius Table

Son of a Legionarius
18 points
Awareness, Spear, Sword +1 each
Grapple +2
Dagger +3
Proud +1
Prudent +1d3
Selfish +1d3+2
Cruel +1d6
Valorous +1
Honor +1d3
Loyalty (Lord) +1

Beginning Skill Values

	Cymri		*Roman*	
Skill	*male*	*female*	*male*	*female*
Awareness	6	3	6	4
Boating	1	0	0	0
Chirurgery	1	10	5	10
Compose	0	1	1	1
Courtesy	3	5	5	5
Dancing	2	2	2	2
Faerie Lore	1	3	2	2
First Aid	10	10	2	10
Flirting	4	6	4	4
Folk Lore	2	2	2	2
Gaming	3	3	2	2
Hawking	3	2	2	0
Heraldry	0	0	0	0
Hunting	2	2	2	0
Industry	0	5	0	5
Intrigue	5	3	5	7
Orate	3	2	2	2
Play (harp)	3	3	2	0
Read (Latin)	0	0	5	3
Recognize	5	3	4	5
Religion	2	2	2	2
Romance	0	0	0	0
Singing	2	3	2	2
Stewardship	2	5	3	6
Swimming	2	1	2	2
Tourney	0	0	0	0
Battle	4	1	5	2
Horsemanship	4	3	3	2
Sword	8	0	4	0
Lance	2	0	3	0
Spear	2	0	2	0
Dagger	4	3	7	6

8. and 9. Unchanged

10. Starting Equipment

There is no minimum outfit. Outfit One degrades to Cymric Warrior's Outfit for a Cymric character, or Legionarius Outfit if Roman.

Legionarius Outfit: Leather and open helm (4-pt) armor, spear, legionary shield (9-points), sword, dagger, clothing worth 60d.

Cymric Warrior's Outfit: Leather armor (3-pt), spear, shield, sword, clothing worth 90d.

Outfit One: Rouncy; leather armor (4-pt), spear, shield, sword, dagger, clothing worth 90d.

Outfit Two: Charger; cuirboilli armor (6-pt), spear, shield, sword, dagger, clothing worth 120d.

Outfit Three: Charger, rouncy; Norman chainmail armor (10-pt), 2 spears, shield, sword, dagger, clothing 1£.

Outfit Four: Charger, palfrey, 2 rouncies; Norman Chainmail armor (10-pt), 2 spears, shield, sword, any one other available weapon, dagger, clothing worth 2£, 120d in money.

Outfit Five: 2 chargers, 1 palfrey, 2 rouncies; Norman chainmail armor (10pt), 2 spears, shield, sword, any one other available weapon, dagger, clothing worth 4£, 1£ in money.

Outfit Six: 2 chargers, 1 palfrey, 2 rouncies, 1 sumpter; reinforced Norman chainmail (11-pt), leather hunting armor (2-pt), 6 spears, 2 shields, 2 swords, and any 2 other available weapons, dagger, clothing worth 8£, 1£ in money.

Horses

For horses, the following breeds are meant:
Ambler = Roman
Carthorse = Celtic Pony
Charger = Norman
Courser = not available
Destrier = not available
Palfrey = Roman
Rouncy = Celtic Pony or Roman
Sumpter = Celtic Pony

A Royal Herald Sounds the Horn for Tournament.

Britain Before Arthur

THIS LIST INCLUDES entries of direct relevance or interest to Britain. Events do not always coincide with modern historical facts, which are given in {brackets}. Instead, this gives dates which the people of Pendragon *think are true*. This player information is derived from the various sources given in *Pendragon* and *Knights Adventurous*.

Given Dates are Before Christ

{**c. 11,000:** end of Ice Age in Britain}

{**c. 6000:** Isle of the Mighty cut off from mainland Europe by rising waters}

exactly 4004: The World created (according to Biblical scholars). The Faeries fall from heaven to earth because they neither helped nor hindered God in His war against the Devil.

{**c. 4,000:** Picts spreading through the island, which they call Albion}

2348-2347: A great flood destroys all of mankind, except for Noah and his sons, who find refuge in a great Ark.

{**c. 2,300:** Bronze Age, proto-Celtic peoples (Beaker Folk) on isle}

c. 1240: Troy is destroyed by the Greeks. Prince Aeneas flees from his burning city and eventually founds the Roman tribe in Italy.

c. 1100: Brutus, a grandson of Aeneas, leads a tribe of Trojans which eventually settles in Britain.

c. 874: Reign of K. Bladud, the magician king

{**c. 800:** Late Celtic tribes moving through island}

753: The city of Rome is founded by Romulus and Remus

c. 750: Reign of King Leir in Britain

{**c. 600:** iron introduced throughout the island}

430-390: Reign of King Dunvallo Molmutius the Law Giver

390: Belinius and Brennius, two British kings, lead a great army of Celts and sack Rome

{**c. 200:** Belgae and other "modern Celts," move onto the island}

c. 60: King Lud fortifies Brutus' city of Trinovantium, and it is renamed London

55: Julius Caesar invades Britain, but is defeated by King Cassivallaunus and his confederation of tribes.

0: Birth of Jesus Christ

All subsequent dates Anno Domini

c. 17: Jesus visits Britain and builds a wattle chapel at Glastonbury

Roman Period

43: The Roman conquest of Britain is begun. King Caratacus leads the defense, but is eventually captured and sent to Rome in chains. Scheduled for execution, he so eloquently orates the senate that he is spared.

55: Joseph of Arimathea arrives at Glastonbury with the Holy Grail.

60: Rebellion led by Queen Boudicca temporarily halts the Roman advance, but is brutally crushed.

166: Two missionaries, Fagan and Dyfan, preach Christianity in Britain at the invitation of King Lucius.

210: Alban is martyred and becomes the first British saint.

c. 215: Reign of King Coel, a powerful and benevolent king of the midlands.

c. 250: Princess Helena, daughter of Coel, resists the pagan imperial orders to persecute Christians. She later marries Constantine Chlorus, and is the mother of Constantine (the Great.)

304: Aaron and Julius are martyred in Carlion for refusing to participate in Pagan sacrifices with their legion.

306: Constantine (soon to be "the Great") is named Emperor at Eburacum, then sails to the continent to conquer and pacify Rome. He receives a vision at the Battle of Milvian Bridge and promises to become a Christian if victory is his. It is.

312: Constantine defeats his last foes and is acknowledged Western Roman Emperor.

313: Roman Tolerance of Christianity proclaimed with Edict of Milan by Constantine the Great.

324: Constantine becomes the sole Roman Emperor.

326: City of Constantinople founded by Emperor Constantine the Great.

337: Emperor Constantine converts to Christianity upon his deathbed, as was common practice in those days.

c. 340: Roman Empire disintegrates into factions. Civil War becomes almost constant in the Roman Empire.

350: Britons name their leader, Magentius, to be Roman Emperor, and he takes the troops to support his war on the continent. He is killed in battle.

380: Christianity is declared to be the official religion of the Roman Empire.

383: Britons name Magnus Maximus (popularly called Macsen Wledig) to be their Emperor. He takes the British troops to the continent to support his war. Although he is successful for a while, he is eventually killed. The survivors from his army settle in Armorica (Brittany) under Conan Meriadoc, founder of the Kingdom of Vannetais.

390: Saint Ninnian founds Whitethorn Abbey in Gorre

c. 410: Saint Augustine develops the theory of the *Just War*.

410: The Britons receive their last letter from the Roman Emperor, in which Honorius tells the Britons to "look to your own defense."

Roman Period Ends

c. 415: British leaders convene to determine their own government. Guided by Archbishop Guithelinus they form the *Supreme Collegium* to select a High King. Constantin, a native leader, is named as Emperor of the Britons by the assembled citizens. He supresses all enemies.

418: Pelagius, the theologian of British Christianity, is declared a heretic in Rome (Pelagian heresy).

429: Saint Germanus, a bishop of Gaul, travels to Britain at the Pope's orders to stamp out the Pelagian Heresy.

432: Succat, a British monk, goes to Ireland and begins the conversion of its natives to Christianity after a magic duel against the druids at Tara, the spiritual center of the isle. He is later better known as Father (Patricus) or Saint Patrick.

437: The Burgundians are crushed in battle by the Roman general Aetius, aided by his Hun allies (This crushing defeat was later immortalized in story form as part of the German epic, *Nibelungenlied*.)

440: Constantin, the King of Britain, is murdered. His son, Constans, is taken out of a monastery and named king, but Vortigern, Duke of the Gewessi, actually controls affairs.

443: King Constans is murdered by his Pict bodyguards. Vortigern leads an avenging army and destroys the killers. Vortigern is named to be the new High King. The younger brothers of Constans flee to Armorica.

443: Saint Germanus travels to Britain again to combat the Pelagian heresy.

445: A huge army of Picts invades and pillages northern Britain.

446: The Saxon chieftains Hengest and Horsa are hired as mercenaries by Vortigern, and sent to north. After a fierce battle around Lincoln the Picts are soundly defeated.

450: 18 ship-loads of Saxons join Hengest and Horsa and settle in Britain. Vortigern marries Rowena, the daughter

Post-Roman Tribal Movements

1. First Migration to Brittany. (c. 383). Remnants of Maximus' army settles Vannetais.

2. Second Migration to Brittany. (c. 458-460). Led by Riothamus, establishment of Domnonie.

3. Vortigern's Troop Resettlements:
A. Votadini from Garloth (Manau Gododdin) to Gomeret (Gwynedd).
B. Cornovii from Norgales to Dumnonia (Cornwall)
C. Angles, under King Octa. to Nohaut.
D. Saxons, under Hengest and Horsa, to Kent.
E. Retreat of Irish, to Munster.

4. Expansion of Irish to Long Isles, and Galloway.

5. Saxon Expansion. Conqest of Sussex, Middlesex, and Essex.

6. Third Migration to Brittany.

7. Invasion of Deira and Sorestan, by Angles.

of Hengest. Their child is Cerdic, later King of Wessex.

452: Attila and his army of Huns is at the walls of Rome. This is the first time in centuries that Rome has been directly threatened. The city is saved by the direct intervention of the Pope (and a lack of Hunnish siege equipment).

454: Huns defeated by General Aetius and his allies in Gaul at the Battle of Chalons.

455: The Vandals sack Rome. This is the first time in eight centuries that the Immortal City has been plundered. A great shock goes through the Western world as assurance of Roman failure registers in the hearts and minds of everyone.

c. 455: King Vortigern rearranges his loyal forces. He sends Saxons to the north to hold land in Deira. King Cunneda and the Votodini travel south to Gomeret and drive out the Irish colonies. Members of the Cornovii royal house are sent to Dumnonia and take control there. The eastern Britons object, and threaten to get Roman help from the continent.

457: Vortigern defeats eastern British political foes, and gives their land to the Saxons who seize Kent.

458-460: "Second migration" of Britons settles in the abandoned lands of Armorica, which is afterwards called "Little Britain."

462: Civil War against Vortigern, led by his own son. Vortimer defeats the Saxons, but dies shortly afterwards. Vortigern is reinstated.

463: "Long Knives" treachery: British leaders are murdered at a peace conference at Stonehenge. Shortly afterward Vortigern is captured by Duke Eldol of Gloucester, but escapes the following winter.

466: General discontent and rebellion grows against Vortigern. Vortigern attempts to build his famous collapsing tower. The boy Merlin first appears and prophecies.

466: Aurelius Ambrosius, son of King Constantin, with an army from Brittany lands at Totnes to liberate the country. Vortigern and the Saxons resist, but are defeated.

467: Irish High King Loigaire dies, ending a period of Irish unity.

468: Vortigern is besieged in his stronghold, and destroyed by Aurelius. Aurelius is called "the Last Roman" and is named Emperor.

Pendragon Era

c. 470: Merlin transports sacred rocks from Ireland to Stonehenge.

473: Saxons win a major victory.

477: King Aelle, with more Saxons from the continent, lands and seizes Sussex.

478: A British fleet, led by Aurelius Ambrosius, attacks the Frisians on the continent, establishing peace for a time.

480: Menevia seized by Irish (K. Guillomaur) and Saxons (led by Pascent, son of Vortigern). Aurelius Ambrosius is poisoned and dies. His brother, Uther Pendragon, leads the army, defeats the invaders and is crowned king.

483: High King Aillill of Ireland killed.

484: Saxons beseige Eburacum. Uther is defeated in battle, but at Mt. Damen he attacks at night and wins.

485: New Saxons from the continent seize Essex.

486: King Clovis of the Franks conquers Soissons, the last Roman province in the west.

c. 488: King Uther wars against the Franks on the continent.

490: Kings Octa and Eosa, with more Saxons, land in Britain to help their kinsmen, but are defeated in battle and captured.

491: Duke Gorlois of Cornwall rebels against King Uther, and a new civil war begins. Arthur begat in Tintagel with Merlin's magical aid.

492: Cornwall is conquered by Uther. King Uther marries Igraine.

492: Arthur born in Tintagel.

493: Octa and Eosa, the Saxon Kings, escape prison and begin a rebellion. Uther is taken ill and cannot leave his bed.

495: King Uther Pendragon, strapped to his horse, defeats the Saxons at the Battle of Saint Albans, but dies of poison immediately afterwards. Without an heir the land falls into civil war, plagued continually by raids from the Saxons, Picts, and Irish.

The Sword in the Stone appears mysteriously at St. Paul's in London.

Interregnum Chronology

495: Supreme Collgium meets, but is unable to select a High King. Logres is run by a council of regents: Bawdwin of Britain, and Dukes Corneus, Ulfius, and Cador.

495: King Cerdic, son of Rowena and Vortigern, lands with a Saxon army and seizes Wessex.

497: King Cunedda's sons liberate Norgales, Cardigan, and parts of Sugales from the Irish.

495: Gawaine born in Lothian.

497: Guenever born in Cameliard.

c. 500: Angles land in Icini land and seize it. Its name is changed to Anglia.

c. 500: Merlin travels to Rome, the far east, and other realms.

501: Port, a Saxon chieftain, lands in Wessex with a new army and takes Portsmouth.

501: Tristram born in Lyonesse.

502: Marriage of old King Uriens of Gorre to young Morgan le Fay, daughter of Uther Pendragon.

503: Saxons besiege London, which surrenders rather than being sacked.

504: Pictish invasion against kingdoms of The North.

507: Picts and Cymri from the North invade Cumbria.

508: King Cerdic siezes Winchester and expands his realm of Wessex.

508: Lancelot/Galahad born in Ganis.

508: London seized by British, led by Duke Corneus.

Phase 1: Anarchy

495-509

THE INTERREGNUM PERIOD between the reigns of King Uther and his son, King Arthur, is a good time to start your *Pendragon* campaign. It is a period of general lawlessness during which you can teach the game to new players without any of the fancy medieval notions of chivalry or romance. It is also an outlaw's time, when anyone who can grab something can keep it through might and main rather than law, as after Arthur becomes king.

Starting Your Campaign

For a new campaign, you can still use the materials given in the *Pendragon* game for starting your campaign (pages 167-174). You will have to watch some of the details, such as the age of Earl Robert's son, but you can generally use the information as written. Play through the training episodes. Then start the players in their quests outside of Salisbury.

Gamemasters should mix the types of events. Some should be performing duties for their liege lord, especially fighting battles against the Saxons. If the player knights are from Salisbury the Saxon invasion of Hampshire/Wessex is an extremely important event because it is quite close to their homes. They may also travel around Logres to familiarize themselves with the land. Finally, other appropriate adventures which present opportunities for Glory are given.

Since no central royal court exists, the format for the year-by-year events is not used. In fact, gamemasters may wish to just leave the date vague for a few games until everyone is sure how the game and the campaign work.

Politics

Political information is included primarily for Logres, where the campaign is centered at this time. Logres is divided into many small holdings. The most powerful individuals in Logres and nearby areas are:

- The King of 100 Knights, who is King of Malahaut.
- Aelle Bretwalda, King of Kent and war lord of all the Saxons
- Idres, King of Cornwall
- Corneus, Duke Lindsey
- Ulfius, Duke Silchester

Escalation

This establishes the starting point for the eventual escalation and development of the material goods for *Pendragon*. Availability and cost are different from the information given in *Pendragon* and *Knights Adventurous*.

Phase One is the Dark Age of the *Pendragon Chronicle*. It is roughly equivalent to the eleventh century of western European history. It is the era of the Norman Kings of England, and of the Norman expansion in general. Gamemasters should emphasize the Dark Age morality imposed by this rough society. Gamemasters should think of the cruelty and brutality imposed by William the Conqueror as a guideline. For instance, he thought an appropriate response when the northlands rebelled was to have his army destroy so much property that 1/3 of the villages were still abandoned twenty years later.

Price List

Use the price list from *Pendragon*, page 146-148, with the following changes:

Ignore all Inn Prices. No inns exist at this time.

Siege Equipment costs x10 what is shown. It is very rare.

At the Horse Merchant, the cost of a Charger is 20£.

At the Wine Merchant, there is no German or Occitan Wine.

At the Armorer, there is no Reinforced Chain, including Great Helm.

At the Clothier, no Trim exists.

Castles are limited, with no small, medium, or large castles available. See the "Castles" entry below.

Mercenaries available are sergeants, footmen or laborers only. See the entry below.

Land cannot be purchased.

Weapons & Armor

Norman (10-point) armor is the best type available. Helmets are open, with a nose guard. The standard shield is a long kite shield.

During the phase armor can be upgraded by shaping it to cover legs and arms, and making a better helmet. This is, however, still called Norman Armor, but is rated at 11 points.

These weapons listed in *Pendragon* are NOT available: Flail, Halberd, Hammer, Jousting Lance, Morning Star, War Flail, Great Sword.

Only the Light Crossbow (damage = 1d6+10) is available. Heavier crossbows have not been invented. This, and the bow (damage = 3d6), are the only missile weapons available.

Horses

Chargers are the best horses available, but they are not very common Lords keep breeding their own herds, but no one has acquired so many that they sell them on the market. Most are needed to outfit their own knights.

A trip abroad might provide a chance to obtain a foreign horse, but such travels are unlikely.

Clothing

Clothing is all fifth century native dress, none of it very fancy during this stage. It differs from nationality to nationality. Styles have not changed since the Romans left, except to get worse as trade routes disappeared, cutting off supplies of exotic cloth and other unusual materials.

Heraldry

Heraldry is rudimentary. Most knights do not have a coat of arms. Among those who do, differentiation is not yet the rule. Thus a lord and his men may all have the

same device in order to provide a uniform appearance and ready battlefield identification.

Customs

Might makes right. It is a practical world, where brutality wins. The Truce of God (*Treus Dei*) is a new idea which is being popularized by the clergy (see *Knights Adventurous*, p86). Most priests try to impose it, and most common people would like to experience it, but few lords obey it. Those who do gain an additional 10% Glory for battles won while following the rules.

Chivalry is an abstract ideal — something spoken about, especially in stories, but not practiced by anyone, nor expected from any sane man. Nonetheless, the normal 100 Glory per year is collected for being Chivalrous.

Romance is unknown. Women are treated as property. No Glory is possible for this activity.

Two types of stories are commonly being told. The Roman chronicles are in Latin, and try to preserve ancient Roman knowledge and especially church history. These chronicles include the histories of Brutus the Trojan, who led the first civilized people to Britain; of Belinus and Brennius, ancient kings who conquered Rome; of King Caratacus, who courageously resisted the Roman invasion; Old King Coel, who defended the island from all invaders; of Macsen the Emperor and his love for Elen of the Roads; Prince Vortimer, who drove off the Saxons; and of the house of Pendragon, Arthur's ancestors. Popular stories are the second type. These are related by *conteurs* ("storytellers") whose heroes are the semi-mythical Heroes of Old. These include Mabon the Prisoner, the sleeping hero freed by divine quest; of Lleu the Warrior, who drove off the dark armies; Bran the Blessed and his rivalry with his brother, Belin; and of the Queen's Lovers.

Tournaments

Tournaments do not exist. Noblemen do not have enough peaceful spare time to develop a sport.

Fiefs

Lords grant land in return for service and advice, as outlined in *Pendragon*.

Castles

Motte-and-bailey castles are the type most readily available to be built. In some places superior Roman fortifications still exist. In some places wood has begun to be replaced by stone, giving a stone tower or shell keep.

Motte and Bailey. DV=5/3. Cost=25£.

Reinforced Motte and Bailey. DV=10/5. Cost=64£.

Shell Keep with Bailey. DV=5/7. Cost=33£.

Stone Tower (square), with wooden palisade on a hill. DV=9/10. Cost=25£.

Roman City Wall. No cost, because it cannot be built. However, many sites remain which have the walls built in the old days. DV=12,and towers.

Troop types

(Number) in parenthesis indicates Knight-value to calculate the Size of a battle.

- Rich Knight (3)
- Ordinary Knight (2)
- Poor Knight, Sergeant (1)
- Saxon Berserk (2)

A Norman Knight, Wearing Evidence of his Viking Heritage

- Saxon Warrior, Armored Foot Soldier (1)
- Foot Soldier, Irish Warrior, Cymric Warrior (1/2)
- Pict Warrior, Bandit (1/5)
- Peasant (1/10)

Mercenaries

Mercenary bands are small. They are almost always of local origin.
For 5£. per month you can hire:

- 50 Bandits. (Loyalty=#£. paid this mo.)
- 25 Foot Soldiers. (Loyalty=10)
- 10 Armored Foot Soldiers. (Loyalty=12)
- 5 Sergeantry. (Loyalty=12)

Events

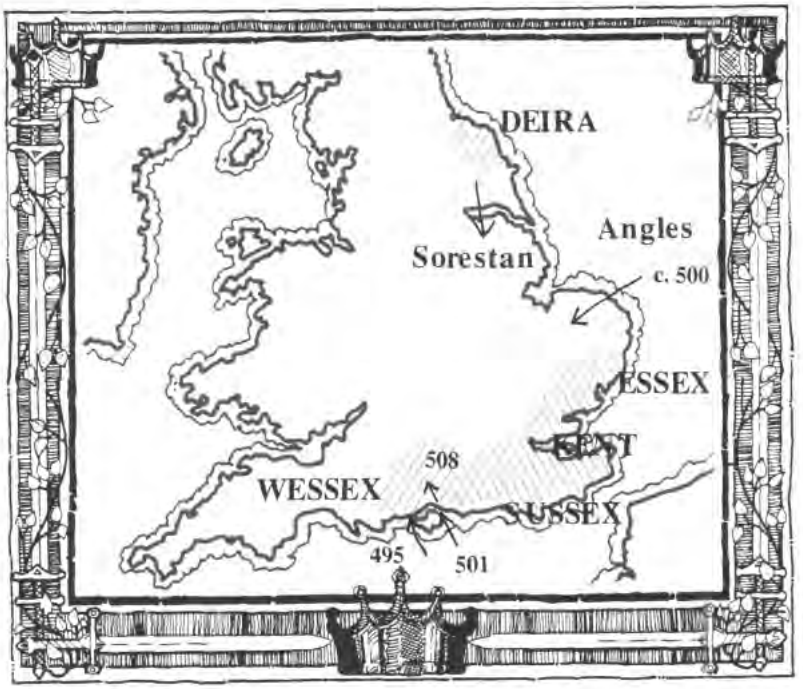
Two major types of events occur during this Phase: the wars, and the births of children who will be famous adults. The usual type of activity is to adventure.

The enemy Saxons provide an on-going foe for player knights. These battles can start the process for player knights. Other battles are listed in the History Before Arthur section to help the gamemaster give color to his campaign, and to generate news about distant places.

Players may witness the birth or childhood of characters who will later become major characters in the campaign. Gamemasters do not have to emphasize the future here, but simply let events take their course and later have the famous characters remind the player knights of the past. For instance, at the start of my campaign I had characters pass through the kingdom of Cameliard and, quite casually, stop in at the castle of King Leodegrance. After dinner a little girl came and wanted to play "horsey" with the men, and one of the characters deigned to amuse the child. Imagine the player's surprise and pleasure when, many years later, at the wedding of King Arthur, Queen Guenever reminded the old man of the event by remembering her pleasure and expressing it before the court. And he got 35 Glory for it.

Finally, some of these stories are interesting for later events.

Saxon Expansion: 495-508



495

King Uther Dies

The assembled forces of Britain, led by King Uther despite a debilitating illness, decisively defeat the Saxons in battle near the city of Saint Albans. During the victory feast a Saxon, disguised as a doctor, poisons the wine. King Uther and most of his ranking nobles die during the next week. Britain is thrown into anarchy.

Saxons invade Hampshire

King Cerdic, son of Rowena and Vortigern, lands with a Saxon army and seizes Wessex. His success is limited to a small region.

Cerdic had fled into exile many years earlier. As son of the former High King, he has a powerful claim to the right to rule all Britain.

Gawaine born

In Lothian, or perhaps the far Orkney Islands, on December 22, is born Gawaine. He is the eldest of Lot's sons, born to his wife, Queen Margawse, the half sister of Arthur. It is possible that player knights might witness whatever ceremony the gamemaster devises which gave Gawaine his unusual power of increasing his strength until noon, after which it decreases.

Sword in Stone Appears

In London, in the yard of Saint Paul's Cathedral, a block of red marble appears. Atop it is an iron anvil, and thrust through both is a magnificent sword. Around the base of the stone it says, in Latin, "Whoso pulleth out this sword from the stone and anvil is rightwise born King of all Britain."

497

Guenever born in Cameliard.

Guenever's birth is not unusual, but unknown to most people (but perhaps witnessed by player knights) is the birth of her half-sister, Genievre, who is so like the queen that she could be a twin. She is important later in the story of the "False Guenever."

500

Angles invade Iciniland

This is a great invasion, and the major influx of Angles to Britain. They have, as a nation, fled their ancestral lands on the continent which have been occupied by

an even fiercer people, the Danes. They seize it, renaming it Anglia.

501

501: Port, a Saxon chieftain, lands in Wessex with a new army and takes Portsmouth. At first Port is independent of Cerdic, but eventually submits to his rule.

501: Tristram born in Lyonesse.

Sir Tristram's tragic birth is told in Malory VII, 1.

508

Hampshire Invaded

King Cerdic siezes Winchester and expands his realm of Wessex. Reinforced with the army of Port, plus new arrivals from the continent, Cerdic expands his realm dangerously close to Salisbury. This battle is very close to the player homeland of Salisbury. In these wars Salisbury knights begin to develop their Hate [Saxon] Passions.

Lancelot/Galahad born in Ganis.

Ganis is a long way from most places where beginning characters originate, so this is an unlikely scene to witness. Lancelot was Christened Galahad at birth, and renamed Lancelot by the Lady of the Lake. Allowing the player knights to witness the birth of (a) Galahad may confuse them if they are only marginally familiar with the story. Such confusion may or may not be to your pleasure.

The Forest Sauvage

THE FOREST SAUVAGE provides the setting for the adventures in Phase One of your *Pendragon* campaign.

Players' Knowledge for this area in *Knights Adventurous* excludes the region within the triangular road system shown on the map between pages 16-17 of *Pendragon*. This omission is deliberate. Also remember that the facts given in *Knights Adventurous* are for what is known in 531, after the events in this section of this book. Thus the material given here is sometimes different.

Note that the triangular area has three separate areas, determined by the roads which penetrate them. The most northern is used in The Adventure of the Whispering Path. The next area, which is the road into and out of Medbourne, is used in The Adventure of Gorboduc the Devil. The last area, which is the Forest Sauvage proper, explores a specific setting in detail

Also note that the Kings Road is chosen as the arbitrary border of the area, but remember that there is no Kings Road in Phase One since there is no High King.

Note, too, that two areas listed in *Knights Adventurous* as baronies of the Pendragon are included (Brun, Tribruit). Also, the barony and castle of Lambor are listed, in *Knights Adventurous*, as having Blamore de Ganis as lord. Gamemasters should feel free to alter this if they want player knights to control this important crossroad.

Finally, a word on sources for this map. Every place shown and cited is a real place, with a real local story told about it. Many books about English folklore have photographs of these sites, or drawings of many of these events. Such props always heighten the intensity and enjoyment of a game session. Gamemasters are always free to interpret and change things to suit their needs, but the pleasure which players have knowing that they are participating in "real folk tales" makes it worthwhile for the gamemaster to reveal this information at some time during the game.

Places

Bold italics are used for places which are found on the map of "Logres as you Know it" in *Pendragon*, or in the text of *Knights Adventurous*.

ALL CAPITALS are used to designate larger areas, including counties.

Abingdon (M18): A Benedictine abbey is here.

Alchester (M18): A former Roman city, now Cymric, and much diminished in its population and importance. Nonetheless, it is still an unwalled small city, and the largest population in the area. It is famous for its ironworks.
Vassal of: Tribruit

Anstey Castle (O18): This is a castle with a 30' motte with a wet ditch 30–50 feet wide, and a bailey to the northeast.
Ruler: Gilbert the Red
Vassal of: Earl Hertford
Army (Garrison): 10 knights, 25 soldiers

Anstey Cave (O18): A mile-long underground passage stretches from here to Ansty Castle. It is inhabited by a devil.

Banbury (M17): This castle has a motte, with 2 baileys. Its village is famous for its banbury tarts. (This place was incorrectly identified as Tribruit in *Knights Adventurous*, p 32)
Ruler: Sir Landri
Vassal of: Tribruit
Army (Garrison): 10 knights, 25 soldiers

Bassus River: [Welland] The many villages on the banks of this river are subject to the lord of Lonazep.

Bayard's Leap (N15): A wicked witch lives in this village. To be rid of her requires knowledge gained from a gamemaster source. To be successful requires gathering all the commoner's horses, and then watching to see which one lifts its head when the herd is approached by the volunteer. This is the right steed for the deed. The horse turns out to be an ordinary peasant horse (in legend named Bayard.) The horse cannot carry an armored man. The volunteer then rides to the witch and insults her so that she leaps up behind him. She strikes. Then the rider must stab her, which causes her to dig her nails into the horse. This will cause it to leap 30' over a pond, throwing the witch into it. She tries to drag the rider down. Whether she does or not, she drowns there. 150 Glory for success.

Beale Valet (N17): This castle, outside of the city of Huntingdon, was converted

from a Roman fort. It has a 30 foot high motte, and both inner and outer baileys. It is the main seat of the county.
Ruler: Earl Dafydd
Vassal of: Earl Huntington
Army (Garrison): 25 knights, 60 soldiers

Bedford (N17): A motte and bailey castle. Its town exports agricultural implements.
Ruler: Sir Band
Vassal of: Earl Huntington
Army (Garrison): 5 knights, 25 soldiers

Berkhamsted (N17): A healing well.

Black Annis Bower (M16): Northwest of Leicester are bleak, wasted hills. In one hill, in the sandstone, is a cave about 10 feet wide at its mouth. This is the home of the man-eating faery named Black Annis.

See The Adventure of Black Annis

Boddington (N18): This is a wooded, 17 acre hill fort.

Borough Hill (M17): This is a huge hill fort, the second-largest in Britain. The inner defense cover 4.5 acres, and the lower 150 acres.

***Bourton* (L18):** Town.
Vassal of: Duke Clarence

Brandon (M17): Palisaded town which sits at a bridge crossing of the Avon River.
Vassal of: Baron Lambor

Brent Pelham (O18): A dragon lives in cave here, under a yew tree. If it is killed a devil appears and threatens that he will later take the killer's soul "whether buried in or out of the church." To solve this, the dragon-killer must be buried right inside the church walls: neither inside the church, or out.

See Wyrm (Creatures, *Pendragon* page 204.)

Brun (N17): [Castlethorpe] A motte-and-bailey castle, reinforced with a second bailey and 60' ditch.
Ruler: Earl Brun
Vassal of: King Sauvage
Army (Garrison): 10 knights, 25 soldiers

Includes Stony Stratford

Buckingham (M18): A reinforced motte-and-bailey castle.
Ruler: Lord Yves de Buckingham
Vassal of: King of Sauvage
Army (Garrison): 10 knights, 25 soldiers

Burnham Green (N18): This area is haunted by a headless phantom white horses. The local people avoid it at night, and horses avoid it at all times.

See the Adventure of the Phantoms.

Castle Hill (N16): This is one of the most important castles of the north. It has, unusually, a great stone tower.
Ruler: Gumret
Vassal of: Duke Lindsey
Army (Garrison): 25 knights, 50 soldiers

Campacorentin Forest: A woods which is south of the Forest Sauvage.

Cherwell River: This river runs through the center of the County of Tribruit.

Chiltern Hills: These low hills lie south of the Forest Sauvage. The Ickneid Way runs along the highest points of this range.

Cirencester (L18): This city is protected by old Roman fortifications. It is a principle source of income for the Duke of Clarence, who has a luxurious home inside. It has an abbey within its walls.
Ruler: Duke Clarence
Vassal of: Duke Clarence
Army (Garrison): 100 knights, 100 soldiers

CLARENCE: A dukedom.
Ruler: Eustance
Vassal of: no one
Total Army: 100 knights, 300 soldiers

Includes Bourton, Cirencester, Cricklade, Wandborough, and other places not on this map.

Faerie Places

The land is marked with hundreds of ancient sites, many of which contain ancient magic. These places are called Faerie Places because Faerie beings, powers, or Pagan magic rituals are found at many of them. Not at most, but at many nonetheless.

Elven palaces and encampments are not always recognizable as being of supernatural origin. As explained in the section on Magic, most knights will not recognize when magic is used. A lofty castle in the middle of the barren moors is not incongruous to an enchanted knight.

Near a faerie enclave a character's senses are muddled. It is often hard to discern distant details, or remember faces and conversation afterwards. When doomed Sir Balin, Knight of the Two Swords, entered into the joyous castle with unhappy customs he certainly entered an elven place, but did not recognize it. Signs and prophecies did not turn him away from entering. He heard a distant hunter's horn and recognized that it sounded for him, but he went on. He welcomed the greeting given him by the horde of beautiful women and courtiers who took away his shield and replaced it with one his brother would not recognize, and Balin did not complain. And from that fair castle he went to fight his brother to death. Though they were bosom kin neither recognized the other until both lay dying. (Malory II, 17). Such is the false clarity of Faerie.

Local people generally know the name of the most interesting, important, or obvious Faerie Places in their area, and can also tell what is going on, has gone on, or might still be going on there. Some places in Britain, listed in *Knights Adventurous*, have obtained widespread fame.

The Faerie Places are of several types, all generally recognized as being dug, erected, or discovered in ancient heathen days, even before Brutus came to the land. They can be categorized in types.

Hill Forts

Hill forts are created by enclosing the top of a hill with an earthwork bank and a ditch. Many hill forts are less than 3 acres, while some are larger, and a few (Borough Hill) are gigantic.

Hill forts are usually known to have been human habitations, but some still have faerie connections. Their ancient grandeur lends itself easily to faerie powers.

Some hill forts are still occupied, or have recently been reoccupied. They are like those described in *Knights Adventurous* (page 19), with buildings and a timber

Forest Sauvage, Central Logres, and environs

KEY:

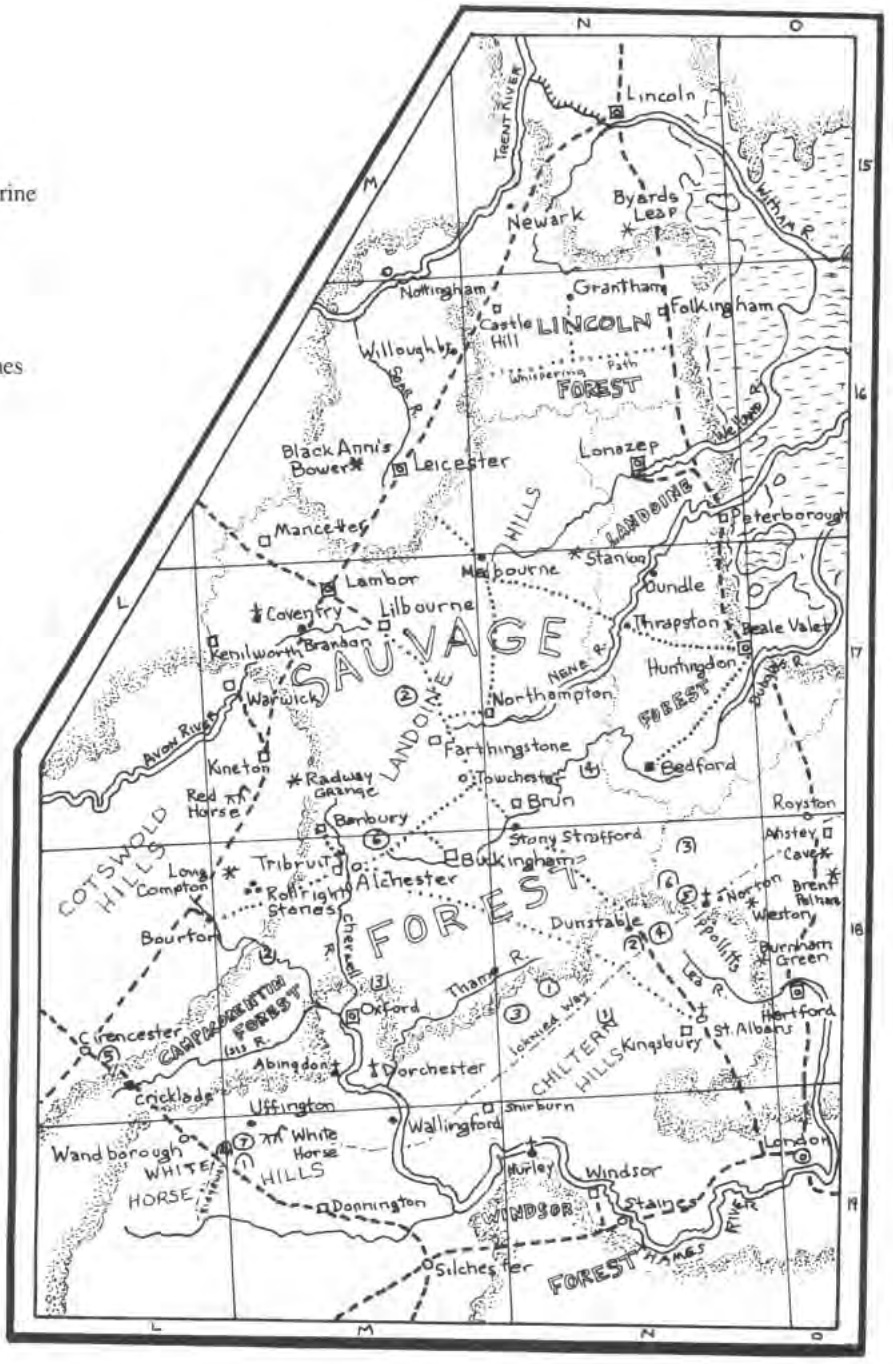
- Large City
- City
- Castle
- City and Castle
- Other Settlement
- Monastery, Abbey, Shrine
- Hill Fort
- Mound, Barrow, etc.
- Well, fountain, etc.
- Standing Stone
- Turf-cut Figure
- Faerie Creature, Witches
- Trade Road
- Trail
- Trackway
- River
- Navigable River
- Canal
- Marsh, Swamp
- Forest, outside / inside
- Inter-forest boundry
- Open Water

Places Listed

Wells
1. Berkhamsted
2. Finstock
3. Ot Moor
4. Stevington

Hill Forts
1. Boddington
2. Borough Hill
3. Cymbeline's Castle
4. Maiden Bower
5. Ravensburg
6. Rainsborough Camp
7. Uffington Castle

Mounds, Hills, Barrows
1. Dragon Hill
2. Five Knolls
3. Knocking Knoll
4. Smithy
5. Torbarrow
6. Wayting Hill



Coventry (M17): This is the site of a Benedictine abbey.

Cricklade (L18): This town guards the crossing of the Isis river.
Vassal of: Clarence

Cymbeline's Castle (N18): Cymbeline (Cunobelinus) was a Celtic king who died around 43 A.D. A mound and earthworks mark his castle. If someone runs around the mound 7 times a devil will appear.

See the Adventure of the Devil

Donnington (M19): This is a reinforced motte-and-bailey castle. Ruler: Pellandres
Vassal of: Duke Silchester
Army (Garrison): 25 knights, 50 soldiers

Dorchester (M18): This is a well protected town, with Roman walls and a stout defensive tower. It houses an abbey of Augustinian Canons.
Vassal of: Oxford

Dragon Hill (M19): The hill where St. George slew the dragon which made him famous. Its top is still wasted by the poison of the monster's breath.

Dubglas River [Ouse]: The farmers of this valley are subjects of the Earl of Huntington.

Dunstable (N18): A town built within a crumbling Roman fort.
Ruler: Lord Foulque
Vassal of: Hertford
Army (Garrison): 3 knights, 10 soldiers

Includes the village of Norton

Evenlode River: This river valley is populated only at its source, around the town of Bourton.

Farthingstone (M17): An unusually large motte and bailey castle, and the main seat of the King of Sauvage.
Ruler: King of Sauvage
Vassal of: no one
Army (Garrison): 20 knights, 50 soldiers

Finstock (M18): A sacred well is here.

Five Knolls (N18): Five round barrows are said to be the graves of five ancient kings or chieftains.

See Adventure of the Barrow.

Folkingham (N16): A small castle.
Ruler: Morris
Vassal of: Duke Lindsey
Army (Garrison): 20 knights, 30 soldiers

Grantham (N16): A town, now "lost" to the nearby peoples. It is famous for the beer-making malt which it creates.
Vassal of: no on.

See The Adventure of the Whispering Path.

Hertford (O18): City and motte-and-bailey castle built to guard the ford at the River Lea. Traditionally, a secret passage runs from beneath a tower in the castle to someplace miles away outside.
Ruler: Earl Gilbert
Vassal of: Earl Hertford
Army (Garrison): 25 knights, 50 soldiers

HERTFORD: A county.
Ruler: Earl Gilbert
Vassal of: no one
Total Army: 80 knights, 100 soldiers
Includes Anstey, Dunstable, Hertford, Ippolitts, Kingsbury, Royston, St. Albans, and other places not on this map.

Huntington (N17): The chief city of the county of Huntington.
Vassal of: Earl Huntington

HUNTINGTON: A county.
Ruler: Earl Dafydd of Beale Valet
Vassal of: no one
Total Army: 90 knights, 200 soldiers
Includes Beale Valet, Bedford, Huntington, and other places not on this map.

Hurley (N19): A Benedictine abbey is here.

Icknield Way: This is a prehistoric trackway which goes along the hill tops

palisade. Most, however, are long abandoned, with all the old timbers rotted, and banks overgrown with grass, weeds, and brush. Huge openings, the long-gone entrance, gape. The huge earthwork rings, however, are usually still visible beneath the wild overgrowth.

An enchanted hill fort would appear to be in use again, with the timber palisades and buildings erect. Wooden gate works defend the gates, where guards peer from rooms. People go about their business, animals are driven whither, and guards walk the walls. Perhaps the inhabitants are people from ancient history. They might be elves at a gathering of the Seelie court. They might be the silent dead, a city of skeletons. Glamour is probably used to create a scene of delightful wonder.

Promontory Forts are a special kind of hill fort which are set on a spit of land, often a peninsula. Earthworks and a ditch separate it from the mainland.

Encounters in Hill Forts might include:

- An elf city or court, fully manifest only in full moonlight. It fades and grows in substantiality as the moon's phase changes.
- The re-enactment of an ancient battle; perhaps the Romans against the earlier Celtic natives.
- A manifestation of the Other Side, but only within the bounds of the ramparts.

Mounds

Faerie mounds come in many sizes and shapes. Some are long, round, or kite-shaped. Some are small, barely big enough to bury a pot of charred human bones. Others are immense, like Silbury Hill, or Marlborough Hill, with enough room inside them to hold an earl's court and feast.

Different mounds had different uses in their pagan pasts. Some were grave mounds, erected over a dead king or hero. Some were chambered mortuaries, with rooms full of the corpses of revered ancestors. Some were raised to cover elven palaces, while others were mere accidents of a giant dropping dirt.

The Adventure of the Barrow

Digging into faerie mounds can have many different results.

- You find a buried chamber with an ancient skeleton or two, and vast treasure.
- A faerie appears and warns you to stay away. If ignored or insulted, he becomes angry, turns into a monster, and tries to drive the intruder away.
- A door is found, and opens to allow entry to the faerie court.
- Inside the mound is a chamber, and its far door opens into one of the realms of the Other Side.
- The dead person's spirit takes the form of some faerie monster. It might be a huge dog, a bull, or a troll.
- Many faerie warriors appear from the far side of the mound and attack the diggers to drive them away.

through the Chiltern Hills here, and onward to Anglia in the east. It is haunted by dead Romans, Faerie Black Dogs, and the galloping ghosts of Boadicea's chariots.

See the Adventure of the Phantoms.

Ippollitts (N18): This is the burial site of St. Hippolytus, and a famous treatment center for sick horses. Horses are brought into the church by the north door, then touched at the altar with the saint's relics, which is usually enough to cure the horse. Payment for this is a thank-offering (i.e.– whatever the recipient wishes.) This is a chance for Generous/Selfish checks. Anyone who witnesses a horse cured this way gets a Pious check.
Vassal of: Hertford

Isis River: This river is almost unknown to people, save for the isolated villages lost along its wooded length.

Kenilworth (M17): Around the year 500, this castle was granted to the organization called Boadicea's Daughters (see *Knights Adventurous*, page 82).
Ruler: Colomb Not-a-lady
Vassal of: Earl Wuerensis
Total Army: 10 knights (all women), 150 soldiers (half women)

Kineton (M17): Motte-and-bailey. (Incorrectly listed as a city in *Pendragon*.)
Ruler: Graumret
Vassal of: Earl Wuerensis
Army (Garrison): 20 knights, 50 soldiers

Kingsbury (N18): This castle consists of extensive earthworks, and helps to protect the city of St. Albans.
Ruler: Plaine
Vassal of: Hertford
Army (Garrison): 10 knights, 20 soldiers

Knocking Knoll (N18): This round barrow is the grave of an ancient chieftain. He can sometimes be heard knocking from the inside.

See The Adventure of the Barrow

Lambor (M17): City at a strategic crossroad, with a shell keep castle and tower. A Benedictine abbey is within.
Ruler: Baron Lambor
Vassal of: no one.
Army (Garrison): 30 knights, 50 soldiers

LAMBOR: a barony. In *Knights Adventurous* the baron is Blamore de Ganis, a knight who has not come to Britain during Phase 1. Gamemasters may see a chance for a scenario here.
Ruler: Baron Lambor
Vassal of: no one
Total Army: 75 knights, 150 soldiers

Includes Brandon, Lambor, Lilbourne, Mancetter, and other places not on this map.

Landoine Forest: This forest includes all of the eastern region of the central Logres forest, from the Lincoln Forest in the north to the Chiltern Hills and Quinqueroi Forest in the south. Its eastern portion surrounds several settled river valleys, and gradually gives way to the marshy lands of the Fens. Its western border is unmarked, merging with the Forest Sauvage.

Landoine Hills: These are low rolling hills which stretch from around Tribruit in the southwest to the northeast in a wide swath, ending up around Lonazep, enclosing the regions of Medbourne, Northampton, and Thrapston. They are not difficult to climb, and are covered with trees.

Leicester (M16): This is a city whose castle has two baileys. It is famous for hose, shoes, and boots. Its citizens are Roman.

Leicester was founded in ancient times by King Leir, who built an underground temple to Janus, the Roman god of beginnings and endings. He had three daughters but no sons. King Leir banished his youngest daughter, Cordelia, for a misunderstanding, and put his trust in the other two. However, the ingratitude of these two daughters drove him to madness until rescued by his youngest daughter, who ruled after him, and buried him in the Temple to Janus.
Ruler: Noah
Vassal of: Duke Lindsey

- A faerie maiden appears, and invites everyone to come inside and join the celebration.
- A faerie appears and begs the diggers to stop, offering something of value if they will go away.
- A faerie appears, and makes dire threats of what will happen if they continue. It is usually a true prediction. It may be about the monster guardian or about a flood which will be released.
- A faerie woman appears, and agrees to marry the digger if he will stop, and defend the mound for seven years.
- Inside is The Adventure of the Sleeping Heroes.
- Nothing. There is just dirt and rock.

Stone Rings

Hundreds of stone rings litter the islands of Britain. They vary tremendously in their area and radius, in the size of stone used, the number of uprights, and also in comparative state of decay. Different rings were erected for different reasons: some as places to celebrate, others as astronomical calculators, some as healing sites, and some as gateways to the Other Side.

Most likely, a stone ring will be found to be used in its ancient function. Here are some ways that a Stone Ring might be used:

- Elves have convened court there, and many creatures are slipping in and out between the worlds.
- A murderous heathen sacrifice is going on, led by a wicked raven witch, and attended by snarling Picts and Pechs.
- A pleasant pagan drama is going to be performed, with a light-hearted, lustful fertility rite performed afterwards.
- A magical healing assembly has convened to invoke the regenerative power of the stone circle.
- The area within the stone circle co-exists in two worlds. Enter the circle from the east, and you can exit to the Other Side in the west.

Standing Stones

Standing stones are not always in a circle. They might be in a disorganized cluster, or set up to be a neat trilithon, or set up side by side to mark a long pathway. Sometimes they stand close together and seem to be a crude building – these are actually ancient burial mounds with the dirt eroded away.

Standing stones may have a magical use. Some have specific medicinal purposes, often obtained by passing the person or the body part through a hole in the rock. At other times dew from the rock or water taken from depressions found or made in the rock is a healing potion. More sinisterly, a block might be a sacrificial alter block. It might be holding down a trapped demon. It might have not magic, but just be one of many which mark a road across the countryside.

Occasionally, stones are carved with features of the gods.

Army (Garrison): 50 knights, 100 soldiers

See the Adventure of Black Annis, which may be connected to this castle by a tunnel, at Gamemaster's discretion.

Lea River: farmers around the mouth of this river, where it joins the Thames, are subjects of London. Those farther up river are subjects of the Earl of Hertford.

Lilbourne (M17): This is a former Roman camp (called Tripontium), and now a motte-and-bailey castle.
Ruler: Manasan
Vassal of: Baron Lambor
Army (Garrison): 10 knights, 25 soldiers

Lincoln (N15): This city is the seat of the Duke of Lindsey. The large castle is a shell keep with stone tower, and occupies part of a Roman camp site, and covers 6 acres. It has a cathedral.
Ruler: Radtherp
Vassal of: Duke Lindsey
Army (Garrison): 100 knights, 200 soldiers

Lincoln Forest: This forest is generally considered to include the area north of the Landoine Hills. Its exact boundary with the Sauvage forest cannot be discerned.

LINDSEY: A dukedom.
Ruler: Duke Derfel
Vassal of: no one.
Total Army: 300 knights, 1000 soldiers

Includes Castle Hill, Folkingham, Leicester, Lincoln, Newark, Willoughby, and other places not on this map.

Lonazep (N16): [Stamford] This is a fortified city and motte-and-bailey castle.
Ruler: Earl Lonazep
Vassal of: no one
Army (Garrison): 20 knights, 35 soldiers

LONAZEP: A county.
Ruler: Earl Macsen
Vassal of: no one
Total Army: 75 knights, 75 soldiers

Includes Lonazep, Oundle, Peterborough, Thrapston

London (O19): Large City.
Ruler: City Council
Vassal of: no one
Army (Garrison): 70 knights, 1000 soldiers

See article elsewhere in this book, and The Adventure of London.

Long Compton (M18): This village is noted for its many witches, some of whom are friendly, some not.

Maiden Bower (N18): This 11-acre hill fort was made when a maiden measured its circumference by cutting bull's hide into a strip and circling the hill.

Mancetter (M16): This old Roman fort guards a town at the edge of Lambor.
Ruler: Samison
Vassal of: Lambor
Army (Garrison): 5 knights, 15 soldiers

Medbourne (N17): This is a town, independent of all lords.
Ruler: Sir Gorboduc the Devil
Vassal of: no one
Army (Garrison): 15-25 bandits

See The Adventure of Sir Gorboduc the Devil.

Nene River: The earl of Lonazep rules this river valley, from Thrapston down river.

Newark (N15): A town which is well known for its brass and iron goods. Limestone quarries are nearby.
Vassal of: Lindsey

Northampton (N17): A motte-and-bailey castle.
Vassal of: King of Sauvage
Army (Garrison): 10 knights, 60 soldiers

Norton (N18): In this village St. Patrick was born.
Vassal of: Dunstable

Nottingham (M15): On the Trent River.
Vassal of: Earl of Bedegraine.

Ot Moor: Several medicinal wells are in this marshy area.

Wells and Lakes

Wells, which spring from deep inside the earth carrying pure and clear water, are often sacred. Some wells are medicinal, with water to heal specific woes. Wells which are different from the other springs in the area are known to be magical. Glastonbury/Avalon has one of these. Some wells never run dry, even if the rest of the land is plagued by drought, as at Stevington. Some healing springs, such as Lydney and Aqua Sulis, have been turned into temples to healing gods.

Some waters are known to be inhabited by mermaids or monsters. Sometimes these dark spirits can be appeased by sacrifice. At other times they must take only their drowned victim.

Meeting a woman washing clothes at a ford is a particularly dangerous, or possibly fortuitous, meeting with faerie. Sometimes the woman is washing out bloody clothes and weeping, in which case it means a death in the family of whoever saw her. At other times it may be the spirit of the land waiting to meet a hero, to whom she will give a near-impossible task. If he succeeds, she will give him a great gift. Often it is a faerie horse, and other times he can have her as wife for seven years.

Finally, lakes are the home of faery women. The best-known is the enchanted home of Vivianne, where Lancelot and his cousins are raised. The lake appears as real, except to whoever is enchanted to be allowed to enter. Her palace is luxurious, with many beautiful youths who are servants. Amazingly, her lake can be moved, or else may be concurrently in more than one place at a time.

Cut Figures

Some parts of the earth have been made sacred by visits from the gods. These places can still be brought to life. However, it requires the right people doing the right thing at the right time. These secrets have often been lost, and many figures are being covered by weeds which hide the forgotten magic. Those which are still known are sacred to the following deities:

- Cerne Abbas Giant: Bran the Blessed, Lord of the Underworld. This figure was called Hercules by the Romans.
- Wandlebury Giant (near Cambridge): Gogmagog, king of the giants before Brutus came.
- Warwick Red Horse: Gwynn ap Nudd, the Wild Hunter.
- Westbury White Horse: Epona or Rhiannon, the horse goddess.
- Wilmington Long Man: Beli, the Lord of the Upperworld.
- Uffington White Horse: Epona or Rhiannon, the horse goddess.
- Gogmagog and Corinius (at Hoe, Plymouth): The Divine Twins, Beli and Bran, or perhaps just who it says.

(reference from Matthews, London, 96)

Oundle: A village with an unusual well.
Vassal of: Lonazep

See The Adventure of Oundle.

Oxford (M18): This walled city has a castle which has a large stone shell keep and stone towers, and a bailey which is approached over a long bridge. Its castle is normally the seat of power for the Earl of Rydychan, but now protects a usurper. Oxford city holds a famous boar feast and ceremony each Christmas Day. (It does not yet have its famous university, to be founded in Phase II).
Ruler: Sir Basile
Vassal of: no one
Army (Garrison): 30 knights, 75 soldiers

See the Adventure of Rydychan.

Peterborough (N16): A city with a Benedictine abbey whose church is dedicated to St. Peter.
Vassal of: Earl Lonazep

Radway Grange (M17): A calf-size black dog is often seen here.

See the Adventure of the Black Dog

Ravensburg (N18): This hill fort was the stronghold of Cassivellaunus, the leader who successfully resisted Julius Caesar in 54 B.C. Faeries are sometimes seen here.

Rainsborough Camp (M18): This hill fort was destroyed two centuries ago, but was resettled a generation ago by refugees from Alchester. Now it is a town.
Vassal of: Tribruit

Red Horse M17): A gigantic horse has been cut through the turf here, revealing the red soil underneath.

Ridgeway: This prehistoric trackway starts in the Salisbury Plain, north of Ambrosius' Dike, then runs along the high ridges of the White Horse Hills.

Rollright Stones (M18): This stone circle is one of the most legendary in Britain. It is 100' radius. It was an invading army which was turned to stone by a witch who then transformed herself into a yew tree. Sometimes they walk to the nearby stream to drink. Another, larger standing stone, the King Stone, is the leader of the army. Another nearby stone circle, called the Whispering Knights, were conspirators against the king.

Royston (O18): City.
Vassal of: Earl Hertford

RYDYCHAN: A county.
Ruler: Countess of Rydychan (exiled)
Vassal of: no one
Total Army: 60 knights, 150 soldiers, divided by brothers into their holdings of Dorchester, Oxford, Shirburn, Wallingford.

See also the Adventure of Rydychan.

Sauvage: A kingdom (ruled by a Pennath), currently "lost" to the rest of the inhabitant of Logres.
Ruler: King Madog de Sauvage
Vassal of: no one
Total Army: 61 knights, 185 soldiers

Includes Brun, Buckingham, Farthingstone, Northampton, and Towchester

SAUVAGE FOREST: The Sauvage Forest fills the center of Logres. It includes the area around Lambor in the northwest and north of Rydychan in the southwest, to merge with the Landoine Forest somewhere east of Brun.

See The Adventure of Sauvage Forest

Silchester (M19): The citizens of this city still follow old Roman practices, such as calling their city Calleva Atrebatum. It is the center of the Duchy of Silchester.
Vassal of: Duke Silchester
Army (Garrison): 40 knights, 100 soldiers

Shirburn (M19): A motte-and-bailey castle currently being held by a usurper.
Ruler: Belleus
Vassal of: no one
Army (Garrison): 20 knights, 50 soldiers

SILCHESTER: a Dukedom
Ruler: Duke Ulfius
Vassal of: no one
Total Army: 150 knights, 1000 soldiers

Includes Donnington, Silchester, Staines, Windsor, and other places not on this map.

Smithy (L19): This long barrow has a facade of 6 massive stones. Inside lives the fairy or god called Gofannon the Smith. If anyone leaves their horse and a penny here overnight, it will be shod the next day and the money gone.

Soar River: Flowing northward, this valley is thick with farms whose people are subjects of the landholders of Leicester.

Staines (N19): City at a major crossing of the Thames River.
Vassal of: Duke Silchester
Army (Garrison): 25 knights, 45 soldiers

St. Albans (N18): This walled city holds the tomb of Britain's first martyr. A Benedictine abbey church houses his shrine. Due to many reported healing miracles, this is one of the most popular pilgrimage sites in Britain. On a nearby hill is a stream which is sacred to him, for it sprang to life to quench his thirst a few minutes before he was martyred.

Here, too, is the battle site where King Uther last defeated the Saxons. Every anniversary, on May 22nd, the site of the battle still rings with the clang of sword strokes, the shrill cries of wounded horses, and the terrible groaning of the wounded.

A few days after the battle, Uther was poisoned and died. On each May 28th, ever since, a great piercing shriek of grief shatters the dawn, and at 2a.m. a phantom funeral cart arrives, bearing a coffin and drawn by headless horses, while ghostly monks sing.
Vassal of: Earl Hertford
Army (Garrison): 10 knights, 50 soldiers

Stanion (N17): A Dun Cow appeared and promised milk to all, in return for kindly care. A witch came and ordered it to fill a sieve, and it expired trying.

Stony Stratford (N17): This town marks the best ford the over the Dubglas River.
Vassal of: Brun

Stevington (N17): This healing well never freezes or runs dry.

Thame River: This river has few farmers along it, and marks the southern edge of the Sauvage Forest.

Thames River: The greatest river of Britain is thick with farms, which are divided among the many lords along its length. The Thames ends at Oxford.

Thrapston (N17): This is a town.
Vassal of: Earl Lonazep

Torbarrow Hill (L18): This is an ancient barrow. When grave robbers broke in they found a living guardian protecting a

great treasure, and barely escaped with their lives.
See The Adventure of the Barrow.

Towchester (M17): This small city is protected by a simple wooden fort.
Vassal of: King Sauvage
Army (Garrison): 1 knight, 25 soldiers

Trent River: A river, north of the Sauvage Forest, whose farmers are subject to the lords of Bedegraine, Leicester, and Lincoln.

Tribruit (M18): [Deddington] This reinforced motte-and-bailey castle protects the ford to the city of Alchester. [this was incorrectly placed at Banbury in *Knights Adventurous*.]
Ruler: Meilyr
Vassal of: no one
Army (Garrison): 20 knights, 100 soldiers

TRIBRUIT: A county.
Ruler: Meilyr
Vassal of: no one
Total Army: 30 knights, 125 soldiers

Includes Alchester, Banbury, Tribruit

Uffington (M19): Town.
Vassal of: Earl Salisbury (off this map)
See also *Pendragon* and *Knights Adventurous*

Uffington Castle (M19): A hill fort.

Wallingford (M19): This is a large town with a motte-and-bailey castle.
Ruler: Sir Bege
Vassal of: no one
Army (Garrison): 10 knights, 25 soldiers

See The Adventure of Rydychan.

Wandborough (L19): City.
Vassal of: Duke Clarence
Army (Garrison): 20 knights, 50 soldiers

Warwick (M17): Old, recently enlarged, motte-and-bailey castle. This is the seat of power for the Earl of Wuerensis.

Wayting Hill (N18): A round barrow which holds sleeping warriors. Nearby is a holy well and a shrine to St. Faith.

See Adventure of the Sleeping Warriors.

Welland River: The peasants of this valley, from around Lonazep and down river, are subjects of the earl of Lonazep.

Weston (N18): Jack o' Legs lives here. He is a good giant, 14' tall, who robs the rich to feed the poor.

See Medium giant, *Pendragon*, but add a Bow skill @15.

Whispering Knights (M18): A stone circle. See Rollright Stones.

Whispering Path: A lost road through the Lincoln Forest.

See the Adventure of the Whispering Path.

White Horse (L19): A cut figure of a white horse.

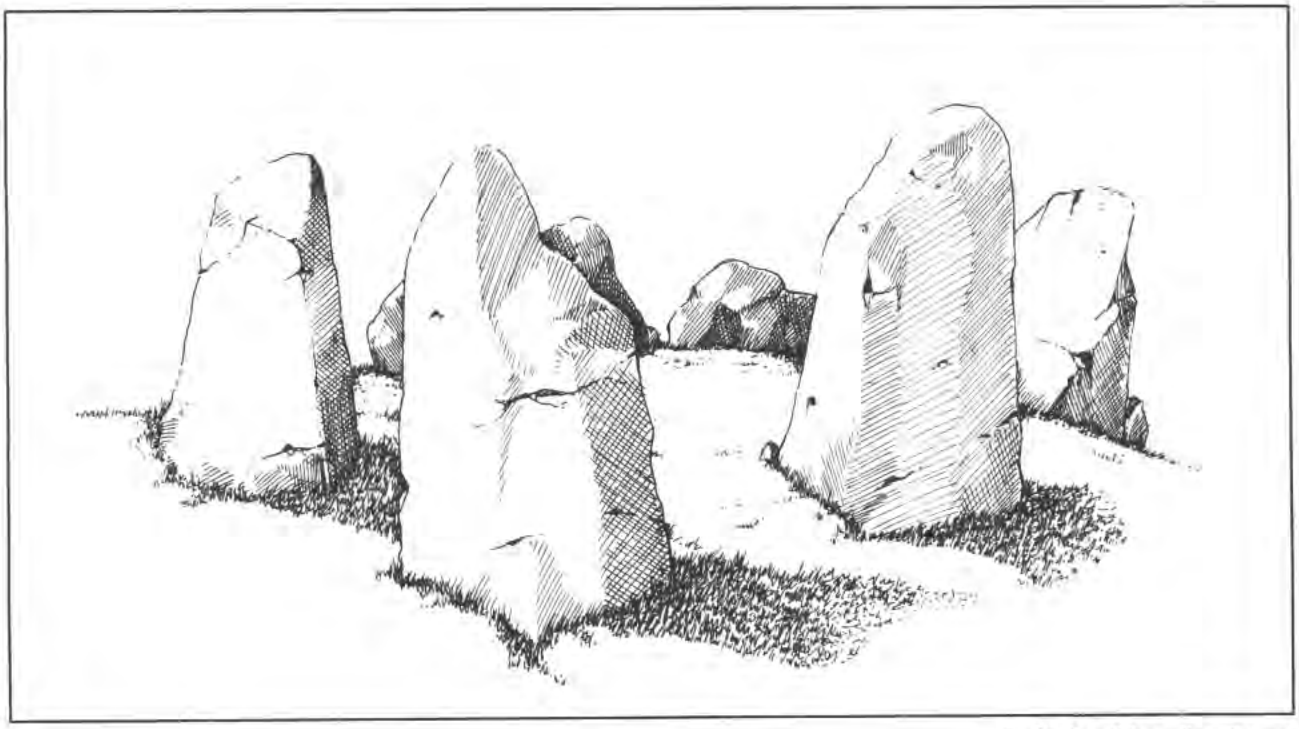
See The Adventure of the White Horse (*Pendragon*, page 179-188)

White Horse Hills (L18, L19): These are a range of low hills. The Ridgeway runs along the highest ridges.

Willoughby (M16): A town which is a convenient travel distance from Leicester (1 day) and Lincoln (2 days).
Vassal of: Lindsey

Windsor (N19): Logres' largest motte-and-double bailey castle sits on a cliff overlooking the Thames River, and holds the duke's favorite palace.
Ruler: Sir Heringdale the Constable
Vassal of: Silchester
Army (Garrison): 20 knights, 50 soldiers

Windsor Forest



A Circle of Standing Stones

These woods are haunted by Herne the Hunter, a terrifying spirit.

Witham River: This river is connected to the Trent River by a wide canal, called the Fosse Dyke. The canal is not usable by river barges now, being choked with weeds and silt, but it still provides a difficult obstacle for armies to cross.

WUERENSIS: A county
Ruler: Artgualchar
Vassal of: no one
Total Army: 70 knights, 125 soldiers

Includes Warwick, Kenilworth, Kineton, other places not on this map.

Phase One Adventures

The first phase is a time of adventuring through the wild and lawless lands of Britain. In particular, the Forest Sauvage is intended for use in this phase, although many adventures take place in other areas of Britain.

The Adventure of FOREST SAUVAGE

Time: Phase 1
Setting: Forest Sauvage
Problem: This is a "lost" land for the rest of Logres, unknown and unexplored. Exploring such an area is a common activity for knights. Details given here for the gamemaster to use to make scenarios of his own.
Action: Exploration
Characters: Use Encounters

Encounters

The Encounter Table is used once per day, whenever characters are in the forest and not near a castle, city, or town.

***Local** means that the knight comes from the nearest castle. Gamemasters should decide what their reaction to the player knights is. The most usual reaction would be to invite the strange knights to the castle to meet the lord, whereupon a normal court session occurs.

Random Encounter Table

d20	*Result*
01-08	Nothing
09-11	Bandits
12-13	Wild Animal
14-15	A Local* knight hunting
16	Local* Lord hunting
17	1d6 Local* knights on patrol
18	The Great Black Bear
19	Lost Knight of the Red Feather
20	Serpent of Three Colors

Great Black Bear: This monster is a creature of faerie. If slain, he reappears later. He is intelligent and hostile, resentful of any human intrusion into his forest because they hunt his kin, the other bears. However, he loves a good song, and if someone in the party makes a successful Singing roll he will let the party go without a fight.

The Great Black Bear

SIZ 40	Move 10	Major Wound 25
DEX 10	Damage 10d6x2*	Uncon. 16
STR 35	Heal Rate 6	Knock Down 40
CON 25	Hit Points 65	Armor 12

Modifier to Valor: -8
Glory to Kill: 125
Attacks: 2 paw swipes @18; *(see Bear rules, *Pendragon* page 202)

Lost Knight of the Red Feather: This knight has been cursed to wander the Forest Sauvage by a witch who he killed many years ago. He is always seeking the way out, and offers to pledge his service to anyone who can guide him. Unfortunately, he can never be released of his curse, and anyone who stays with him is also lost for the duration, effectively getting a -39 to their Hunting skill while trying to scout their way through the forest.

Lost Knight of the Red Feather

Use Excellent Knight stats, but he is poor, with ragged equipment and clothing.

This is a chance for Trait rolls, especially Generous. A promise to help him results in a lost point of Honor, since the oath can never be fulfilled. However, once befriended he is ready to come to the aid of anyone who needs his help in the Forest Sauvage.

Serpent of Three Colors: This monstrous creature is a wyrm who changes colors, varying between red, blue, and green. The color starts at its head, and moves slowly down its body, covering about a third of it at a time. The creature is hostile and attacks anyone who it sees, and if wounded escapes, using its magical Avoidance skill to get away.

Serpent of Three colors

SIZ 30	Move 9	Major Wound 30
DEX 30	Damage 10d6	Unconscious 15
STR 30	Heal Rate 6	Knock Down 30
CON 30	Hit Points 60	Armor 18

Modifier to Valor: -10
Glory to Kill: 250
Attacks: bite @20
Avoidance (magic): If wounded, the serpent abruptly shrinks to be a small snake and slithers away. This gives it an Avoidance of 35. To follow it, knights must make a Hunting roll opposed to its Avoidance. Three successful Opposed Resolution Rolls allows the knight to follow it to its lair, where they must combat it again. This time it fights to the death. Once dead, its treasure, worth 200 £. is found. It requires three carts or nine horses to drag it all away.

Other Characters

Sir Balin
Sir Balin, who is going to have a great part later, is from the Forest Sauvage. His stats are in the "Characters" chapter. Gamemasters may wish to introduce him in his home ground. He can be used however the gamemaster wishes, perhaps to rescue the player knights from a bad spot, or just a place to offer hospitality.

His precise home manor is not specified. Gamemasters should put it where they need it, and mark it on the Player's Map.

Sir Balan
Balin's twin brother is also present. He has a much smaller part, but might be introduced. Remember that this will confuse later [Recognize] rolls. Use Balin's character stats, but Balan is much less Reckless.

The Brown Knight of the Wilds
This knight, not found in Malory, is a general-purpose knight errant who can be used to rescue the player knights, as desired by the gamemaster. See his character sheet in the "Characters" chapter. He also appears in the Castle of Joy scenario.

The Adventure of The WHISPERING PATH

Time: Anytime
Setting: Lincoln Forest
Problem: The Whispering Path is known, but haunted.
Characters: Faerie Black Dogs, Guardian Ghosts
Action: Use Exploration.
Secrets: The Whispering Path is haunted by Black Dogs which scare away travellers. It will take brave knights to find the source of the problem.
Solutions: Travel the path and brave the Black Dogs.
Glory: 100 for succeeding.
Notes: See the Whispering Path on the Map of Forest Sauvage.

Intro

The Whispering Path is haunted. In addition to the usual problems of following a path to explore unknown territory, these obstacles must be met and overcome.

Area(s) One: Fairy Dogs

Red eyes are visible moving towards the camp. Silent, shaggy shapes materialize out of the shadows. They are calf-sized, shaggy, black, with a mouthful of sharp teeth.

Everyone awake must make:

- [Valor, -5. Success = Knights stand; go to next bullet. Failure = retreat to the far side of the camp. No further immediate action possible.]
- [Faire Lore. Success = recognize the creatures as Faerie Black Dogs.]

The dogs are only passing through, incidentally scaring off the horses, unless they are interfered with by the knights.

Area(s) Two: Guardian Ghosts

The next night a guardian, either female (if coming from the west) or male (from the east), approaches the camp. Each is

Faerie Black Dogs

Black dogs are often found wandering the wilds at night. In the Forest Sauvage they have been reported on the Icknied Way, at Radway Grange, and on the Whispering Path.

Faeries of all types may have one or more of these big things hanging around. They are the ordinary kind of mutt for elves with dogs. Despite their giant size and the exotic power of being able to appear and vanish at will, they are just big dogs with a fanatical sense of loyalty to their masters. In the usual elfish way, the feeling is reciprocated and the faeries are inordinately fond, and protective, of their dogs.

SIZ 22	Move 7	Major Wound 15
DEX 18	Damage 4d6	Unconscious 9
STR 15	Heal Rate 3	Knock Down 22
CON 15	Hit Points 37	Armor 10

Modifier to Valor: -5
Glory to Kill: 50
Attacks: bite @ 10

Phantoms

Phantoms are insubstantial creatures which are visible to humans. They are usually ghosts of the Dead, and thus terrifying. They can take the form of horses, headless horses, dogs, funerals, or individuals. Phantoms cannot be combatted, and they cannot harm people other than by the fear they engender.

Normal stats for physical characteristics are, of course, meaningless.

When witnessing a phantom, knights must first attempt a modified Valor roll.

Modifier to Valor: -5 to -15, depending upon the intensity of the specter. For instance, a wicked threatening ghost gets (-10), while the elaborate funeral procession each year at Saint Albans is impressive, but non-threatening and gets (-5). The thundering, clattering chariots of Queen Boudicea, which might be seen on the Icknied Way, get (-10).

Results of the Valor Roll:

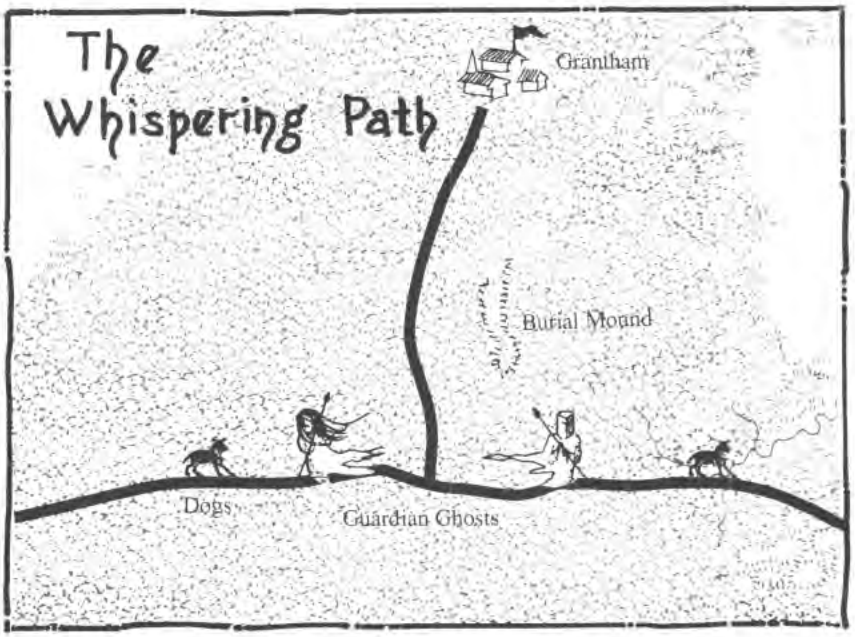
Critical Success = knights are clear-headed and may do what they wish. In fact, they act as if Inspired by a Passion.

Success = Knights felt fear, but over came it and may do as they wish.

Failure = the fear temporarily paralyzes the knights, and they can only retreat several yards before attempting another roll.

A Fumble = the knight is terrified and always does two things:

- flees recklessly for a melee round before attempting another roll; and
- generates a Fear (Phantoms) Passion at 1d6. This must thereafter be rolled every time that a phantom is sighted by the character, with the usual Passion results. Thus if a knight with this Passion got a successful roll he would apply a bonus to the skill of his choice, or if he fumbled it he would go mad, and so on. Thus this low Passion is a great detriment when these creatures are encountered.



ghostly transparent, eight feet tall, skeletal in shape with tattered rags flapping in a soundless chill wind. The Guardian shrieks, "Go away. This is not for you!"

Everyone must make:

- [Valor -10.] Success = go to the third bullet, below. Failure = retreat to the far side of the camp. Go to second bullet.]
- [Faire Lore. Success = they recognize the creatures as unhappy ghosts.]
- Everyone hears the horses being greatly agitated and straining at their tethers. Those that failed their [Valor] are temporarily helpless to do anything. Those who were successful can either confront the ghosts, whereupon they disappear, or go and calm the horses [Horsemanship. Success = they are calmed. Failure = they are not, do nothing else if you try again. Once calmed, they will remain calm if a knight or squire stays with them.]

Area Three: Crossroad

A new path goes northward. If the knights continue on the east-west trail they go through the same encounters as above, but reversed.

They should continue north. Anyone who urges it gets a Reckless check.

Area Four: The Barrow

In the evening (whatever their rate of travel) the party reaches this area. A partially desecrated burial mound is nearby. [Fairy Lore. Success = this is a bad place to be because the dead may have been disturbed. Critical = this is probably where the guardians, and maybe the dogs, come from.]

That night, if the knights are within a day's march of this mound the dogs and ghosts attack.

- Horses panic. If ridden or tethered and attended, the rider or attendant must make a [Horsemanship -5.] Success = they are calmed, and remain calm as long as they are attended. Failure = try again. Fumble = they panic, break tether or throw rider, and bolt into the darkness.]
- The creatures attack. The two ghosts attack the two knights with the most Glory. One dog attacks each of the other knights.

The Guardian Ghosts

SIZ 25	Move 12	Major Wound n/a
DEX 15	Damage 6d6	Unconscious n/a
STR 12	Heal Rate n/a	Knock Down n/a
CON 10	Hit Points 27	Armor 10

Modifier to Valor: -10
Glory to Kill: 50
Glory to permanently lay to rest: 100
Attacks: Two iron claws swipe @15 each.

If brought to zero hit points, the guardians and dogs disappear temporarily, dissolving into the dark. They reappear the same way each night, until laid permanently to rest.

They may be permanently laid to rest in one of two ways:

Proper Burial: Player knights who think of this get a Pious check. Attempt [Relig-

Guardians of the Whispering Path

ion. Success = knight knows if this is his religion.] Paganism is the most likely. Then the knights must accompany a holy person to the site, and protect them while they perform the rite.

Dismemberment: Knights must enter the mound and slay the defenders. [Faerie Lore. Success = knights now they must chop the guardians up, and then burn them. Critical success = they know they must never take their eyes off the corpses, or else they may spring back to life.]

Inside the Mound

The mound is a large chamber, stone-lined but not decorated. Piles of rubble show where furniture or clothing may once have stood. The skeletons, wrapped in rotten rags, lie on slabs of stone on the floor. Entering the mound alerts the corpses, which spring from their slabs and attack the knights. Once the corpses are slain, if the knights take their eyes off of them, they spring back to life and attack again. If the ghosts are killed and the chamber searched, seven gold statues can be found. They can be sold in a city for 15 £. each.

Area Five: Grantham

The town of Grantham may be claimed as a fief by one of the characters who accomplish this task. He chooses his own lord. It is worth two manors in value.

The Adventure of RYDYCHAN

Setting: Rydychan and its three main holdings: Wallingford, Shirburn, and Oxford.

Problem: Rydychan is a holding which has no male heirs. Its legitimate heiress is living at the gamemaster's favorite city, under the benevolent protection of its lord. They lady has sworn to grant lordship to whoever seizes her lands and holds them in her name.

Characters: The Countess of Rydychan

Use Damosel stats (*Pendragon*, page 195). She is a great heiress (if her land is recovered) and a possible source of Romance or marriage.

Solutions: The three holdings are held by three brothers, each of whom is independent and has no overlord at the moment. They are ripe for the picking, if success can be quickly gained. However, a failed attack upon one of them causes that lord to become vassal to his older brother of the Rydychan holding which lies to the north of him.

They must be captured in the order in which they can be reached. If one is bypassed, its army always comes out to raid the supply train of the attackers to the north or south.

Notes: Wallingford is a large town. A motte and bailey castle protects it. Sir Bege holds it. Use Ordinary Knight stats (*Pendragon*, page 192). Its army is 10 knights and 25 soldiers.

Shirburn is a town with a strong castle, a motte and bailey whose tower has been built in stone, and a second bailey. Its lord is Sir Belleus. Use Notable Knight stats (*Pendragon*, page 192). Its army is 20 knights and 50 soldiers.

Oxford is a walled city with a very strong castle. It is held by Sir Basile. Use Old Knight stats (*Pendragon*, page 192). Its army is 30 knights and 75 soldiers.

The Adventure of OUNDLE

Time: Anytime

Setting: Oundle village

Problem: None. It is mostly just a curious landmark, of the type you would go a couple of miles out of your way to hear.

Characters: None.

Coping with Castles

Knights often find their foes holed up in a castle. Even a log-and-dirt castle is too formidable for one or several knights to attack or sneak into. Yet this is precisely the problem which often confronts adventurers. Some solutions, and subsequent difficulties, include:

An army

Go home and raise your vassals, kinsmen, and friends, or ask your lord for help.

Problems: This is not a likely solution, unless you have your own vassals, and money to pay mercenaries.

Challenge him directly

Ride up to the front gate and defy your enemy, trying to provoke him to come out and fight. The easiest way for this is to try to provoke his Passions into making him Reckless.

Problems: An enemy with provoked Passions is harder to defeat. He may have no appropriate Passions.

Challenge him indirectly:

Raid his land until he comes out, or set up an illegal toll station to aggravate his people.

Problems: He does not have to respond, and you might get a reputation for being a bad guy.

Subterfuge

Grab his wife, girl friend, or elderly father and threaten to kill them if he doesn't come out and fight.

Problems: This action borders on the dishonorable, and killing a helpless prisoner would cost Honor.

Violate hospitality

Convince him that you are friendly, and then attack him after he has accepted your promise not to do so.

Problems: This is always a bad thing, and will cost Honor.

Bribe someone inside

Perhaps a disgruntled member of his household can be found and paid enough money to open a door to let you in.

Problems: Can they be trusted? Is it a trap?

Convince someone to help for love

Get a daughter inside to fall in love with you so she will betray her own family.

Problems: convincing her is the hard part since her Love for you would have to be greater than her Love (Family).

Rely on chance

Maybe the porter mistakes your identity and lets you in, or maybe you can find him hunting alone outside.

Problems: This is unlikely.

The Cave of the Black Annis

Action: [Awareness. Success = you hear a drum beating a march, of the type used to muster an army. Critical = you know it is coming from a well in the town]. Knights can go close to it and listen. Everyone gets a [Battle. Success = it is a military beat. Critical = you recognize the march as being from a specific kingdom]. Gamemasters should check with current events in the chronology and see who (if anyone) is at war in Britain at this time.

The drumming sounds only when troops are mustering for a war. Glory is collected only when it sounds.

Secrets: This well echoes the sound of war from anyplace in Britain. If someone recognized the source kingdom of the sound, the gamemaster should include, in the gossip, the fact that war was there.

Glory: 10 for hearing the sound.

Notes: Whenever the knights pass by here, usually going elsewhere, the gamemaster should ask them if they want to drop by and listen at the Oundle Well. At various times they hear the various military beats. One time the knight may hear the beat of their own army, and thereby discover that there is a war at home.

Source: (Westwood, 248)

The Adventure of the BLACK ANNIS

Time: Anytime

Setting: around Leicester

Problem: A human-eating hag wanders the hills, occasionally going farther afield. Sometimes she perches in a split oak tree above her cave mouth. She is not afraid of people, even strong knights.

Characters: Black Annis

Black Annis is a demonic hag. Her features are a livid blue, and she has great teeth and iron claws, which she used to dig her cave. She attacks lone travellers and children, as well as taking any wandering beasts in the area.

Black Annis may have once been human, but if she was, she has became permanently possessed by the deity. She may be a faerie. Either way, she is an incarnation of the Destroying Goddess.

Black Annis

SIZ 20	Move 7	Major Wound 25
DEX 20	Damage 5d6	Unconscious 11
STR 20	Heal Rate n\a	Knock Down 20
CON 25	Hit Points 45	Armor 20 points

Modifier to Valor: -10 each roar.
Glory to Kill: 150
Attacks: 2 claw attacks @25 each, plus either a terrifying Roar, Squeal, or Spit each round.

Roar requires a modified Valor roll from everyone. [Failure = no action possible that round.]

Squeal frightens all horses, and requires a Riding roll. [Failure = no other action that round.]

Spit venom: @20, does 2d6+6 damage, permanently eating away shields or armor. She ignores terrified characters or those controlling their horse, if others are still able to fight.

Action: Black Annis must be vanquished by force. If killed, her body slowly fades into a mist and disappears.

Secrets: Black Annis cannot be permanently slain by normal means, for after being killed she reappears in her cave during the midwinter season and continues to terrorize the countryside.

Solutions: Black Annis can be laid to rest permanently only if a special ritual is conducted. Gamemasters must decide how knights obtain this advice, which is worth an adventure in itself. The knights must find a priest or druid willing to perform the ritual, and peasants to dig.

Black Annis must be vanquished by force, and then her bower filled in. Once that is accomplished the strange ritual must be established to keep her down. In the ritual, a dead cat, soaked in aniseed, is dragged from the Bower to the house of the Mayor Leicester, who then gives all participants a great feast. Thereafter, this must be done every Easter Monday.

Glory: 150 to defeat Black Annis temporarily; 450 to defeat her permanently.

Notes: Legends say a cave runs from Black Annis bower to a secret room beneath Leicester Castle. This is not exploited in this scenario.

Source: (Westwood, 227)

The Adventure of the SLEEPING WARRIORS

The theme of a leader and his warriors safely sleeping, waiting for a future need, is an ancient and persistent one in Britain. At the end of the story King Arthur himself becomes one. Scholars agree that the theme was popularized as the Cymric were slowly driven from their homes, and gave a nucleus of hope to the defeated. I believe that the tradition is older, going back to prehistoric myth. For instance, the oldest extant literary reference to Britain mentions that the natives revered a Sleeping God.

One of these traditional sites, Wayting Hill, is in the Forest Sauvage. (In later times most of these sites are usurped by Arthurian legend to make him the person in the hill.)

The story of the discovery is generally the same: a person stumbles across the entrance to a cave or barrow, and going inside discovers the sleeping men. Talismans, which vary widely from story to story, are visible. The visitor must manipulate the talismans to prove that he is the rightful leader to wake, and perhaps direct, the sleepers.

Results of this accidental expedition vary. Sometimes the visitor steals something, sometimes his courage fails, sometimes he does not perform the prescribed rituals correctly. But always, the person loses the way back.

Knights in *Pendragon* need not fail. They may be destined to command these men. They may correctly manipulate the talismans. However, they should have only one chance to summon these warriors.

The warriors should be presented as being ancient. They might be anyone who came before: Romans, prehistoric bronze-age Celts, stone-age Picts, even an army of elves.

Finally, the leader of these men might have his own agenda after being wakened, which would start a new story for the knights.

The Adventure of the GALLOPING DEVIL

Time: anytime

Setting: anyplace outside

Problem: A storm has risen abruptly. The wind makes even the horses stagger, and the wind is driven like sling-driven pel-

lets. And then, over the shrieking wind, comes the sound of the Wild Hunt.

As usual, everyone must attempt a [Valorous-5] roll. Failure indicates that fear has struck, and the fearful person flees in terror if outside, or cowers if inside.

Attempt [Awareness. Success = you see that it is a pack of the Devil's Dandy Dogs.] Behind the pack, atop a black horse, sits the black hunter with *saucer eyes*, horns, and a tail. He carries a long hunting pole to strike down sinners. This fact soon becomes apparent to everyone.

The hunter is a devil seeking evil souls to take to his master. Sometimes he is collecting the souls sold to the devil by evil sorcerers, sometimes collecting souls of generally bad people. One story is told of how he took Dando, a bad priest in Cornwall. The Devil's Dandy Dogs lead the most dangerous of the many wild hunts which occasionally rage through the eerie moors and lightless forests of Britain. They are a pack of spectral hounds which breath fire and terrify all living creatures with their howls.

Characters: The Galloping Devil, and his Dandy Dogs

The Galloping Devil

Devils are spirits of evil. Not all spirits are devils, but all devils are evil.

Devils are creatures which are ordinarily out of the league of Pendragon games. They are not just some kind of gigantic monster, but are an entity which is beyond the normal laws of life and magic and religion. They are incarnations of a force of conscious and intelligent cruelty, revenge, greed, deceit, and suspicion.

Whether or not you believe that devils are the motivator for behavior, most of the Christian characters in Pendragon at least admit that such a thing is possible. In fact, anyone with a Piety and Christian Religious Virtues has a strong belief in the Devil's presence.

Sometimes devils might appear. Their appropriate use in the game is given here.

Action: The idea of interacting with an actual medieval-style devil, even to defy it with superhuman sword skill, is too much for Pendragon characters. If anyone is unlucky enough to meet the devil they must:

1. Find the character's Measure of Evil. (i.e.- add up Vengeful, Selfish, Deceitful, Cruel, Suspicious.)

- If the total equals 75 or more the devil will take you.
- If the total is less than 25 the devil will flee.
- If the total is between 26 and 74 the devil will attempt to strike the character. He can strike any number of victims at once, and never misses.

Each strike by the devil does 3d6 damage to Hit Points, minus Piety as if the Trait was armor. The devil always gets at least one strike in first before anyone can pray.

When the devil is upon a character, the knight must succeed at rolls of both Piety and Worship to drive the devil off. Success in both indicates the devil leaves that person alone. A critical success drives the devil away from everyone, immediately.

For each round that a character fails to do succeed at the roll, the devil strikes once with the hunting pole.

He will always stop striking a person when he falls unconscious. Even if, somehow, he succeeds in driving a character's hit points to zero the character retains one point, unless he was evil.

An evil person will be taken away even if he succeeds at his rolls, but can be saved if someone else makes a critical success.

Devil's Dandy Dogs

The Dandy Dogs are sometimes found without him. Perhaps a sorcerer has borrowed one, or summoned one, or captured one through perilous adventure. Such a monster is too dangerous for an ordinary man to combat, but could possibly be controlled by a magician for a while.

SIZ 18	Move 9	Major Wound 15
DEX 25	Damage 5d6	Unconscious 9
STR 20	Heal Rate 4	Knock Down 18
CON 15	Hit Points 34	Armor 14

Modifier to Valor: -15
Glory to Kill: 250
Attacks: fire breath @ 20 for 15 points, and a Bite @ 30.
Special: Normal armor never counts against any Dandy Dog Attacks, but instead the Personality Trait of Piety acts as armor.

Secrets: The devil may never kill a living creature except one who is Evil (in which case the devil is collecting the soul to take to hell).

Solutions: be good, for goodness sake!

Glory: 10 for saving yourself by prayer, 100 for saving a party of people.

Adventures with the Devil

Things called the Devil did not exist in Pagan times. This is a Christian term and word. However, many bad creatures and spirits certainly existed in Pagan legends and times, and these were labelled devils by later folk. But most of the old "devil stories" lack the taint of moral and spiritual evil which Christians associate with the Devil. Often the same type of "devil stories" are told about other creatures or beings. For instance, many devil tales tell of them building a bridge or church, then being tricked, just like many giant stories. In some cases, however, the creature is the Christian devil, no matter how you look at it.

Gamemaster must choose which type is in each scenario. In most cases the Pagan creature offers a more colorful (and believable) adventure.

Some of the appropriate substitutions in the Forest Sauvage are:

Ansty Cave: a phantom and/or formorian

Brent Pelham: Christian devil

Cymbeline's Castle: druidic, magic-using ghost

The Adventure of SIR GORBODUC THE DEVIL

Time: Phase 1
Setting: Town of Medbourne
Problem: A sorcerous knight has reportedly taken control of a nearby manor, and is building a stone tower.
Characters: Merlin the Magician; Sir Gorboduc the Devil; robbers.
Action: The player knights have a chance to eliminate an evil.
Secrets: Sir Gorboduc is not a sorcerous knight, but a fiend.
Solutions: Slay Gorboduc and his henchmen.
Glory: 150, plus the normal glory for killing foes.

Notes: Successful knights are rewarded with the unfinished castle as their holding.

Long Form

Introduction

One night, as the player knights are travelling, they must camp out. That night they have a terrible time sleeping due to nightmares. The knights dream that they are on a hill side overlooking a village. As they watch, a huge serpent comes forward and spits onto the village's little church, melting it. The serpent then crawls widdershins (counterclockwise) around a motte nearby, and raises its head high, as if to strike. [Folklore. Success = knowledge that widdershins is bad luck or evil.] As happens in dreams, the serpent's body turns into the walls of a bailey, and its raised neck into a tower. The gates of the bailey spring open with a metallic clang, and many smaller serpents slither forth, spreading out around the countryside, and quickly return with fledgling eagles, young lambs, wolf cubs, and babies in their mouths. [Energetic. Success = wake, remembering the dream.]

The next day they continue to travel. On the way a boy shows up on the trail, and addresses each of the knights by name and commenting on their most characteristic Trait as they pass. (For instance, "Ah, Sir Marcus, of the great appetite. Sir Gradlaun, the brave.") This ought to make them stop and question the boy, who suddenly laughs, and in a twinkling changes form to become Merlin the Magician. [Recognize, +15.]

"Welcome, knights," he says, "Do you seek adventure?" If they deny this, Merlin scowls, comments that he needs only knights destined for greatness, and with a swirl of his cloak disappears. This is the end of the adventure until next time.

If they answer affirmatively, Merlin smiles and asks them if they know of the Serpent's Tower, a place of incipient evil so great that it invades men's dreams. Once confirmed, Merlin continues and tells this story:

"Near to here is a holding called Medbourne, once the land of Sir Staterius, a humble knight with a fair daughter whose innocence and ignorance kept her from knowledge of the powers which visit the nearby well on Samhain night. She was entranced by them on that solemn night, and returned home with a child growing inside her. She died when it was born, and her grieving father raised the lad, who he named Gorboduc. Perhaps it was his grief which blinded him to the boy's unnatural growth, for when but seven years old he was the size of a full grown man. It must have been grief which did not let Sir Staterius see Gorboduc's corrupt mind. Gorboduc became leader of a band of ruffians, commoners all, who delighted to follow him in raiding neighboring vills to rape and pillage. At the age of nine Gorboduc slew his grandfather, burned the church of Saint Helen, and made his fellows into the village leaders.

"Now, two years later, he has grown even more, and his band of bandits as well. They have brought many commoners to their holding to build a strong tower. When it is done they will take many fresh young women, and on Samhain night stake them down at the nearby well, to produce an army of monsters like Gorboduc.

"This is a great danger for the region. It must be stopped, and quickly. Are you the men to rid the land of this evil?" Presumably they are. Merlin will instruct them on the village's location, and send them on their way.

"Have no mercy on them. May the Creator of this world, whether he be God or Goddess to you, watch over you. May the local spirit, Helen of the Wells, be with you." Without another word, he is gone. [Religion. Success = the knight knows who Helen is. Pagans know she is a goddess who oversees blessed wells; Christians that she is a saint who blessed many wells.]

The passage through the forest to Medbourne may be as difficult as the gamemaster wishes. However, events should not impair the knights for what is to follow, and for the sake of time gamemasters may wish to just abbreviate the travel.

Around noon on the day the characters reach the area, the knights come to a hillside. Below them is the town which they saw in the dream. From this distance, the church appears to be melted, though in fact it is actually burned down. The motte, without a wall and with only the stump of a tower, is nearby. A number of people are visible working on the tower, hauling stone in carts, and so on. [Awareness. Success = guards are visible. Critical = more guards are in the village.]

If the player knights approach the village, the boss of the work party, a big scruffy peasant with a sword, spear, and shield, comes forward and asks them what they want here. He is gruff and rude, answering only that they are building a tower for their lord, Gorboduc

[Proud check. Success = the knight scolds the man for not knowing his place.] If scolded for his manners the guard swears at the knights and says he doesn't have to manner them, and they would do well to remember that they are not on their land now. Despite his bad attitude, the man does not attack the player knights.

As the players speak to the boss they can see that the workers are in bad shape, perhaps being whipped by their foremen. [Just. Success = that the peasants are being treated cruelly, but that they are not being treated unjustly. The Dark Ages were tough on peasants!]

Several options exist for the player knights here. They might simply attack, for which see Fight Outside (below.) They might ask to see the lord, for which see Sir Gorboduc (below).

Bandits

SIZ 12	Move 3	Major Wound 12
DEX 10	Damage 4d6	Unconscious 5
STR 12	Heal Rate 3	Knock Down 12
CON 12	Hit Points 24	Armor 4 + Shield
Attacks: Great Spear 8		
Sword 11		

Fight Outside

An attack upon the men outside is greatly in the knights' favor. The enemy are dispersed and will take some time to gather. Their defense follows this sequence:

- Immediate defense is from the men watching the peasants. They equal the knights in number, and gather quickly. However, being poorly armed and on foot, they are not likely to last long, only long enough to allow the rest of the force to prepare. Use Bandit stats (above).
- The second wave outnumbers the knight about 2-1, but are also on foot and poorly armored. However, they gather in force and try to get in strikes from behind. Use bandit stats for them too.
- The third wave includes Gorboduc and the three mounted, well-armed men. They are mounted, and will be a formidable force. Since their own men are in

melee with the knights the three riders cannot charge into the fight. Use Young Knight stats, but with only cuirboilli (6-point) armor.)

See Sir Gorboduc

If the knights demand to see the man's lord, he tries to put them off. If actually threatened, however, he calls one of the other men to him and tell him to go tell the lord that someone wants to see him. After a while the man returns, and says that the lord will see them in his house.

The knights are led to the largest house in the village. They are invited inside. Squires are left outside with the horses.

Inside the house they are brought into a large room, sparsely furnished, and left waiting for a while. Many armed men then come in behind them, outnumbering the knights by about two to one. After another while their lord enters, armored and escorted by 3 well armed men. Gorboduc introduces himself as Sir Gorboduc and asks what the strangers want in

"Welcome, Knights. Do You Seek Adventure?"

his land. He listens patiently for a while. The knights may say whatever they want to say. (What justification have they for being here? A dream?) Gorboduc studies them closely. At one point he turns to one of the men and whispers something, at which point he leaves by a back door. If they mention Merlin, Gorboduc's eyes widen, and he sends the man out at that moment.

Gorboduc then replies to whatever the player knights have said, saying little and stalling for time. After a while the man who departed re-enters by the front door, accompanied by more armed men. At this point Gorboduc insults the knights and says they are rude and do not deserve their title of knight. In fact, they do not deserve to live, for they are foolish to come into the lair of an enemy. "Kill them," he says."

The knights are outnumbered about 3-1 here, and on foot. Their superior skill and armor are all they have to help them. However, after more than one third of the enemy has been put out of action (i.e.-after each knight has slain or incapacitated a foe) they panic, and draw back. At this point Gorboduc and his 3 men go into action, inciting the rest to attack again.

If Gorboduc is put out of action, the rest will panic and flee, turning their backs to give the knights great advantage.

Gorboduc the Fiend

SIZ 18	Move 2	Major Wound 15
DEX 5	Damage 9d6	Unconscious 8
STR 35	Heal Rate 5	Knock Down 18
CON 15	Hit Points 33	Armor 17 + shield

Modifier to Valor: -10
Glory to Kill: 150
Attacks: Sword 19
Notes: Wears 12 point reinforced chain armor, and has 5 point natural armor.

What if the knights lose?

It is possible that the knights will fail before this onslaught. If so, the gamemaster must decide whether to let them all die as a lesson for getting into this mess, or rescue them with a *deus ex machina*. If the latter, then use this mechanism, to be invoked when about half of the party is left.

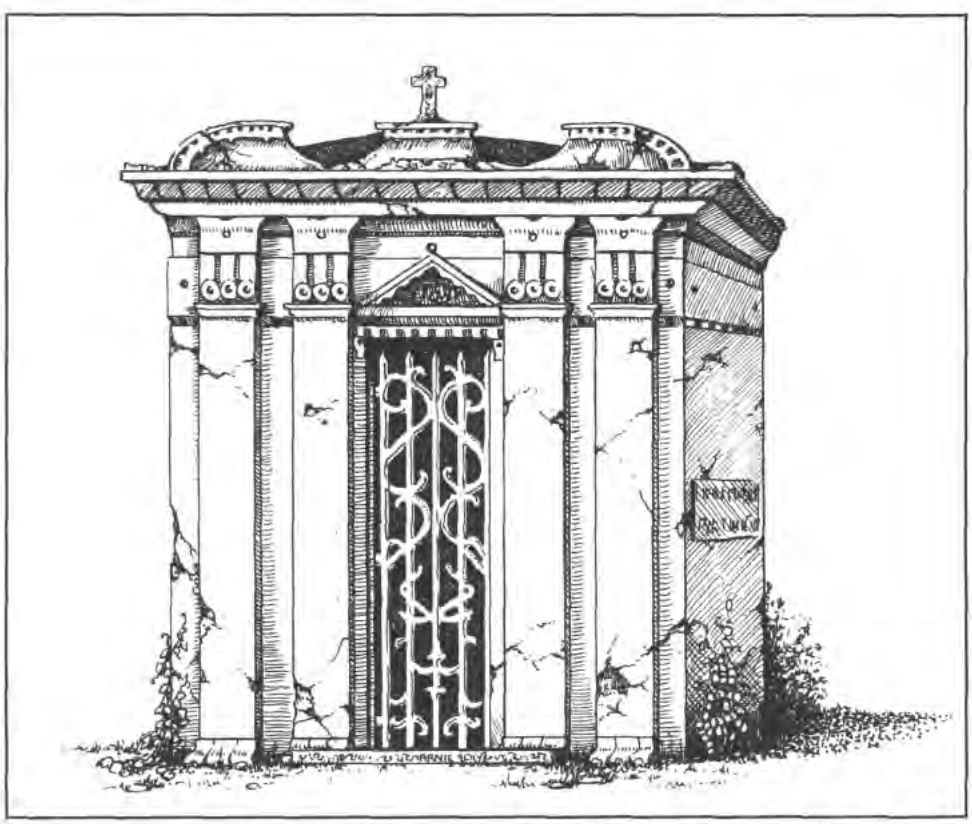
Ask the living (even if unconscious) players to make a [Piety] roll. Success = that they get the idea to call upon (Saint) Helen. A successful prayer [Piety roll] gets results.

Once called, a cold wind suddenly blows, as if through the walls of the house. A voice wails behind the knights, and when they turn they see the ghost of a knight, bloody and angry, accusingly pointing at Gorboduc. At this the men halt, then give way to panic, and then run away. Only Gorboduc stands, and with a few gestures and strange words, banishes the ghost, which thereupon disappears. He curses the men, and challenges them to fight. But he is alone now. The player knights should succeed.

Afterwards

Glory: Surviving player knights get 20 points for each robber slain, 100 for killing Gorboduc, and divide 150 among themselves if they did not call upon Helen. If they resorted to this supernatural aid, they get only 75 to divide.

The knights should return to their liege with a report of their deeds. Their lord is glad to hear of their success, but grieved to learn of the deaths of anyone who died. He then offers to make one of them the lord of this new holding, as a vassal of himself. (This is normal procedure for such an event.)



A Roman-Style Tomb, Like Many Found in the Stories

Battles and Siege

A KNIGHT'S MAIN DUTY to his lord is answering the call to battle or siege. In this section are additional rules to resolve the outcome of battles and conduct the sieges found in *Boy King*.

Deciding Battles

While the outcome of all important battles in *Pendragon* are predetermined by the story, the Gamemaster may want a way to resolve other battles that might arise during game play.

The battle resolution system given here is designed to fit with the battle system in *Pendragon* (pages 159-166) to determine the outcome of battles. It replaces the Army Commander Roll on page 163.

In effect the complete battle system is composed of two related systems: the Army Commanders' rolls, which determine the overall outcome of the battle, and the Unit Leader and individual combatants' rolls, which determine events on an individual participant's level.

Army Strength Points

This battle resolution system requires one new concept, Army Strength Points. One Army Strength Point = 25 Knight Values

Before the Battle

Determine Battle Size: Find the total Army Strength Points of each army.

Determine Number of Rounds: It takes time for an army to assemble, work up its courage, and attack. Daylight limits the maximum time possible, even during the long days of the summer season.

Barring other delays, if both armies rise and prepare on the site for a battle, the number of rounds fought on that day is usually from 5 to 10 rounds (roll 11-1d6). Gamemasters might limit the number of rounds by other factors too, such as bad weather, reluctance to fight, or the need to march to the battle site.

Determine modifiers to the Army Commanders' Battle rolls. All these modifiers are reflexive: a positive modifier to one side gets an equal, but negative modifier to the other.

Battle Modifiers Table

Outnumber at least 2-1	+5
Outnumber at least 5-1	+10
Outnumber 10-1 or more	+15
Favorable Terrain	+5
Surprised enemy	+5
Routed an enemy battalion	+10
Superior troops	+5

Each Round

Battle Commanders' Rolls: Each round of battle, roll both the Army Commanders' Battle skills in an opposed resolution, applying the modifiers from step 3, above. The results are checked against the Commander Battle Roll Table.

Commander Battle Roll Table.

Result	*Losses*	*Unit Event*
Critical	2d6	+5
Success	1d6	0
Partial Success	1	0
Failure	0	-5
Fumble	1d6*	-10

*On a fumble, subtract 1d6 from the army that fumbled, not its opponent.

Losses are subtracted from the Army Strength Points of the opposing army, except for a fumble, when the loss is inflicted upon the army that fumbled.

Unit Events modifies all of that army's Unit Event Table rolls for that round.

Subtract Army Strength Point loss from army (or armies).

When an army reaches zero Army Strength Points it routs off the field. The other side wins a decisive victory.

If the armies fight all their rounds for that day and neither is driven to zero Army Strength Points, the armies quit the field. They may meet to fight again the next day, with their Army Strength Points at the current level. Either side may choose to retreat on the following round and not re-engage. If their opponents can't or won't pursue, the battle is over. Many battles end this way with no decisive victor.

Melee

Play out the events in the Player Knights' unit using the *Pendragon* Battle rules. Apply the modifiers gained from the Commander's Roll Result Table.

The Siege

Sieges are similar to the normal *Pendragon* battle rules (*Pendragon*, page 159-166), but with some changes to the system to reflect the static nature of a Siege. The First Charge of the Battle System is replaced with an assault on the castle walls. Once a wall has been breached, the assault continues, using the regular Battle Melee rules in *Pendragon*.

Castle Information

Castles hold a fascination for us today which has been glamorized by movies and television. The idea of attacking and defending the great fortresses is an exciting part of the medieval setting.

But it is also very complex – too complex to explain in detail in *The Boy King*. Instead we give this shorter version which gives information necessary for player knights during play.

- For introductory information on castles see *Pendragon* pages 140-141.

Defensive Value

All castles and other fortifications have a Defensive Value. This is a modifier which is given to the defenders in a battle. When a castle is attacked this modifier is added to the defender's weapon skill, and subtracted from the attacker's.

Where multiple numbers are given, each number reflects the value for a ring of defense, such as a central keep, surrounded by a curtain wall, surrounded by an outer defensive wall. When one ring is

breached the defenders retreat to the next ring.

Defenders

At least 10 Knight Values (*Pendragon*, page 163) are required to properly defend a castle. Every Knight Value that a defender is short is subtracted directly from the Defensive Value of the fortifications.

The maximum number of men who can actively take part in a defense is 100 (= 50 Knight Values).

Siege Equipment

Siege Equipment can counteract the Defensive Value of a stronghold. It is measured in its cost, where 1 £. equals enough equipment to cancel 1 Defensive value. However, Siege Equipment is lost after it is used, but Defensive Value diminishes only after a successful attack.

Counter Siege Equipment can also be used by the defenders to strengthen their Defensive Value. This also costs 1£. per Defensive Value and is lost after it is used.

Siege Equipment must be accumulated before a battle is begun, and an attacker must transport his to the site. It is expended in whole 1£. units at a time, to a limit of twice the commander's battle skill per attack. Application for an attack is given below.

Knights in a Siege

Non-mercenary knights generally have the easy part of a siege. Vassal knights are too valuable to risk sending up ladders or otherwise exposing them to protected defenders. So the knights wait until the mercenaries make a breach in the defense, and then rush into it to exploit it.

Exceptions abound, of course, but the extreme danger to the attackers, who are usually at a great disadvantage, does not normally require landed or household knights to assault.

In such a case, see the section below, Exploiting a Breach.

Length of Siege

The length of a siege is determined differently than for a battle. Battles are generally resolved within one day, and at most in two to three days. Sieges can last for months, and some famous ones have gone on for a year or more while the besiegers tried to starve out the castle's defenders.

In *Pendragon*, the length of a siege is determined by how long it takes the attackers to breach the defenses, in addition to the days they spend preparing or waiting outside the walls. Each round of assault against the walls lasts for a full day. Once a wall is breached, then the battle is fought with multiple rounds per day.

Besides combat, other important factors for limiting the length of a siege are: supplies of water and food, and plague among the attackers.

We have chosen to ignore food and water for these abbreviated rules, and presume that everyone is suitably stocked, or able to forage.

For plague outbreaks, these rules are given for a realistic option: Every day after the first week of camp, roll a d20. On a result of 20 there is a plague among the attackers. Their food and water are fouled, and they must abandon the siege.

The Assault

Before the Battle

Determine Battle Size: Find the total Army Strength Points of each army, where 25 Knight Values = 1 Army Strength Point.

Determine Modifiers to the Attacking Army Commander's Roll. Use the same modifiers as for Deciding Battles (above), plus:

- Each Army Strength Point of attacking troops: +1
- Each 1 pt of Siege Equipment: +1
- Each Defensive Value of the castle: -1
- Each 1 pt of Counter Siege Equipment: -1/DV

Each Round

Commit Siege Equipment. First the attacking and then the defending commanders commit their siege equipment. Neither can commit more than twice his Battle skill in equipment.

Commit Troops: Attacking Army Commander commits troops. The number of attackers must be at least equal to the number of defender, to a maximum of 500. Remember to apply the appropriate modifiers for outnumbering the opponent.

Battle Commander's Roll: The attacking Battle Commander makes his Battle Skill roll, with modifiers. Refer to the Commander's Roll Result Table for the Army Strength Point losses, and the modifier to the Unit Events Table. In addition, refer to the table below.

Attacking Commander's Result Table

Critical Success = A wall has been breached. If this is the final defense, then the attackers have been overrun. (10% casualties to the attacker)

Success = Limited Success. Some knights gain the top of the wall, but not enough. (15% casualties)

Failure = Most knights are driven off the wall, with heavy losses. (25% casualties)

Fumble = Major blunder. Attacker pushed back the next outer defenses and must attack again. (50% casualties)

The defending commander does not make a Battle roll while being besieged. If his castle is breached, then he will have the need to do so, but not until then. A castle provides only a passive defense. The defending commander's only option is to decide how much of his counter siege equipment to commit each Round.

Subtract Army Strength Point loss first from the Defensive Value of the fortifications. When the Defensive Value of a ring of defenses reaches zero, it has been reduced to rubble, and subsequent damage is subtracted from the Army Strength Points of the defenders at that ring of defenses. The defenders may be exterminated this way. Frequently, defenders will drop back to the next ring of defenses when the Defensive Value where they are drops dangerously low.

When the Army Strength Points of the defenders reach zero, they have insufficient numbers to continue defending the fortifications; the attackers overrun it.

Assault Melee

If the player knights are involved in the initial assault, use these modifications to the Battle system until a breach has been made in the wall.

Roll on the Units Event Table: (*Pendragon*, p164) This roll is modified by the result of the Army Commander's roll.

Unit Leader Battle Rolls: Attacking Unit Leaders make their modified Battle rolls. Defending Unit Leaders do not make Battle rolls while being assaulted. If the defensive ring is breached they will do so, but not until then.

An attacking Unit Leader's chance of success is equal to Battle Skill - Defensive Value + Siege Equipment - Counter Siege Equipment + Unit Events Table Modifier.

Look up the result on the If You Are Afoot section of the Battle Roll (*Pendragon* p164), since all assaulting knights are on foot.

Engaged or Disengaged All participants in the assault are considered to be engaged. Disengaging means quitting the battle and returning to the besieger's encampments. Attackers can only disengage if their Unit Leader made a critical success on the above roll, or if he made a success, and the next Unit Event Table roll is 09 or more.

Determine Enemy Skill: If the foe is not predetermined by the story, roll on the Random Battle Enemy Table (*Pendragon*, p164).

Melee Roll: Knights participating in the assault on the walls attempt their opposed melee weapons rolls.

An attacker's chance of success is equal to Weapon Skill - Defensive Value + Siege Equipment - Counter Siege Equipment + Unit Event Table Modifier.

A defender's chance of success equals Weapon Skill + Defensive Value - Siege Equipment + Counter Siege Equipment

Individual Attacker Results Table

Critical success = you have gained a foothold on top of the wall, and 2d6 men are crowding in behind you. Start next round "leading," unless your Unit leader is here (gamemaster's judgement).

Success = you reached the top of the ladder, and begin the next round "alone."

Failure = you did not even reach the wall, and were wounded, with whatever damage the defender inflicts. You begin next round "alone" and on the ground.

Fumble = you fell from the ladder. Take 1d6x1d6 damage from the fall, without armor.

After the Assault

The battle might break into two parts, with one or more groups atop the wall and another below.

Those who reach the top of an unbreached wall fight 1d6 rounds of normal melee, explained below. They can retreat back down the wall only when their Unit Leader's Battle skill roll determines that they can, or after all 1d6 rounds have been fought. Those below have failed to make the top of the walls today, and must wait until the next day to assault again using the Assaulting the Walls rules, unless a Breach has been inflicted, in which case see further below.

Melee Atop the Wall

Melee is done as in normal battle using the Unit Events Table, Unit Leader Battle rolls, and opposed melee weapons rolls. Defensive Values, Siege Equipment, and Counter Siege Equipment no longer apply once the battle has moved onto the walls. Also, Battle Commander rolls are not made, nor are Army Strength Point losses inflicted.

The options to attackers are more limited than a field battle, and thus more dangerous. Most important is that retreat is very difficult for wounded individuals, at least until a breach has been gained.

Exploiting a Breach

A Breach is made when a portion of the walls has been cleared which is large enough to allow other troops to climb over (or under, or through) without danger. A wall can be breached in two ways: by reducing its Defensive Value to zero, or when the Battle Commander rolls a critical success on his Battle roll.

Once a foot hold has been gained by the lowly (and expendable) mercenary troops, a lord will usually send over his better fighters to even the odds. Knights are committed at this time.

The ensuing melee uses the normal *Pendragon* battle rules, and not the assault rules, unless the defenders retreat to the next line of defenses.

After the Breach

Fighting may continue using the normal battle rules, but the usual procedure is for the defenders to fall back to the next ring of defense, and for the mercenaries to begin plundering the abandoned buildings which they have uncovered. The attacking knights are expected to try to get to the next ring of defense before the gates are closed. Such events, however, are not for a battle system.

Generally, if the attackers still have enough men to continue, the Attacking Commander concentrates his efforts on breaching the next ring of defenses, repeating the procedure until the final defenses have been overrun.

Glory

Calculate Glory using the rules in *Pendragon* on page 166. For this purpose, each day of assault against the walls is considered one round of combat, even for those who spend multiple rounds in melee atop the walls.

Battles

Before the Battle

Determine Battle Size
Determine Rounds that Day
Detemine Modifiers

Each Round

Commanders' Battle Rolls
Subtract ASP Loss
Roll on Unit Events Table
Unit Leader's Battle Roll
Determine Enemy Skill
Individual Knight's Weapon Roll

Assaults

Before the Battle

Determine Battle Size
1 Round of Assault = 1 Day
Detemine Modifiers

Each Round

Commit Siege Equipment
Commit Troops
Attacking Commander's Battle Roll
Subtract ASP loss (from DV first)
Roll on Unit Events Table
Unit Leader's Battle Roll
Determine Enemy Skill
Individual Knight's Weapon Roll

Atop The Wall

Before the Battle

Battle Length = 1d6 Rounds
Determine Modifiers

Each Round

Roll on Unit Events Table
Unit Leader's Battle Roll
Determine Enemy Skill
Individual Knight's Weapon Roll

Phase 2: Unification

510-524

PHASE TWO OF THE *Pendragon Chronicles* is roughly equivalent to the 12th century of western Europe. Think of a period of war, as occurred at the end of the Norman dynasty when King Stephen and Empress Maud fought for the throne, followed by the Plantagents. Arthur is like King Henry II, a young and vigorous monarch over a vast area with many nationalities within it. His wife is powerful, self-reliant, and exercises considerable personal inde pendence in all government affairs.

Escalation

Price List

Use the Price List in *Pendragon*. As in the previous Phase, the Great City Price List is still not available, even in the large cities. Such things may be available in foreign cities, of course.

After the Battle of Badon, the Great Cities of Britain open up to international trade, and the Great City Price List items are available.

Weapons & Armor

Reinforced chain mail with a closed helm (12-point) is the best armor available. In general, elbows, knees, shoulders, and legs are the first parts protected.

Medium crossbows become widely available about half way through the campaign. These are military weapons, requiring special skills to maintain and repair, and so are not found among peasants or robbers.

The newly available weapons are the Jousting Lance, Morning Star and War Flail. Thus these weapons listed in *Pendragon* are still NOT available: Flail, Halberd, Hammer, Great Sword.

Horses

Chargers become much more available. The result is that mounted sergeantry becomes more common.

Towards the middle of the Phase (c. 517+) Andalusian chargers can sometimes be purchased at the Large City markets.

Clothing

Clothing during this phase shifts from the historic, 6th century native dress to 12th century dress. The clothing for nobles is, as always, better quality.

Men wear an under- and over-tunic of fine wool or linen. The under-tunic has long sleeves. The over-tunic has no sleeves, and is fastened at the waist by a belt. Legs are covered with *chausses*, which are thick stockings, with leather shoes. The cloak is knotted and pinned at the right shoulder. Hair cuts are short, with a soup-bowl style being popular with knights. Men are clean-shaven.

A woman wears a sleeved undertunic like a man's. Her over-tunic, called a *bliant*, fits tightly at the waist, and flows into a skirt. The neck is cut low to reveal the undertunic beneath. It is laced up the side. Belts are worn around her waist, and her cloak is attached with a cord across her neck.

Heraldry

Heralds make their first appearance at this time.

Knighthood is recognized as a special, and individual, right. Every knight now has the right to bear his own arms displayed on his shield.

Customs

Chivalry is instituted as a real phenomena in 514 when King Arthur uses it as one method of qualifying for membership in his Round Table, the most prestigious club in the world.

In 522 the Pendragon establishes King Arthur's Companions to handle the enthusiastic rush to imitate the custom of chivalry.

Women acquire more status. Everyone is quite impressed that King Arthur marries Guenever for love rather than (just) politics. The queen forms the first Court of Love in 520 as a form of self-defense from the many Passions which she engenders among followers. It is a sort of parlour game at first, but gets serious after Sir Tor proves himself to be an expert at composing love poetry.

Tournaments

Tournaments are in their early stages. One event prevails: the melee. Two motivations are important: the search for glory, and the quest for money. Neither jousts nor challenges are popular.

The melee is fought between two teams over an area of several square miles. Combats are recorded occurring in fields, vineyards, and town streets.

A few rules are used. The melee is fought for a prescribed time limit, usually half of a day. Only sword and lance may be used, and by choice of participants may be either blunt or sharp. Foul blows are prohibited, but no judges range the field to declare penalties of any type, so the participants honor must be trusted. The only places where the participants may find safety is within their own enclosed refuge.

Any knight may participate, and he may be aided by squires and servants, including masses of footmen. The object is to capture knights from the other side and return him to the refuge, where he forfeits his horse and armor. These are the normal stakes. Prisoners may attempt to escape from their captors without besmirching their honor.

The rough-and-tumble, often fatal, bohort is an event at all tournaments.

Fiefs

Fiefs continue to be a grant of land and rights in return for fealty and service.

Castles

The latest development is to build square keeps, similar to the White Tower, in London. King Arthur finances the building of many of these throughout Logres during his reign.

About half way through the phase chimneys become common in keeps.

The following are components which can be purchased for a castle:

Curtain Wall (DV=7) 20£. per Area

Double Curtain Wall (DV=9) 30£. per Area
Gate & Gateworks (DV=-1) 6£.
Square gate Tower (DV=4) 15£.
Postern gate and gateworks (DV=0) 6£.
Large gate and gateworks (DV=-2) 7£.
Keep (square) (DV=10) 30£.
Keep (tall square) (DV=15) 50£.
Keep (huge) (DV=20) 100£.
Tower (Square) (DV=5) 10£.
Tower (Double square) (DV=8) 20£.
Tower (Triple square) (DV=11) 30£.

Sample Castles:

- Small Castle: DV = 16/10. Price = 82 £.

  Outer Works: double ditch, moat, curtain wall, gate, gate tower.

  Stronghold: Square keep.

- Medium (normal) Castle: DV = 26/10. Price = 102 £.

  Outer works: double ditch, moat, curtain wall, gate, square gate tower, 2 square towers

  Stronghold: Square keep

- Large Castle: DV=32/19. Price = 147 £.

  Outer Works: double ditch, moat, curtain wall, gate, gate tower, 2 square double towers

  Stronghold: tall square keep, gate tower

Troop types

The list ranks troops, from best to worst, to determine superior Troop Type for Battles. The (Number) in parenthesis indicates Knight-value to calculate the Size of a battle.

- Rich Knight (3)
- Ordinary Knight (2)
- Poor Knight, Sergeant (1)
- Saxon Berserk (2)
- Saxon Warrior, Armored Foot Soldier, Italian Crossbowman (1)
- Hobliar, Foot Soldier, Irish Warrior, Cymric Warrior (1/2)
- Pict Warrior, Bandit (1/5)
- Peasant (1/10)

Mercenaries

By the middle of the phase many units of sergeants serve, and other units are better organized. King Arthur regularly hires these mercenaries to serve during his full-time campaigns in France and Gaul.

Mercenary Unit Costs.

10£. per month gets:

100 Bandits. (Loyalty = 1/2 #£. paid this mo.)
50 Foot Soldiers. (Loyalty = 10)
20 Italian Crossbowmen. (Loyalty = 6)
25 Armored Foot Soldiers. (Loyalty = 12)
10 Sergeantry. (Loyalty = 12)

Types of Adventures

King Arthur's early years are a time of great political events punctuated by many battles. Individuals have opportunity for adventure, but the greater affairs of the realm always threaten to interfere.

510: The Adventure of The Boy King

THIS ADVENTURE is a one-year, closely timed and scripted military campaign. It is rigorous and leaves little room for individual action. But it provides two singular opportunities: a chance to be close to King Arthur during his first year; and a chance to get Glory from some of the very few Huge battles (60 Glory per round).

Knights do not need to be at the initial New Year's tournament if it doesn't suit the campaign. The subsequent delaying action by the noblemen eventually allows *everyone* who is curious get to London to see for themselves. The gamemaster must work out what, if anything, occurs to the player knights if they wait in the crowded city of London during the period between successive sword drawings.

This year is a time which will prove why a good Healing Rate is valuable. Player knights will undoubtedly be wounded in battle, and be tempted to rush back to join the army for the next battle wihtout fully healing. The unpredictable outcome of one unit in any battle, even in King Arthur's greatest victories, will kill many enthusiastic knights. Others may stagger away with thousands of glory points.

It is a good time to have more than one character because there is a good chance that the player's favorite will be killed or temporarily taken out of play.

Let your players decide when, if ever, they wish to get a Loyalty (Arthur) passion. When one person suggests it the other players will probably also want it. Explain carefully what a Passion does, and can do (especially about Madness, and losing the character), then let each player decide for themselves what value they wish.

Although this is the most "historic" period of King Arthur's life, this story is taken from Romance. Read Malory for more details of this script.

The Adventure of THE SWORD IN THE STONE

Source

Malory I, 5-18
Time: New Year's Day, 510
Setting: London.
Event: A convocation of British lords and church officials have called for a tournament to be held in London. The winner will be declared to be High King.

This tournament is one of the first to be held in Britain. Most of the characters will call it a "French thing." Some will mock it for its non-lethal nature, while others will praise it for the same reason.

Rules:
1. Blunt Weapons Only.
2. Every lord for himself. Each lord will have his own followers. Whoever is the last to leave the field will be declared the winner.

Characters: The following lords (and followers) are present, plus others of at the gamemaster's discretion:
King of Escavalon, Alain
King of Cameliard, Leodegrance
King of Malahaut, The Centurion Knight
King Lothian and Orkney, Lot
Duke of Gloucester, Escan
Duke of Lindsey, Derfel

Earl of Bedegraine, Sanam
Earl of Salisbury, Robert
Earl of Hertford, Gilbert
Baron of Lonazep, Macsen

Solutions: This tournament could be days long. Gamemasters ought to do with it as they wish. The errors and betrayals on this confused field will make amusing memories later.

Player Hooks: Tournament opportunity. Play a normal, Old Style tournament.

Glory: Participants get 25 Glory for fighting in this early proto-tournament.

Conclusion: The tournament is never finished. The melee is interrupted by the crowd shouting, "The Sword! The Sword!" and everyone dashes away, abandoning the fight, to see what is going on.

Upon entering the already-crowded court of Saint Paul's cathedral the knights see three men standing by the sword in the stone: an old knight (Sir Ector), a young knight (Sir Kay), and a squire (Arthur). The sword is stuck into the stone and anvil, as always. Merlin the Magicians stands patiently nearby, with Archbishop Dubricus. A crowd of noblemen shove their way about, each trying to get another turn to pull out the sword. All fail. The crowd gets surly, and at last someone cries, "Let the boy try!" It is taken up by everyone: "Let the boy try!"

Arthur steps up to the sword, and with a flourish pulls the sword out and brandishes it overhead. Celestial trumpets blare, a beam of light shines down from above, and a dove and eagle fly upward in a spiral (stage decorations courtesy of Merlin.)

Player Hooks: What do the player knights do?

"Who is that boy?" shouts someone. Ector steps forward.

"This is Arthur, squire to my good son Sir Kay," he says.

"What!?" bellows King Lot, "Are we to be ruled by a beardless bastard?"

Most of the greater barons and outland kings express similar astonishment and disbelief.

But many lesser noblemen swear loyalty instantly. Among those who swear immediately are:

King Leodegrance, of Cameliard
Sir Ector, Arthur's stepfather,
Sir Kay, Arthur's step-brother;
Sir Hervis de Revil, a famous but landless knight;
Prince Lanceor of Estregales, son of the King of Estregales
Sir Brastias, a famous knight
and many others.

King Lot laughs contemptuously, the Duke of Gloucester registers indignant righteousness, and others join them to deny the fact. The crowd grows surly, voicing resentment against the nobles and threatening to riot. Before trouble breaks out Merlin and Dubricus calm the crowd, and announce that they will hold another contest, with anyone who wishes to try to pull the sword having a turn. They order the word be sent out by all means possible to everyone to meet again in a month, at Candlemas.

Merlin and Dubricus then choose ten of the best knights loyal to Arthur and set a continual watch over the sword and the stone. Anyone present with 5000 Glory or more is chosen, and gets 150 Glory. Each of them then choose ten more knights.

Of passing interest is the fact that King Leodegrance of Cameliard is present at this sword-drawing, but abruptly departs with his knights when he receives word that his kingdom is being threatened by King Ryons, a warlord out of the Perilous Forest.

The Sword in the Stone

Player Hooks: Player knights may be chosen to guard the stone.

Glory: 100 for having witnessed the drawing of the sword. 100 for having been selected to guard the sword by one of the ten knights originally chosen.

Events

Feb 2 , Candlemas. London

Arthur draws the sword before another assembly. Many knights and noblemen accept the witness of their own eyes and pledge loyalty to the Boy King. These are the Eager Vassals, who come first to the battle, and bring the largest contingents, best equipped, without excuses. Especially important among these new royalists are those ranking noblemen of Logres who had been close to the old king.

The Eager Vassals include Earl of Salisbury; Ulfius, Duke of Silchester; Duke Corneus of Lindsey; Duke Cador of Cornwall; Bishop Baudwin of Britain; Earls of Hertford, Dorset; many lesser lords and bannerets, and any other lord the gamemaster wishes to include.

Player Hooks: By this time the liege lord of the player knights is probably among the followers of the Boy King.

Mar 21 (Easter). London

Arthur draws the sword before a third assembly. This time more of the rest of the Logres noblemen pledge their loyalty. They are called the Good Vassals, who bring their troops around the date demanded, and have the right number of men, and horses for all of them.

The Good Vassals include: Duke of Clarence, Earl of Jagent, Earl of Wuerensis, and any other lord the gamemaster wishes to include.

Word is received that some foreign British kings have mustered against the beardless bastard boy. King Lot has publicly claimed that, as any reverently superstitious Pagan knows, you cannot trust a sorcerer. Merlin is obviously trying to foist off this lad as his puppet king.

King Lot has called the dissident kings to meet in his northern stronghold to discuss their options.

May 1 (Pentecost). London

Arthur draws the sword before a fourth assembly. Some of the noblemen start another protest, but the peasants and citizens have had enough of that! Chanting "Ar-thur, Ar-thur..." they rise and with mob acclamation recognize Arthur as their new king. The crowd goes wild. The noblemen agree, Merlin and Dubricus agree, and so too (we hope) does the boy, soon to be king.

Events of 510

1. Adventure of the Sword in the Stone
2. Battle of Carlion
3. Battle of Bedegraine
4. Earl Sanam's Court, Treasure Hunt
5. Battle of Carohaise

Enemy at Carlion

Enemy at Bedegraine

The ceremony is magnificent, preparations having been undertaken by Merlin, Dubricus, and other lords for the last five months.

First, King Arthur is knighted by "the best man present" (Malory I, 7). This "best man" is unidentified in Malory, and might be a player knight. Otherwise, use Bishop Bawdwin, Duke Corneus or Cador.

At St. Paul's Cathedral Arthur is then crowned King of Logres. The full pomp and ceremony is exercised to impress everyone with the king's power and sacred character. He takes the arms of Logres as his own: a gold shield, with two green dragons back-to-back.

During this ceremony the last of the recalcitrant Logres nobles grudgingly pay homage to King Arthur: these are the Reluctant Vassals, who usually came to battle last, and often with the least number of soldiers, and sometimes even with excuses instead of knights. The Reluctant Vassals include everyone not named so far.

After days of feasing and celebration a great procession escorts King Arthur across Logres to Carlion. Thousands of commoners gather for the celebration.

Player Hooks: All knights of Logres follow their lords to this celebration. Mercenary knights follow Brastias.

In Other Lands

Throughout Britain the lords summon their vassals to hold council for advice on what they ought to do. Should they support Arthur as the new High King, or oppose the beardless upstart?

Some elect to resist. Among them are: Lothian, Garloth, Gorre, Malahaut, Benoic, Escoce.

May 10: Carlion-on-Usk

At Carlion the Supreme Collegium is summoned to select the new High King, an office which has been empty for many years. Many of the kings do not attend, but those present are suficient to elect their leader: King Arthur of Logres. Thus King Arthur is elected to be Imperator and Caesar of Britannia, and *Wledig* (or Chief Warlord) over the British Tribes. He takes the arms of the High King at this time: a red shield with seven gold crowns.

The festivities are tremendous, and no one is disappointed. Many of the subkings come, including especially King Lak of Estregales and King Alain of Escavalon.

Glory: 100 for attending these festivities.

Amid the celebration Arthur learns that six northern lords have arrived at the city. He sends them presents and bids them welcome, but King Lot and his allies insult the messengers and the boy king instead, "and said they had no joy to receive gifts from a beardless boy that was come of low blood..." (Malory I, 8)

Frightened by the huge army, Arthur orders the city to be closed and prepared for a siege. The rebels sack the outer villages. After a couple of days Arthur realizes that no battle can be won by hiding behind walls, and so he orders his army to assemble and to fight.

Battle of Carlion

Carlion is in Escavalon, a kingdom in south east Cambria.

Before the Battle

Commanders

King Arthur (Battle = 7)

King Lot (Battle = 25)

Battle Size

Medium Battle

Arthur's Army: 1500

Lot's Army: 3000

Modifiers

Arthur is Outnumbered 2:1, -5

Arthur is aided by Merlin, +5

Knights desert King Lot and join Arthur, +3

Length of Battle

8 Rounds.

The Fight

The First Charge is done as normal.

Round 2-4: normal

Round 5: of the melee, King Lot's Unit Leader Battle Roll is a critical success, and Arthur fails. Lot and his men charge, with lance, against Arthur's unit, which takes a terrible beating.

Round 6: King Arthur draws his Sword of Victory, and its flash of magical power blinds the nearby foes, and awes the rest of the enemy to hesitate. Arthur's commanders are all inspired, and so they get +10 to their Battle Skill this round.

Round 7: the citizens of Carlion, who have been surging from the city, fall upon the flank of King Lot's army. This gives a +6 to Unit Events Table.

Round 8: the Retreat order is sounded by King Lot, and his army withdraws in an orderly fashion from the field. No pursuit is possible since they do not break.

After the Battle

Victor: King Arthur. Indecisive Victory.

Plunder: 1 charger, 2 rounceys, 2£. in goods

Glory: 30 per round.

Events, cont.

May 12-20. Carlion Grand Council

After the battle Arthur asks his vassals and allies to advise him. The rebel army has retreated, but is still ranging throughout Logres pillaging and plundering. The court advises Arthur to send to the continent for help from Kings Ban and Bors. Arthur sends Brastias and Ulfius.

Player Hooks: You may choose to send a band of player characters to request aid from Ban and Bors. Their ship passage is without event, but on the way to the allies' court they must fight some French knights. It makes a simple and gallant adventure.

Alternately, send them to request help from some other nearby king. Arthur would ask almost anyone for help. I sent the characters to ask the Saxon Bretwalda who was very polite but said "No thanks."

Arthur and the army, with most PCs, depart for the north. King Ban and Bors have not yet shown up, but are secretly conducted to the field by Merlin's magic.

July, Bedegraine Forest

Battle of Bedegraine

Bedegraine is in north-western Logres, on the Trent River.

Before the Battle

Commanders

King Arthur (Battle = 7)

For King Lot (Battle = 25)

Battle Size

Huge. 6,000 knight value total.

Arthur's Army: 3,500 Knight Values. 9,300 men.

First Day

Modifiers
Arthur is aided by Merlin: +10
Arthur has the high ground, +5
Arthur has Superior Troops, +5
Length of Battle
5 rounds.

The Fight

Round 1: During the First Charge, Arthur's cavalry are Superior Troops to Lot's infantry. Modifier of -5 to Random Battle Enemy Table.

Round 2-5: During this time the infantry attacks the horses in melee.

After the Battle

All knights must make a Horse Survival Roll, modified by -1 per round fought. Failure = the horse is too hurt to fight. It is a nag now.
Victor: Indecisive
Plunder: None
Glory: 60 per round

Second Day

Arthur's horsemen took many losses from the Pict warriors. He forms units of footmen and intersperses them on the hill between his knights. Player characters without horses fight in one of these units. One of them may be a unit commander. Lot sends his infantry to the rear, and orders his knights to fight.
Commanders.
Same
Battle Size
Large Battle.
Modifiers
Arthur has the High Ground, +5
Arthur has inferior troops, -5
Length of Battle
5 rounds

The Fight

Round 1: Remember that during the First Charge that foot men get -5 to their melee skill against mounted men.

Round 2-3: normal

Round 4: A cry goes up on the flank. "Ban and Bors have come!" The Ganis battalion of fresh knights bursts from cover and attacks the northerner's army. +5 to Unit Events Table for this round.

Round 5: The enemy army falls back, abruptly but in good order. +10 to Unit Events Table Roll this round. No pursuit is possible.

After the Battle

Victor: Arthur. Indecisive.
Plunder: Arthur gives all the battlefield plunder to the allied army. Thus the men of Ganis and Brittany each get x3 normal plunder.
Arthur promises to give his own men a suitable reward soon.
Glory: Large Battle = 45 per round.

Events, cont.

The Ganis and Brittany army withdraws to the ports, and thence to home. The kings remain with Arthur for a while. The army camps and recovers.

Merlin tells King Arthur where a great treasure is buried. He sends a small party of men to recover it. They find a huge cache of Roman silver.

Player Hook: This can be a mini-adventure, with a chance to test Selfish and Honest rolls when they first see the treasure. Gamemasters must decide what to do if dishonesty prevails: remember, Merlin is watching!

After he receives the treasure, King Arthur distributes it among his men. All knights get 20£. of silver. The men who went to get it get 20£. more each.

Earl Sanam's Court

After the Battle of Bedegraine the army disperses to the nearby countryside to rest at manors, castles, and towns. Arthur, with many of his men (including the PCs) stays at Bedegraine Castle, the seat of the earl.

The earl's daughter, Lyzianor, is young, and of marriageable age. In fact, she is much the same age as Arthur. The king is tended by her constantly, and does not refuse the attention. He isn't shy, and many men are pleasantly surprised by young Arthur's comfortable way with women. He neither hides nor touts their friendship, but acts in every way as decorous as a king ought.

Other Lands

The lands of Arthur's enemies are raided by Saxons. In the north these result in the Battle of Wandesboro, which King Lot wins, but at the cost of many good men.

Early August, King Ban's Visit to Castle Maris

After Bedegraine, Merlin persuades King Ban to make a side trip to The Marshes. Only the knights from Ganis accompany him, but it is an important event. During this time a child is engendered upon the daughter of the lord of Castle Maris, named Ector when he is born.

Late August, Carohaise

While resting, King Arthur hears that King Ryons of Norgales is besieging King Leodegrance of Cameliard. He remembers that Leodegrance supported him the first time that he drew the sword and resolves to go to his aid.

Battle of Carohaise

Carohaise is in Cameliard, on the trade road between Lambor and the City of Legions.

Before the Battle

Commanders
King Arthur (Battle = 7)
Ryons (Battle = 22)
Battle Size
Medium
Arthur's Army: 600 knights
Leodegrance's Army: (besieged) 50 knights
Ryons's Army: 600 knights
Modifiers
Arthur assisted by Merlin, +10
Length of Battle
4 rounds

The Fight

All rounds normal.

After the Battle

Victor: Arthur. Indecisive.
Plunder: 1 charger, 1 palfrey, 2£. of goods
Glory: 30 per round

Autumn

The harvest is brought in without further trouble, and proves to be sufficient despite the ravages of war. After Carohaise, lords are dismissed to their fiefs. Knights are dismissed to their manors. King Arthur then requests the attendance of those individuals whose advice he desires, and invites all the leaderless knights to his hospitality at Carlion.

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COURT
at Carohaise

Special Guests:
Merlin the magician
Dubricus, Archbishop of Britain
Lak, King of Escavalon
Hervis de Revels,
Ector, Arthur's foster father
Ulfius, Duke of Silchester
Brastias, a knight banneret of Cornwall
Kay, Arthur's foster brother

Gossip
Isn't this boy king a surprise!? That old Merlin never stops meddling, does he? I can hardly believe that this is truly our new king. A mere boy, and a bastard at that!!

King Arthur is Merlin's protege, trained since birth for this special deed. Arthur is like the kings of old, blessed with magical powers — didn't you see how he drove off King Lot? That blinding light! He is like the Young God come again to answer Britain's crying need.

Margawse is coming to court this summer - lock up the men! Imagine - King Lot is sending her alone, too! What do you suppose he has in mind for her?

I don't mind Margawse — it could be worse. It could be that Morgan le Fay will come. Doesn't she give you the creeps? Can you believe it — she can actually read! A woman!!

The northerners were ravaged by the Saxons last year. They had a terrible battle up at Wandesboro that drove the invaders off. Things seem bad here but they could be worse. At least those foes are not allied against us!

News
Brastias: That boy — er, king of ours is quite something, isn't he? What ideas! They just may work, too. Did you see that Duke Ulfius and King Lak actually agreed on the principles of knighthood? What a novel idea to unify us!

Royal Conversation:
The Brotherhood of Knighthood unites us all. We all, even though from different kingdoms and raised speaking different tongues, have more in common with each other than not. We are all strong leaders of men, acknowledged superiors to those who are beneath us. We have the same rights in our own lands, and we have more in common with each other than with the commoners we lead.

The Order of Knighthood is a sacred institution. After Adam was driven from the Garden of Eden men fell into war among themselves. As a result the Order of Knighthood was instituted by the wise to lead and protect mankind from itself and outside enemies. Since then, fathers have enjoined their sons to the task, and the institution has been blessed by time.

Intrigue
Arthur is not as secure in his throne as the daily scenes in court seem to imply. Some of his supporters (King Alain, for instance) seek to attack the rebels and aid the Saxons, others (including Duke Ulfius) to attack the unprepared Saxons, and others (Ector, Brastias) to hold back and rest, let the new knights train for a year. No doubt, though, the King will do whatever Merlin wants.

Events

Source
Malory I, 19

Queen Margawse Visits
Summer Court: royal visitors come to court. Queen Margawse of Lothian visits Arthur. The court reception is magnificent as Arthur attempts to impress the wife of his greatest rival. She, a lusty queen, attempts to learn all that she can about the boy king.

With the queen are her three eldest sons, Gawaine, Agravaine, and Gaheris. They are impressed by Arthur's court, and especially Sir Gawaine listens attentively to Arthur's talk of chivalry and honor.

Army Activities
The army repairs the walls of St. Albans and helps direct the building of many castles through Logres. Sir Hervis de Revil grows impatient without action and incites a band of volunteers to raid Saxon lands.

Format For Annual Court Events

This section gives the important news of what ahppens at Arthur's court during the springtime of each year. They include general information about current and recent that year. The accuracy of the sources vary.

Special Guests: these are people of particular interest at court. Player knights may never meet them, but have the chance if they wish to take it.

New Round Table Knights: When the famous knights are appointed to this illustrious brotherhood they are mentioned here. When a player knight makes it, write his name in to remember the date.

Gossip: This is womens' and servants' gossip, related in a casual manner like it might be heard. Although mostly correct, all of it is superficial.

News: Individuals provide more accurate information. this might be gained from the servants of these individuals as well as the person himself. The type of information varies with the individual:
Kay: economics and bitter truths
Brastias: Military news
Griflet (later): Military news
Merlin: Philosophical and other deep issues of the realm
Gawaine: Adventures of the realm.

Royal Conversation: What the king is saying, usually some new program of belief which he wants to popularize.

Intrigue: The "inside story" on what people at court are trying *not* to talk about.

Player Hooks: A raid into Saxon lands is appropriate. The characters may choose to join with Hervis, or to go off on their own.

Margawse Departs

Queen Margawse and her sons depart Arthur's court and journey back to Lothian. Over the winter it is apparent that the queen is pregnant.

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COURT

at Silchester
Special Guests:

The Brown Knight of the Wilds
Roman Ambassadors

At winter court a strange knight asks for hospitality. His old Norman style armor is all brown, though not with rust, but his sword and spear point gleam. His shield is also Norman style, but instead of a normal coat of arms he has an oak

The Brown Knight of the Wilds Arrives at Court.

branch nailed to its face. He has only one squire.

He introduces himself as The Brown Knight of the Wildlands (le Chevalier Brun des Terres Sauvages). He says:

"I have heard your ideas of honor among men, and I have come to see if this is a court where such things are only spoken about, or if they are acted upon."

Arthur greets him warmly, and invites him to sup at his board for the winter. The Knight of the Wilds accepts.

The mood changes when 12 ambassadors arrive from Rome. They demand that King Arthur submit to the Emperor and pay tribute since Britain is and always has been part of the Roman Empire. King Arthur refuses, saying that perhaps the Romans should submit to Britain since all the best emperors came from this island. He then sends them back to Rome, saying that the only tribute Britons will send are sharp swords and spears. The ambassadors do not stay around, but leave angrily.

Gossip

Hervis de Revel is certainly a wonderful knight, isn't he? That raid against the Saxons was bold and well executed, despite some losses. (We should expect that among fighting men, after all.) He is a fine example to prove that a knight does not have to be a great landholder to shine famously among us.

Those Romans were certainly arrogant, weren't they? I am glad the king treated them as he did. I hope that those stodgy Romans in the cities don't forget where their loyalty lies!

Margawse was certainly a charmer, wasn't she? Everyone says that of all the daughters she got her mother's looks. (If Igraine, her mother, was as beautiful as Margawse then I can understand Uther's legendary lust for her!) Margawse certainly cozied up to the king, didn't she? Tut tut, do think that they... Well, what do you suppose Lot will say?

Well, I don't think he minds. They are pagans, after all...

It's hard to say. But I have heard that she is pregnant now. Can you count the months backward, and where was King Lot then?

News

Kay: Those stupid Romans. Imagine them thinking we would surrender! It's the last that we'll see of them!

Brastias: We are going to march against the Northern Kings this summer. Maybe even against Malahaut if they try to resist us. We are going to teach King Lot what it means to resist the rightful king now!

Merlin: We are entering new times. Exciting deeds are forming in the hearts and minds of men. Dire emergencies are rising from the depths of the land. Magic is being born anew, rising through the roots of the land to be eaten and drunk by all. Listen to the king — he has secrets for advancing in the future.

Royal Conversation

Knighthood is great, but CHIVALRY is a knight's duty. Chivalry! Just as knights have been set above the normal run of mankind, so are the chivalrous set above knighthood.

Chivalry is detailed in the *Pendragon* book (page 68). Gamemasters should repeat the necessary information.

Intrigue

The northern kings spent the winter bickering. Lot has outfitted another army, and though many of his previous allies are not backing him, he has others instead, including King Ryons, who is the son of a giant and a sorceress.

Events

King Arthur and his court depart upon their Progress through Logres. Several interesting events occur along the way. Player knights will have many opportunities to observe or participate in some of the seminal events of Arthur's history. Gamemasters should contrive some reason for them to travel with the court.

Late February

Source
Malory I, 20
Location: St. Albans

King Arthur decides to visit the shrine of Saint Albans. The road is crammed with pilgrims also going to the shrine. King Arthur is lodged in Kingsbury Castle.

One night, during a feast, old queen Igraine is brought to dinner. Though aged, she is like a faded flower which has grown fragile, but not less beautiful. She wears a nun's habit, having joined the Amesbury Abbey many years earlier.

During the dinner Duke Ulfius suddenly leaps up and loudly accuses the queen to have been a traitress to the king. Everyone is, of course, thrown into a tizzy.

[Awareness. Success = you focus on one of the following people, who are not acting upset: Ulfius, Igraine, Merlin. Critical = you see Arthur is extremely anxious, but tightly controlled.]

After several knights exclaim guilt, innocence, or outrage, the queen herself stands and waits until everyone quiets down. Then, without hesitation or fear, she tells the story of how she was visited by someone with the semblance of her dead husband on the night he was killed. She bore that child, and gave him to Merlin to raise as her husband had promised. She does not know where that child went.

"My Lady," says the magician, "this is your son, and Uther was his father."

Without taking his eyes off her, Arthur says, "Sir Ector, what do you know about this?"

Ector then tells how Merlin gave him a child to be raised in secret.

Arthur and his mother embrace, both overcome by emotion, "and either wept upon other. And then the king let make a feast that lasted eight days."

The rest of the pilgrimage is conducted with mother and son praying together at the site of Uther's death and at the shrine of St. Albans. Many pilgrims that year are cured of their illnesses here.

No one misses the important point that King Arthur is now recognized to be the son of Uther Pendragon. No more can he be called "Merlin's brat" or "the Bastard." Now he is truly Arthur Pendragon.

Glory: 100 to be a first-hand witness

Early March

Source
Malory I, 22-25
Location: Oxford

A squire arrives at court leading an exhausted charger, across which is draped his master. He tells the tale:

At a well on nearby Otmoor, a strange knight is challenging all passers by to joust and will let no one pass without combat. Though his master would have avoided the fight if it had been possible he fought, and was slain.

Arthur feels this is an affront to his brave court and asks who among his court will accept such a challenge?

Before anyone can do anything a young man dashes forward and throws himself on his knees before the king. He begs to fight the strange knight, and demands to collect the boon which Arthur owes him as his lord. Though King Arthur is reluctant, he concurs and so he knights Griflet, then sends him forth to combat.

Player Hooks: Will the player knights also take the challenge? If so they must go forth to joust, then sword fight, with King Pellinore, who is the knight at the fountain. Pellinore is chivalrous, and will spare anyone who surrenders, and insists on fighting one-on-one.

At evening Sir Griflet is brought back to court, draped over his horse, in dire need of chirurgery. As night falls the court discusses events, each man making whatever comment or vow as he sees fit.

Next morning King Arthur is absent, no place to be found. Merlin is also gone. Officers order searches of the nearby lands.

Player knights will surely search for the lost king. The events which can occur include:

- Meet King Pellinore, still at the fountain and waiting to joust. Even if they know him the king will insist on jousting.
- See Arthur's first combat with Pellinore. Arthur is beaten, his sword broken, and he is saved only by Merlin's magic.
- See the Questing Beast. Pellinore hunts this creature with an undying passion, and has only taken a break because the creature has lost him. As usual, it will work its way back to taunt the king again to the hunt.

Arthur's Swords

King Arthur has two magic swords. The first is the one which he drew from the stone. One source says he placed it on the altar at St. Stephens, in Camelot, where it remained until Mordred retreived it for his final battle. Another says that it was broken by Pellinore, the Best Knight in the World.

Excalibur was the gift of the Lady of the Lake. In either case, Excalibur is Arthur's sword after this.

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Late Spring

Source
Malory II, 1-7
Location: Cirencester

A damsel arrives at court, beautiful but dressed in a strange manner: she wears a sword belt about her narrow waist — most unseemly! She bears a challenge as well: to draw the sword, for it may be drawn only by the best of knights. She has walked many lands and found no one able to draw it, and came here when she heard of Arthur's prowess.

Many knights try, all fail. Note that among those who try is Sir Lanceor, a prince from Estregales who has just arrived at court and is still armed and armored, unlike most courtiers.

No one succeeds in pulling the sword. Arthur is disappointed, but as the lady departs a poor knight at the rear of the court offers to try to draw the weapon. [**Player Hooks:** Recognize Rolls – no checks. Success = sure he has never seen the fellow, unless he has met Sir Balin before.]

The knight draws the weapon.

"Certes," said the damosel, "this is a passing good knight and the best that ever I found, and most of worship without treason, treachery, or villainy, and many marvels shall he do. Now, gentle and courteous knight, give me the sword again."

"Nay," said Balin, "for this sword will I keep, but it be taken from me with force."

"Well," said the damosel, "ye are not wise to keep the sword from me, for ye shall slay with the sword the best friend that you have, and the man that ye most love in the world, and the sword shall be your destruction."

"I shall take the adventure," said Balin, for that is the knight's name, "that God will ordain me, but the sword ye shall not have at this time, by the faith of my body."

"Ye shall repent it in a short time," said the maiden, and left court, weeping bitterly.

The knight claims he will henceforth be called The Knight with Two Swords. King Arthur calls him back, and urges the knight to stay and be of his knights.

The knight, Sir Balin, begs to depart on his own business. Arthur dismisses him, but asks him to return as soon as possible, promising largess. The Knight of Two Swords departs to arm for his journey.

The trumpets blare. The herald announces the next visitor. Forth steps a Lady of the Lake, almost blinding in her resplendent gowns which wash and flow like wisps of fog. She reminds King Arthur that she gave him the sword, and therefore he owes her a boon. He agrees to pay her whatever he can pay without losing honor.

"Well," said the lady, "I ask the head of the knight that hath won the sword, or else the damosel's head that brought it; I take no force though I have both their heads, for he slew my brother, a good knight and a true, and that gentlewoman was causer of my father's death."

Arthur refuses, claiming (quite rightly) that such a gift would besmirch his honor. The lady refuses any other gift.

At that point an armed knight clanks into the room. [Heraldry Roll, no check. Success indicates the character is sure he does not know the arms.]

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"Alas, for shame!" cries Arthur, leaping from his throne. "Why have ye done so? Ye have shamed me and all my court, for this was a lady that I was beholden to, and hither she came under my safe-conduct; I shall never forgive you that trespass."

Arthur is enraged! Who dares abuse his court's regal sanctuary? This is murder in the king's court, a double felony!

The knight tries to speak in his defense but is shouted down by the rest of the shocked court. Cries of "Traitor!" "Felon!" cry out. But no one moves forward since they are unarmored, and Balin is fully armed and holding a bloody sword in his hand. At last Arthur silences his court.

"Only my own hospitality, which you have violated, prevents me from having you killed here and now. Depart this court forever. Wander the woods and roads like a homeless wolf, for all of this court is now bound against you!" says the king, condemning the knight. The court remains silent.

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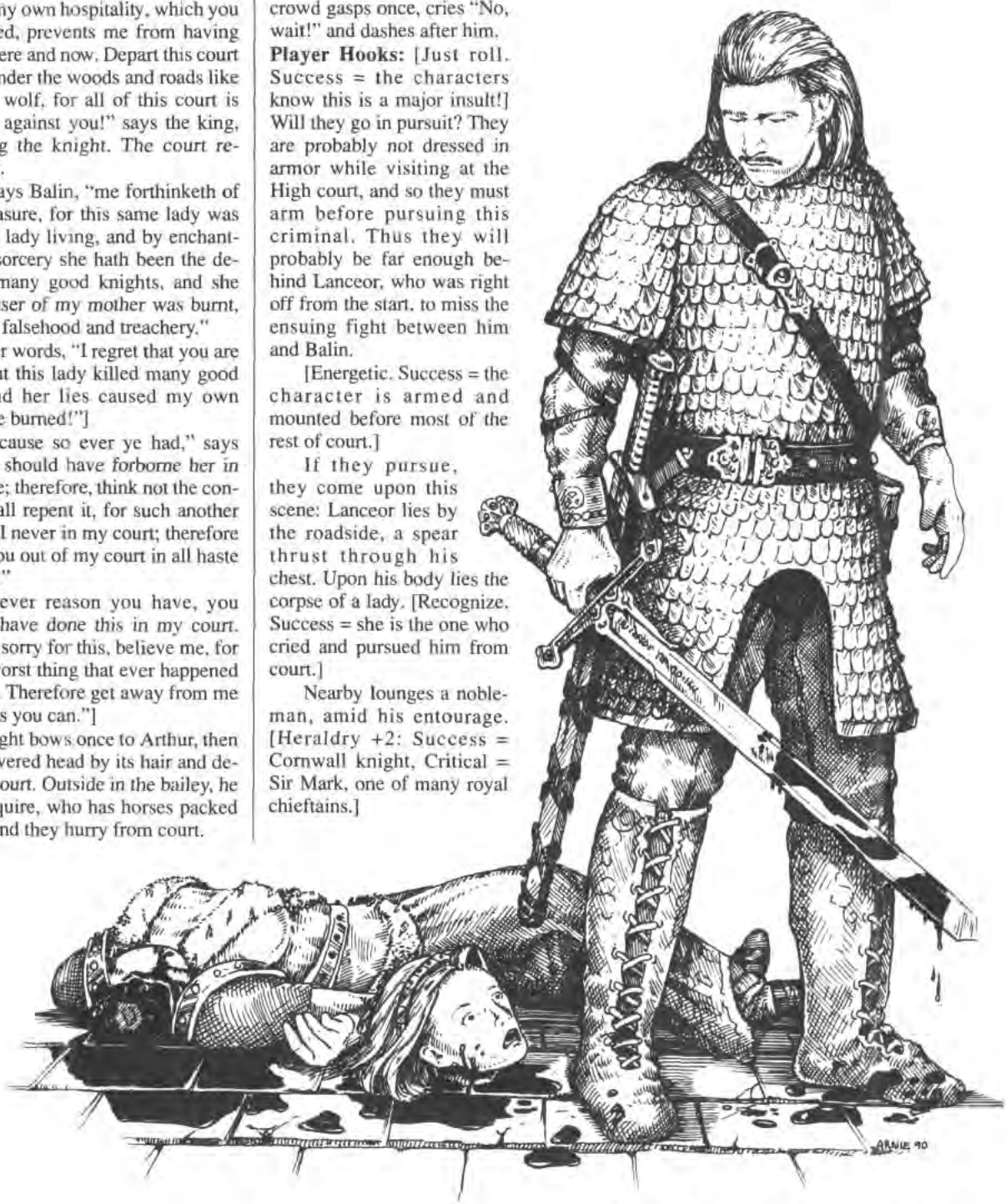
Player Hooks: [Just roll. Success = the characters know this is a major insult!] Will they go in pursuit? They are probably not dressed in armor while visiting at the High court, and so they must arm before pursuing this criminal. Thus they will probably be far enough behind Lanceor, who was right off from the start, to miss the ensuing fight between him and Balin.

[Energetic. Success = the character is armed and mounted before most of the rest of court.]

If they pursue, they come upon this scene: Lanceor lies by the roadside, a spear thrust through his chest. Upon his body lies the corpse of a lady. [Recognize. Success = she is the one who cried and pursued him from court.]

Nearby lounges a nobleman, amid his entourage. [Heraldry +2: Success = Cornwall knight, Critical = Sir Mark, one of many royal chieftains.]

The nobleman stands, eulogizing the tragedy. When he is finished he turns to his entourage, and orders them to bury the pair, and for others to roust the local peasantry to disassemble a nearby ruin and use its parts to erect a memorial to



Sir Balin, the Knight of the Two Swords

Arthur feels this is an affront to his brave court and asks who among his court will accept such a challenge?

Before anyone can do anything a young man dashes forward and throws himself on his knees before the king. He begs to fight the strange knight, and demands to collect the boon which Arthur owes him as his lord. Though King Arthur is reluctant, he concurs and so he knights Griflet, then sends him forth to combat.

Player Hooks: Will the player knights also take the challenge? If so they must go forth to joust, then sword fight, with King Pellinore, who is the knight at the fountain. Pellinore is chivalrous, and will spare anyone who surrenders, and insists on fighting one-on-one.

At evening Sir Griflet is brought back to court, draped over his horse, in dire need of chirurgery. As night falls the court discusses events, each man making whatever comment or vow as he sees fit.

Next morning King Arthur is absent, no place to be found. Merlin is also gone. Officers order searches of the nearby lands.

Player knights will surely search for the lost king. The events which can occur include:

- Meet King Pellinore, still at the fountain and waiting to joust. Even if they know him the king will insist on jousting.
- See Arthur's first combat with Pellinore. Arthur is beaten, his sword broken, and he is saved only by Merlin's magic.
- See the Questing Beast. Pellinore hunts this creature with an undying passion, and has only taken a break because the creature has lost him. As usual, it will work its way back to taunt the king again to the hunt.

Arthur's Swords

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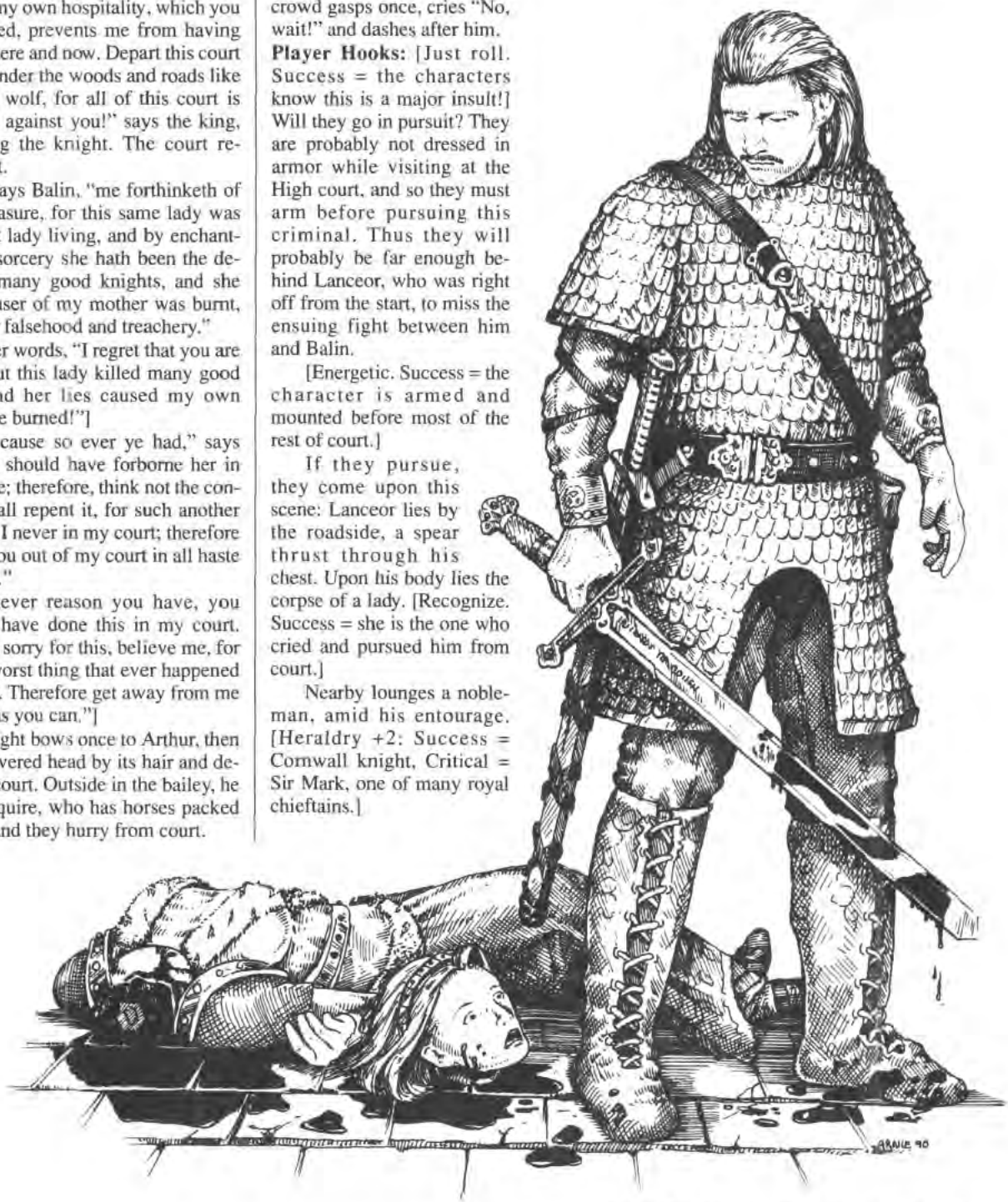


Sir Balin, the Knight of the Two Swords

this love. The work is done very quickly. Merlin then appears and prophecies about the place, saying that some day the world's two greatest knights will fight here.

Meanwhile, Sir Balin has disappeared.

Landmark: The Tomb of Lanceor

Location: within a couple of hour's ride from Cirencester

Description: A marble tomb stands near the road. Golden letters are on the side:

"Here lieth Lanceor the King's son of Ireland, what at his own request was slain by the hands of Balin."

And on another side, "His lady, Colombe, and paramour, slew herself with her love's sword for dole and sorrow."

And on a third side, "Here shall fight the two best knights in the world, and

Events of 511-513

1. 511 Court at Carohaise
2. 511 Raid against Angles
3. 512 Court at Silchester
4. 512, Feb. Court at St. Albans
5. March Court at Oxford
6. Late Spring Court at Cirecenster
7. Area of Kindapping
8. Battle of Mt. Agned
9. Area of Balin's Activity
10. 513 Court at Carlion
11. Battle of Terrabel
12. Areas raided by Saxons

they hight Sir Lancelot du Lac and Tristram de Lyonesse."

Northlands, Early Summer

In mid-May Merlin the Magician and Lady Vivianne visit the kings of the north, spreading tales that this May Day just past a famous boy was born. They hold all the royal families within the glamour of their prophecies, and when they go the magical pair take many newborn boys with them.

Northlands, Mid-summer: War

Arthur takes the war to the northlands. He invades Malahaut, whose king has gathered a few allies. The Humber river cannot be crossed against opposition, so Arthur moves north through Roestoc, whose cities surrender quickly. At last he meets the King of Malahaut, called the Centurion King, on the borders of Malahaut.

Battle of Bassus River

The River Bassus is the river in southwest Malahaut, on which sits Castleford. The battle is fought on a low hill, upon which the Malahaut army awaits Arthur's troops.

Before the Battle

Commanders

King Arthur (Battle = 10)

Centurion King (Battle = 21)

Battle Size

Medium

Modifiers

Arthur: attacking foe on hill, -5

Cumbrians: on a hill top, +5; desperately fighting for homeland, +5

Length of Battle

Seven Rounds

Commanders' Rolls

Arthur = 8, success

King of 100 Knights = 17, critical success

The Fight

Round 1: A positive bonus is given to enemy, negative to Arthur's men. Nontheless, King Pellinore, in a thunderous crash, kills the Centurion King.

Round Two: King Nentres of Garloth is killed. Modifiers = +5 on Unit Events Table for player knights.

Round Three: Sir Galegantis, son of the slain King, is Inspired to greatness, and with his deadly sword wreaks great havoc in Arthur's ranks. Modifiers = -5 on Unit Events Table next three rounds.

Round Four, Five: The player knights have a chance to attack Galegantis. Do they dare?

Round Six: The Brown Knight of the Wilds defeats Galegantis in close combat and takes the unconscious knight prisoner. The defeat of the prince is the last straw, and the enemy army routs off the field.

Round Seven: Enemy routs, and Pursuit.

After the Battle

King Arthur gives fair terms to the heir of the Centurion King, whose name is Barant de Apres. However, he takes parts of Malahaut, and the whole of Garloth, for his own.

The Brown Knight of the Wilds graciously grants freedom, without ransom, to Galegantis, who immediately asks King Arthur for his father's land. Arthur refuses, saying that the lands were actually his sister's, taken in a war years ago. He will hold the land, he says, for his sister (who is married to King Nentres of Garloth, a rebel king.) But Arthur promises a suitable reward if the prince serves the Pendragon.

Victor: Arthur. Decisive.

Plunder: 1 charger, 1 palfrey, 1 cob, 2 £. of goods

Glory: 30 per round.

Other: Urge the player knights to discuss King Arthur's decisions, the Brown Knight's actions, and the value of Chivalry.

Galegantis may become a friend of the player knights. (In the future he serves the king heroicly, and is eventually rewarded with the Dukedom of Clarence.)

Other Events

Arthur spends the rest of the year securing Malahaut, and sending scouts further into the North.

Cambria Raided

While Arthur was campaigning in Cumbria, Kings Lot and Ryons led an army to plunder Cameliard, Lambor, Wuerensis and Escavalon.

Northlands, late summer

King Lot returns home to two disasters: first is news of the defeat of Malahaut at the Bassus River. Second is news of his son, and the sons of many of his best men.

Queen Margawse tells it. Many months after their children were taken by Merlin, many of the queens visited Queen Margawse to ask her where their boys had gone. That night, as a dark storm raged, the Queen of Lothian performed a ritual to find out.

A magical viewing pool showed the queen and her women a vision of their sons aboard a crewless storm-tossed ship, groaning upon a wave-lashed beach. The mothers saw their babies on the ship. As the queens and their followers watched the ship groaned and, with a crack like thunder, broke in two and filled with water. The queens burst into tears, and their tears joined the blowing rain and the waters of the magical pool. The vision vanished.

King Lot is enraged. His son kidnapped! What arrogance and cruelty! With the other victims of the kidnapping he takes a grave oath, and sends the arrow of war to his vassals, and an invitation to his allies.

513

COURT

at Leicester

Special Guests: Noblemen and/or their envoys flood the court, especially those who have marriageable daughters. Most of the women are present, and court is a nest of smiles, laughter, female gaiety,

and jealousy for the attention of the high King.

Gossip

Well, I knew it all the time, you know, that Arthur was *truly* the Pendragon. One of Brastias' maids told me, when I was in Cirencester, you remember, several years ago.

Tut tut, such lies. If his own mother didn't know, you didn't know dearie. I think it was King Uriens who was the closest when he said that the courage in Arthur's veins showed his kinship with Uther.

While you girls gossip I have real news: someone did a terrible thing in the northern lands. You don't know? Hundreds of infant boys were kidnapped, stolen right from their cradles like by faeries. And then they were all murdered, perhaps as a pagan sacrifice.

Oh, stretched truth! Who would do such a thing?

It's an old pagan land, you know, but everyone thinks it was Merlin. He was lurking around the castles of many of the bereaved families. You can never tell what that old devil is up to, you know.

Excalibur isn't an ordinary weapon — it is magical, forged by fairies in the Land of Youth for their gods to use. Arthur is worthy of the heroic weapon because he is supernatural. The pagans are saying that he is the incarnation of their own hero, a sleeping god, come to save the land in its time of need.

The king is looking for a wife. That's why Margawse was here, to offer her daughter as part of a peace plan which would divide Britain between Arthur and Lot. Do you think he will do it?

News

Kay: King Pellinore has come to aid Arthur in war and is wintering in Carlion to get an early start next year. Other knights have also stayed the winter.

Brastias: The northerners have gathered again. This time they won't escape!

Merlin: That Lady of the Lake who was killed was named Nineve, and she was one of the worst women to ever bear the staff and cup of the craft. The sisterhood is better off without her. It is too bad for the court that the Knight with Two Swords killed her here in court because we could use a man like him these days. But I predict that his deeds are not finished yet.

Duke Cador: The new king of Malahaut has taken his father's old titles as well, but he updated it. His father was the Centurion King, but Barant is calling himself the King of 100 Knights.

Royal Conversation

The events of the northlands, if they are true, are an outrage. King Arthur has ordered Merlin to investigate the truth of the matter.

The discussions of Chivalry continue. The king is so eager about this subject that he stops his work to discuss it with any knights who express sincere interest.

Intrigue

The king is troubled with nightmares. Perhaps he is bewitched, perhaps he is going mad? No one known except Merlin, and who dares to question the archmage?

Battle of Terrabel

Source

Malory II, 9-11

The rebel army of the north moves southward, matched by Arthur's counter movements. The armies meet, at last, on the field near Castle Terrabel.

Castle Terrabel [modern Eccleshall Castle] is located in Cameliard, north west of Stafford. (L-16)

Before the Battle

Two events occur which are very important. First, on the night before the battle two knights, unrecognized by the guards, approach Arthur's camp and turn over a prisoner. Battered and bloody, King Ryons is received by the Pendragon and clamped into irons since he refuses to surrender honorably. Secondly, on the morning of the battle Merlin appears to King Lot, surrounds him with a magical barrier, and fascinates him with talk so that he loses all sense of time. By the time Lot realizes what has occurred his allies are defeated. Undaunted, he leads his men against Arthur's already battered army.

Enraged that his elder brother is captured, incensed that his ally, king Lot, is absent, and fired by the impetuousness of youth, Sir Nero leads half the rebel army against Arthur.

Commanders

King Arthur (Battle = 12)

Nero (Battle = 18)

Battle Size

Huge

Modifiers

Arthur: Outnumbers Foe, +5;

Nero: Inspired by Love (Family, +5)

Length of Battle

Both armies rise early and begin after first light. It lasts seven rounds.

The fight

All rounds fought as normal.

Nero, like his brother, is the son of a giant and a sorceress. He might meet the player knights face to face.

After the Battle

Victor: Arthur. Indecisive

Arthur's army watches the enemy run away, but does not have time to celebrate before another army arrives, hastily assembling to charge. Arthur hurriedly orders his army to reform. Many wounded join the ranks, knowing how desperate the battle sits. At that time another stranger, leading a party of fresh knights, approaches and offers service to Arthur. [Heraldry +7. Success = it is King Pellinore.] His army of fresh troops is given the central place in the battle.

Part Two

King Lot had been held mesmerized by Merlin's Glamour, but frees himself at last and assembles his army against Arthur. He realizes he is too late to help his ally, and throws himself, Inspired, against Arthur.

Commanders

King Arthur (Battle = 12)

Lot (Battle = 25)

Battle Size

Huge

Modifiers

Arthur: outnumbers his foe, +5; is tired -5; has been victorious +5

Length of Battle

Three rounds of combat, one Pursuit

The fight

Round 1: Normal First Charge.

Round 2: Two knights burst from cover and fall upon Lot's flank, killing knights and scattering their foes like a storm. Lot's army loses its morale. Add to modifiers: surprise enemy (+5) = +10 total for Arthur.

Round 3: King Lot and King Pellinore clash. With mighty blows which strews gobbets of blood, armor, and flesh

around the field the two mighty heroes fight until, at last, Pellinore strikes Lot dead, cleaving him from skull to teeth. The rebels are stunned for a moment, then either surrender or turn and flee.

Round 4: Pursuit possible.

After the Battle

Victor: Arthur, decisive

Plunder: Plunder: 3 chargers, 3 palfreys, 8 librum goods

Glory: 60 per round.

Followup

Arthur orders a magnificent tomb erected to cover the graves of the 13 kings slain here. Arthur takes his remaining army and marches north, seizing the possessions and lands of all who opposed him. Norgales falls, as does Lothian. The lands of the dead kings are seized by Arthur, and their strong points occupied by his army.

Landmark: The Tomb of 12 Kings

Location: near the Castle Terrabel

Description: Thirteen figures, gilt with gold to gleam in the sunlight, make up this monument. One is young King Arthur, standing triumphantly before the others. The other statues crouch over their marble tombstones, each of them clutching a candle which burns perpetually. Eleven of the twelve kneel in submission. The twelfth, of King Lot, is larger than the other dead kings, and instead of kneeling with head bowed, it stands with eyes raised to Arthur.

Secret: Merlin told Arthur, "When I am dead these tapers shall burn no longer."

King Lot Commands His Army at the Battle of Terrabel

514

Winter Court

at Carlion
Special Guests:
King Pellinore
Envoys from King Leodegrance.

Their servants quickly let everyone know what is going on: their lords have come to discuss the marriage of King Arthur and Lady Guenever, daughter (and only child) of King Leodegrance of Cameliard.

Gossip

Victory at last! Now all of the Cymri are one kingdom again. Praise to High King Arthur.

A wedding! Guenever is a good match for Arthur, though I have to wonder which he loves more, her or her dowry, the Round Table of Uther Pendragon. (I am sure it is love — the boy is entranced with beauty and his youthful ideas, and that silly girl hasn't a brain in her head to bother him with.)

A wedding will be grand, though. Think of the food, the visitors, the merchants with their foreign wares. I bet every knight and dame in the land comes here to feast and frolic.

Did you hear, it was King Lot who ordered all those babies killed. A witch said that one of them was his son, and would kill him when it grew up so the king ordered them all killed; I'm not sure which one was his son.

This marriage is nice, but it is only for convenience, you know. Arthur doesn't love that pretty girl. He just wants the Round Table which her father has been keeping since Uther died.

News

Kay: This is a major event, and everyone is expected to contribute his share. Extra taxes this year!

Gawaine: A marriage for the king is a great thing. Guenever is a beautiful and intelligent woman – she never had anything to do with me, after all!

Brastias: The Cornish are in trouble again. Now that King Idres is dead all of Cornwall and Brittany are deep in a power struggle for their High Kingship.

Griflet: There is no real danger this year from the Saxons. The garrisons are in good order, and they are having some squabbles among themselves, I hear.

Merlin: The marriage of the High King to this queen fulfills the oldest laws of the land. The mighty Ancient Ways will be fulfilled when the King of the People marries the Queen of the Land.

Royal Conversation

Knights are special, and we think that everyone ought to have his own coat of arms. Sure we should keep ours similar if we are kinsmen — that is only natural. But each of us is important too, and we should each have his own arms — not just the kings and noblemen, but every knight.

Intrigue

Merlin is not happy about the king's marriage to Guenever, having foreseen something bad about it in the future. But the king is actually in love with Guenever, and will not have his marriage otherwise.

King Arthur's Wedding

Source
Malory III

This story is one of the earliest opportunities for the gamemaster to stage a major operation with his player knights. The player knights are basically witnesses for much of this, vying for non-combat checks in appropriate situations. Each gamemaster must decide how much of a long description his players can tolerate. Be courageous and try it: with enough rolls and checks players will be interested even if the story bores them. Most will even enjoy the tale.

But if the players are bored, skip over details. Just say they are near the back of the crowd and hear "something of a commotion about a Sir Tor," and so on.

But they will want to be at Arthur's wedding, if only for the free gift.

The Gifting

A long ceremony goes on as the royal party attend Mass, then go through their wedding vows. Then everyone retires to give Arthur and Guenever gifts. Around noon, they reciprocate and give everyone a gift to exhibit their largesse.

The greater noblemen ask for theirs, and then Archbishop Dubricus asks for the right of Sanctuary for all their churches in Arthur's lands, and gets it. Then lesser noblemen and great knights, and around late afternoon ordinary knights begin to ask.

Knights may ask for anything they want and, if it is not unreasonable, get it. However, to be refused a gift asked this way is a terribly shameful denunciation, and knights will lose a point of Honor if their gift is refused. Players must ask for whatever is reasonable to their station and need.

In general, the characters know (and the gamemaster should tell the players) that an appropriate gift for a knight is something of about the value of his annual income.

Then read a list of what various knights who go before the player characters ask for, and then let each player choose from the list to be safe, or try something else if they wish. After everyone chooses, tell each of them what checks they earned, based on the type of gift they asked for.

Humble check: palfrey, finest new clothes for the family, good tapestry for the walls, a silver dish

Just check: courser, glass pitcher, Embroidered London tapestry, a furnished manor, a stone bridge

Selfish: charger, gold dish, embroidered French tapestry, a book, a stockade around the manor

If they ask for something of the king's choosing, it is a piece of jewelry worth 7£. Samples: gold brooch with pearls; gold earrings with emeralds, gold ring with ruby, large silver arm band shaped like a dragon.

If someone asks for too little, King Arthur grants it, and the character gets a [Modest check], and then the king gives a further gift as well: a bag of silver worth 4 £.

Towards the end of the gift giving an old man comes forward and asks King Arthur to make his son into a knight. The king says that such a gift is not cheaply given, and asks to see the boy. The young man is named Tor, and he is a wide-shouldered, strapping youth. Arthur inquires about the boy's parentage, and it is reported that his father is actually King Pellinore. Arthur is amused, and agrees to knight the young man.

Player Hook: [Awareness. Success = you hear Sir Gawaine and his brothers whispering together, jealous of the attention given to Sir Tor, who is the son of their father's murderer.]

After everyone is granted gifts they retire to the feast.

The White Hart

Player knights might witness the spectacular events of the feast, whether as feasters, servants, or spectators. First, a white hart dashes into the room, nimbly leaping down the long tables. Next, a single white hound comes crashing and skidding among the dishes of the table, only two bounds behind the fleeing deer. Then sixty black hounds burst through the doorway into the room, dashing over and under everyone as the follow the white hound. [DEX rolls to see if you stay seated when the dogs scramble up, over, and under them. The white dog bites the white hart, which leaps out of sight through the doorway. The white dog lands on a man's lap, who rises and walks out with it. Then a woman, riding upon a white horse, enters at the doorway, unbothered by the 60 black dogs dashing out past it. She shouts angrily that the white dog was hers, and she wants it back, but before anyone can answer a knight in black, mounted on a great black charger, rides past, grabs her off, and rides out. The events with the women and knight are so fast that no one has a chance to act. Everyone sits, stunned by what just happened. At last the king speaks.

"Well," says Arthur, "I'm glad that's over! Good riddance — her shouting gave me a headache!"

"No, no Arthur," says Merlin, hurrying to the table. "That is not how you must do it! If you wish your fellowship to be the best in the world then your knights must be inspired to do great and unusual deeds. Here we have seen a marvel, unlike anything you will see in an ordinary court! You must send knights off on a quest to resolve these mysteries."

Young Queen Guenever

"I will be advised by you, Merlin," says Arthur. "Who should we send?"

"Let us call forward first Sir Gawaine, and send him to recover the white hart. Also, call Sir Tor who was made a knight today, and let him bring back the brachet and the knight, or else slay him if he will not come. Finally, call Sir Pellinore, for he must bring back the lady and the knight, or else slay him. And these knights will all do marvelous deeds before they return again."

The three knights accept their honorable tasks and leave to arm, then depart on their quests. The feast goes on.

The Wedding Tournament

On the day after the wedding a big tournament is held. The player knights ought to be in it. Tournaments are a major opportunity to engage in non-courtly skills and especially to try to make contacts with important or interesting people. This one has the added attraction of allowing the knights to witness the results of the actions of some of the Great Knights.

Use the Tournament rules as set out in *Knights Adventurous*, page 115-119.

This is a Full Style tournament. The teams are Logres knights versus all non-Logres knights. It is Regal in size, and so members of the winning Melee team get 25 Glory, plus whatever they earn in the fight. The stakes are for Love, to prove that you like King Arthur. It is the way to pay appreciation for the gifts and his leadership by providing great entertainment.

The tournament is several days long. It is so big that on some days the player knights will not have any scheduled events. Let each player decide what he does on the time off. Thus they might be busy doing something else away from the royal reviewing stands and not see some of these prisoners parading in. However, they will certainly hear about it afterwards.

Day 1:

Interesting events: Excellent Jousting by Sir Lamorak, the son of King Pellinore.

In the early afternoon two knights temporarily stop everything when they show up and report to King Arthur. Sorlouse of the Forest and Brian of the Forest report they were sent by "the knight that follows the white hart." They tell how they were fighting each other for the right to take an adventure when the aforementioned knight stopped them and brought them to their senses, and sent them here.

Later that afternoon two more knights, Sir Felot of Langduk and Petipace of Winchelsea arrive. They tell how they were jousted down by "the knight that went in the quest of the knight that went with the brachet."

Amusing mealtime events: The multicolor spun sugar hunt scene which was the size of a table, the juggler who did somersaults and juggled knives at the same time, Merlin singing a heroic tale of King Bran fighting the irish.

Day 2:

Interesting Events: Hervis de Revel wins the joust. A couple of pickpockets were lynched down among the commons.

In the morning, Sir Ablamor of the Marsh comes, carrying his dead lady across his saddle. Before the whole of the tournament he tells how the Knight that Follows the White Hart slew the white deer, which was his pet, given by his lady love. So he fought that knight, but was conquered by him, and tried to surrender. But the Knight that Follows the White Hart would have slain him, except that his lady threw herself down to beg for mercy, and took the blow instead. Thus she was murdered by the Knight that Follows the White Hart. Everyone is shocked.

At evening, Sir Gawaine returns, and with great shame, relates his deeds and misdeeds. His story is the same as that which Sir Ablamor of the Marsh told. He continues, and tells how he and his squire were attacked by vassals of Sir Ablamor's after the lord had left the castle. He would have been killed, but four women begged for him to be saved, and he was spared.

Queen Guenever severely chastises Gawaine, reminding him that he lives because he got the mercy he did not offer when he slew a lady. Gawaine weeps and expresses his terrible grief at slaying the woman. He then takes a great oath to always help women, and never breaks it. This later helps set the new trend of honoring women which is inaugurated by Guenever.

Amusing mealtime event: the serving maids, squires, and pages are all dressed in exactly the same livery, and bells. Five priests reciting a part of the *Life of Saint Patrick* in complete harmony.

Day 3:

Sir Tor returns with the white hound. He tells how he took it from some ladies, and next day fought with Sir Ablellus for it. He tells how he would have spared the knight, but a lady demanded his death.

Sir Pellinore returns at nightfall with the Lady, who is Nimue, the young Lady of the Lake. He tells his tale, including how he ignored a young girl with her dead lover on the way out. Later he found her slain by lions on his return. Merlin condemns Pellinore, saying it was his own daughter that he failed, and that this act would bring doom upon him. Pellinore takes it stoically.

King Arthur praises Tor and his father, Pellinore. He even gives Tor some land to keep him in wealth.

The tournament is ended with the usual gifts, prizes, and celebrations.

Most entertaining mealtime events: The cake which was made with whistles,the illusionist who did the Rope Trick, the storyteller from Carmarthen.

Afterwards: Tor is a good character to associate with player knights. He is, more or less, at their level of integration into court. He is destined to become a courtier, very good at the tournament and entertainment skills, who knows everything about all the women, and is deadly with a sword. Later, player knights who like to party should be urged to seek Sir Tor to gain information.

Starting the Round Table

The Round Table is the most important symbol of the game as an objective of play. Membership is special and must be treated as such or else it will cheapen the magic of the game. Since the institution of the Round Table Brotherhood occurs during a time when player characters may qualify, we must take a close look at the institution.

Malory states that King Leodegrance gave the Round Table to King Arthur as part of Guenever's dowry. He also gave 100 knights to fill most of it, leaving Arthur to choose the other 50. With Merlin's help he gathered "twenty and eight knights, but no more could he find." (Malory III, 2) The other 22 are eventually filled, including such notables as Gawaine, Pellinore, and Tor. As knights die or are retired their places are taken by newcomers to the brotherhood.

Arthur's job of filling the seats is made easier since names appear in gold to notify whose seat is whose. Unfortunately the gamemaster's job is more difficult, and we offer these guidelines to establish the Round Table:

- Knights with 8,000 or more Glory qualify.
- All player knights qualify who have proved themselves by maintaining a Chivalry Bonus and generally acting to support Arthur's rise to power, including fighting in battles and serving special missions. Riches are not important here, where Arthur strives to instill virtue into his companions.
- King Leodegrance could have appointed anyone to the table who he wished. If player knights had come to his attention they might be appointed.
- Maybe *all player knights* get on! New players generate characters who have previous experience and age enough to reach this status. The main problem with this level of play is that most published material (including this book) will have to be upgraded for stats to provide a sufficient challenge for a group of such characters.
- In truth, Arthur could appoint anyone for any reason which he wanted. Sometimes his choices seem arbitrary to us. Who can understand the workings of a wise king?

Early Appointees: Baudwin of Britain, Sir Ector (Arthur's foster father), Brastias, King Alain, Cador of Cornwall, Earls and Dukes of various note.

Later Members

Later members should qualify through virtue. Failing that, a knight might be made a member if he has proved himself great through deeds. Sometimes an enemy of Arthur is offered membership if he proves himself honorable and capable, and such an opportunity should not be refused a player knight. Such efforts to resist Arthur, however, are very dangerous. None of Arthur's knights exhibit restraint in suppressing their enemies, and to brand oneself as such an enemy is usually fatal.

Events

Quelling the Rebels

In some areas the former vassals of the dead lords have not surrendered. Arthur sends small forces out to quell them.

Player Hooks: This is precisely the type of event where player knights can gain Glory and, perhaps, rewards.

The Dolorous Stroke

Source

Malory II, 12-15

Sir Balin continues on his way across Britain, seeking to slay the malicious Invisible Knight. He enters the Perilous Forest and finds his way to King Pellam's Castle. There all rules of hospitality are broken. Sir Balin is struck by the Invisible Knight and lashes out, slaying the dastard. Then he finds out his host is brother to the Invisible Knight. The king pursues Balin through the castle to kill him. Balin at last grabs a spear off a wall and strikes the king down. The entire castle shakes, rumbles, and falls to the earth, destroyed.

A kingdom is laid waste, called The Wasteland afterwards. The modern land of Westmoreland is approximately the region for this. However, the Wasteland is greater than that area. Once entered, its borders are limitless, for Faerie has overwhelmed the world there. And the invisible Wasteland, the one which inhabits men's souls, is loosed into the realm.

The Enchantment of Britain is begun, loosed by this event. It radiates slowly, and eventually covers the whole island. But that is many years to come.

515

COURT

at Silchester

Special Guests: Sagremor of Byzantium

A Byzantine sailing vessel arrives during the winter storms bearing the young nephew of the Emperor of Byzantium. He is named Sagremor, and called of Byzantium at first. He seeks to see if the Glory he has heard about even in Byzantium is so great.

New Round Table Members: Pellinore

Gossip

King Pellinore is the greatest knight in the land. He is certainly the strongest and most persistent — who else could maintain the chase for that damnable Questing Beast? His martial skills are un-compromised: he beat King Arthur in a fight, killed King Lot in battle, and then held off all comers when he jousted at the fountain. He certainly deserves that seat next to Arthur at the Round Table.

Tor certainly shows promise, doesn't he? His great skill just goes to prove it; it's a man's blood that makes him great.

Gawaine sure learned a lesson about women the hard way, didn't he? And what a change in the lad! He is like a new man now that he has discovered manners.

The Brown Knight of the Wilds has been recognized by some of the household knights. He has aided them when they were in trouble in the wilderness. No one is sure of his name.

News

Brastias: The rebellion is over for now. I have counted the northern lords present, and most of the important ones are here. A few years to mop up the holdouts and we will have all the old roads of the island clear again. I am sure glad — we can use their help. Those Saxons have been getting bolder and bolder in their raids. It's about time we taught them a lesson.

Intrigue

King Mark has been made King of Cornwall. He has great holdings in both Brittany and Cornwall.

Events

Arthur's Penance

King Arthur, for no public reason, appears in sack cloth, and goes on a humble pilgrimage to the shrine of St. Albans where he remains for 40 days in prayer.

Sir Kay, Inspecting a Royal Page.

He, and his court, say nothing about the reasons for this.

The Death of Balin

Source

Malory II, 16-19

Sir Balin wanders from the ruins of the Grail Castle, and meets his end when he is given new arms, and told to fight the Red Knight at the nearby ford. It was the custom, they said. So Balin went, and fought his own brother to death. They died there, and were buried in a great tomb by Merlin. This ends the Story of Balin.

The Castle of Joy scenario can be played any time after this.

The Saxon Wars: 515-518

1. 514 Court at Carlion. King Arthur's Wedding.
2. Invasion from Deira
3. 515 Court at Silchester
4. Mark becomes King of Cornwall
5. 516 Court at Carlion.
6. Battle of the Humber, Against Foreign Kings.
7. Seige of Eburacum
8. 517 Court at Carlion
9. Battle of Dubglas, northern Saxons defeated
10. Battle of Calidonian Woods
11. Saxon Raiding, 516-517
12. 518 Court at Carlion
13. Battle of Badon
14. Conquest of Saxons
15. Invasion by Irish under King Gilmaurius, and Picts

516

COURT

at Carlion

New Round Table Members
Bedivere, cup bearer to Arthur

Gossip

Sagremor is certainly a dashing fellow! Can you imagine that Dodinas daring to challenge him! Sagremor is just so, *civilized*. Don't you just love his Greek accent?

Accent! What about his deeds! On the quest he fought every foe first, dashing right into combat here and there. He defeated Saxons, outlaw knights, and bandits with equal ease. And he's so handsome! He is so eager to fight that everyone is calling him "le Desirous."

Dodinas is the dashing one, if you ask me. Hervis, Brastias, and all those old knights have long proved themselves competent. But Dodinas tugs at my heartstrings. I love those dark Welsh eyes.

All those young knights, you know, are like that. They are not just good fighters like the old men, you understand, but are so gallant too! Nicely dressed, clean fingernails, and such splendid clothing!

Say what you wish, Bedivere is the best man. He's a good solid man, not one to be foolish or stupid, but courageous to take care of a family or a kingdom.

The king certainly got religion, didn't he? King Arthur's penance was certainly impressive, wasn't it? I think it was because he killed his in-law, King Lot, and many other good British knights.

Not me, I think it was something to do with that wasteland in the north. Perhaps it was related to killing Lot, too.

Well, whatever it was, he certainly paid his dues. Imagine a king debasing himself so much?

Of course he had to, because no one can escape from the wrath of God for misdeeds. I hope God has been as forgiving of the king as you have, whatever his sins might have been.

News

Kay: That Greek guy is really a joke! Brave and bold, humph. After every fight he stops and falls down like an empty sack and then just mopes around like a dead fish. "Le Desirous" they call him? I'll call him: the dead kid! (i.e.- "le mort jeune.")

Brastias: We are going after the Saxons again. They have gotten away with their raiding year after year for too long. Now we have them on the run.

Griflet: Did you see this neat helmet? It's called a closed helm. Sure you can see out of it, you're only going to look straight ahead at the enemy anyway, aren't you? Seriously, though, you can see pretty well. [adds 1 to 8-pt and 10-pt armor.]

from Merlin: "Every change can be a disaster if you see only the dark side, but the world moves from darkness to light and into darkness again, changing always and forever. We live in the times of that change. As the earth turns a great transformation is taking place. The magic and miracles of the land are growing active. The wonders of the land will continue to grow. The world is making itself ready for us, revealing the wonders and horrors of the magic which underlies our world. These events will continue, each issuing a challenge of greater proportions until it reveals the greatest of all quests: the achievement of the Quest for the Holy Grail, when all the parts of the world will become whole again."

Intrigue

Kay's mistress is having a baby.

Events

An army of Saxons and other freebooters lands in Deira and, with a forced march, surprises the defenders and takes Eburacum. The King of 100 Knights barely escapes, and flees northward to Catterick. The city surrenders.

Upon receiving the news Arthur is very angry. He's had too little time to spend with his beautiful wife. He sends for his army to aid him, but dashes off with his household, visitors, some Round Table knights, and whoever volunteers to help along the way. He takes Guenever with him as well.

Battle of Humber

Source
Malory IV, 2-4; Geoffrey ix, 1
The armies meet north of Lincoln, near the site of the later Abbey of Beale Adventure. The battle has three parts.

Part One

Arthur arrives around midday to learn that the enemy is waiting for him. Upon hearing of Arthur's small force the Saxons attack immediately. The foreign kings surprise Arthur's army with a night attack which sweeps the entire camp, sending the army into a panic.

Before the Battle

Commanders
King Arthur (Battle = 15)
Colgrin (Battle = 23)
Battle Size
Large.
Modifiers
Arthur is outnumbered 5-1, -10
Arthur is Surprised, -5
Length of Battle
Two rounds
Army Commanders' Rolls
King Arthur: Fails
Colgrin: Critical Success

The Fight

Round 1: Arthur's troops at -5 for First Charge.

Round 2-end: Arthur's troops have a very bad time of it, -3 on Unit Events Table. As night falls, Arthur's troops involuntarily retreat from the field, and the invaders pursue.

After the Battle

Victor: Invaders, decisive.
Glory: 45 per round, x0.5 for defeat.

Follow Up

Arthur's commanders refuse to be defeated and spend the night rallying their men.

Part Two: Night fighting

This is not a normal battle, but a sustained bout of individual combat. Player knights should find each other in the woods and decide whether to fight or flee.

If they fight, treat it as a Skirmish. Determine a Unit Leader, then give them several rounds of a confused night battle. Determine the enemy with the Random Battle Enemy Table and the modifiers with the Unit Events Table. The combat in darkness is at -10 for everyone. Knights can fight from horseback if mounted, but cannot mount a lance charge. Their foes (also at -10) will always try to kill the horses first.

All knights who choose to stay and fight get a Valor check.

In the confusion Arthur and some of his companions see several of the enemy commanders in conference and, though outnumbered, attack. In the fight which ensues the commanders are all killed.

In the morning when the enemy troops discover their dead commanders they are confused, and when attacked by Arthur's men they rout and flee.

After the Night Battle

Victor: Arthur, decisive
Plunder: 2£. of goods
Glory: 15 per round

Follow Up

Arthur rallies the remnants of his army and marches in pursuit of King Colgrim, who withdraws to Eburacum and shuts himself inside. King Arthur is joined there by the King of Malahaut, and together they lay siege. Arthur sends his wounded back to London, Lincoln, and Leicester.

Sir Gawaine, Praying Before Battle

Part Three: Ambush

Another Saxon army comes to relieve their companions. King Arthur sends Duke Cador to ambush them.

Before the Battle

Commanders
Duke Cador (Battle = 16)
Baldulf (Battle = 19)
Battle Size
Medium
Modifiers
Cador completely surprises enemy, +10
Length of Battle
The melee lasts only 3 rounds. The Saxons never recover from their initial surprise. Add +7 to Unit Events Table.

The fight

The first charge and melee are normal.

After the Battle

Victor: Cador, Decisive.
Plunder: 4£. of goods
Glory: 30 per round. x2 for decisive victory.

Follow Up

Baldulf survives the battle, and sneaks into Eburacum to be with his brother. King Arthur continues his siege.

Part Four: Siege of Eburacum

Before the Battle

Commanders
King Arthur (Battle = 15)
Colgrin (Battle = 17)
Battle Size

Small.

Modifiers

Siege. Eburacum's Roman walls have a DV modifier of +11. See the siege rules in this book. Anyone who is in the assault gets a Valor check.

Length of Battle

One Round

The Fight

Round 1: Without any siege equipment, the assault fails. No subsequent Melee rolls are possible.

Arthur settles down to starve them out.

After the Battle

Victor: no one.

Plunder: none

Glory: 15 per round.

Follow Up

A new Saxon army from overseas, led by King Cheldric, lands in Deira and marches rapidly towards Eburacum. Rather than be trapped by two armies, and since the weather is worsening, Arthur departs, going to London where he remains for the winter.

Other Events

Cambria was alive with adventure as Sagremor and Dodinas le Sauvage, son of the King of Sugales, competed for Glory.

517

COURT

at London

New Round Table Members: 4 old knights: Uriens, Lak, Hervis, and Galagers; and 4 young knights: Gawaine, Griflet, Kay, Tor

Gossip

Everyone was a hero at Humber, I think. But we cannot fail when our own leaders are so willing to enter the fray. King Arthur himself struck down the foe.

But no one outdid Sir Kay! I always thought that he had more going for him than just numbers, and this proves it.

I wish there was something we could do about these foreign kings!

Have you heard about the contest between Sagremor le Desirous and Dodinas le Savage? They have announced that they are competing to see who can gain the most Glory.

Pellinore appeared in disguise and jousted down every one of the Young Knights. That's right: Gawaine, Dodinas, Griflet, Tor, Galegantis, Kay, Agravaine, Gaheris, and Sagremor. Yea, there were more, but I can't remember them all.

Merlin is dead. He was the spirit of this land, you know. Really he was — the incarnation of its fellowship. Now he is dead, struck down by his enemies, whoever they were. (You know, Morgan of course — she was always jealous of his magic. Now she has won.)

News

Brastias: Those damned Saxons! We will get them this year, though. We won't be so rash this time.

Gawaine: There's not much that I like more than killing Saxons. I'll have my fill this summer, to be sure!

Royal Conversation

The Round Table is the highest honor of the land, and not anyone can join. A knight must fulfill the ideals of chivalry and work to bring those ideals to everyone. And he must swear loyalty to Arthur first, as Liege Lord, over all the lords which a man may have.

Battle of Lincoln

Source

Geoffrey ix, 3

King Arthur musters his army and marches against the Saxons again. They have left Eburacum and are besieging Lincoln. They disengage the siege and prepare to fight Arthur outside of Lincoln.

Before the Battle

Commanders

King Arthur (Battle = 15)

Cheldric (Battle = 20)

Battle Size

Large.

Length of Battle

Five Rounds.

The fight

Round 1-2: normal

Round Three: An unknown knight wearing gleaming white armor appears and enters the fray, driving all the enemy before him.

Round Four: the Saxon army breaks and routs from the field.

Round Five: Pursuit is possible.

After the Battle

Victor: Arthur, decisive.

Plunder: 1 charger, 2 cobs, 5 £. goods.

Glory: 45 per round, x2 for decisive victory.

Follow Up

The White Knight refuses to give his true identity, but is welcomed by Arthur and called simply the White Knight.

Arthur and his army pursue the fleeing Saxon army. With skillful cavalry maneuvering Arthur cuts them off from reaching friendly territory. They travel beyond the wall, past the land of Gorre, and are in the wide forest which lies between Lothian and Strangorre.

Battle of Calidonian Woods

Source

Geoffrey ix, 3

The remnant of the Saxon army is finally trapped in a valley in the Calidonian Forest.

Before the Battle

Arthur does not engage the Saxons directly, but instead orders his men to erect a palisade of logs around them to starve them out. It is successful. The starving Saxons assault the wooden wall manned by Arthur's men.

Commanders

King Arthur (Battle = 16)

Cheldric (Battle = 20)

Battle Size

Medium

Length of Battle

Three rounds.

The fight
Use man-to-man melee rules. Arthur's men get a +5 modifier for being atop a high wall.

After the Battle
Victor: Arthur, decisive.
Plunder: 2£. of goods.
Glory: 30 per round, x2 for decisive victory.

Follow Up
The Saxons give hostages to Arthur and all take an oath to sail back to Saxony and never to fight against Arthur or the Britons again. However, they promptly break their oath and join their kinsmen in the south.

Other Events

Saxon Raiding
While Arthur was busy in the north a horde of Saxon warriors came across the borders and raided most of Logres quite heavily, doing much damage despite the local efforts to prevent them.

The Bretwalda says the island is not big enough for two High Kings, and has sworn to leave only one in Britain next year.

518

Court
at Carlion

Special Guests: The assembled lords of Britain

New Round Table Members: Many new members are made to bring the Round Table numbers up to full membership before the battle. Use the names of Secondary Round Table Knights, (*Pendragon* page 194) to fill it out.

Gossip
The Round Table knights certainly earned their keep last year. And it's time to do it again. The Saxons are coming in force! What will we do? This is one time that I am glad we have a strong army.

It's too easy to remember how bad everything was before the King came! All those raids, all those deaths. It certainly has been better now

Have you seen that young man, the White Knight? What pale eyes, and such fine hair — you know he's come of good lineage. Even if he doesn't tell us his name like a good knight ought. (If knight he is — I think he is a monk in armor! He eats only bread and fish and has not glanced twice at a woman.)

I sure wish that Merlin was still around. I can't believe that he is alive or else he would be here now, in the time of Britain's greatest need.

Merlin is not dead, only ill. He has been nursed by that Lady of the Lake who has been his apprentice. The one everyone says is his lover. (As if that old man was interested!)

King Pellinore is coming to help us again, and with him all the kings of Cambria. Imagine having all those wild Welshmen with their long knives on our side for a change!

News

Kay: Impressed by the White Knight? He is certainly a fine young knight, if knight he is. He guards his chastity like a young girl! Let's see if he acts the part of a real man in the coming 'battle with the Saxons.

Brastias: This is it - the Saxons' big push. Their entire army has mustered, and they've called in all their friends from overseas. We Round Table knights will make the first charge if I have my way.

Gawaine: Those oath-breaking Saxons! They turned right around and joined their cousins after swearing to leave our land! Arthur has hanged all their hostages, you know.

Royal Conversation
Ask not what your country can do for you, ask what you can do for your country.

The Saxons are preparing for a big push. They are all busy stealing horses, laying in corn, and greeting the shiploads of their barbarian cousins from the continent. We expect 30,000 of them.

Intrigue
King Arthur is troubled because messengers have arrived from Ganis where his allies, Ban and Bors, have asked him to send men to help them out, as they helped him long ago. They are being attacked by King Claudas of France and many of his vassal counts.

Events

Everyone feels that this is to be the decisive push. Arthur calls all his men together, maneuvering to fight against the Saxon army. The armies meet on the Salisbury Downs, clashing several times and culminating at Badon Hill.

Battle of Badon
Source
Gildas, miscellaneous legends
Badon Hill is a hill fort on the Salisbury Plain, north of Salisbury County, near Wandborough.

Before the Battle
All player knights should be at Badon. It is one of the greatest events in Arthur's history. Gamemasters should be prepared to emphasize the desperation and greatness by killing off about half of the player knights. Such ruthlessness will make everyone remember the event, and when someone says "I was at Badon" then everyone will understand. Gamemasters do not have to make special exceptions to do this: the tables below will ensure desperation. The gamemaster should emphasize the desperation, and in form the players that it is likely that some of them will die today.

Gamemasters should take every opportunity to present colorful and dramatic events, and be willing to throw away tables for the sake of flexibility. Also, remain flexible enough to allow player

knights a critical part of the battle. For instance, if they kill or capture a Saxon Leader then it should affect subsequent actions in that battalion.

Special Badon Battle Table

The unique nature of Badon warrants these special tables to help the gamemaster. Replace the similar tables in the Battle section.

Badon Random Enemy Table

1d20	*Result*
01	Saxon Peasants
02-04	Saxon Warriors
05	Saxon Knights
06	Saxon Berserks
07-08	Saxon King. Roll 1d6: 1-3 = (Essex), 4-5 = (Sussex), 6 = (Middlesex)
09	Anglish peasants
10-11	Anglish Warriors
12	Anglish King. Roll 1d6: 1-4 =(Anglia), 5 = (Sorestan), 6 = (Deira)
13	Anglish Knights
14	Anglish Berserks
15	Jutish Peasants
16	Jutish Warriors
17	Jutish King. Roll 1d6: 1-4 = Aelle Bretwalda (Kent), 5-6 = Cerdic (Wessex, Wight)
18	Warrior Women
19	French Mercenary Knights
20	Pict Mercenaries

Stats for Badon

Statistics for these enemies are in *Pendragon*, pages 192-193, and 203.

Peasant: use Bandit
Warrior: use Saxon Warrior
Knight: use Young Knight
Berserk: use Saxon Berserk
Leader's Bodyguard: use Saxon Chieftain, but with only (10 + shield) points of armor.
King: use Saxon Chieftain
Warrior Woman: use Saxon Chieftain
Mercenary Knight: use Mercenary Knight
Giant: Small giant, page 203

Unit Events Table

3d6	*Modifer*	*Event*
03	-15	A furious one-eyed man is wreaking divine havoc nearby
04	-10	Aelle Bretwalda is fighting nearby
05	-10	A Saxon hero or leader is fighting nearby
06	-5	Foe is Inspired
07	-5	Foe is Inspired
08	-3	Rain of arrows confuses you
09-12	0	Could go either way
13	+3	More of you than them
14-15	+5	Furious attack nearby by Hero*
16	+10	A King and his bodyguard heroically fighting nearby
17	+10	Party of Round Table Knights helping you
18	+15	King Arthur is fighting nearby

Hero Table.

These are the extraordinary knights who are not great noblemen, and thus can be dispatched to various parts of the battle field. Each always has his own household knights following him.

1d20	*Result*
01	Gawaine of Orkney
02	Sagremor le Desirous
03	Dodinas le Sauvage
04	Brown Knight of the Wilds
05	White Knight
06	Pellinore of the Isles
07	Kay the Seneschal
08	Brastias the Constable
09	Griflet the son of Do
10	Hervis de Revil
11	Baudwin of Britain
12	Galagers
13	Lamorak de Gales
14	Tor le Fise Aries
15	Galegantis of Garloth
16	Agravaine of Orkney
17	Gaheris of Orkney
18	Marhaus of Ireland
19	Roll Twice
20	Roll three times

Day One

Arthur attempts to lift the siege of Silchester. As his army is crossing the Enbourne River they are attacked by the Saxons.

Commanders
King Arthur (Battle = 19)
Aelle Bretwalda (Battle = 22)
Battle Size
Huge.
Modifiers
Arthur is outnumbered, -5; Superior Troops, +5; Attacking Across a River, -5. Total = -5
Length of Battle
Six normal rounds.

The Fight

All rounds normal.

After the Battle

The Saxons are reinforced, so Arthur retreats and reassembles his army during the night. However, his reassembly is slower than expected as a great rainstorm breaks overhead, drenching the countryside.
Victor: Indecisive.
Glory: 60 per round.
Plunder: none

Day Two

The dark rain continues, making the ground too muddy for horses to be used effectively. Thus Arthur does not get his bonus for being Superior Troops (ie-mounted against foot soldiers).

Before the Battle

Commanders
King Arthur (Battle = 19)
Aelle (Battle = 22)
Battle Size
Huge
Modifiers
Arthur is outnumbered, -5
Length of Battle
Four Rounds.

The fight

Remember that it is raining most of the time, with a -5 modifier to all rolls.

After the Battle

Arthur's scouts report that the incredible rain storm was severely localized. Everyone suspects Saxon magic. Arthur decides to quit the field again and reform at Badon Hill.
Victor: Indecisive.
Glory: 60 per round.
Plunder: none

Day Three

Before the Battle

Commanders

King Arthur (Battle = 19)

Aelle (Battle = 22)

Battle Size

Huge

Modifiers

Arthur is on a hill, +5; Arthur has superior troops, +5; Arthur is outnumbered, -5.

Length of Battle: Eight Rounds

Commanders' Rolls

Round four: Aelle fumbles his modified Battle roll, and Arthur criticals his. +10 to Arthur's followers for that round.

The Fight

Two rounds at night (-10 to all rolls at night).

After the Battle

Victor: Indecisive.

Glory: 60 per round

Plunder: none

Day Four

Dawn breaks over the carnage to reveal that the Saxon army has been smashed. The survivors, true to their vows, are forming up to die rather than accept defeat. Arthur's men do not look much better.

Before the Battle

Commanders

King Arthur (Battle = 19)

Aelle (Battle = 22)

Battle Size

Huge

Length of Battle

Six Rounds. The only opponents are Leaders and their Bodyguards, but each with 2d6 damage already taken.

The Fight

In Round 3 Aelle is killed. +5 to subsequent Unit Events Table rolls.

In Round 4 Cerdic of Wessex is taken prisoner, other Saxons kings are slain.

In Round 5 the remaining Saxons break and run.

Round 6 is pursuit.

After the Battle

Victor: Arthur, decisive.

Plunder: 10£. of goods.

Glory: 60 per round, x2 for decisive victory.

Follow Up

Arthur buries the dead in a mass grave on Badon Hill. The Saxons are all burnt, according to their own rites, in another mound nearby. Hundreds of swords from the enemy are used to create a ring of stakes around the memorial. This is a permanent landmark afterwards.

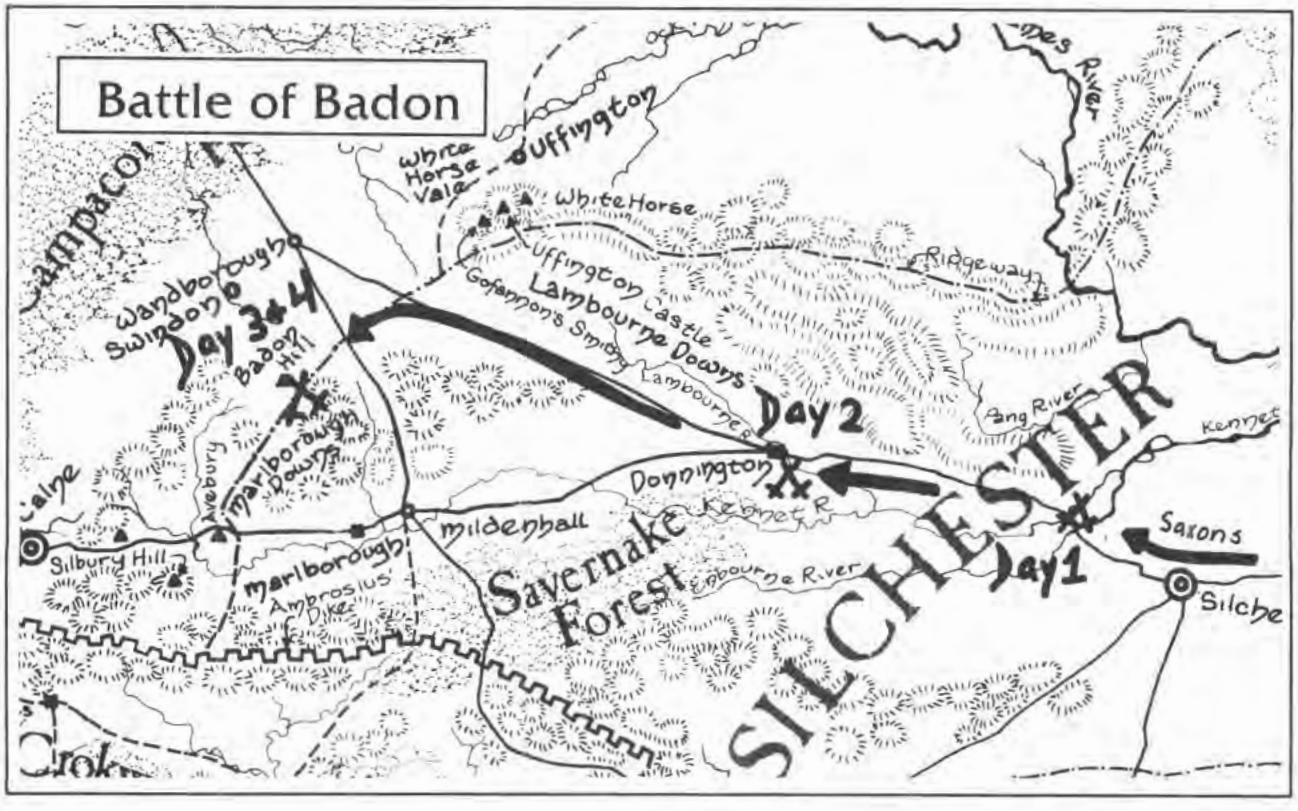
Events

Conquest of Saxons

King Arthur follows up his victory by sending his troops into the Saxon lands to force every Saxon to surrender. His orders are to kill everyone who does not swear to acknowledge his overlordship.

Player Hooks: This gives all knights a license to kill and plunder at will to vent player frustrations. Player knights have the choice of getting very rich at the expense of a few negative Trait checks.

The army is divided into groups to go to each Saxon kingdom. The player knights are in the same unit. Gamemasters should choose which kingdom they wreak havoc in.



Have everyone make a Hate (Saxons) roll. Success = they plunder, as described. Failure = they have their choice.

Each plundering knight receives 1d6+2 £. for each of the following Experience Checks (in this order) which they are willing to take: Vengeful, Selfish, Deceitful, Arbitrary.

After the player knights have reaped a few rounds of plunder, they enter an area where the White Knight is working. The White Knight shows great Mercy when everyone else does not. He scolds knights for their vengeance and other bad traits. Ask the player knights if they wish to continue their behavior.

If they do continue, then they receive 1d6+2£. for each of the following Experience Checks which they are willing to take: Cruel, Worldly, and Indulgent.

Another invasion

Word arrives at the court that an army of Irish under King Gilmaurius has joined with an army of Picts and besieged Alclud, in the far northern Kingdom of Strangorre. But the troops are exhausted, and it is too late to do much now anyway. Hopefully they can see out the winter.

519

COURT

at London

Special Guests:
Many de Ganis refugees arrive.

Gifts: Reaping the bounty of conquest.

The conquered territory is divided among the survivors. All unlanded knights receive a manor, and all landed knights receive additional land equal to half their holding. Furthermore, every round of critical success at Badon gets another 1£. income from various sources.

New Round Table Members:
Sagremor le Desirous, Dodinas le Sauvage, The Brown Knight of the Wilds

Knights who distinguished themselves in the battle are given a seat to replace those Round Table knights killed there.

The White Knight is offered a seat, but refuses it.

Gossip

Oh thank God for our blessings! The Saxons will never come again. I heard there isn't a man alive among them, and I say good riddance!

It seems everyone was a hero there. So many people qualified for the Round Table that the Queen's Knights are going to be formed to hold the overflow of deserving chivalry. Many knights have already been asked to join, and only one has refused. Why, the White Knight, of course. He says, "The Holy Grail is my lady."

Those poor fellows from Ganis! Their kings have been killed, who once came and helped Arthur at Bedegraine. Their wives and children have disappeared. Many of their best men have come to stay with us.

Poor fellows indeed, they can stay at my place for a while if they need to. Bad luck or not, have you ever seen such sweet-talking men? And they play harp and sing like they learned it from birth.

I hear King Arthur is planning to make a new city of his own. The site is not selected yet.

News

Kay: With the additional income from the conquered lands the High King is securely established with rich lands. He does not have to rely upon his vassals for income.

Brastias: The Picts and Irish have been active in the northlands, and are going to attack Alclud soon. The army is going there, surely.

Royal Conversation

A royal inquiry is being held to investigate the site for a new capitol city. Anyone who wishes to present a potential site should speak to Sir Bedivere.

Intrigue

The King of France has conquered the lands of Ganis. King Arthur feels terrible about it, but is unable to send assistance with the refugees. No overlord from the lands has survived, nor their heirs.

Events

Anglia

Incipient rebellion is apparent among the Saxons. Of all the conquered people, they seem the most troublesome. No one understands why. And Duke Hervis viciously clamps down upon them again.

Battle of Alclud

Source
Geoffrey ix, 6

Alclud is located in the North, in the Kingdom of Strangore, on the Firth of Clyde on the western coast. The city is also called Dunbarton ("City of the Britons.")

Before the Battle

Believing Arthur to be unable to respond after his losses at Badon, the Irish and Picts again attack. Arthur brings a small army, including Saxon mercenaries, and moves to the battle. Upon his approach the besieged natives also sally forth to help him.

Commanders
King Arthur (Battle = 19)
King Gilmaurius (Battle = 18)

Battle Size
Large

Modifiers
Arthur has Superior Troops, +5
Since the Picts and Irish are all warriors on foot, all mounted knights get an extra +5 bonus.

Length of Battle
Four rounds

The Fight

The First Charge is against Saxon foot men.

After the Battle

Victor: Arthur, decisive.
Plunder: 3 Librum of goods
Glory: 45 per round, x2 for decisive.

Follow Up
King Gilmaurius escapes and returns to Ireland. The Picts flee, but reassemble nearby at Loch Lomond.

Battle of Loch Lomond

Source
Geoffrey ix, 6
King Arthur leads his army in a surprise march against the Picts in their own land. He surprises them at an inter-tribal meeting and forces a battle.

Before the Battle
Commanders
King Arthur (Battle = 19)
Brudram (Battle = 17)
Battle Size

Events of 519 - 525

1. 519 Court in London.
2. Battle of Alclud
3. Battle of Loch Lomond
4. 520 Court in Carduel
5. Battle of Fort Guinnon
6. 521 Court in Camelot.
7. Pictish Campaign
8. Events with Accolon & Morgan
9. Triple Questers' Area.
10. 522 Court in Camelot
11. Tristram's Childhood.
12. Autumn Court - Mordred Returns
13. 523 Court in Camelot.
14. Siege of Silchester
15. 524 Court in Camelot
16. 525 Court in Camelot

Medium
Modifiers
Arthur outflanks his foe, +10
Picts on a hill top, +5 for them.
Picts have no escape, -5
Length of Battle
Two rounds.

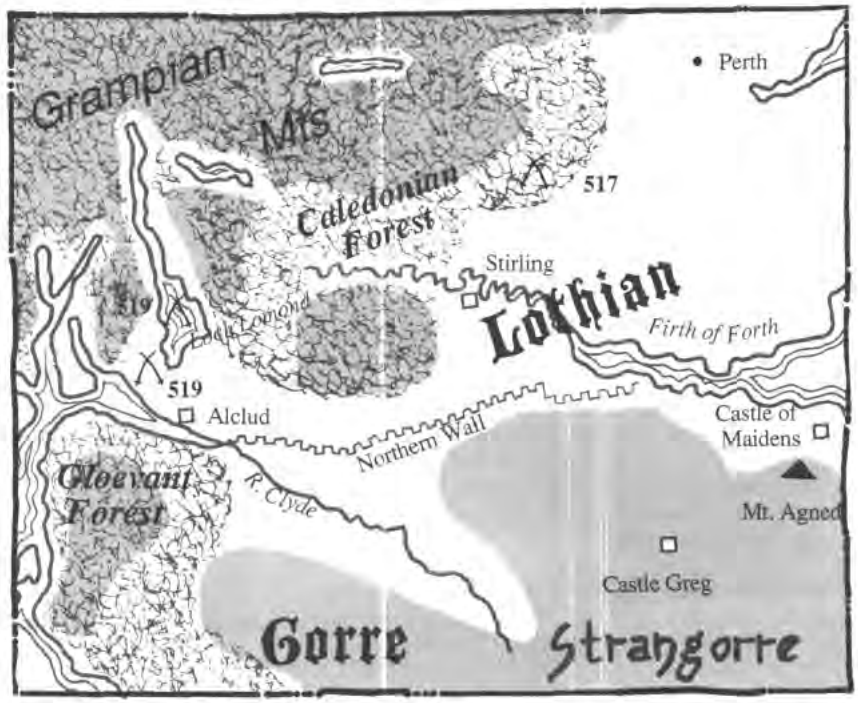
The Fight

Round 1: First Charge is against foot men, but they use greatspears to fight back, so there is no bonus for mounted vs. on foot.

Round 2: Pursuit possible. Most of the Picts flee and dive into the Loch, and swim to one of the 60 islands on it.

After the Battle

Victor: Arthur, Indecisive.
Plunder: 2 librum of goods.
Glory: 30 per round.



Events, cont.

Arthur stations his army to make sure the Picts do not escape the islands. Most do not, and eventually they surrender. Arthur imposes nominal tribute, mandatory friendship between him and them, and extends an offer to entertain them at Camelot.

Arthur had already sent his army to plunder the Picts lands when the siege began. Gamemasters should treat this occasion as they did the Saxon conquest. Anyone who succeeds at a Hate (Picts) roll must go forward and plunder mercilessly.

Each knight receives 1d2+1 £. for each of the following Experience Checks (in this order) which they are willing to take: Vengeful, Selfish, Deceitful, Arbitrary.

The monks who live among the Picts, trying to convert them, come to Arthur and beg for mercy for their people. Arthur grants it and sends word to his men. Knight characters may, if they wish, be released from their impassioned plunder at this point. Or they can continue, and get a Dishonest check for pretending they did not get Arthur's orders in time.

Ask the player knights if they wish to continue their behavior.

If they do continue, then they receive 1d2+1£. for each of the following Experience Checks which they are willing to take: Cruel, Worldly, and Indulgent.

Other Sites

Prophetic Eagles
Loch Lomond has sixty streams which feed it, but only one which goes out of it to the sea. It has 60 islands on it, and each island has 60 crags on it. Sixty eagle nests are among the crags.

Once each year all the eagles gather to the Rock of Prophecy where wise men and women ask them questions. When a thing is to come true the eagles all cry out together.

The Old Wall
There is another great Roman wall here, a hundred miles past The Wall (Hadrian's Wall). It is much more ruined and dilapidated than the southern wall, and could not serve its purpose.

The Square Lake
Nearby is the Square Lake, though no one knows whether it was shaped by man or Nature. It is twenty feet on a side, but only five feet deep. Four kinds of fish live in it, and each is found only in one of the corners.

520

COURT

at Carduel

Special Guests: Irish and Pict kings, who are the prisoner-guests of the High King, awaiting the arrival of hostages

New Round Table Members:
Lamorak de Gales

Gossip

The Questing Beast was seen crawling over the marshes in Avalon. It had a broken spear in it, and Sir Gawaine thought it meant Pellinore had slain it, but instead Sir Pellinore was found nearly dead!

Yes, well I know, for a fact, dearie, because I took care of him. He loved my soup. And I know that he is, umm, better now. As... umm... as good as ever.

Hmph, you mean as randy as ever. Have you ever met anyone who is so good at making sons? All those warriors, and what, no more than one little girl?

Pellinore is just horse sweat and bed sweat. It takes more than that to make a man. You look at Sir Marhaus, there, won't you? He is all the figure of a fine gentleman, so good at manners that I blush when he talks to me. You don't see him bedding down the common property...

Well, dearies, I do not see him making you blush too much, either...

News

Kay: It is certainly enlightening to see the results of Gawaine's pledge to help all women, don't you think? I've seen seven women passing through this court, each with child, and each endowed with a healthy income from Gawaine's holdings. I guess he respects some parts of women more than others.

Griflet: The Saxons in Anglia are pretty serious about their rebellion. We won't give them an inch, you can be sure.

Royal Conversation

It seems that all our foes have succumbed now to our power. We can enter into a new era of peace and prosperity.

Intrigue

The site for the new city has been selected: it is Winchester, an ancient city of the Britons which has fallen in disrepair since the Saxons seized it. The king is going to rename it Camelot and move the court to there.

Events

Camelot Started

Caer Gwent was a pre-Roman city, called Winchester by the Saxons, and Venta Belgae in Latin. It has been mostly abandoned since the coming of the Saxons, and is generally quite run down.

Arthur sends an army of hired men to reconstruct the city and build his grand palace. He hires the best engineers to oversee the work.

Anglia

A revolt breaks out in Anglia, with Saxons killing many of the duke's men, and driving out the Cymric settlers with fire and steel. The duke reacts with severity, but is driven into his castles. When Arthur's army approaches, the Saxon rebels, commanded by Gorwin, withdraw and collect at the fortress of Guinnon.

Battle of Fort Guinnon

Source
Nennius
Fort Guinnon is in Anglia. (P-17)

Before the Battle

Commanders
For Griflet (Battle = 22)
For Gorwin (Battle = 17)
Battle Size
Medium
Modifiers
Griflet outnumbers his foe, +5
Griflet outclasses his foe, +5
Saxons in a walled city, DV=12.
Army Commanders' Rolls
Griflet: Critical
Gorwin: No roll for being in a castle. See the "Siege" rules.

The Fight

Griflet spends three days negotiating with the Saxons and beating upon their fortress with siege equipment. Duke Hervis insists on leading an assault with his knights on the fourth day, and with great support of all types, he does. It is successful, and the city is mercilessly sacked by Hervis' men and the mercenaries.

After the Battle

Victor: Griflet, decisive
Glory: 30x2 for participating in the assault.
Plunder: All knights receive 12 librum as their fair share. The foot soldiers are exuberant at their riches too, and express a great desire to plunder elsewhere.

Events, cont.

Arthur is publicly dismayed at the wanton plundering of one of his own cities. Afterwards he declares that henceforth he will offer single chivalric combat to the besieged rather than risk such wholesale loss of innocent life. This marks the introduction of the "chivalric siege."

In Gorre

A king's son, Sir Yvaine, is knighted. He is the son of King Uriens and Morgan le Fay, a fact which causes many to maintain their distance from him. He travels to Arthur's court with his parents.

An Irish Adventure

King Anguish, an Irish king, comes to Britain to seek help from the knights against his Irish rivals. King Arthur does not consent to go himself, but does agree to let some of his men go. These men raise armies, and set off to help Anguish.

The battle is short but decisive. King Anguish is secure on his throne, and many British customs are accepted in Anguish' land.

521

COURT

at Camelot

Special Guests: King Uriens, Queen Morgan le Fay, Sir Yvaine

New Round Table Members: Gaheris de Orkney

Gossip

Ooh, Camelot is quite a palace isn't it? I never thought that men could build so fast. It is almost enough to make me think that Merlin's demons are working on it at night, though they could never have raised a church so quickly! Have you seen the "little church" yet? It is the size of Saint Paul's! What will the cathedral be like? And that keep and wall — don't you wish every lord in need could put one up so fast! The royal city already has more grand halls in it than all of London. And I cannot believe the measurements for that Round Table Room — are they going to hold tournaments inside it too?

It can't be Merlin, though. He is gone again, sleeping they say now. Everyone said dead before, but now they say sleep-

ing. Those big spells really wear him out. Why do all the women who work magic appear so young and beautiful, and all the men get old and ugly?

News

Kay: Those de Ganis knights are certainly strange, aren't they? Imagine making poetry! It makes me wonder about them, you know?

Griflet: We are going north this time. The Pict kings are holding a great gathering to make plans to conquer us like they tried in the old days. If you don't like to walk to gain Glory, don't answer the muster.

Gawaine: Something happened over in the court of France, I have heard. It seems that two royal dependents, probably hostages if you ask me, got into a quarrel with the king's son, and in the fight killed him! The king was going to execute them, but they escaped. A druid told me they were turned into dogs to get away, if you can believe that.

Royal Conversation

The normal practice of warfare must not be followed within the realm of Britain. I know that it is necessary for knights to have war, but from this point onward it is necessary to wage only a chivalrous battle against other vassals of mine.

In a chivalric siege, plunder of the commoners is forbidden. Soldiers must be paid wages and that is all. In fact, if the leaders can just fight it out against each other, or perhaps appoint champions, that it is so much the better for us all.

I plan to create a vast collective brotherhood of all knights who wish to follow the ways of chivalry. Members will swear to me, as their liege lord, yet in every other way be their own lord's man.

Intrigue

Arthur's plan to obtain the liege oath of all knights is brilliant. It bypasses all the noblemen who might be troublesome and ties the knights directly to the king.

Events

Pictish Campaign

Sir Griflet leads the army on a campaign through the mountains of Pictland. It is mostly unsuccessful. The great commander of the army meets his match in guerilla warfare.

Morgan's Grand Plot

Morgan le Fay plots to kill her brother, the High King, in this series of events.
Source
Malory IV, 6-16

The King Is Missing!

Location: Anyplace in Logres
King Arthur is missing! He went hunting with his men, but failed to return. King Uriens mysteriously appeared in his chamber, and knows nothing. Everyone is sent out to search for him. Player knights might be captured and be in the dungeon at the castle of Sir Damas when Arthur is put there.

Combat at Castle of Sir Damas

Player knights might witness this fight, wherein King Arthur fights against Sir Accolon, who is armed with Excalibur. The king would have been slain if the

The Enchantress Morgan le Fey

Lady of the Lake did not intervene. Arthur is badly wounded, but victorious.

Pursuit of Morgan

King Arthur, asleep at a monastery and healing, has his scabbard stolen by his sister, Morgan le Fay. He realizes that she has betrayed him to Accolon, and leads his men in pursuit. They almost catch her, but she escapes amid a field of standing stones.

At court

A few days later a maiden comes, bearing a beautiful cloak which she says is a gift for Arthur, given as a token to beg his forgiveness for his sister, Morgan. Morgan admits she made a grave error, and gives this gift to make up.

Arthur almost puts it on, but by the advice of the Lady of the Lake he makes the maiden try it on first. She immediately bursts into flame and dies a horrible death. Arthur repeats his banishment of Morgan to eternal exile for treachery.

King Uriens states he knew nothing of this. Arthur restates his trust of Uriens, who is held blameless. But King Arthur, still greatly angered, says that he cannot trust the son of his wicked sister, and so banishes Yvaine without further word. Angry and hurt, Yvaine departs.

Gawaine, Yvaine's cousin, says that this is very unjust and that he will accompany Yvaine during his unfair exile.

Arthur is sorry for his hasty words, but sticks to his statement.

Later the Lady of the Lake comes, and explains that this has all been due to the machinations of Morgan le Fay trying to kill her brother. She arranged the hunt where Uriens and Arthur got lost, she arranged for Arthur's imprisonment, she stole Excalibur and exchanged it for a phoney, and she sent the cloak as another attempt to murder the king.

Autumn, The Triple Questers

Source
Malory IV, 17

Sirs Gawaine and Yvaine are joined by Sir Marhaus, a famous Irish knight, to go questing in the Forest of Arroy.

522

COURT

at Camelot

Special Guests: Lady of the Lake

New Round Table Members:
none

Gossip

Morgan le Fay won't be back to this court. I knew she was a bad woman (who could have so many lovers and stay good (giggle)) but I wouldn't have believed she was evil if I hadn't seen that treason here in this court. Unbelievable! And I cannot imagine that King Uriens will allow her back into his court (or bed) either — did you see how angry he was that his son was outlawed? And he isn't mad at Arthur anymore, either.

Have you heard about the adventures in Arroy?

(These rumors are about the Triple Questers, but without names assigned to the deeds.)

Merlin is sleeping. A knight from Malahaut heard a voice when he was in the marshes of Maris. It came from beneath a clear shining pool, and it was Merlin who said he was going to sleep there until Britain needed him again. The Lady of the Lake spoke to the man and did not say he was lying. I think that it's true, and that the wicked Morgan le Fay has put the wise old man to sleep.

News

Kay: Yvaine is such a hothead. He and Gawaine are two of a kind — probably some bad combination of the cold blood of northern kings with the hot blood of Ygraine's daughters that makes the young men boil. They ran out of court so fast that King Arthur never had a chance to call them back. By the time King Uriens brought some sense to Arthur the young knights were long gone. Can you imagine them now, sitting somewhere in the cold by a campfire, angry and not knowing they are welcome back here? What jerks.

Brastias and Griflet: This Companions of King Arthur is a great idea! Look at all these eager fellows willing to work for the King. The whole land benefits from a good king like ours.

Royal Conversation

King Arthur's Companions will be sworn in for the first time this spring, and in the spring of every year hereafter. This is a great voluntary fellowship, with high ideals and great goals. It is bigger than any one man, and even bigger than a king.

Morgan le Fay is an outlaw from this court for crimes of high treason. It is a felony against the High King to aid or befriend Morgan in any way. All her lands are declared forfeit to the crown.

Intrigue

During her escape Morgan managed to dispose of King Arthur's magical scabbard which kept his wounds from bleeding. Even though most people did not even know about this secret, the King was naturally very disturbed.

Events

The Swearing In

Player Hooks: Player knights can decide whether they wish to join King Arthur's Companions or not. If they do, they get an extra 100 Glory for being among the first group to do so.

The restrictions in the *Pendragon* book are much more severe than are necessary for membership. Those harsh requirements were given because some people want rules to roll in solo play, or away from the gamemaster.

Membership is more open, as long as the knight exhibit a general desire to act chivalrously, and does not have a reputation for churlishness, dastardly deeds, or other unknightly behavior.

Cornwall

Source
Malory VIII, 2-3

In the land of Lyonesse, a wicked stepmother tries to poison her husband's young son. Her husband is the King of Lyonesse. Her plot is revealed through the cleverness of the boy, and her husband threatens to kill her. But the boy begs for mercy for her. The king is relieved, and decides to send his son to his vassals in Brittany to be raised. The boy is Tristram.

Forest Sauvage, Norgales, Sugales

Source
Malory IV, 18-28

Cambria is riled up with adventure! It must be those Triple Questers doing their work! The Lady of the Lake came to court with a new lover, named Peleus, and says it was the doings of Sir Gawaine that brought them together. Sir Marhaus has defeated the bad Duke of the south Marches and his six sons. And Sir Ywaine has restored the Lady of the Rock to her lands.

Autumn: Return of the May Babies

Source: Vulgate

A French merchant is among the petitioners to the crown. Though only of the mercantile class he is well spoken and courteous. With appropriate humility he presents a letter to the king, and offers to tell the tale if desired. Arthur reads the brief letter, appears puzzled, and hands the letter to Guenever to hold. The merchant speaks.

The merchant's story: while young he was a fisherman so poor that he had no boat and worked his nets from a rocky headland on the coast. He and his wife were childless and each morning they prayed to God for a child. One dawn, after a storm, he came upon a wrecked ship with its back and ribs cracked and its cargo strewn across the beach. A baby cried; two more, a dozen, twenty! And although many children lived, none of the crewmen were alive. In the hand of one child, who was wrapped in a silk-lined wool blanket, was the letter.

"I have kept these children and raised them as my own household for the last ten years. Only recently did my parish priest read this letter to me and urge me to return the boys to their own land. When I heard of your kindness and honor I knew they would be well received here so I brought them home."

The Bishop reads the letter. "To his Highness the Pope: This child is the son of a king and a queen of Britain. His father hight King Lot, the greatest king of Britain, and his other hight Margawse, daughter of Uther Pendragon. The gifts sent by messenger are a token of appreciation and trust that you will raise our children in the best manner possible. Please save them from the devil worship of Merlin the Enchanter." The seal is broken, and unreadable.

"Bring the children out," says Arthur. And before the silent stares of the royal court come two dozen ten year old boys, dressed in neat uniforms of homespun made up like livery colors: grey collar, brown jerkin, grey breeks, brown boots. [Awareness Roll. Success = you see that one of them also wears a hat and cloak of the same material. Critical = you notice that the other boys look to him before doing anything.] Just after players notice this, the boy steps out and kneels, his face almost on the floor.

"Oh mighty king, we place ourselves at your mercy." As if on cue (how could they possibly have practiced?) the rest of the boys kneeled too. "We have been lost for years and long to be home." Without taking his eyes off them Arthur replies.

"Britain is the refuge of the innocent and helpless. In this land the strong defend the weak, and no one is helpless who lives within the law.

"Guenever, welcome these guests to our court. Kay, have a special table set up here before the high table, just for tonight. Constable, call out the messengers, send along those herald fellows, on the fastest horses to Queen Margawse. Tell her that her missing son has been found, and that she and all the other mothers robbed ten years ago should come to Camelot immediately."

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COURT

at Camelot

Special Guests: Sirs Gawaine, Ywaine, and Marhaus, who have returned from the Triple Quest

Mothers of the missing children who have been returned.

New Round Table Members: Marhaus

Gossip

Can you believe those little boys? Who thought they were alive? (Who even remembered them?) Do you think that whole war was fought for nothing? (Maybe that French fisherman is a fake — he wasn't wearing the coat or the manners of a poor peasant.) It was certainly generous of Arthur to make such a grant of royal lands in Lothian to Margawse's son, though, and to make all those others into the lad's household. What was the boy's name? Mordat, Mordrec, Mordet, something like that. But then, Arthur has always been noted for his generosity, and that child is the only one of Lot's sons who is not cared for.

Did you hear what Sir Yvaine did? What a terrific hero he is, and especially being so young! How old is the lad? 18? 20? 25? — No, only 19, I am sure.

I guess Sir Gawaine still has something to learn about women after all. Did you know that he caused Lady Ettard to kill herself out of longing for Sir Peleus?

Sir Marhaus is the one who slew a giant, you know. And jousted down four Round Table knights with one lance. What a man.

Merlin was here! Sure you saw him, he was that entertainer with the tame racoon — that's right, the "beggar" that Agravaine threw the bones at. He came to say farewell to the King. He is going away and not coming back anymore. Everyone says so. Going away, not into death, not into sleep, but into some sort of "magician-going."

News

Kay: Sometimes that Gawaine is such an idiot! He complains that he can't understand why a lady would prefer the Dwarf Knight to a human. I wonder what part of his body Gawaine thinks with sometimes...

Brastias: I am going to retire. I am too old for this business. Now without any wars to fight I can retire before the king again asks my advice. I will give all my goods to my son, and start him on his good life young while I see out the end of my years preparing to meet my maker.

Griflet: The sons of Ulfius have never been known for their brains. Rebellion cannot thrive, and we are going to end this campaign in a year. Most of the lands of Ulfius and his men have already been attained — we shall enrich the King this season. It might be a good chance for the landless to fight hard for some holdings.

The White Knight: I am seeking dedicated Christians to form into a spiritual brotherhood which will emulate the rigorous virtues of both knights and monks. We will be a brotherhood dedicated to the unification of the spiritual and chivalrous ways of life, and be called the Temple of the Holy Grail. Interested?

Royal Conversation

The sons of Ulfius have surpassed all bounds of reason and forfeited their rights held under the crown. Anyone aiding them shall be caught within their net of treason and condemned.

Intrigue

Merlin was here, and he did say farewell to Arthur. The king was distraught, crying that this must be another trick, but Merlin promised that it was as true as his other prophecies. He will never return, and he will never be reached by mortal man now that he has departed. He is gone.

Events

Search for Merlin

Merlin is again reported to be missing, or perhaps hiding, and the king orders all his knights out to search for him. This time he is really gone. In the literature Sir Gawaine and/or King Brandegoris hears Merlin's voice telling him of his fate — captured and imprisoned by his lover Nimue so he can never return again.

Isle of Fees

The Isle of Fees is discovered, either by player knights or another. See The Adventure of Isle of Fees.

The Grail Templars

The White Knight forms the Temple of the Holy Grail, a brotherhood of knights dedicated to maintenance of their chivalrous duties within the framework of the Christian spirit. Thus they agree to bond themselves to the virtues of both knights and monks, and take vows of poverty, chastity, and obedience.

Rebellion Begins

The new Duke of Silchester claims that his rights are being infringed by the High King. He defies the king, and closes his

The White Knight, Founder of the Temple of the Holy Grail

land and roads to all friends of the Pendragon. Sir Griflet leads Arthur's army and lays siege to Silchester, but does not assault it. The Sons of Ulfius refuse to reply to Griflet's offer to fight them in personal combat.

524

COURT

at Camelot

Special Guests: Sir Melodiam

New Round Table Members: Ywaine

Gossip

No one found Merlin. No one even heard him in a dream, saw something old of his, or were followed by his familiar. No one revealed themselves from a disguise, gave prophecies, or conducted themselves in a mysterious way.

Plenty of people met adventure, of course. More adventures than I knew could be found! Maybe that is what Merlin wanted anyway — just for us all to go out and find adventures.

That isn't what I heard, anyway. Merlin *was* found – or at least his *voice* was, did you hear? The herb-woman tells me that Merlin was trapped by his lover in an invisible tower. Poor old fool.

What about Silchester? Did you know that the exiled sons of Ulfius have dispersed, each going to another foreign court to get help against Arthur. Do you think that can work? Haven't they learned yet?

News

Kay: So Merlin is dead. Good riddance. We don't need musty old hocus pocus to keep this kingdom strong. It wasn't Merlin that won at Badon, after all, but the strong sword arm of knighthood!

Griflet: We might be helping the Irish this year. There is a lively little war between them and Cornwall lately. Sir Marhaus says that his brother-in-law, King Anguish, might make a large-scale invasion to settle things. Do you know anything about King Mark?

Gawaine: I hear there is some sort of trouble up in Nohaut.

Royal Conversation

The crown is investigating the reported murder of King Pellinore. An official party has been sent to uncover the facts.

Intrigue

Morgan le Fay has backed last year's rebellion. One of Ulfius' sons had been her latest lover (foolish boy.)

Events

Deadly Justice

Source

Vulgate La Suite Du Merlin, I, 261

Sir Melodiam de Galis, son of King Pellinore, comes before the court and accuses Sir Gawaine of feloniously murdering his father. He offers to prove it, body to body, with the God of Battles as judge. Sir Gawaine defies this, and states his willingness to combat. The fight ensues, and though sometimes it's a close fight, Sir Melodiam is defeated. Offered a chance to retract his statement, Sir Melodiam refuses and is beheaded by Gawaine, who is declared the winner, and thereby proved innocent of all charges.

Saint John's Day

Source

Vulgate Book III, P119-132

The action starts shortly before Midsummer, or Saint John's Day.

A knight is brought to court in a litter. He has two lance heads stuck through his body, and a piece of a sword in his head. After courteous greetings, the king asks what the knight needs.

"I must have someone draw these weapons from my body to end my suffering," says the knight, "and he who does so must also swear to avenge me on all who love my enemy more than myself."

"Nobody will do more than me to avenge you on whoever gave you those wounds," says King Arthur.

"I have done that myself," says the knight. "I killed him myself."

"What more can you tell us of your foes, then?" says Arthur.

"Nothing, until someone has taken the quest," says the knight.

"Then stay at my court, where the bravest knights live," invites Arthur. The knight is taken to court, and Arthur tells his knights, "I hope none of you are so foolish to take this task. The knight's demand is outrageous."

While riding home the king meets the Lady of the Lake and her entourage, which is led by two handsome young knights. [Heraldry. Success = the two men with the Lady are of the house of the King of Ganis. Critical = one is Lionel, the other is Bors.] She asks a boon of the king, and he agrees if it will not bring him shame.

She asks Arthur to make her companion, a young man called the Squire of the Lake, a knight whenever he asks, and to use the equipment donated by her.

Arthur refuses at first, saying that no one has the right to rob him of the honor of granting his own gifts to a newly-made knight.

"If you cannot dub him, then I will find a king who will, much to your loss," says the Lady. King Arthur's companions take him aside and convince him to change his mind. So he agrees, and invites the Lady of the Lake to stay with him. She refuses, and with all due courtesy, departs. After a few minutes the young man joins Arthur and returns to court with him, where he is sent away to join the other squires.

The next day the entire court is busy, because to celebrate Midsummer tomorrow the king is going to dub many new knights. The boy asks to be made a knight on St. John's day. Arthur agrees.

The queen asks that the boy be brought before the court. Everyone marvels at his handsome appearance and bearing. The queen questions him, and during the conversation takes his hand. [Awareness. Success = you see the stranger tremble and shake his head, as if waking from a sleep.] When he says he does not know his name or origin, and states the great virtues which run his life and gives him such great power, the queen makes a disparaging remark.

"You have conquered everything," she says, "except modesty, I see."

That night the strange boy, and the others, spend their night in prayer in the

chapel. A servant of the Lady of the Lake reveals the arms which the new knight is to have: a suit of gleaming silver armor and a blank silver shield. His horses are an all-white Andalusian charger, two all-white Camargue palfreys, and two all-white French ponies to be sumpters. Everything is incredibly richly decorated and very expensive.

Almost a hundred knights are being knighted at once. The ceremony begins in the morning with great pomp and ceremony. The courtiers are present in their finest, a bishop gives a long boring sermon on the proper duties of knights [Awareness. Success = you see the new knight listening intently, nodding in agreement. Critical Success = you realize he is serious!], and heralds talk more than anyone likes.

Finally the knights are called forward, and each gives his oath and Arthur gives them the accolade. The stranger is last, being the least known of all present. King Arthur dubs the stranger to be The Knight of the Lake. The newcomer chooses the blank shield which the Lady of the Lake brought for him, and says he will select his personal arms at the end of a year, as is sometimes the custom.

The ceremony has been going on all day thus far. The King defers to the noises of the bishop, and delays the girding of the sword until after Mass is heard.

Player Hook: Do the knights attend Mass? If so, get a Religion (Christian) check.

After Mass Arthur calls the new knights inside the castle to finish the ceremony with the girding on of the sword. The Knight of the Lake, still the stranger and an unknown knight at court, is again the last in line to be girded. As before, the ceremony is long and boring.

Player Hooks: [Awareness. Success = they see the young stranger sneak off before the girding.] Do they follow? If they follow, they are outside when the see the new knight, the stranger, go to the litter of the wounded knight and draw forth the weapons and take the oath. Do the player knights report this to the king? If not the player knights, then someone else does. The King sends Sir Ywaine outside to see the truth of the matter. Many others (including the player knights) go too.

Outside, by the litter, Sir Ywaine goes up to the Knight of the Lake and says, "If you live long enough, you will do great things."

"I could not bear to see him suffer any longer," says the knight.

"It is foolish for a man to undertake a task without knowing what it entails," says Ywaine.

"It is better that I should die, who have not yet done anything, than this knight. Neither the king nor any one else can be blamed for my action."

Ywaine brings the knight back inside the chamber. King Arthur is very angry about his activity. "This adventure is beyond the power of any knight to accomplish," he says. [Awareness. Success = the queen is upset, too.]

"No one," repeats the knight, "Can be blamed for my action except myself."

Arthur is still perturbed, and abruptly calls for everyone to go to the feast to celebrate the new knightings. Everyone retires to the feasting chamber. [Courtesy. Success = you realize that the king did not gird the stranger's sword on.]

The feast is the usual lavish courtly affair, with desserts made of spun sugar and shaped in the most famous exploits of the knights from the past. It has seventeen courses planned. Each knight shares his seat with a pretty lady of rank equal to his. Queen Guenever shares King Arthur's seat.

At the tenth course a lady interrupts the good cheer when her begging cry asks the king for help. [Heraldry. Success = they recognize her badge as being from the kingdom of Nohaut.] She says that her lady is besieged by the King of Northumberland and needs help desperately.

The Knight of the Lake throws himself before the king and asks that the adventure be given to him. The king refuses. The Knight of the Lake reminds Arthur that he must grant the boon one who has been newly knighted. Gawaine and Ywaine both speak in favor of the stranger, and Arthur at last agrees. After hurriedly thanking the king the new knight departs the chamber to arm.

The feast continues. [Indulgent/Temperate. Also, entertainment rolls].

As the meal is ending the stranger reenters and begs the queen's forgiveness for having departed without her permission. She does not grant her pardon until he rises and stands before her. He begs to be her knight wherever he goes. She says he can compete to be a Queen's Knight next spring.

The King interrupts this exchange. "Only a tried knight can be the Queen's Champion," he says. The Knight of the Lake does not look at the king, but gazes at the queen and replies.

"Then I shall prove myself," he says. And he turns and goes from the chamber.

Other Activity

At court, many prisoners come to court and present themselves to the queen. They are those conquered by the Knight of the Lake. Judging from the prisoners, most of the activity is in Nohaut and the surrounding lands. Most significantly, the haunted castle of Dolorous Garde was conquered by the Knight of the Lake, who was the only person able to turn over the great stone slab in the grave yard. There is written his name: Lancelot, the son of King Ban de Ganis.

He returns to court only after snow has started to fall, and is warmly received by all. A small crowd of prisoners have gathered too. He has gained over one thousand points of Glory in his first year.

Phase Two Adventures

The Adventure of the BOOBRIE

Time: Anytime

Setting: A lake or marshy area

Problem: A monster bird, the boobrie, is troubling the area. It is huge, capable of eating whole sheep, which it does regularly. When it roars like a bull, all animals (including horses) panic. It has huge claws and a wicked hooked beak. It waddles on land, swims rapidly, and can fly.

Characters: The Boobrie

Boobrie

SIZ 25 Move 6(walk), 11(swim) 25(fly)

Major Wound 18
DEX 10 Damage 4d6 Uncon. 18
STR 10 Heal Rate 5 Knockdown 25
CON 18 Hit Points 43 Armor 8
Attacks: bite @ 15, +6 damage for beak, plus 1 claw @ 10 each round.
Special: roar once every other round. All horses and other animals panic and run away for a round, unless a Riding roll is made, with a -5 modifier.
Modifier to Valor: -5 from the roar

Action: The knights discover how to kill, capture, or drive away the monster.
Solutions: The boobrie must be hurt to half its total Hit Points in order to discourage it, whereupon it will fly away.
Glory: 75 to kill

The Adventure of the TOWER OF THE BRASS BELL

Time: Anytime
Setting: The Tower of the Brass Bell stands in the hills across a chasm.
Problem: The tower's drawbridge offers the only possible passage across a chasm in the mountains. The porter of the tower, an ugly dwarf who shows his face from the top of the tower, lowers the bridge only for a price: 1 librum per traveler, paid in advance. He lowers a bucket to take the wealth to him, then lowers the gates.
Characters: The dwarf
Action: This is a harassment, but not dangerous. The dwarf never leaves his tower, fishing for food in the river far below.
Solutions: Pay to cross the chasm.
Glory: None

The Adventure of the HARE

Source
Bord, Page 117
Time: Anytime
Setting: Anyplace
Problem: One of the player knights is pursuing a hare through apparently empty lands, when the creature dashes underneath the robes of a praying nun.
Characters: The nun
Stats are not necessary for this character.
Action: The nun notices the animal hiding, then the hunting knight. She asks the knight to spare the innocent creature.

This is a set-up for characters to test their Merciful rolls. Knights are under no obligation to respect the nun's wishes for the sake of a hare! It may also test one or ore of their Passions.
Secrets: Several secrets are possible: the nun is a saint-in-training and can miraculously stop the hostile knight from action, in which case he gets a Fear (Nuns) passion equal to 3d6.
Solutions: If the knight befriends the nun she will offer to take the party to her nearby abbey where they can be fed and housed.
Glory: 10 for participating in this.

The Adventure of the CASTLE OF THE BEARD

Source
Perlesvans, Lines 2714-5, 6439-40
Time: Anytime
Setting: A castle stands near a road. Three knights are always ready to joust any knight passing by.
Problem: The knights demand the beard of all passing men, and if refused, they combat him until he is suppressed and then cut it off, inflicting 1d6 damage as they do.
Characters: Lord of the Castle of the Beard
Knights of the Castle of the Beard
Solutions: Defeat the three knights, and then defeat the lord who holds such an evil custom. However, he will shut his gates when his knights are defeated, and refuse entry to his enemies. Thus the nuisance remains.

See the Coping with Castles essay in the Introduction for possible strategies. Perhaps the knights can invent a plan to prevent the Lord of the castle from shutting himself in when his men are defeated.

Use Ordinary Knight statistics for the knights, and Notable Knight statistics for the Lord of the Castle of the Beard.
Glory: 100 to stop this custom forever.

The Adventure of the ISLAND OF FEES

Source
para 261 Guiron le Courtois
Time: Sometime around 523, or anytime after the death of King Pellinore. (This event occurs off-stage, and no one knows of it for quite a while after that.)
Setting: A small island, someplace in Britain.

Three ladies camp at the island, wailing and weeping pitifully over a tomb.
Characters: The three ladies call themselves "the fees," or "the fairies." They say they call themselves this because they have grown wan and insubstantial since this doom was laid upon them.
Problem: The ladies have been cursed to remain at the tomb until the slain knight in it, a good and worthy king, is properly avenged. The king was their father, who was slain treacherously by another knight.

They beg all passing knights to swear to avenge their dead father, without learning who is inside the tomb before so swearing. They make many extravagant promises to tempt the knights, such as wealth, lands, and themselves in marriage.
Action: The distress of the ladies attracts passing knights, who are offered the story and begged for help.
Solutions: If someone takes the quest the women stop lamenting for a while and invite everyone into their pavilion for dinner. They will swear the volunteer(s) to secrecy, and then reveal the secrets.
Secrets: If anyone takes an oath they learn that the dead knight is King Pellinore, once the greatest knight of the Round Table. Whoever learns this receives a Hate (murderer of Pellinore) equal to at least 10, or they may roll 3d6.

However, the ladies do not know exactly who the murderer is, and leave it up to the knights to find him out. If the knight is ever successful in his quest, the ladies will fulfill their promises.

Unknown to anyone for many years, the murderers are actually four of the five Orkney brothers, all except Gaheris.
Glory: 50 for taking the quest, 100 for killing each murderer.

The Adventure of GOTHAM

Source
Folklore Myths and Legends (Readers Digest Association, Ltd) Page 292. Westwood, p 230
Time: anytime
Setting: Gotham Town, near Nottingham
Problem: The knights need a place to stay, get supplies, or are just passing through.
Characters: The townspeople
Action: The townspeople refuse to cooperate with the visiting knights in any way. Worse yet, they act insane. One man tries to rake the reflection of the sun or moon out of the lake; others try to drown an eel in a bucket of water; others roll cheeses down a hill so they will take themselves to market; others stand hand-in-hand around a bush with a cuckoo in it, claiming that they will be able to capture the Spring season that way.
Secrets: The villagers are not really so stupid. Every time a nobleman comes into town they feign madness so that they will not be expected to perform normal labor.
Solutions: none. Just an amusing site.
Glory: 10 to witness this.
Notes: Source: Westwood, p 230.

The Adventure of the HOPELESSLY FEY

Source
Liber Stafford, p127
"Fey" means "fairy-struck," sometimes referring to a man who has been foretold of his upcoming death, but here meaning he is love-struck.
Time: Anytime, especially after visiting the City of Glass
Problem: A knight is in love with a faery woman, who he can apparently never see again. His life becomes an endless round of empty routine as he seeks his One and Only and is unable to attain her.

Note that one of the Famous Jousting Teams (*Knights Adventurous*, page 117) is made up of these fairy-struck fellows.
Time: Anytime
Secrets: The woman who is sought, even if met in a faery setting (like the City of Glass) may turn up in a setting someplace on this side, the real world. She might remember what went on, but she might not have actually been there for real. She might only remember a dream which she had forgotten until now, when she saw this unknown, but oh so familiar, knight.
Solutions: Discover her actual origins and court her. It might be hard, it might not.

The Adventure of the Castle of Joy

High Adventure in the Wastelands

THIS SCENARIO CAN BE played in parts, with knights returning to it several times. It begins abruptly at the tomb of the brothers Balin and Balan, and takes the knights through many steps to the Castle of the Holy Grail in the fairy Wastelands, where they have the opportunity to defend the Grail Castle against the evil King of Castle Mortal.

To start this scenario, impose it abruptly into another adventure. It can be used any time after 515.

Merlin's Island

Time: This island is created after Balin dies, given as 515 in the chronology.
Setting: The player knights are lost in the forest someplace. They come to a raging, crystal clear, icy river with a small island halfway across. On the far side a city gleams in the sunlight. A giant sword stretches, like a bridge, from the island to the river bank where the player knights are.

This island sits mid-point of everything. It is in the center of the river.
Problem: Crossing to the island
Solutions: From one bank stretches a giant sword, its pommel on the near bank and the tip on the island. No animal of Britain can cross over the bridge. To cross over a man can balance carefully by getting a DEX roll, subtracting for armor as usual. If unarmored he must also take 1d6 points of damage walking along the sharp edge. If crawling, clutching with hands and legs, a person must take 2d6+5 damage armored or unarmored, but needs no DEX roll to succeed.

Falling into the raging torrent means the knight must swim or drown. Swimming the river is difficult. The water is icy cold and rages around the island. This causes a minus 10 to the two Swim rolls needed to reach the island or swim away from it.

However, if one knight achieves a crossing the river miraculously becomes shallow, and can be easily waded by the rest of the party. It can be crossed at any time by people from the side with the city.
Secrets: This landmark came into being at the conclusion of the woeful tale of Sir Balin and the Dolorous Stroke. Its former custom, of having a disguised guardian prevent anyone from crossing, was broken by the simultaneous deaths of Balin and Balan.
Glory: 35 to the first man to cross to the island. 10 to others who explore it.
Notes: Since this is a gate to Faerie it might move around in terrestrial geography.
Problem: Exploring the Island.

The island is overgrown but not wooded. It measures about sixty feet for its length, and about twenty wide.

A great marble tomb is in the center of the island. It has writing on it, and two coats of arms which are very much alike.

[Read Latin] Written in Latin upon the tomb: *"Here lieth Balin le Sauvage that was the Knight With Two Swords, and he that smote the Dolorous Stroke."*

[Heraldry, +4] The arms are those of Balin and Balan.

[Awareness] If successfully searched, the island reveals its final marvel. At the upriver end sits a huge block of red marble, just off shore as if in the shallows. However, the water here is fifteen feet deep, and the grip of the sword is two feet below the small rise where the knights stand. The red marble floats upon the water, bobbing slightly in the current.

Sticking out of the marble is a sword hilt, its diamonds glistening and its unmarked blade gleaming. Its appearance is reminiscent of the sword which Arthur pulled out, as well it may, for both were arranged by the magician Merlin to find the most worthy man in the world. One revealed Arthur, while this one is destined to reveal the purest man living who will achieve the Holy Grail.

[Read Latin] Written upon the pommel are these words: *"Never shall man take me hence, but only he by whose side I ought to hang, and he shall be the best knight in the world."*

Secrets: The sword is destined to be pulled by the knight destined to achieve the Holy Grail (Sir Galahad.) At the appropriate time (many years in the future) it will float down river to Camelot.

The City of Glass

Time: Immediately following The Adventure of Merlin's Island

Setting: A beautiful unwalled city with many graceful spires, made entirely of translucent glass in many colors, rises on a hill on the bank of a river. A wide, desolate plain with brown grass, dried brush, and leafless trees surrounds it. Brown, naked hills are visible in the distance.

Characters: Princess Alis and her handmaids, one for each knight. They are all elf women. Their names are Belina, Caria, Denie, Elfwina, Floria, and Gloria.

Action: As the knights approach the city, a small crowd of men and women come out to greet them. The crowd is happy, and very glad to have visitors, who are made welcome. The knights are taken to a palace courtyard where their horses are taken from them to be tended, and they are ushered to the court room of Princess Alis, ruler of the city. She greets them and invites them to stay for dinner, and the night.

If the invitation is accepted, the knights are shown to a beautifully furnished chamber to disarm and clean up. The handmaidens assist. They Flirt with the knights, whose subsequent actions depend upon their personalities. None are asked to do anything which they would not do. Thus, Chaste knights are not approached seductively, while Lustful ones are engaged with promises of secret meetings after dinner.

The feast that night is magnificent. [Temperate/Indulgent checks] Knights who are wounded are miraculously healed by the end of the meal. During the meal the knights may ask about the tomb or other wonders of Merlin's Isle. Princess Alis explains the sorrowful story of the death of Balin and Balan. (Malory II, 18-19)

Towards the end of the meal a commotion erupts at the end of the hall. A messenger, dried blood caked upon his armor, staggers to the Princess. [Heraldry +4, or Recognize +4. This is the Brown Knight of the Wilds.]

"My Lady," he says, "I am Sir Darnates, come from Castle of Joy with a message of dire import from our liege, King Fisherman."

"Speak, Sir," she says, "and quickly, so that we may tend your wounds."

"My Lady, a terrible foe has fallen upon Castle of Joy. The King of Castle Mortal has come with a great and terrible army and besieged us, with the desire to destroy King Fisherman and all that is good. Our liege sent many messengers out to find help in his hour of need, and I have come here to beg for your help."

The Princess pales. "This is grim news," she says. The torches around the hall all dim, fluttering as if caught by a chill breeze. "I know not how to help our lord in this." The court falls into a glum silence. [Awareness. Success = the knights look around and realize that there are no knights here. They are the only fighters around.]

The knights have many alternatives at this point. They may ask for more information, volunteer immediately, or decide they are in the wrong place at the wrong time.

- Volunteer immediately: Get a check for Valor, Reckless, Trusting.
- Decide to go away: No checks.
- Ask for more information: Check for Prudent.

The Princess volunteers this much information: King Fisherman is the lord of this whole land. He had been a strong king, well able to defend his realm, until he was struck and wounded by the same wandering knight who lies in the tomb on the river. The wound is what caused the devastation and waste all about them. Now his wicked brother, who rules from a castle on the Enchanted Mountain, has taken the opportunity of the weakness to invade.

Out of the Story

Sometimes a character may choose not to continue on an adventure. They may refuse to do something necessary to go further. The gamemaster must then decide whether to alter the scenario to keep the player playing, to let the character go through a situation which he should not be in, or to just make the character Out of the Story.

Letting 'illicit' characters continue is usually a bad idea. It ruins the nature of the game. If a scenario require a Pious knight, for instance, to allow a thoroughly Worldly knight in could destroy all the gamemaster's work, leading to frustration for him and the other players. It also ruins the nature of the game since much of *Pendragon*'s deepest play is concerned with how a knight behaves. To make behavior unimportant in a scenario based around behavior is a bad idea.

Characters who go Out of the Story find themselves lost in the mountains, but after a half day's ride they come down into the forests of western Malahaut, someplace between Nohaut and Roestoc.

Out of the Story characters can get one of the Solo Scenarios (*Pendragon*, page 174) to play. Alternately, they might create another or use an alternate character and join the party at that point.

If *everyone* goes Out of this Story the gamemaster must decide whether he wishes to continue it at a later date. It is suited for that since time passes differently on the Other Side. Player knights might be about their business for a year ormore, then re-enter the scenario where they left it off, only to discover that very little actual time had passed in the Waste Lands. On the other hand, if everyone is Out of the Story then it might just be inappropriate for the group of players, and the gamemaster may wish to cancel further progress in it.

That Night: Knights achieve their desires with the women, who are whatever the men dreamed of. (If one of the knights, for instance, wishes to spend the night in prayer his maiden-helper joins him. If he wishes to spend it reading, she helps him find the right books. And so on.) Give checks.

Every knight who spends his time with a woman conceives a Passion of Amor or Love for her. If he tries to ignore her, it is an Amor of 1d6. If the knight is friendly and platonic, the passion is Amor of 1d6+6. If the knight achieved a Lustful check, the passion is Love of 2d6+6.

The Next Morning: Whatever their feelings the night before, the knights feel some reluctance about departing. Their new lovers also urge them to stay since the mission is quite dangerous. They must make a successful [Energetic] roll to go. A failed roll means they want to stay. However if they volunteered to go previously, a successful [Honor] reminds them of their obligations and they go without further problem. Failed Energetic and Honor rolls mean they must be persuaded by their companions to go. The companions must make a successful Opposed Resolution of their Valorous or Honor against the knight's Lazy. Failure here means the knight stays behind in the city, and is Out of the Story for now. Gamemasters must decide if he stays here forever.

Glory: 25 for spending the night at the city. 25 for volunteering to help King Fisherman.

Notes: Knights who decide to go away can cross back into The Wastelands at L'isle Merlin. The river is shallow while traveling out, but turns back into a deep raging torrent once the crossing is completed. They are Out of the Story.

The Trail of Chivalry

Time: See previous Adventure

Characters: The Brown Knight of the Wilds explains the route, but does not accompany them. He is going to go to other vassals of King Fisherman.

Setting: The Wastelands

Problem: Travel across a Faerie Terrain. This is an emotional, non-geographic terrain.

Action: The Brown Knight of the Wilds instructs the player knights on the route to take. It is called the Trail of Chivalry.

At each landmark all knights must attempt the given Trait roll. As a knight fails the event shown occurs to him. However, a knight who did not fail may be able to rescue or stop the activity of the failed knights. If all the knights fail, they all do what is listed, and are Lost in the Wastelands.

Lost in the Wastelands: Knights may be lost in the Wastelands singly or in a group. They wander for a week without finding food, and only a minimal amount of water for themselves and their horses. The land they travel through is lifeless and dry. The harsh and depressing terrain reduces all Traits by 1d6 points for each week Lost.

After a week of being Lost, they find their way back to the landmark at which everyone missed the rolls. They must attempt again, with their reduced rolls. This can continue until everyone's Trait is reduced to zero, at which point everyone is Out of the Story.

The landmarks [and rolls] are:

The Gorge of Sloth [Energetic]: A valley where everyone is overcome by laziness. Failure: the knight falls asleep. A knight who succeeds can oppose his Energetic against the Lazy of a sleeping knight to wake him. Failure means the knight cannot be woken, and must be left behind; he is Lost in the Wastelands.

The Vale of Gifts [Generous]: A great bounty of goods lies about, each with a person's name on it. Everyone knows these are intended to be given away some time in the future. Failure: the knight takes the gift and rides off. Any knights who succeeded can race after him and oppose their Generous traits against the other knight's Selfish to convince him to return the gift. Failure by all means that all the rescuing knights are Lost in the Wastelands.

The Precipice of Decision [Just]: a cliff-side trail over a drop-off which tests moral balance. Failure: they slip and fall off the cliff. Knights who succeeded can grab their falling comrades and oppose their Just against the other's Arbitrary. If the Just knight wins, then both are saved. If Arbitrary wins, then both are pulled over.

The Crevice of Mercy [Merciful]: Blocking the path is a crevice. On the other side is an enemy (chose an appropriate foe), who asks for forgiveness in return for a boon. Failure: he does not tell them where to jump, and all the riders and horses fall down the crevice. If even one succeeds, then he can tell the others where to jump.

The Cave of the Questioning Hag [Modest]: An old hag blocking a trail on the hillside asks each passer-by a question about himself, to see what sort of person he is. Failure: she pushes him down a hillside. Knights who pass the test can help their friends back up the hill once they have passed the hag.

The Coward Stone [Valorous]: A brief earthquake threatens to topple a cliff upon the knights. Failure: the knight is frozen with fear and cannot pass. A successful knight can oppose his Valorous against the other's Cowardly to convince him to ride on.

The journey ends on a hill top facing west as the day ends. The eastern horizon is grey, and the sun in the western sky is blood red. A chill wind from the north precedes great black clouds moving in. The southern horizon is a hilly land, grey with shadows.

Glory: 10 for each test that was passed without help, 25 for each Critical Success.

The Castle of Joy

The Scene

From the hilltop looking westward, a wide valley lies before the knights. A wide, lazy river winds from north to south. The Castle of Joy, gleaming white atop a huge motte, stands in the center. To the right is a huge military camp. To the left is a wide plain, scorched and black.

Tell the players to choose one of these to study.

The Castle

[Awareness Success.] The Castle of Joy is unusually tall. The walls are at least 40 feet from their batters to their crenelations. The towers rise another 20 feet above the walls. Unusually, the walls, towers, and turrets are *not* topped with wooden hoardings.

Four towers are topped by red tile roofs. A small gate is in the wall facing the knights. The tall motte seems to be stepped on its sides, which is quite un-

usual. A wet moat surrounds the bottom of the motte.

However, now the moat is filled in. A huge ramp of dirt has been heaped on this side, and an uncannily tall siege tower is sitting halfway up to the walls. The motte side is littered with bodies, black with crows and flies.

An erratic series of pavis and earth walls surrounds the motte. A dozen huge trebuchet and scores of smaller missile throwers cluster in groups. Mobs of men move around.

[Critical Success]

The tile roofs of the towers have holes. A dark crack, from batter to battlements, rips the wall. The moat is filled in, the ramparts thrown down.

The siege works are poorly laid out. There is plenty of room for knights to ride through to the castle.

The Camp

[Awareness Success.] The camp is big enough for thousands of men. Many tents and pavilions are spread around almost haphazardly, with a leader's pavilion sitting in the center of each cluster. The men can be seen, with lots of tiny campfires apparently preparing dinner, as would be expected.

Pendragon

Player: Gamemaster

Personal Data
Name: KLINGSOR
Homeland: Listenesse
Culture: Cymric Religion: Evil
Father's Name: Pellahan
Father's Class: King Son Number: 2
Liege Lord: none
Current Class: King
Current Home: Castle Mortal Age: Year Born:

Personality Traits
Chivalry Bonus [+]:
Religious Bonus:
☐ Chaste 20 / 0 Lustful ☐
• ☐ Energetic 18 / 2 Lazy ☐
☐ Forgiving 1 / 19 Vengeful ☐
• ☐ Generous 1 / 19 Selfish ☐
☐ Honest 1 / 19 Deceitful ☐
• ☐ Just 3 / 17 Arbitrary ☐
• ☐ Merciful 1 / 19 Cruel ☐
• ☐ Modest 2 / 18 Proud ☐
☐ Pious 0 / 20 Worldly ☐
☐ Prudent 10 / 10 Reckless ☐
☐ Temperate 10 / 10 Indulgent ☐
☐ Trusting 1 / 19 Suspicious ☐
• ☐ Valorous 19 / 1 Cowardly ☐
Directed Trait: ☐ vs. the Grail Knight +20
Directed Trait:

Passions
Loyalty (lord): n/a ☐
Love (family): 0 ☐
Hospitality: 0 ☐
Honor: 0 ☐
Hate (Saxons): ☐
Hate Life 19 ☐
Hate Fisher King 19 ☐

Equipment Carried
Armor Type: 20 Enchanted
Clothing: 12 Old Fashion
☐ Personal Gear
☐ Travel Gear
☐ War Gear

Statistics
SIZ 19 (Knockdown)
DEX 17
STR 21
CON 20 (Major Wound)
APP 10
Damage 7
Healing Rate 4
Movement Rate 4
Total Hit Points 39
Unconscious 10

Distinctive Features
Scowl

Skills
Awareness 20 ☐
Boating 20 ☐
Chirurgery 3 ☐
Compose 2 ☐
Courtesy 2 ☐
Dancing 2 ☐
Faerie Lore 18 ☐
First Aid 19 ☐
Flirting 0 ☐
Folk Lore 1 ☐
Gaming 2 ☐
Hawking 1 ☐
Heraldry 2 ☐
Hunting 15 ☐
Industry 0 ☐
Intrigue 25 ☐
Chess 2 ☐
Play ( ) 0 ☐
Read ( ) 0 ☐
Recognize 17 ☐
Religion (Evil) 16 ☐
Romance 0 ☐
Singing 0 ☐
Stewardship 0 ☐
Swimming 15 ☐
Tourney 2 ☐

Squire
Name
Age
First Aid
Battle
Horsemanship

Glory 15000

Current Hit Points
Wounds
☐ Chirurgery Mended

Combat Skills
Battle 20 ☐
Horsemanship 20 ☐
Weapon Skills
Sword 25 ☐
Lance 22 ☐
Spear ☐
Dagger 20 ☐

Joust Score
Wins: Losses

Horses
Type: Attack Destrier
Damage: 8d6 Move: 8
Armor: 10 HP: 00
SIZ 50 CON 15 DEX 12

One black pavilion, twice as large as the rest, stands amid the biggest cluster. A huge banner stands before the tent. [Heraldry, with a +modifier equal to Religion (Christian) points). Success = it is the arms of the Devil! Critical Success = they are differenced, having red toads.)

[Awareness Critical.] Misshapen monsters, a dozen or more, are moving around near to the leader's tent. Some huge creatures are sleeping outside the circle. Several score little men are getting up, quarreling among themselves. [Three Faerie Lore rolls. They are: formorians, small giants, and goblins, respectively.]

The Burnt Fields

[Awareness Success.] The fields are stark and bare. Everything was burned. Lumps of ash show where villages were. Creeks are filled with ash.

[Awareness Critical.] One place has considerable movement. Many beings, like small humans, are moving around. Several big mounds of dirt are being rapidly camouflaged as they are brought up. Obviously something is tunneling under the castle. Attempt [Faerie Lore.] They are gnomes, a type of mining faerie.

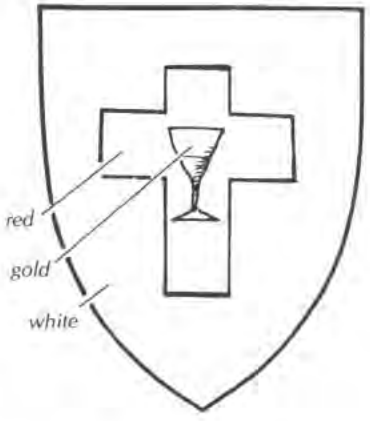
Eastward

No knight probably chose to look behind them. If someone does, tell him to choose one of the other three places to look. After reporting what the knights see, tell them they all have an urge to look behind them.

The sky is grey with approaching night. But suddenly a brilliant flash of multicolored light beams from the ground into the sky, lighting up the whole horizon like lightning. Everyone knows it was a sign of the people in the city thinking of them, and wishing them luck.

All knights must make a Passion roll (Amor or Love) for the woman they encountered in the city. Success and failure are as in *Pendragon*, page 126-129. If madness strikes its effects manifest after reaching the castle.

King Fisher



Entering the Castle

Problem: The characters have limited choices. Let them discuss options among themselves. These are the non-suicidal choices:

- Dash past, and stop and be interrogated at the gate
- Raid the camp and run for shelter
- Go peacefully to the King of Castle Mortal
- Leave, Out of the Story.

Dash, with Interrogation

The knights can ride fast from their hilltop position, winding among the surprised men and haphazard siegeworks. Most men encountered scatter to cover as the knights thunder past, but one band of horsemen will turn and pursue. However, they have only ponies and will not catch up. If any knight turns to engage them give him a Battle Roll. [Battle +10, Success = he knows he can escape, and that he will be badly outnumbered if he fights.]

They can ride right up the long earth assault ramp. As they go around the siege tower the men there cower inside it, or jump off the sides of the ramp.

At the gate the porter questions the knights. He is suspicious, but will admit friends after questioning them. If any Round Table or Companion knights are in the party the gate is opened immediately. Stating they are from the City of Glass also qualifies for quick entry because the guard knows the party had to come via the Trail of Chivalry. The pursing pony riders are, all this time, getting closer.

The gate springs open with a loud metallic clang. When the knights enter

they snap closed just as quickly. The portcullis at the far end of the gatehouse springs up, and the knights can enter the court of the Castle of Joy.

Raid the Camp and Run

The knights know only a raid might survive. Give them each 1d6 unprepared foes to fight: footsoldiers with cumulative modifiers of –15 to their skills. Then each knight must face a sergeant, prepared, armed with Lance. After that they can break from the camp and ride to the castle. Glory gained is equal to that of the foes defeated.

The people inside have been watching, and as the knights ride up the ramp the door springs open for them, as above. They enter the court of the Castle of Joy.

Visit the King of Castle Mortal

This is a very Reckless thing to do. Normal people, aware of the danger, must get a Reckless check to do this.

Guards challenge the knights and, after preliminary questioning, take them to a knight who is watch commander. The knight either disarms the visitors, or extracts an oath of hospitality from them not to do violence during this visit. He then leads the visitors to the pavilion of the King of Castle Mortal.

The knights get a good view of the barbarians and the inhuman army which are camped around the pavilion.

The knight goes into the pavilion. Next to it are two piles: one of bodies, one of heads. The guard who first met the visiting knights says that those are the good knights who tried to sneak into camp. The King, he says, has a magical ability to see inside a man's heart.

This is the last chance the players have to escape without disadvantage. They can turn and ride, and encounter two sergeants each, one at a time, who try to lance them down on the way out. Any survivors can ride to the wall, where they will be treated as above.

The gamemaster should, at this point, tell the players that their characters are being very stupid. They should run. They will not even get a Cowardly check if they do, because they are in such extraordinary circumstances with so many monsters about. If they stay, tell them it is stupid.

The King is human, but huge, like a Saxon. He is wearing armor like none ever seen: 14 point full plate. It is all black. He scowls, and is under no pretence of friendship or kindness.

The King questions the visitors simply. His fierce eyes seem to burn into them when they answer. He is seeking to determine their internal make up. If they are suitably bad, he will offer them a job with his army. If not, he will have them killed.

An evil character (whose values in these Traits = 80 or more) is immediately offered a job as an officer.

The knights must attempt each [Vengeful, Selfish, Deceitful, Cruel, and Suspicious.] All knights roll for the same virtue at the same time.

Success in four or five of them means the King offers the knight a job as mercenary. Success in three or fewer means he snaps an order, "Kill these men," and one formorian for each knight steps through the tent flaps, armed and ready to fight.

If any knights survives the fight which ensues he has a moment of rest after the fomorians are all dead. A tightly packed ring of men surrounds him, but does not attack. They are afraid of someone who can kill so many fomorians. The King then pushes to the front, and orders a band of goblins to attack. They, however, turn and run. A stir goes through the army. The King roars in anger, and engages the knight.

The fight ends with either the knight or the king dead. If the King of Castle Mortal is slain the killer is a hero, and gets 500 points of Glory. If the knight is dead, he gets the additional 1000 for a glorious death.

If the king is killed, his whole army runs away. The rest of the war scenario is prevented from occurring. Instead, the party of knights go to the Castle of Joy and meet with the king (as in Entering the Castle, below).

If the knight is dead or wounded, his body is found by the people of the castle, and taken into court. If living, he is healed by the Holy Grail, and goes on to meet the king.

Inside the Castle

Once through the gatehouse the knights are in the bailey of the Castle of Joy.

A great keep, perfectly cube shaped, sits in the middle, surrounded by another wet moat. A wide courtyard stands between the outer walls and the keep, and it is now filled with peasants, their livestock, and their goods. The yard is surrounded by residential buildings, work buildings, a kitchen, barn, stables, mews, and kennel, all built with their backs to the outer wall. On the right side is a finely built small church of simple stonework attached to a round tower behind it.

The newly arrived knights are greeted by many excited people. A herald greets them in the name of King Fisherman, the lord of all Listeneisse. He scans them quickly, discerning all who are seriously wounded, melancholy, or mad, and waves squires forward to take them to the chapel. He orders nearby grooms to tend the knights' weary horses. He invites the remaining knights to follow him.

The Turning Castle

DV = 17/38/44, now 0/32/44.

Outer Works = special terrain: on a river bank (7), on a rise (5); double ditch (3), moat (4), large gate (-3), large gateworks (1)

Inner Works = special terrain: on a river bank (7), on a rise (5); curtain (7), large gate (-3), large magical gateworks (1+1), 4 square towers (4x5=20).

Stronghold = special terrain: on a river bank (7), on a rise (5); huge square keep (20), 4 tall turrets (2x4=8), barbican (4).

Special: walls are manned by automated simulcra made of brass. They look like bronze warriors in unusual armor (ie- 1st century Roman). They count as 25 points of permanent Siege Equipment. In addition, 20 points of Siege Equipment are generated each day that the castle is besieged, and up to 100 points are stored at a time.

Siege Equipment: 100 points of siege equipment can be pictured: every six feet a pile of rocks is neatly stacked; behind the merlons are stacks of spears and shields, a pair of crossbows, and a crate of quarrels; upon the parados, hidden by the hoardings, are pots to heat and dump boiling oil (or more likely, water) upon assaulting men; cranes, which can hoist up rams and assault towers, are secured into place; spares of everything are stacked in the courtyard, with an efficient means of transporting it all to the wall.

Those who need chirurgery, or who is melancholy or mad, are taken to the small chapel. A kind, middle-aged woman named Dame Brisen tends them there, along with a half dozen white-robed nuns. Inside the chapel, the wounded men go to sleep despite their personal desires. They are, briefly, out of the game. While they sleep, their madness and melancholy leave them, and they are healed of their injuries.

The herald leads the healthy knights to the keep. It is a Huge Square Keep mounted by 4 tall turrets. A barbican stands before the second-story entranceway, with its own drawbridge and defenses. Thus, to enter the keep the long entrance ramp must be ascended, a drawbridge crossed, the barbican passed through, another drawbridge crossed, and finally the interior guardhouse passed through, before the knights enter the Main Hall.

The knights are treated generously and with the best manners. A steward greets them at the door, and with chamberlains he ushers them to a side chamber. A man and woman come and apply expert First Aid to their wounds (3 points per wound). Pages and maidens assist the visitors in bathing, and an array of handsome garments of silk and samite are offered to each knight to wear during his stay.

Squires are shown away to their own entertainment. Out of the Story for now. The knights are ushered into the Great Hall to speak to King Fisherman.

As the knights are getting ready their wounded companions join them. The newly-healed men are quite astonished at their own recovery, and credit it to the magic of Dame Brisen. A chamberlain shows them to the Great Hall.

The Great Hall

The Great Hall is perfectly cubical on the inside. In the center, lying on a bed, is King Fisherman. He is wearing a rich gown and a sable hat.

Before him is a cube of marble, and on it is burning a great fire. Four legs hold up a brass chimney.

As the knights approach him the heat from the fire makes them sweat. The King apologizes for his condition, saying "the pains of an old man prevent me from sitting upright to speak to you." The king interviews his guests, asking how they got there, and why they came, as usual. As the knights speak to the king they see he is shivering. [Awareness. Success = you see a pool of blood beneath the king's couch. Critical = it is still dripping through the couch.]

The king is not suspicious, and finally welcomes the knights and invites them to share his dinner. At his command tables are brought out and laid with rich tablecloths. White salt and white bread are put around. As preparations are being made the knights can attempt [Awareness rolls]. Each successful attempt brings one of these people to the knight's attention: 1. three pretty women standing to the side, looking very sad. One of them is bald, another has very short hair, and the third has long hair; 2. Another sad woman, brunette, who neither speaks nor smiles; 3. A young girl, perhaps six or seven, who is strikingly beautiful, and dressed in rich robes.

The visiting knights are shown to the high table, sitting in places of honor near the reclining king. The king lowers his head, as if to say grace. A bell chimes lightly, and a door opens on the side of the chamber. A procession enters. It is so strange that the visitors are struck temporarily dumb.

At the front walks a handsome, solemn boy carrying a white lance. From its tip drips blood which runs down the pole, across his hand, and drips onto the floor. Two boys follow, each carrying a golden candelabra inlaid with black enamel, with ten candles burning brightly on each. Next comes a beautiful maiden who bears a silk pillow, upon which sits a golden cup whose radiance is greater than the 20 candles. Finally, another girl comes carrying a silver trencher. A beautiful odor, unidentifiable, wafts across the hall.

All knights may make their Religion roll. Success = they know this is a singularly sacred place. They are so awestruck that they are speechless. They also get a Love (Grail) passion of 3d6. Critical success = they know this is (if Pagan) the Procession of the Cauldron of Inspiration; or (if Christian) the Procession of the Holy Grail. A critical success gets 3d6+3 passion of Love (Grail).

The procession passes between the couch and the fire, then exits out the other side. The hall breaks into talk. The knights see that their place is laid with their favorite food. The little girl comes and chats happily with the king, who does his best to reply. He is too busy to talk to the knights, who are free to speculate among themselves if they are not awestruck.

The Question

The secret of the entire Grail proceeding is whether or not the visitors ask the right correct question. Many variants exist: "Grandfather, what ails thee?" and "Whom does the Grail serve?" Other alternatives are "How may I help you, King?" and "What is the Secret of the Grail?"

Players may know that this act is one of the solutions to the Grail Quest, and they may wish their knights to ask the question. Players may be argumentative about this. If they are, simply remind them that their character must be in the correct state of mind and soul to ask the question successfully. Tell them this story:

In *Perlesvaus* (one of the stories of the Grail Quest) Sir Gawaine finds his way to the castle. He had already talked to Percival and knew what was going on. When he gets there some of the guests, described as ageless young grandfathers, recognize him and say things like, "You will remember to ask, won't you?" "Yes, yes, absolutely," says Gawaine.

Then, when the procession passes ("Remember to ask, now," they say) three drops of blood fall to the floor and Sir Gawaine is transfixed by an insight into the mysteries of the Trinity and cannot speak. (The young grandfathers groan and weep.)

For player knights to succeed where Gawaine failed requires the correct Virtue, skill and passion rolls. Three tests are critical. Demand them from players who wish to ask the questions, or who are noted (ie- 16 or more) at all three.

First, roll Religion. Failure indicates the knight is not in the right state of mind to ask. Success indicates he almost said the right thing, but is in a deep trance, hypnotized by the power. He gets 100 Glory. A critical success indicates a chance to make the next roll.

Second, a Piety roll. Failure indicates the knight is not in the right spiritual state to ask. A success indicates that the knight is transfixed by the immensity of the sacred situation and falls into a reverent silence. No other free-willed action is possible for the limited time left to ask the question. Get 100 Glory. Critical success indicates a chance to make the third roll.

Third, roll Love (Deity). Failure indicates the knight is not in the right emotional state to ask. Success indicates that the character is overwhelmed by a revelation of the Divine Grace and nearly swoons. He remains in this semi-conscious state until the procession leaves the room. Get 100 Glory. Critical success indicates that the knight knows the question to ask.

The knight asks the question. King Fisherman smiles, and then replies the appropriate answer. The gamemaster should state which question he asks, and ask the player to speak the words aloud.

Here are some possible questions and answers:

What ails thee? My grief is multiple: the ghastly wound I bear grieves me. The sin which caused my wound grieves me. But these are not the worst sorrow, which comes from the negligence which outsiders have shown to me. But you alone, of all the outer world, has shown me compassion, and I welcome you now, Healer!

Whom does the Grail serve? The Grail serves the Grail King. And the Grail King serves all of us, mankind and the rest of the world.

How may I help thee? Your question alone has been the help which I have awaited, O Healer. The attention and concern of the outer world has been that which I needed for help.

What is the Secret of the Grail? The Grail has no form, has not shape, except that which we need to bring us onward and outward to find peace and wholeness in the world.

As he speaks King Fisherman swings his legs over the side of the couch and sits up. He is ready to be cured. As everyone watches the knight takes blood from the lance and rubs it across the King Fisherman's wounded thigh. The color returns to the king's face. He is healed. The inhabitants break into celebration. The asking knight gets another 700 Glory, making 1000 total for healing the Grail King.

Knights who have a Love (Grail) passion get a +2 to their Passion for each question they ask, up to 20 maximum.

If the army of the King of Castle Mortal is still outside, King Fisherman immediately orders his marshals to muster the army. He invites the knights to help. The army of the Castle of Joy follows its king out to fight the forces of darkness. Go right to the Battle of the Plains of Joy.

If the healing question is not asked by anyone, or is failed, then dinner is finished, the king groans mightily and excuses himself, then is carried on his couch from the room. The three women, noticed earlier, wipe up the bloody pool with the many tears they weep. The feast finishes, rather gloomily, with a priest reading from the Bible.

[Intrigue] results. Success = the knight learns that the king was wounded by Balin, the Knight of Two Swords, many years ago. He had been considered invulnerable because he was the paragon of virtue. However, his wicked brother convinced him to adventure in the realm of Romance, and he sullied his perfect life.

Dame Brisen's Proposal

After the feast, when King Fisherman has been carried away, Dame Brisen approaches the player knights.

"Your visit here has been in vain. You have not healed the wound of King Fisherman. You can never enter this castle again except by the grace of God. Soon the allies of the King of Castle Mortal

The Fisher King and Dame Brison

will arrive to assault us for the last time. His devil weapons will make our walls into dust, the hordes of screaming savages will crawl over each others corpses to mount the walls, and evil knights will trample all beneath their iron boots.

"The king will be killed, I will be raped and killed, and young Elaine..." She sighs. Ask players to make a Love (Family) roll, and to check it if made.

"If that assault succeeds then all Britain, perhaps all the world, will be laid waste. Kingdoms will fall." Players roll Loyalty (Liege), and check it if made.

"Hate will rule everything." Her speach reminds the knights of their loves. Players roll Love (amor) or Love (wife), if they have it, and check it if made.

"One other chance exists, if some brave men will strive to achieve deeds for the good of all mankind." She looks expectantly at the knights.

Some may volunteer right away. Of the others, ask who has two or three checks: they also go, driven on by their emotions for survival. Anyone who made one check may choose to either go on the mission or to get a Cowardly check. If someone made none of the three checks, and did not immediately volunteer, then he is asked to leave them now. He goes to the chamber, falls asleep, and is Out of the Adventure. He wakes, with his equipment, near his home, as do those who took the Cowardly check.

Dame Brisen explains: "We know who some of the allies of the King of Castle Mortal are. Some of them are good men, some of them are brutal but just, and others are motivated by greed. Our hope is for you to go to them and convince them, one way or another, that they must not attend to Klingsor's needs and demands.

"A further need exists: that our kinsmen be notified that the battle is here and they must come with as many troops as possible. The enemy preparations will be complete soon, and the attack will surely come at midsummer day in (year*).

*Make this year one later than the year than the knights entered the scenario. If they notice now, you can confirm their queries: yes, time has passed. If they do not notice you can display the fact gradually after they leave Faerie. Perhaps they are asked their opinion of the latest rumor of court, which they know nothing of. If they get someplace where they were expected, perhaps home, the knights learn they were gone for a year or more.

"Finally, any new allies you can bring to us will be a tremendous aid. Do you have vassals to bring us? Will your lords send an army to help us? Do you know any great barons, or perhaps King Arthur himself?"

"Of these three things, first you must make sure our kinsmen and allies know to come, and most important is Alain le Gros. Second, dissuade our enemies, for among them is the Unjust Foe who bears the wounds of our defeat. And thirdly, try to bring us more outlanders. We place that priority last for we think that only a certain type of person can come into our land, and an army of uninspired murderers is not that type."

"Will you vow by the Holy Grail to fulfill these tasks, to your best ability so long as it shames ye not?" asks Brisen. We hope everyone agrees.

The visitors are shown to their sleeping chambers. The beds are great, and every ache of the saddle, armor, and old age is gone. Everyone rests amid pleasant dreams. If someone tries to stay up to stand guard or to make a tryst, they cannot.

The next day they all awake, amid the Wastelands, sleeping on the ground. Everyone's armor, horses, squires, and other equipment are nearby. Saddlebags and water casks are full. All wounds are healed, including those needing chirurgery.

What About Pagans Here?

The Castle of Joy, the Castle of the Holy Grail, is clearly a Christian stronghold. If a party of knights has many pagans they may feel a bit uncomfortable here. If they are radical militants, they might question aiding their rival religion at all. How you handle these can be a delicate matter if the characters (or players) are actually belligerent. It is a matter of the dominant attitude in your campaign. If it is open enough to allow pagan knights it certainly ought to be open enough to allow room to convince the characters.

Dame Brisen approaches them, after dinner, in private. She speaks kindly, and with knowledge. The gamemaster should choose which of these explanations (or all of them) to use.

1. The Holy Grail is not an accepted Christian symbol, being ignored by the acknowledged Catholic Church. It is universal, and currently adapted to the dominant Christian religion. In elder times it held the myths of Cerridwen's Cauldron, and in the future shall hold something else, unforseen.

2. The Holy Grail is a subtle and necessary subversion of the acknowledged Catholic Church. It is really the Cauldron of the Goddess, brewing another transformation and turning the ancient secrets of the Isle of the Mighty into hidden tools for the freedom of the future.

3. The Holy Grail is really a dangerous heresy. It seeks to balance the Trinity, which is unbalanced without any feminine influence. The implanting of this idea will bring about the recognition of the physical resurrection of the Virgin Mary. In this way the Goddess will re-enter the world, and bring the Pagan life to the world.

However the Holy Grail is viewed, some things are certain: it is a vehicle for the Divine Life Force, the Grace of God or the Blessing of the Goddess, which bestows blessings upon all who work for it, Christian, Pagan, or agnostic.

If the pagans are unconvinced and plot evil against the residents they are ultimately tossed out. The gamemaster must decide how far he wishes things to go. If the whole party agrees to flee, then playing out a secret escape might be fun. Otherwise, a drugged wine (use Indulgent) or a sleep spell by Dame Brisen, sends them out of the adventure. They wake in the Wastelands, with equipment, and find their way home. They are Out of the Story.

Seeking Allies

Time: See previous adventure.
Problem: The characters travel about seeking to enlist allies for King Fisherman and/or discourage opposition to him. The players may decide how they wish to do this. The accompanying map shows where these people are.

Although the player knights were given a list of three things which they can do to help King Fisherman, the limited time imposes restrictions which are advantageous to the gamemaster in controlling how much gets done. The presentation below makes it easiest for the player knights, providing them with a trail which leads from knight to knight.

The time limit also lends a sense of urgency to the task. The knights being sought are going to insist on protocol be-

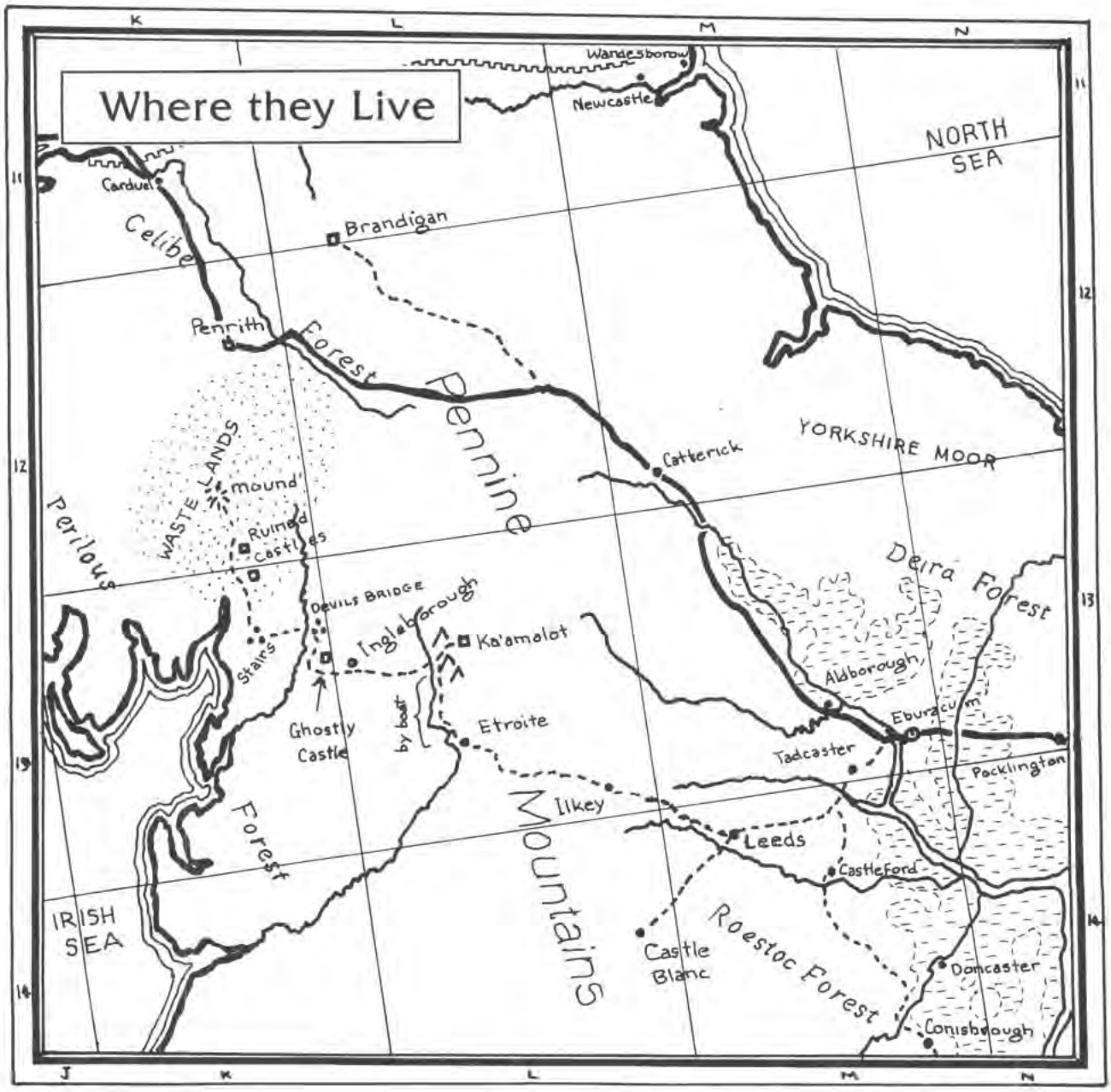
ing followed, and will not be rushed into making their decisions.

Players may choose to separate, each undertaking a separate task despite the ease at which they can be tacked sequentially by the group. This will cause the game to disintegrate into many separate one-on-one adventures wherein the gamemaster and single player roleplay the events of one knight while the others go off on their own. Gamemasters must decide how to handle this, but it is not a terrible way for things to occasionally go. The biggest problem in separating is getting the knights back together for the climactic scene. The best solution for this is to remind the player knights to determine a meeting place for them all after they have done their individual tasks.

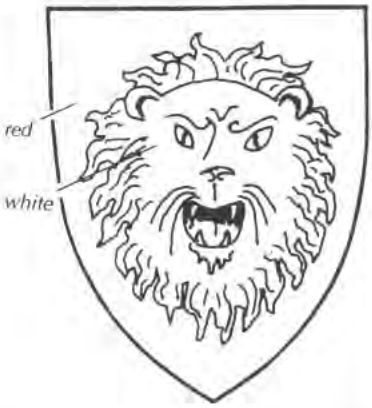
Characters: Gamemaster Characters have been prepared with the data that is likely to be important. Gamemasters should always be prepared for the unexpected. Most of these people are unknown to player knights.

Format for Major Characters:

Name.
Titles. Glory.
Reputation: Culture, religion.
Home:
Likely Encounter:
Army: Guards; Household; Total. (K=knights, F=footsoldiers, S=sergeants, W=Wildmen) Guards are those men with him in throne room. Household are those men who are within immediate muster distance. Total shows



Lord Eurain



all the men that can be called up within 2 weeks.

Other important persons.

Enemies.

General Reaction to request.

Glory

Knights get 50 Glory for each ally who they notify and convince to lend help, 100 for each enemy who they convince to stay away.

The Travels

The encounters are given in an order which presents a clear story for knights to follow to discover places and meet people they do not know. They do not need to be told exactly where they are on the map until after they figure it out for themselves by finding well known landmarks, probably Catterick first.

Leaving the Wastelands

The knights travel from the Wastelands in whatever direction they wish. They camp the first night on a deserted ridge, and when they wake they see that the valley below them has a rich manor house, with smoke idling lazily from the breakfast fires of many village houses.

Upon descending into the valley, the knights can learn from the peasants that this is the holding of Lord Eurain, a powerful and independent lord.

Lord Eurain

Lord of Brandigan, 4,280 Glory.

Reputation: Cymric, Pagan. A peaceful, law-abiding warlord who once paid homage to the Duke of Cambenet, but has not seen his liege since.

Home: Brandigan Castle.

Likely Encounter: in castle, performing usual land lord duties.

Army: 2K+5F Guards; 4K+15F Household; 6K+25F Total.

Other important persons: a young boy, his nephew, Mabonagrain

Enemies: King Balor.

General Reaction to request: Sir Eurain is not moved to help at first. However, if no one thinks to recite to him the list of foes, he asks. When he hears that King Balor is helping the King of Castle Mortal, Sir Eurain reacts with great anger. He hates King Balor. He says that he will gladly go and fight with all the men he can muster. He claims to know the way.

Sir Eurain asks who else the messengers seek, and says that no one knows where some of these men can be found any more. Alain le Gros has not been seen for many years. Sir Lamorak and the White Knight are probably off adventuring, though they could also be at Arthur's court. But Baudwin of Britain can be found. He has a holding at Castle Blanc, in Roestoc.

He gives directions to get there: take the King's Road south to Catterick, continue to Aldborough, then take the second road west out of Tadcaster to Leeds. Ask there for the road to Castle Blanc, which is half a day's ride away. Sir Baudwin should be there.

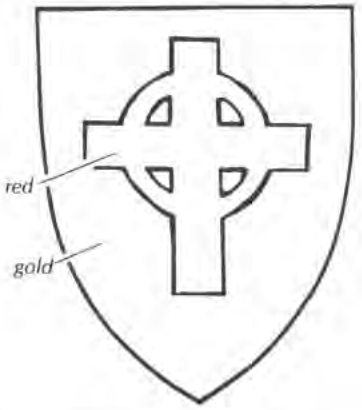
Eurain sends an old squire to lead the knights along an old trade road as they depart. It winds southwest through mountainous territory, then joins a well-maintained Roman Road. After three days of travel, at the night camp, the squire explains that tomorrow they will find the King's Road, and they should travel south along it. The next morning, after directing the player knights to travel south, the squire goes back home.

To Castle Blanc

After crossing a ridge, the trade road leads to a village where it meets the King's Road. The King's Road is the Eburacum to Carduel road. Player knights who frequent the passage may recognize Barnard's Castle where the roads join. The old knight-lord of the castle will tell them where they are.

Players can choose their rate of travel on the road. They are 15 miles distant from Catterick.

Baudwin of Britain



In traveling through western Malahaut, gamemasters should pay attention to the date and local events. If the player knights set off in 515 (as suggested in the chronology), they will be travelling through this area in 516. Roestoc, Lindsey, and Eburacum are all war zones as Arthur fights against the Saxons. The area should be presented as being on alert, perhaps recently raided, and certainly dangerous. Player knights should be presented the chance to quit the quest and join Arthur's army, too. If the quest was undertaken in a different year, check to see what similar events might occur.

Baudwin of Britain

A bishop, and knight of the Round Table. 9,876 Glory.

Reputation: Cymric, Christian; a fierce and proud warrior, a fanatical warlord more than a Christian.

Home: Blanc Castle

Likely Encounter: hunting in nearby woods. If this is in 516, he is at his castle or riding patrol.

Army: Guards 6K; Household 16K+60F; Total 16K+120F.

Other important persons:

Enemies: Hate (Duke Brunor of the Long Isles) @15.

General Reaction to request: Baudwin practices his faith in Christ the Warrior with diligence. If he can, he will summon all the soldiers of his realm to aid King Fisherman.

If this is 516, then Bishop Baudwin is caught in a dilemma because Arthur has ordered him to stay in Castle Blanc and harass the Saxons in Roestoc. After he is told of the request to help the Castle of Joy, Baudwin asks the knights to remain one more night while he decides. The

Sir Lamorak de Gales

next day he declines, saying that his loyalty to Arthur is more important than to a small castle of some holy man who has never paid homage to the High King. He reminds the knights that they have a loyalty to their lords too, and that they should probably be at war with the Pendragon's army now, in Lindsey somewhere.

Leave player knights to discuss this, and make up their own minds where their duty lies. If they decide to help King Arthur, Gamemasters must play the rest of the scenario by ear. Perhaps the players are all Out of the Story. Maybe they can help the Pendragon, and continue their quest on time. Maybe they are on their way when messengers come telling of Arthur's victory.

Bishop Baudwin also has a clue about where Alain le Gros can be found. The knights must ride back to Leeds, then take a cow path about five miles northwards until it joins another trade road. Fifteen miles ride, uphill into the mountains along the road, leads to Ilkey. A day past that there is a fork in the road, and the more travelled path goes to the right, to Etroite. If you see the Perilous Forest on the other side of the mountains, you have gone too far. In Etroite lives the lord of that land, who can get them to Alain le Gros if he wants to. If he does not want to co-operate, there is nothing to be done about finding Alain.

Leeds

On their second stay in Leeds the knights meet a Round Table knight. [Heraldry +18. Success = a de Gales knight; Critical = Sir Lamorak! One of the knights sought!]

Sir Lamorak de Gales

Round Table Knight, son of Sir Pellinore, and pre-eminent adventurer in the kingdom. 18,000 Glory.

Reputation: Cymric Christian. Lamorak is a chivalrous knight and a great fighter. He, like his father, loves to hunt.

Home: none, he wanders.

Likely Encounter: At the King's Court, or on the road. Lamorak always challenges strangers to joust with him, for love, before giving his name.

Army: none.

Other important persons: his brothers, Tor, Aglovale and Dornar.

Enemies: the (still unknown) murderers of his father

General Reaction to request: Sir Lamorak, a Round Table knight and Christian, is also a distant kinsman of King Fisherman and immediately volunteers to go to help.

Lamorak is eager to hear the news, and alarmed at the proposition. "The King Fisherman is a relative of mine, and I will get my brothers and go to aid him. What other instructions do you have?"

After hearing about Alain le Gros, the knight says, "He is also a kinsman of mine, but I do not know where his home lies. If Baudwin sent you to Etroite, try there. I must go where I know my brothers are. But in the name of knighthood, I ask you to bring a message to the daughter of the lord of Etroite."

"My thanks to you, good Sirs. Tell the daughter named Isabel that I, Sir Lamorak the son of Pellinore, have seen The Knight of the Silver Axe and he is well. Give her this ring, which is a token he gave to me for this purpose."

Lestroite

The bishop's directions are reinforced by Lamorak's, and as long as one of the knights party makes a Hunting roll, they reach Ilkey without incident.

Ilkey is a town with a problem. The residents tell of a giant named Rombold which is living to the south which they would like removed. The people say their good lord, Govier of Etroite, has refused to send any more of his men against it.

To pursue this adventure will probably take one or more of the player knights Out of the Story at this time. The knights should plan to return to kill it some time in the future.

Rombold Moor

Time: Anytime
Setting: Rombold Moor is a few miles south of the town of Ilkey (L-13). It is littered with ancient stones of every description: cairns, mounds, barrows, enclosures, circles, and so on.
Problem: Rombold the Giant is bad, and raids nearby lands regularly.
Characters: Rombold the Giant. Use the SIZ 40 giant in *Pendragon*, page 203.
Action: exterminate the monster.
Secrets: none
Solutions: kill it.
Glory: 250

Lord of Etroite

Lestroite is a small land which occupied what appears to be a pass through the Pennine mountains. Several towns are barely connected by a half-hidden trade road that winds up and down steep hills, among rocks and through bare vales, and across unbridged streams.

The party must travel as if exploring new terrain. The cumulative modifier to the Hunting Skill is -3 for being hilly. If everyone fails, they miss the turn off for Etroite, and travel until they find a downhill road which overlooks a wide forest in the distance. It is the Perilous Forest. The knights must turn around and find their way back with a successful Hunting roll.

Etroite is a palisaded town with a stone tower which stands beside a swift and narrow mountain river. [Awareness] as the knights approach shows that the people are reacting with fear. Everyone is dashing for cover as a bell starts ringing in the town. By the time the knights reach the town a half dozen knights, backed up with a score of foot men, are on the walls ready to meet them.

Lord Govier does his own talking. He is cautious, but not hostile. Govier identifies himself, then inquires the names and business of the visitors. He invites the riders inside, and the usual hospitality procedures follow. Govier will not be rushed, but takes his time talking tot he knights.

The visiting knights can see that both the foot men and the mounted men are badly armed and armored. The knights have only Norman armor. Only Lord Govier is better equipped, with reinforced chain mail.

Accommodations for the knights are in a small guest house near the stone

tower. A larger house holds Govier's hall, where a simple but bountiful country dinner is served. [Intrigue. Success = a maid says that her lord has never paid homage to King Arthur; the last ruler here was killed in battle years ago, fighting Arthur. Critical = The Knight of the Silver Axe is Isabel's lover.]

Isabel, the young daughter of the lord, is present at the dinner, serving as chief steward. She is quietly efficient. No wife is apparent. Govier is hospitable, but more interested in news outside the land than telling what is going on with him. (In fact, nothing is going on here anyway.)

Afterwards Govier asks if there is something which the knights want from him besides hospitality. Now is the time for the knights to ask him to take them to Alain le Gros.

The news from Lamorak, from the Knight with the Silver Axe, ought to be told first. It is such good news to the daughter that her father is taken aback, but suddenly becomes friendly. He hasn't seen his daughter this happy in five years. For this gift he is willing to grant whatever boon the knights want. They should then ask for passage to find Alain le Gros.

If the knights ask for passage first, it is refused. But after they tell the daughter the news from Lamorak, she is so overjoyed that her father relents and offers to show the knights the way to Alain.

Up River

Govier tells the knights to be at the riverside on the next dark New Moon night. An old woman with a flute and a couple of men with drums begin making music. A bunch of people sing raggedly along. Govier joins in, and leads a procession to the river where he throws a carved log into the water. They continue to sing. After an hour or so a large boat, big enough for the knights and their horses, appears on the river, moving swiftly up stream. It glows a pale green, and is piloted by a tall, slim man with flowing beard and hair.

"Get aboard," says Govier. "It will let you off upriver. You will see a path going over the crest of the mountains. Follow it, and at the end is Ka'amalot, the castle of Alain le Gros."

The knights should board. The boat moves swiftly upriver, leaving the people still singing far behind. The night is dark, the shapes along the riverside are shapeless, and the journey is short. After the knights debark, the boat continues swiftly upriver and disappears.

Dawn is in a few hours. The path is as Govier told it.

Ka'amalot is a shell keep, with a flourishing town near by. Fields and herds can be seen all across the distant valley. The approaching knights are not met with fear or hostility, but curiosity. A peasant runs to tell their lord the news.

Alain le Gros

Lord of Ka'amalot, kinsman of King Fisherman. 7,472 Glory.

Reputation: Cymric, Christian; a mighty warrior, excellent lineage, and never fought against Arthur.

Home: Ka'amalot (L-13)

Likely Encounter: at his castle

Army: Guards 2K+4F; Household 6K+30F; Total 12K+80F

Other important persons: brothers, lively wife

Enemies: King of the Moors (Hate=20)

General Reaction to request: Alain le Gros is a kinsman of King Fisherman and will go to the aid of Castle of Joy with as large an army as possible. He realizes that it must be his household only, for the time is running short.

Alain and his brothers are thankful for the news of the coming battle, and offers the knights whatever supplies they need to continue their journey.

Alain regrets that he cannot bring them with him to the castle, but he hopes that Brisen explained the reasons because he, a simple knight, can not.

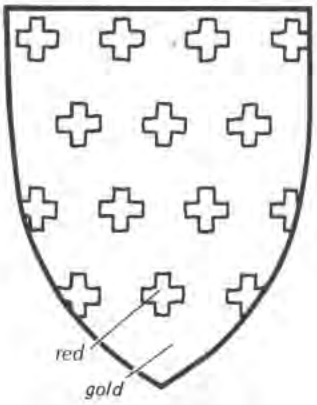
Alain's wife suggests that the Wild Damosel might be able to lead them. Alain responds that returning to Turning Castle is too much for knights to be expected to do.

[Pride. Success = the knight protests, and says that he (at least) can be expected to do the extraordinary. Didn't they get here?] Alain agrees, and explains about the Wild Damosel.

"Westward from this place lies the Land of Dangerous, whose king is a fierce warlord who has never paid homage to King Arthur. He has a powerful army, great castle, and is so fearless that he hunts regularly in the Darnantes Forest, where fabulous creatures roam.

The King of Dangerous has a wild daughter who has sold her soul to the ancient forest, and for years wandered mad and naked, covered with mud and sores. She is still called the Wild Damosel. She

Alain le Gros



knows everything about every forest, and is a great druidic magician. If you do not mind putting your immortal souls in peril, you can ask her for help."

"I have been told that you can call her if you put a loaf of bread upon a certain painted rock, and ask for help from anyone who is listening, she will come after a week or two, and ask what you want. She will tell you what she wants to be paid, if she will do it."

"I can give you plenty of bread if you wish, and have my hunter show you the way to the hill fort. Tell her you want to go to the Turning Castle. Don't call it the Castle of Joy."

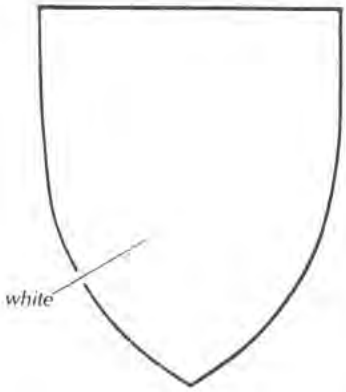
The Wild Damosel

Alain's hunter leads the knights down from the mountains to a wide, unsettled plain. A single hill, topped by an ancient hill fort, stands alone [Ingleborough]. The hunter points out the painted stone, asks a final time if they want to return with him to safety, and then departs.

Good Christians will not perform this ritual. Indifferent or bad ones can participate, with the same effect that Pagans have. However, it must be done for a week. On the eighth night, a woman wearing a long brown cloak, sitting atop a small black pony, waits at the sacrifice rock. She sits silently as it is done, and then answers and asks what the knights want.

The knights ought to reply that they want her to take them to the Turning Castle. She thinks for a few minutes, then says, "I can do this, but the price is high. I will ask you to do something for me in the future, and you must pledge yourself to do it, as long as it does not bring you shame or dishonor."

The White Knight



The journey goes without problem. Travel is done only at night, and everyone is forced to ride close together by the Wild Damosel. The first night the party passes a ghostly castle. At midnight, at a raging river, they come to The Devil's Bridge, where (says the Wild Damosel) her grandmother tricked the devil into making the beautiful bridge, in return for nothing. "Now be cautious," she says, "because this is the Darnantes Forest, where fabulous creatures roam."

Gamemasters may make this as exciting and dangerous as they wish. Or they can just travel cautiously through, and spend the day resting beneath a stand of twisted oaks, where a flock of ravens nests. Knights should stand watch.

After dark the next night, the Wild Lady leads the knights to a cliff, where carved into it are steps. "These are Fairy Steps," she says. "Tread carefully, and lead your horses." The climb is not high, but it is tricky for the horses, and takes hours. The moonlight is bright – it is a full moon tonight.

They enter a valley, and the Wild Lady urges everyone to ride quickly. Her own pony seems faster than it ought to be, and the knights follow her as she gallops through a wide, wasted land. In the moonlight the fallen houses, the decaying forests, the rotted fields of grain can all be seen. A castle is visible down in the valley, its roofs fallen and dark. They dash through a town, its church burnt, its houses scorched. Corpses litter the roadside in places. Another castle, in the middle of a wasted city, is visible to the left. Hills loom ahead. The Wild Damosel leads the knights among them, where they shelter in an unnatural cave cut into a large mound.

The Wild Damosel says, "Tomorrow you will go on your own. I can take you no further. This is exhausting and deadly for me now. I ask you now for the payment which I demanded: tell King Fisherman that I brought you here, and sent you to him, and what you promised me, and how I collected it. That is all. Tomorrow you will ride north, and with Goddess' blessing find what you seek."

The Wastelands

The next day the Wild Damosel sets off, riding south. In the sun light she looks wan and tired, but bright-eyed. She is prettier than any of the knights noticed during the night. She says "farewell," and departs.

The knights view a wide wasted land to the north. Trees are leafless, the grass is brown, and the brush are lifeless branches. The only movement is a pillar of dust rising to the northeast. Northward movement intersects with the pillar of dust around noon. It is a small column of riders.

[Heraldry +4. Success = this is the White Knight!]

The White Knight

4,250 Glory,

Reputation: Cymric, Christian; a knight of overwhelming piety and humility, recently appeared at Arthur's court and now leader the Knights of the Temple of the Grail, established in 523.

Home: unknown. Resident of Arthur's court.

Likely Encounter: He is marching towards the center of the Wastelands. He has heard the news, and he not only knows the way but can lead any army there. He never lies.

Army: 6K+18S Total.

Other important persons: His Templar knights, 1d6 with him.

Enemies: all enemies of the King Fisher are enemies of the White Knight.

Reaction to request: The White Knight claims that he is kin to King Fisherman and dedicated to the quest of freeing the castle.

As the army marches another column of dust is visible, closing. A black column of smoke is also visible, far to the west. "It is the Turning Castle," says the White Knight grimly.

At nightfall the two groups close ground. [Heraldry +1. Success = this is a kinsman of Sir Balin. Critical = this is Sir Bavid, his youngest brother.]

Sir Bavid of Sauvage

They recognize the White Knight as well. Challenges go forth, and they claim to be seeking justice by attacking King Fisherman, who slew their kin.

The White Knight and his men are agitated at this. Some of them urge an immediate attack. The White Knight's virtue prevents it until further negotiation ensues.

Players may remind the White Knight that they had been told to enlist this man's aid to help King Fisherman. The White Knight will give the player knights a chance to talk to the knights of Sauvage.

Sir Bavid of Sauvage

Knight, kinsman of Sir Balin. 1,250 Glory

Reputation: Cymric Pagan; a good knight.

Home: Tower of the Boar, In Sauvage Forest, as determined by gamemaster

Likely Encounter: Bavid and his men are on their way to avenge the rumored death of their kinsman, Balin, the Knight of Two Swords. They heard that he was killed by King Fisherman and travel to attack the murderer.

Army: 2K+19S+35F

Other important persons: all are kinsmen of Balin or their retainers

Enemies: King Fisherman (mistakenly)

General Reaction to request: Bavid feels an obligation to avenge his famous kinsman who was, he believes, killed by King Fisherman. Bavid can be convinced that he is mistaken only by discovering the truth. The gamemaster may remind the players that they know the truth, having seen Balin's tomb and

heard the story from Princess Alis. At least one knight must take an oath that he is stating the truth. All knights who do so must also attempt Honest. If most of them succeed, Bavid is convinced. In fact, he seems relieved.

Once convinced, they are thankful and willing to assist the player knights' efforts. They join their force to the White Knight, and keep riding to battle.

Note: Bavid is the Unjust Foe who can bring down King Fisherman. He must be convinced. No one in the game knows this fact. If the player knights fail, then Bavid declares them his enemy.

The forces of the White Knight, Sir Bavid, and the player knights reach the Castle of Joy at night. The White Knight, as leader, reports to the King Fisherman. He is acknowledged formally, and then the King Fisherman says, "Welcome home, son." He motions to Brisen and says, "Bring a throne for my son, Eliazar." The White Knight sits next to his father for the rest of the proceedings.

The King Fisherman calls forth the player knights who carried the messages. They are asked to tell their story, and all the knights who participated in the tale each get 100 additional Glory.

A tally of people shows that Brandigan is here, as is Alain le Gros and Lamorak de Galis. Also, other lords and kings who the player knights do not know are here. The courtyard is full of troops.

Anyone who needs healing gets it

Thwarting Enemies of King Fisherman

The second part of Brisen's request is unlikely to be attempted, and so less detail is given for these actions. However, it is best to be prepared for surprises (in my campaign the King of the Marshes was killed!) Also, the information is useful for the upcoming Battle of the Plains of Joy.

Klingsor

King of Castle Mortal, lord of the Enchanted Forest. 15,000 Glory.

Reputation: Cymric, evil; Klingsor was once a good knight, but was overcome by envy and grew evil enough to attack the sacred castle of his own brother.

Home: Castle Mortal

Likely Encounter: Klingsor can be approached only in his camp during this scenario, whose guards are vigilant and bring all intruders to their king.

Army: 6 fomorians + 6 Superb Knights+25 Footmen Guards; 25K+125F household; total 100K +

New Monsters

These new types of creatures might be encountered in battle while on the Other Side during the Adventure of the Castle of Joy.

Fomorian

A fomorian is an evil Irish elf with great strength of magical origins. Kingdoms of fomorians exist on the Other Side, who raid the good elves and mankind. A fomorian is often misshapen and monstrous.

A Big Fomorian

SIZ 30	Move 5	Major Wound 20
DEX 20	Damage 12d6	Unconscious 13
STR 40	Heal Rate 6	Knockdown 30
CON 20	Hit Points 50	Armor 12
APP 1		

Modifier to Valor: -12
Glory to Kill: 175
Attacks: Huge Club @18

A Two-headed Fomorian

SIZ 25	Move 5	Major Wound 20
DEX 20	Damage 9d6	Unconscious 13
STR 30	Heal Rate 6	Knockdown 25
CON 25	Hit Points 50	Armor 10
APP 1		

Modifier to Valor: -12
Glory to Kill: 125
Attacks: sword or Greatspear @20

A Four-armed Fomorian

SIZ 25	Move 4	Major Wound 20
DEX 10	Damage 8d6	Unconscious 13
STR 25	Heal Rate 6	Knockdown 25
CON 30	Hit Points 55	Armor 10
APP 1		

Modifier to Valor: -12
Glory to Kill: 150
Attacks: 2 swords @20 each, and a Greatspear @15

Goblin

Goblins are small fighting faeries. They are confused with, and perhaps the same as, Pechs. Pechs, however, can sometimes be mistaken for human. Goblins can not, for their features are quite malformed by human standards. They may appear to be grossly pot-bellied, spindley of limb, big-headed, and so on. They almost never fight alone. Large goblins are called Hobgoblins. The creatures on the back cover of *Knights Adventurous* are goblins

Goblin

SIZ 6	Move 3	Major Wound 9
DEX 20	Damage 4d6	Unconscious 4
STR 15	Heal Rate 2	Knock Down 6
CON 9	Hit Points 15	Armor 5
APP 5		

Modifier to Valor: 0
Glory to Kill: 50
Attacks: Sword, sling, hook, net, javelin, bow @ 12.

Hobgoblin

SIZ14	Move 3	Major Wound 16
DEX 12	Damage 6d6	Unconscious 8
STR 20	Heal Rate 4	Knock Down 14
CON16	Hit Points 30	Armor 8

Modifier to Valor: -5
Glory to Kill: 75
Attacks: Sword, sling, hook, net, javelin, bow @ 15.

Troll

The Saxons brought their monsters with them, of which this is one. A troll often has multiple heads, is hostile to humans, and is so uncivilized he uses only the crudest weapons.

Troll

SIZ 30	Move 7	Major Wound 20
DEX 10	Damage 10d6	Unconscious 13
STR 30	Heal Rate 5	Knockdown 30
CON 20	Hit Points 50	Armor 10
APP 3		

Modifier to Valor: -10
Glory to Kill: 75
Attacks: club @ 17; or 2 fists @ 12 each; or thrown rock (5d6 damage).

500F. He has also mustered many human and nonhuman allies.

Other important persons: Klingsor's guests, his allied kings, are present.

Enemies: Klingsor hates King Fisherman (@39) and strives to destroy him, his followers, kinfolk, friends, and memory.

General Reaction to request: Klingsor hates King Fisherman and everything which he stands for. He seeks to own the mystic vessel and allows nothing to stand in his way. He is cruel and relentless, without mercy or chivalry.

Guinebaut

King of the Marshes, Lord of Roestoc. 5,600 Glory.

Reputation: Saxon Christian (prefers Saint George, who slew Jormungand)

Home: Conisbrough Castle, Roestoc.

Likely Encounter: Guards watch all known approaches to the tower, and conduct visitors directly to the castle to be interviewed by the King.

Army: 2K+1S+10F Guards; 5K+10S+50F Household; 5K+15S+50F total.

Other important persons. Court officers.

Enemies: kinsmen of those who he has conquered, especially Alain le Gros (@18); Hate (King Arthur) @16.

General Reaction to request: The King of the Marshes is tempted by the promise of booty, but feels uneasy about working with Klingsor. However, his hatred for Alain le Gros is greater than anything else and the King of the Marshes promises to abandon Klingsor if Alain le Gros will meet him in battle instead.

Carados

King of Escoce. 7,500 Glory

Reputation: Pict Pagan; a young man, wily but not foolish.

Home: Inverness Castle

Likely Encounter: his castle

Army: 2K+6F Guards; 20K+50F+100W Household; 50K+300F+800W Total.

Enemies: King Arthur (but only @6) for the military defeats many years ago.

General Reaction to request: King Carados is in it for the money, and knows better than to trust Klingsor. He listens to reason and finally offers to refrain from fighting against King Fisherman for a payment of 1000 librum.

Duke Brunor

Irish knight, sea raider; 4,500 Glory.

Reputation: Irish Christian; a big, violent, ruthless knight.

Home: Castle Pleure (I-16)

Likely Encounter: Brunor sails the Irish Sea, raiding and visiting his many strongholdings. His holdings have no outguards, and treat all visitors hospitably. Gentlemen travelling with ladies must obey his custom of the Ladies' Beauty Content.

Army: 4K+4F guards; 8K+12S+20F household; total 8K+12S+200F (+ships).

Other important persons. His wife, with an appearance of 21.

Enemies: King Arthur.

General Reaction to request: Can be convinced by a successful opposed Pious roll against his Justice (=6).

The Knight of the Dragon

King of the Out Isles, King of the Atecotti. Glory 6,600.

Reputation: Pict Pagan; A ruthless, cutthroat leader of the pirates.

Home: Castle of the Elephant [Kisamul], on an island in the bay of the Island of Barra in the Out Isles (F6).

Likely Encounter: on a ship raiding someplace in Pictland or Ireland

Army: 2K+10F guards; 15K+100F household; 30K+500F total.

Enemies: all non Picts; all non-Heathens

General Reaction to request: scorn. He tries to capture the knights and hold them for ransom. Negotiations and collections require two years.

Balor

King of the Formorians. 20,000 Glory

Reputation: Faerie, Pagan; King Balor is the Lord of Monsters. He is a giant, and misshapen. Formorians, creatures like their lord, are his subjects.

Home: Monster Isles

Likely Encounter: The hidden Monster Isles cannot be reached by normal means. However, he has a pavilion set up on the Plain of Joy, outside the castle. Anyone who approaches his camp will be stopped by guards and brought to his pavilion.

Guards, 6 small giants (Awareness = 20); Household, 6 giants+25F; Total 5-25 giants and monsters+500F (all wild Picts).

Enemies: King Balor hates everything that is good.

General Reaction to request: King Balor is a wily and experienced interrogator. He questions each of his visitors closely about their attitudes, loyalties, motivations, etc. At some point he asks a critical question of each knight – the precise text of the question and answer can be ignored, for of importance is only the intent of the reply. Gamemasters should ask each knight whether he will be honest or deceitful in his answer. Then he must make an opposed resolution against Balor's Deceitful (=23). Winners and losers of the resolutions know they won or lost, and that their opponent was lying or telling the truth.

Balor extracts as much money and goods as he can from each knight in return for his promise not to fight. Collection must be immediate. Balor will then violate each promise and fight against King Fisherman anyway. All efforts to deal with him will be dishonest, and the knights cheated.

The Battle of the Plains of Joy

The Plains of Joy are in the Faerie land of Listeneisse, east of the Castle of Joy.

Before the Battle

A mass is held for the Christians in the church. The court and ramparts are also full of people who are participating in the ceremony. It is led by hermit priest from the wilderness. He uses the Holy Grail as chalice for the Mass.

In the garden on the other side of the keep Dame Brisen leads a ceremony of blessing for Pagans.

Player knights with a Passion for the Grail may attempt a roll for Inspiration. Anyone who attended their own religious service gets a +5 to their passion for this roll.

Commanders

For the Grail army, Alain le Gros is Army Commander (Battle = 25). However, he has a +5 for his Passion Love (Grail), in which he then got a critical success. So he doubles his Battle skill to 50.

For Klingsor (Battle = 20). He gets a success in his Hate (family) and boosts his Battle skill to 30.

Battle Size

Large

Modifiers

Grail knights outnumbered 2-1, -5

Army Commanders' Rolls

Alain le Gros, Critical

Klingsor, Success

The Fight

Ignore the usual Random Battle Enemy Table and Unit Event Table, and use those given below. A positive modifier fromthe Army Commander's roll may apply.

Plains of Joy Unit Events Table

3d6	*Modifier*	*Event*
03-04	-10	You are seriously outnumbered
05	-5	You are outnumbered
06	-3	Enemy pushing forward
07-09	0	Could go either way
10	+5	Enemy is confused
11	+5	A beam of bright sunlight lights the area
12	+5	More Friends than Enemies About
13	+5	They are falling back
14	+10	Enemy Unit retreats
15	+10	A surge of victory
16	+10	Their leader goes down
17	+15	Enemy are fighting against each other!
18	+15	Enemy Battalion Retreats
19-20	+20	Celestial host showers enemy with flaming arrows

Battle of Plains of Joy Enemy Table

1d20	*Results*
1-4	Worthless Infantry. Use Bandit stats. (*Pendragon*, page 193)
5	Pict Knights. Use Young Knight stats. (*Pendragon*, page 192)
6-7	Pict Warriors. Use Wild Pict Warrior. (*Pendragon* , page 193)
8	Armored Soldiers. Use Royal Guardsman stats. (*Pendragon*, p 193)
9	Mercenary knights. Use Ordinary Knight stats. (*Pendragon*, p 192)
10	Orkney Knights. Use Notable Knight stats. (*Pendragon*, page 192)
11	Irish Raiders. Use Archer stats (*Pendragon*, page 193)
12	Atecotti Raiders. Use Saxon Chieftain stats. (*Pendragon*, page 193)
13	Goblins. See stats in Box.
14-16	Trolls. See stats in Box.
17	Formorians. See stats in Box.
18	Small Giants. Use Small giant stats. (*Pendragon*, page 203)
19	A leader of above. Roll again ignoring rolls of 19-20 to find specific opponent. Add 5 to all skills given, and 2 points of armor.
20	King of Castle Mortal and his Formorians. Use stats nearby.

Round One: The drums of the monster army start to beat, and the horns of the Grail army ring out.

Round Two-Five: The battle is normal. The forces of the King of Castle Mortal have little faith in the face of determined adversity, and they eventually turn and run.

Round Six: Pursuit possible, but Alain le Gros orders no pursuit. The last clouds blow away.

After the Battle

Victor: Grail Army

Plunder: Most of everything left behind by the invaders is burnt by the soldiers of the Grail Castle. But King Fisherman rewards all player knights with gold items worth 50£. per knight

Glory: 45 base, x2 for being outnumbered

Follow Up

After the battle all knights, living and dead, are brought to the castle. The wounded are treated, and the dead are left in the Grail Chapel overnight. They are miraculously brought to life, but they can never leave. They are given their choice whether to stay in the castle forever, or to die.

Brisen explains: "This place is not like the rest of the world. It is a sacred place where unique marvels exist. These relics cast their power about us in a ring of protection which shields us from all unworthy eyes. Now that we have thrown back the darkness, thanks to you, the shield grows stronger against the unworthy, like our foe, Duke Klingsor, yet still allows our allies and helpers in. Perhaps you may find your way back someday. Most important, some day our saviour – who will fully heal the King Fisherman – will come as well."

"Moreover, this combat has brought a great challenge and blessing upon the realm of Britain. Now that we have secured victory, the Enchantment of Britain will begin. Now the realm of Arthur can rightly be called the Kingdom of Adventure, and he is the King of Adventure. Bring him word of this, knights, that everyone may rejoice."

Glory: 100 for participating in the Closing of the adventure, and bringing this word back to Britain.

Conclusion

Many people leave, including:

The Dame of Cart. The bald woman, with the short-haired and long-haired women, depart leading a cart, upon which are the heads of many dead. They are encased in lead or gold. She does not speak of them.

The Maiden Who Would Not Laugh. With her goes a dwarf, intending to lead her to King Arthur where she will work, and keep watch for the coming of he who will heal the Fisher King.

The departing knights go with the dwarf and silent girl. The journey is short, and as they travel they see the realm blooming again, with supernatural quickness. They find themselves, around sunset, at the Castle Penrith (K-12). This is a holding of the Duke of Cambenet, and stands along the King's Road. From here the players are back in the normal world, and they re-enter the gamemaster's direction.

Post Scripts

Klingsor had been working great magic against the Castle of Joy, but it backfires so that his own realm is blasted to be a wasteland. He becomes the Lord of Evil who masterminds plots against Arthur from his hidden realm.

Getting back to the Turning Castle or the Castle of Joy is extremely difficult, if not impossible. The route which the player knights followed does not lead to the Other Side. The people who helped them before are not available, or are less willing now. Even if the Grail Castle turns up again, it is likely to be in a different place. Such is the wonder of the Other Side.

Knights may may wish to return to the fairy maids in the City of Glass. It can be reached in the same manner as before, crossing the sword bridge to Merlin's Island, and then from there into fairy and The City of Glass. Whether their paramours are still there is up to the game master. He may wish to play an adventure in which the knights search for their amors, or to condemn them to the roll of the fairy-struck, fated never to get more than a glimps of their hearts' desire.

It might have been noted that the King of Roestoc did not show up at the battle. This is because he learned that his enemy, Alain le Gros, was going to be absent from his home and took the opportunity to sack his castles and plunder his lands.

Phase Three: Consolidation

(525-531)

PHASE THREE OF the *Pendragon Chronicles* is roughly equivalent to the 13th century of western Europe. Think of Richard the Lion-heart, and the conquests of Edward I.

Politics

King Arthur expands his realm to include the continent, ultimately fighting against the mighty Roman Empire. Like other Britons before him (including, of course, Constantine the Great) Arthur, with the help of God, prevails and is anointed Emperor by the Pope.

Although the many rebellious kings of Britain have been defeated, their subjects have not. Many are outlaw robber barons, while most are just reluctant to swear fealty to the conquering foreigner who they do not know.

Escalation

Price List

Use the Price List in *Pendragon*. Now, however, the Great City Price List is available in the large cities.

Weapons & Armor

The newly available weapons are the Great Sword, Flail and Hammer. The only remaining weapon which is listed in *Pendragon* but NOT available is the Halberd.

The best available armor is partial plate (14-point), worn with a closed helm.

Trappers are common for Andalusian horses (the heaviest armor they can ever carry) and on all of the few destriers seen in combat.

The Heavy Crossbow (damage = 1d6+16) becomes available during this phase, but is not encountered by Arthur's troops until they fight the Italians at Saussy.

Horses

Chargers have become very common, so that now mercenary units of knights are actually available.

Andalusian chargers, often called the "Spanish Horse," become more available, too, through both importing from Spain and Arthur's royal breeding programs. One of these is *de rigueur* part of the rich knight's outfit.

Destriers also exist, and are ridden by all Round Table knights, but by no one else until the middle of the era (c. 531) when the first destriers can be found in Large City market places.

Clothing

Two new garments are introduced. The first is the surcoat, or over-tunic. The second is the pelicon, or pelisse.

Typical men's clothing was a cotte hanging to the ankle (merchants and middle-class men wear it to the calf, while peasants are to the knee.) He wears a surcoat over the cotte with long wide sleeves. Dress shoes are slightly pointed, and button closed at the ankle. The common hair cut for men was bangs across the forehead, with the sides and back long enough to reach below the ears, curled.

A typical noble woman wears a dress called a cotte, which is full, with a belt about the waist. Sleeves are tight-fitting from elbow to wrist, where they button closed. Cloaks, often fur-lined, are worn against the cold. For head covers, a simple wimple is worn, and a stiffened linen cap atop that. The Pelisse is a long, full outdoor garment.

Heraldry

Badges become important. Each household has its own badge which its non-armorial members wear. Large households may have more than one badge.

Heralds are common, as a professional class. They have developed a sophisticated method of recording coats of arms, and have sorted out various "proper" methods of handing down a knight's arms to his descendants.

Customs

Because of marriages, inheritances, and conquests a landholder often has multiple lords to whom he has paid homage. To resolve the problem of primary loyalty, the usage of a *liege* lord is used. A vassal, upon acquiring his holdings, chooses which lord is his primary lord, whose loyalty precedes all others. This is his liege.

Romance has previously been a court whimsy, but now gets serious. Many young knights and ladies are taking full advantage. It becomes especially popular among the women when so many men are gone during the Roman war. Queen Guenever's Courts of Love are in full swing.

A new sport is popularized: Tennis. Sir Tor, always the most dashing of the Round Table cavaliers, quickly becomes the best tennis player at Camelot.

Tournaments

The sport of chivalry gets more refined. Tournaments are the Full Style described in *Knights Adventurous*.

The most important change is the addition of the Joust to the list of events. The rude, common Bohort and animal-fighting spectacles are dropped.

Fiefs

Kings begin to get conservative about giving away their lands. Instead, money fiefs become more common, which is a guaranteed annual income rather than a plot of land. This money fief is otherwise handled as a regular fief, and can be handed on to descendants.

Castles

Round and polygonal keeps and towers are recognized as being superior in design. They are also more expensive, and so square keeps and towers are still built. In fact, castles which have been built over many years may include both square and round towers. Around the middle of the Phase the works defending a gate have become so sophisticated that they are recognized as a new type of work, called the Gate House.

The following are additional components which can be purchased for a castle:

- Gate House (DV=10) 30£.
- Gate House, tall (DV=12) 50 £.
- Round Keep (DV=12) 40 £.
- Round Keep, tall (DV=18) 80£.
- Round Tower (DV=7) 20£.
- Round Tower, double (DV=10) 40£.
- Round Tower, triple (DV=13) 60£.
- Palace (DV=2) 30£.

Sample Recent Castles:

- Small Castle: DV= 22/12. Price 107£.

Outer Works: double ditch, moat, curtain wall, gate, gate house.

Stronghold: round keep.

- Medium (normal) Castle: DV = 36/12. Price = 132 £.

Outer works: double ditch, moat, curtain wall, gate, gate house, 2 round towers

Stronghold: Round keep.

- Large Castle: DV=42/22. Price=232 £.

Outer Works: double ditch, moat, curtain wall, gate, gate house, 2 round double towers.

Stronghold: tall round keep, gate tower.

Troop types

Superlative Knight (4): 14-pt armor, destrier with trapper, 3 squires.

- Rich Knight (3): 14-pt armor, Andalusian charger with trapper, 2 squires
- Ordinary Knight (2): 12-pt armor, charger, 1 squire
- Poor Knight (1): 10-pt armor, Charger, no squire
- Sergeant (1)
- Amored Foot Soldier (1): 10-pt armor, sword, shield, spear
- Italian Crossbowman, Saxon Warrior (1)
- Hobliar, Foot Soldier (1/2)
- Bandit, Plunderer (1/5)
- Peasant (1/10)

Mercenaries

Mercenary Unit Costs

Troop Type (100 men)	*Cost (£./mo)*	*Loyalty*
Knights	200	15
Sergeantry	100	12
Armored Soldier	50	12
Saxon Warriors	20	10
Welsh Spearmen	15	*
British Archers	20	12
Italian Crossbow	25	8
Foot Soldiers	10	12
Plunderers	5	*

* Loyalty = 1/2 # of £. received this month

Types of Adventures

At first, two wars offer a final opportunity to get Glory by battle.

After 531 events make a radical shift. The initial wars are over, and King Arthur's political realm is stable. The king becomes less active, and leaves his knights to gain their own individual Glory against the remaining foes. Thus he sponsors groups of adventuring knights who strike forth into the unknown to seek out reluctant or hostile knights and lords and bring them into the fold of chivalry. He issues orders for all knights to periodically report their adventures back to their own lords, and to his court.

But a rigid time line does not exist. Adventures enter an almost timeless period of play. Such adventures will be published in subsequent *Pendragon* supplements.

525

COURT

at Camelot

Special Guests:

The Lady of the Lake and Lancelot, the Knight of the Lake

Important Church Men: Bishop David of Menevia, Archbishop Dubricus, and many other bishops and monks.

New Round Table Members:

Cador of Cornwall, a kinsman of Arthur.

Hoel of Alclud

Gossip

What are all these eunuchs doing at Camelot?

Stop that rude talk, girl. These are holy men, and they are going to witness the consecration of Bishop David as the Primate of Britain. Blessed Dubricus is going to step down and become a hermit.

That old prune won't last a year alone in the wilderness, and don't scold us with their piety. They're here to get their benefices and fiefs, just like any other nobleman.

What do you think of that young Knight of the Lake? What a handsome devil! I knew he was the son of a king all the time.

Well, I don't know when any arrival at court ever caused such a stir. And look at what he did on his first quest: he overcame that big knight, the King of Northumberland, killed or captured eight bandits, rescued three other damsels, defeated Sir Alibon of Queen's Ford, rescued Gawaine, Ywaine, Galegantis, and the others from that traitorous vavasour, *and* broke the enchantment of Dolorous Garde!

Well, at least we know his name now: Lancelot.

He's already the favorite of his entire clan.

He should be. Lancelot is the son of their king, after all.

Sir Marhaus has gone away you know, returned to his homeland of Ireland. I heard his kinsmen are having difficulties, so who can blame him for going back, I suppose. But what a dreary place to go to. Imagine going from the sophistication of Camelot to someplace as primitive as Dublin!

I heard that a thousand knights searched for Merlin. They must have gone *everyplace*. And no one found hide or hair nor clue of him. He must still be sleeping.

Or maybe he is really gone, this time. He did say he was going to go, after all. Even wizards die.

Well, yes, dearie, but we have heard all this before...

News

Kay: Humph, this Knight of the Lake isn't so great. He just has good equipment. You know, he has a magical ring which turns away all magic? And did you know

that his new shield, the one with the three stripes, is magical too? And have you his sword gleam, even at night?

Griflet: The army is getting bored and restless. Some of the men are having trouble with the local beer-drinkers over girls. They are depressed that there are no more great battles to fight.

Gawaine: The Dwarf Knight is chasing everyone out of Arroy again. Has he ever lost a joust?

Royal Conversation

The *Noble Charter* has been created and signed by King Arthur. It guarantees all noblemen their ancient rights in the court of the King, including trial by a jury of their peers and protection from the king's arbitrary justice. The opinion of all nobles, whether knight or lord, is solicited.

Intrigue

The knighting ceremony for the Knight of the Lake was never finished by the King, yet the young knight returned to court with a sword girded. A few people know that Queen Guenever girded it. [Courtesy. Success = you know that the Knight of the Lake may have divided his loyalties between the king who dubbed him and the queen who girded him.]

Events

Pentecost Dinner

Source
Malory V, 1-2, Geoffrey ix, 15

King Arthur holds the custom, since his wedding, to never begin any of the great feast day dinners until a marvel or wonder has appeared. This pentecost the assembly has waited all morning, and at last the church bells ring, promising that a marvel approaches.

A runner dashes into court, throwing himself before the king so rapidly that it is downright unceremonious. Nonetheless the king bends to listen to the message. He is surprised! He rises and announces, "To the Great Court, everyone. I think that this is not the type of marvel which Merlin would have planned."

Everyone disperses to make their way to the Great Court. The king and his entourage use a secret, and short, passage. Noblemen have an easy, shaded way to walk. Knights must go around, the long way to enter, and arrive last.

Arthur is seated at the high throne, with his advisors standing on the stairs which mount to the throne. Queen Guenever, radiant as always, sits beside her husband. A dozen Round Table knights, fully armed, stand guard nearby. The rest of the nobles, dressed in their finest holiday finery, cluster towards the front of the court. Knights are filing hurriedly in, filling up the rear of the hall. Only the long carpeted isle, down the center floor of the hall to the throne, is open.

Down it walk 12 Romans. Eight are armed and armored, and all of them are wearing strange and exotic garb: a Roman Centurian, in battle garb; a couple of hairy Goths; a black Ethiopian, with a long shield and spear; an African Vandal;

Lancelot and the Lady of the Lake Ride to Court.

a turbanned Arab from Africa; a Byzantine cavalryman, bearing an unmanly bow, and dressed head to toe in scale armor; and a steel-covered Italian. Three others wear senatorial togas, each carrying an olive branch to denote peace, and precede the final man of rank, obviously an Imperial Tribune.

Someone from the sideline shouts, "Didn't we get rid of you last time?"

"Silence," commands Arthur. "Let no one bring insult in my hall." The Romans stop the proper distance away, and make only the smallest bow to King Arthur. The Tribune speaks.

"The high and mighty Emperor Lucius sends his greetings to you King Arthur, and with it a command to acknowledge the Emperor as your lord and send the tribute which is due from Britain to Rome. Your father, and the kings before him paid, as is on record. But you, *a rebel who does not know custom,* withhold your tribute contrary to the decrees of Julius Caesar, conqueror of your realm and first Emperor of Rome.

"And if you refuse this commandment, know for certain that Emperor Lucius will make strong war against you, and against your land, and make an example of you and your people for all princes to submit to the noble empire which rules the whole world."

The court stands, silent, waiting for the king to react.

Player Hook: What do they feel? Verbalize it. Decide which of them gets a bonus to their Loyalty (Arthur) passion, which everyone in the court must roll. [Success = you are ready to what ever the king says. Critical = you are outraged that these envoys have insulted your king! You draw your sword and shout a threat at them.]

Many knights draw their swords and threaten the envoys, who are immediately prepared to fight. Only the tribune is unmoved, as if nothing occurred.

"Stop!" shouts Arthur. [Loyalty (Arthur) again. Critical or Success = you stop; Failure, Fumble = you don't stop, and are knocked unconscious by a Round Table knight on your way through the crowd.] "Anyone who harms these envoys will pay with his own life. These Romans are great lords, and though their message pleases neither me nor my court, I must remember my honor.

"Sir Bedivere," says the king, "Bring these men to their lodging, and see that they have all that is necessary or desired, and with good cheer. Spare no dainty for them while I confer with my court to prepare an answer."

Sir Bedivere shows the Romans out of the hall, to a distant chamber.

The crowd goes wild. Several groups begin chanting, "Down with Rome," or "AR-thur, AR-thur." The kings who are seated with Arthur generally look pleased.

The high king signals for silence. "I must retire with my council to deliberate this matter, for this is a sore attack upon me, and I will never pay tribute to Rome. I have learned that Belinus and Brenius, kings of Britain of old, conquered Rome. And also Constantine, the son of Saint Helen, was a Briton. By our right of being descended from them, we have the right to claim the title of Emperor ourselves!"

He departs the hall, followed by his major barons, a couple of Round Table knights, and other counselors. Pandemonium breaks loose in the hall as everyone starts talking at once, and looking for their friends and liege lords.

Sir Cador: This is good news. We have been idle too long. This is a chance to gain riches and Glory.

Griflet: Gather to me, soldiers. Now is the time for those veterans who have known ten battles to be the leaders of ten staunch men, and those of us who know a hundred will each lead a hundred more. We go to fight the greatest and worthiest foe in the world: Mother Rome herself!

Player Hook: What do the player knights do? Their duty is to find their lords (who might be in conference with Arthur if they are high enough, like Earl Robert of Salisbury.)

After some time the King and his council return to their seats overlooking the great hall. The Romans are brought back. Arthur replies to their demands.

"Envoys of Rome, return to your lord, the Emperor Lucius, and tell him that his demand means nothing to me. I know of no tribute or loyalty I owe to him, nor to any earthly prince, Christian or Pagan. In fact, I know I am entitled to be sovereign of the Empire by right of my predecessors."

"Tell him that I have fully decided to go with my army to Rome, and God willing, take possession of the empire."

"Wherefore I command him, and all Romans, to come to me and pay homage to me as their Emperor and Governor, or else suffer the pains of war."

"Sir Kay, give these envoys gifts suitable to their stations, and pay all their expenses incurred coming here, and departing here. Sir Cador, escort these men with my safe passage out of our country."

Events

The rest of the year is spent finishing business. Everyone is expected to go home and prepare for the war, even if they are staying behind.

Player knights may have other business to finish, perhaps personal. Resolve it easily and quickly: everyone is shipping out tonight, on the first high tide.

Barfleur Seized

Led by Sir Lamorak, a small force of knights and soldiers crosses the Channel secretly and lands in Normandy. With a surprise attack (and help from some dissatisfied residents) they seize the port of Barfleur in anticipation of the army's arrival. Lamorak's brother, Aglovale, distinguishes himself.

526

COURT

at Portchester

Special Guests: The assembled royalty of Britain and the nobility of Logres.

Few women attend. This is a military camp.

New Round Table Members:

Blamore de Ganis, Blioberis de Ganis, Sir Berel, Sir Moris

Scuttlebutt

The French have united against us. They have laid aside their differences and assembled a great army to oppose us. We will fight them in Normandy.

Arthur's Continental Campaign
N
EIRE
BRITAIN
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CATALONIA
Viterbo
Spoleto
Arabs
CASTILLE
Visigoths
Genoan Routes
Rome
GRENADA
Cadiz
Malaga
Moors
Vandals

Not so, pal. I spoke to a Cambrian mercenary who came back, and he says that Sir Lamorak has conquered half of France now. The king is hiding, and the lords of Normandy, Champagne, and Burgundy are all waiting in Barfleur to pay homage to Arthur.

Impossible, Sir, I say. My brother lost a foot at Barfleur, and he says that the French have united and are preparing to lay siege to Barfleur. Why all this fuss about the French? Give me Romans to kill.

You will have your fill of Romans, and more. They have assembled an army from all across their empire to oppose us. They may even have elephants!

All the better for variety, I say. Bring them on.

News

Kay: This has been a monumental effort to get all these supplies here. It's going to take the fleet several trips back and forth to get it all to France and beyond.

Griflet: Don't worry, Kay. If your ox-carts are too slow then we can always get fed from the countryside, like soldiers always do.

Gawaine: I have a grudge against some of those Romans, ever since my childhood. I hope they are at the forefront of the battle.

Lady of the Lake: Remember that this is not just an adventure, or another British war. These are foreign lands, and foreign men, with strange ways. Do not be too trusting!

Royal Conversation

The Glory of Britain stands to gain mightily on this day. May God bless every one of us, and the just effort which we are making to maintain the order of the world.

Intrigue

Arthur is disturbed by an intense dream which he had. A mighty dragon and foul boar fought a bloody battle, and in the end the dragon won. However, the seers have interpreted this to mean that Arthur is going to throw down a tyrant, or else fight a terrible giant. But the Lady of the Lake says the dream is a good omen.

Events

Source
Malory V, 3-4; Geoffrey x, 3

The French Campaign

Arthur's army spreads out across France, gaining the submission of some of the lords, besieging others. Roll on this table for monthly events.

Monthly Events Table

Every month, including the months with battles, each unit leader rolls d20 on the following table to determine what his unit was primarily doing that month, with the results following.

French War Events Table

d20	*Result*
01-05	Garrison
06-10	Pillage
11-15	Skirmish
16-18	Siege
19	Small Battle
20	Local Champion

Garrison: The unit spent most of its time standing guard in a city or castle. Get Rolls to: Awareness, Just/Arbitrary, Trusting/Suspicious.

Pillage: The unit spent most of its time scouring the countryside for food and for movable goods. Roll 1d6 to find amount of personal treasure gained each month: 1,2,3 = 1/4£.; 4,5 = 1/2£.; 6 = 3/4£.

Skirmish: Unit fought with enemy. Fight one round of Battle, using the normal Battle System, but starting the sequence with the Unit Leader's Roll. No plunder or special results are gained. The only reward is the checks gained.

Siege: Unit participated in a siege. Player knights must:

- Choose whether they will be in the assault or not.
- Find the Modifier. Roll 1d6: 1=-12, 2=-8, 3=-3, 4=+3, 5=+8, 6=+12.
- Roll modified Melee weapon (no Lance) skill, plus modifier versus a skill 17 opponent. Loser takes 5d6 damage, minus armor and shield, if appropriate.
- Find survivor's Reward: 1-2=1/2£., 3-4=1d3£., 5-6=1d3+2£.

  Glory = 30.

Small Battle: Use the Random Battle Results Table, *Pendragon* page 175. Glory = 30.

Enemy Champion: A local French hero has challenged the unit to send a single hero to fight him, in single combat, rather than sacrificing the good lives of their men. Will a player knight take the challenge of single combat? (Roll 1d6: 1,2 = Old Knight; 3 = Notable Knight; 4 = Famous Knight; 5 = Extraordinary Knight; 6 = Chivalrous Knight, roll again and ignore further roll of 6). See *Pendragon*, pp 192-193 for stats.

June: Arthur's Adventure

Source
Malory V, 5; Geoffrey x, 3

One morning Lady Rumor dashes through the camp over breakfast: the King is gone!

It seems that a messenger from Duke Hoel of Brittany came to the king late last night with the piteous tale that the duke's niece had been taken by a foul giant to his lair at Mont St. Michael, to the south.

Apparently Arthur and his two oldest friends, Kay and Bedivere, armed immediately, and rode off into the south to find the giant.

Sir Griflet is correctly alarmed, and orders all knights who are not otherwise busy to ride and seek the king, to lend whatever assistance is needful.

Player Hook: The player knights have a chance to ride off on their own for whatever bit of adventure the gamemaster may have prepared. None is necessary. It might be a useless search, and a return to camp to see that the king has already returned.

They might be the ones to discover the king and his companions returning, in which case they get 15 glory each. King Arthur's pack horse is carrying the severed head of a giant, which is the size of a large man's torso. Another pack horse carries a great iron-shod club, while the others bear sacks of treasure.

Eventually the story is told how King Arthur engaged the giant in single combat, hacking it badly until it finally grappled him, and they went rolling down the mountain locked in deadly embrace. Ar-

thur rose, the giant did not. Alas, the duke's niece was already dead. See Malory V, 5 for details on Arthur's fight.

The result is that Arthur's courage and knightly virtues are admired by everyone, who all get a roll on Loyalty (Arthur) for hearing about this.

July: Paris Surrenders

King Arthur's army pushes up the Seine river valley. Many cities and castles surrender, but others resist and are besieged as the army marches on. Paris is surrounded and attacked unsuccessfully. After a short time the King of the Franks deserts the city at night, and the guildsmen decide to open their gates to Arthur if he will give them decent terms. Agreement is reached.

Arthur hears that the Roman army passed the Alps weeks ago, and is approaching.

Gawaine's Parley, Battle of Autun

Source

Malory V, 6; Geoffrey x, 4

The British army is marching and countermarching across Burgundy, trying to track down the elusive Roman Army. At one point the armies are close to each other, and Arthur sends out a party of knight to offer reasonable terms to the Romans if they surrender.

Under Bedivere and Gawaine a large force sets out for the Roman camp.

On the way their suspicious natures gain the upper hand. Lionel and Bedivere remain behind with most of the men, hidden and ready to ambush the Roman if necessary. Gawaine and Bors continue on to the Roman camp with a handful of the best fighters.

The parley is full of hostility. Lucius says: "You will return to your lord and tell him that I shall subdue him and all his lands."

Player Hook: Everyone makes a Loyalty (Arthur) and Hospitality roll. To remain at peace the player must make a Success in both. Gawaine fails both.

Gawaine is enraged and says, "Good! I'd rather fight you than have all France as my holding!"

Bors agrees. He adds, "Me too! I'd rather fight you than have all of Brittany or Burgundy as my fief!"

Sir Gainus, a cousin to the Emperor, then speaks. He says "Look how these Britons are so full of pride and boasting! And they brag as though they owned the whole world."

At this point Gawaine critically succeeds at his Hate Romans roll, and fails in

Saussy Enemies

Given here are statistics for the many troops which may be fought at Saussy. The Knight Value given here is to determine whether your unit is inferior, equal, to superior to theirs. Remember, most player knights are probably normal knights, KV=2.

Reduced stats are given which are sufficient for combat.

The **Glory to Kill:** statistic is not used in this battle, but is given here in case these foes are to be used as individuals outside of this battle and campaign. Perhaps later, in the Roman Tournament.

Check the troop type with this list, and then cross-index to the statistic, below.

Special Saussy Battle Table

Saussy Random Enemy Table	
01-03	Roman Infantry
04	Ostrogoth Cavalry (use Goths stats)
05	Visigoth Cavalry (Use Goths stats)
06	Hun Cavalry
07-08	Italian Crossbowmen
09	Vandal Cavalry (Use Goths stats)
10	Moorish Cavalry
11	Magyar Cavalry (Use Huns stats)
10-17	Poor quality Infantry
18	Byzantine Cataphracti
19	Ethiopian Infantry
20	Leader and bodyguard. Roll again, and add +8 to all combat skills, and 4 to all armor (except shields)

Roman Infantry

Armored, trained foot soldier. Dressed and armored in traditional Roman manner, and marching in step with others in the unit. Because of their discipline and training, they do not have the -5 modifier fighting against mounted troops.

Knight Value: 2
Ransom: 6£.
SIZ 14 Move 3
DEX 13 Damage 5d6
STR 14 Uncon. 7
CON 13 Hit Points 27
APP 13 Armor 12+8 shield
Glory to Kill: 40
Attacks: Javelin @15 versus charging cavalry; Greatspear @18; sword and large shield @17.

Special Note: They throw their javelins at the horses, not the riders.

Goths

Big men wearing heavy leather armor and furs, carrying stout spears and large wooden shields. They ride upon large Roman horses trained as chargers.

Knight Value: 2 Horse: 7d6
Ransom: 10£.
SIZ 16 Move 3
DEX 14 Damage 5d6
STR 15 Uncon. 7
CON 13 Hit Points 29
APP 11 Armor 8+6 Shield
Glory to Kill: 50
Attacks: Lance @18, Sword @18

Huns

Small evil-looking men with greasy hair, armed with bows and swords, generally unarmored, and riding upon rugged shaggy steppe ponies.

Knight Value: 1 Horse: 5d6
Ransom: none
Note: Huns attack in groups. Each round, knights must fight 1d3 Huns. Any attacked will Evade, any ignored will shoot arrows. A knight may fight a maximum of two Huns each round.
SIZ 11 Move 3
DEX 19 Damage 4d6
STR 18 Uncon. 7
CON 13 Hit Points 29
APP 9 Armor 2+4 shield
Glory to Kill: 40
Attacks: Bow @23 (3d6 damage); in melee, they use Evade of 17 versus foe's attack

Magyars

Magyars are a nomadic people originally from near Finland who now live in Hungary. They are small and wiry, tattooed like ancient Scythians, and ride upon steppes ponies. They fight using the bow.

Knight Value: 1 Horse: 5d6
Ransom: 6£.
Note: Magyars attack in groups. Each round, knights must fight 1d3 Magyars. Any attacked will Evade, any ignored will shoot arrows. A knight may fight a maximum of two Magyars each round.
Use Huns stats.

his Hospitality roll. With a roar of rage Gawaine draws his sword as he leaps at Gainus, and with a single blow chops his head off. [Gawaine loses 1 point of Honor for this.]

Everyone is temporarily stunned. Gawaine, Bors, and the others turn and dash from the tent, mount their horses, and gallop from camp as the alarm sounds raucously behind them. A couple of energetic knights follow in pursuit, and Gawaine's band turns and fights them briefly. A much larger force draws close, so Gawaine and his men resume their flight towards the ambush. The resultant fight is the Battle of Autun.

Battle of Autun

Autun in a small city in Burgundy.

Before the Battle

Commanders

For the Britons: Bedivere (Battle = 17)

For the Romans: Petreius Cocta (Battle = 32)

Battle Size: Medium

Modifiers

Britons ambushing from cover, +10

Army Commanders' Rolls

Bedivere: Critical

Petreius: Success

The Fight

Round 1: First Charge is done as normal.

Rounds 2, 3: Romans still surprised, +5 on Unit Events Table Roll

Round 4: More Romans join battle, Unit Events Table roll is normal

Round 5: More Romans join battle, -5 to Unit Events Table Roll

Round 5: Petreius Cocta's skill shows: -8 to Unit Events Table roll

Round 6: Sir Boso of Rydychan attacks Roman leaders

Round 7: Petreius killed.

Round 8: Roman Army routs. +10 to Unit Events Table.

After the Battle

Victor: Britons, decisive.

Plunder: 1 charger, 2 £.

Glory: 30, x2.

King Arthur rests, and sends a force to escort prisoners back to Paris for safekeeping. The Romans learn of this, and send a force to ambush them, and recover the prisoners.

The Roman Ambush

Source

Malory V, 7; Geoffrey x, 5

Outside of Paris a part of the Roman army attempts to ambush the Britons who are bringing prisoners to Paris.

Commanders

For Britons: Cador (Battle = 19)

Italian Crossbowmen

Lightly armored men armed with heavy crossbows, short swords, and no shields.

Knight Value: 1/2

Ransom: none

Note: Each round every knight must fight 1d3 crossbowmen. If attacked, the crossbowman uses his pitiful Sword skill to defend, while the others shoot at the knight. A maximum of 2 crossbowmen can be attacked by a knight each round.

SIZ 10 Move 3
DEX 10 Damage 4d6
STR 13 Uncon. 6
CON 13 Hit Points 23
APP 10 Armor 3
Glory to Kill: 20

Attacks: Crossbow @19, 16+1d6 dmg; Swords @7 in Melee.

Moors

Robed dark men from North Africa. They are armed with lances, shields, and swords, and all ride upon Barb Chargers.

Knight Value: 1 Horse: 6d6

Ransom: none

SIZ 12 Move 3
DEX 18 Damage 5d6
STR 15 Uncon. 7
CON 16 Hit Points 28
APP 12 Armor 4 + Shield
Glory to Kill: 35

Attacks: Lance @18; Spear @17; Sword @15

Arabs

Robed bedouins, armed with bows and razor-sharp scimitars. They are always Inspired by their fanatical devotion to Allah. They ride upon Arab chargers.

Knight Value: 2 Horse: 5d6

Ransom: none

SIZ 11 Move 3
DEX 12 Damage 5d6
STR 16 Uncon. 6
CON 12 Hit Points 23
APP 11 Armor 5
Glory to Kill: 45

Attacks: Lance @18; Scimitar @27 (i.e.17, plus +10 inspiration)

Poor Quality Infantry

These are men of many nations, all of whose foreign costumes are unknown to Britons. They are all bad soldiers, of poor fighting skill and prone to flight.

Knight Value: 1/5

Ransom: none

SIZ 10 Move 2
DEX 10 Damage 3d6
STR 10 Uncon. 4
CON 10 Hit Points 20
APP 9 Armor 6+8 shield
Glory to Kill: 15

Attacks: Spear and Shield @10+d6

Ethiopians

Huge naked black men with long spears and large shields

Knight Value: 1/2

Ransom: none

SIZ 17 Move 3
DEX 17 Damage 6d6
STR 16 Uncon. 8
CON 16 Hit Points 33
APP 12 Armor 0+10 shield
Glory to Kill: 40

Attacks: Javelins @18 cast at horses when charged with lance; Long spear @22 (does not get -5 modifier for being on foot versus mounted troops).

Byzantine Cataphracti

These are an elite force, come from Byzantium to test their skills against Arthur's. They wear head-to-toe scale armor, are armed with extremely long lances, and ride upon very big horses covered with scale barding.

Knight Value: 3 Horses: 8d6 (Armor=10)

Ransom: 15£.

SIZ 17 Move 3
DEX 13 Damage 6d6
STR 16 Uncon. 8
CON 14 Hit Points 31
APP 12 Armor 16
Glory to Kill: 75

Attacks: Lance @27; Greatsword @20; Bow @17 (3d6 damage)

For Romans: Army Commanders Vulteius Catellus and Quintus Carucias (Battle = 24)

Battle Size: Medium

Modifiers

Britons outnumbered more than 5:1, -10

Britons ambushed, but unsurprised, -5

Army Commanders' Rolls

Cador: Partial Success

Romans: Success, win

The Fight

Round 1: The First Charge is done as normal. The Britons have a -5 modifier to Unit Commander's Battle Skill.

Round 2: The British army is disorganized by the charge. -10 to Unit Events Table.

Round 3: Lancelot stands firm, and rallies the army. +5 to Unit Events Table.

Round 4: French troops, under Duke Guitard of Poitou, enter the battle to help the Britons. +5 to Unit Events Table.

Round 5: Romans rout.

Round 6: Pursuit

After the Battle

Victor: Britons, decisive, but Pyrrhic. Losses were heavy.

Plunder: 1 charger, 1 palfrey, 1 sumpter, 3£.

Glory: 30, x2.

Follow Up

Cador credits the victory entirely to Lancelot's courageous rally of the army, and describes how the young knight stood alone against the foe.

King Arthur tells Sir Lancelot, "Your courage had nearly destroyed you, for if you had retreated you would not have lost honor; for I call it foolish for knights to stand when they are so badly outnumbered."

"Not so," corrects Lancelot, "for once a man is shamed he is always shamed."

Events, Cont.

July

Arthur wages a destructive war throughout Burgundy, which is part of the Roman holdings. The Romans evade, striving to discourage the Britons with delay, and to draw them into a disadvantageous position.

August

Arthur's maneuver and countermaneuver has trapped the Roman army in a narrow valley. They turn to fight at last.

Battle of Saussy

Source

Malory V, 8; Geoffrey x, 6-12

Location: 35 miles SW of Langres on the way to Autun

Before the Battle

Commanders

For King Arthur, (Battle = 22)

For Lucius, (Battle = 25)

Battle Size: Large

Modifiers

Round 1: Arthur is outnumbered -5, Arthur holds superior position +5

Army Commanders' Rolls

King Arthur: Critical

Lucius: Critical

The Fight

Round 1: The First Charge is done as normal.

Five more rounds.

Round Seven: Arthur and Lucius meet in single combat. Lucius is killed. His battered army drops its weapons and runs. +15 to all Unit Event Rolls this turn.

Round Eight: Pursuit.

After the Battle

Victor: Arthur, Decisive.

Plunder: 2 chargers, 2 palfreys, 6 £. in goods.

Glory: 45 per round, x2.

Follow Up

King Arthur has the bodies of Lucius and other important Romans honorably placed into sealed lead coffins, and sends them to Rome with three surviving Senators, who bear messages that he is approaching, and Rome must surrender. They depart with a long ox-train of coffins.

September

Arthur secures the countryside. The Roman presence in Gaul is broken, but the passes over the Alps are already closed by snow. Arthur orders the army to prepare for the winter, so they plunder the countryside one last time. At last, as the winter rains begin, he retires with the army to Paris.

527

COURT

at Paris

Special Guests: Half the assembled royalty of Britain and the nobility of Logres.

Many French noblemen who are ready to swear fealty to Arthur.

New Round Table Members: Arthur declares that he can not make new members for this brotherhood while in foreign lands.

Scuttlebutt

Kay: I am staying here to watch over affairs in France, and to consolidate my position as Duke of Normandy. You know, I think I'll start a city, and name it after me!

Griflet: There is no lord more fair than Arthur. Have you seen how he has generously given all the lands which he received back to their proper lords on this long journey? We have no enemies behind us.

Gawaine: I'm itching for some adventure. This army work is fine, but I yearn for the chance to go riding for days without interruption, and find strange lands.

Royal Conversation

We are pushing on to Rome, but we will not take cowards or laggards with us. Garrisons will be left at Paris and other strategic locations which have been conquered.

Anyone who wishes to avoid this long and dangerous campaign may withdraw if they wish. Instead of service, I will accept payment of a "shield fee" (*scutage*) of 2£. per knight.

Intrigue

Every one of those Merovingian noblemen who swore fealty have done the same thing to each other for years. They are leaders without honor. It is astonishing that the noble French knights follow them.

Events

The Conquest of Lombardy

Source

Malory V, 9-12

In spring Arthur's army sets off, marching up the Rhine, well received by submissive lords of Lorraine, Brabant and Haut Almain along the way. Arthur accepts their fealty, but makes no demands upon their homage. He distributes Justice where asked, and never fails to impress those who want to be his friends.

Slowly, the army crosses over the Alps, and into Lombardy. Arthur's army reaches Milan, the strongest city in northern Italy, and lays siege to it.

One day Arthur sends out a raiding party to collect food, as is usual. Unusually, this time Gawaine returns with a North African Saracen as a friend, Sir Priamus, who wishes to be baptized and join Arthur's forces. He also warns that a huge army is nearby, and approaching fast.

Battle of Milan

Before the Battle

Commanders

Gawaine, (Battle = 17)

King of Lombardy, (Battle = 18)

Warriors in the Service of Rome. From Left, A Mounted Saracen, an Poor Quality Infantryman, a Roman Legionare, and and a Byzantine Cataphracti.

Battle Size: Large
Modifiers
Gawaine outnumbered, -5
Army Commanders' Rolls
Gawaine: success
King of Lombardy: success

The Fight
The First Charge is done as normal.
Five melee rounds.

After the Battle
Victor: Gawaine, decisive.
Plunder: 1 Charger, 1 Palfrey, 7 Librum goods.
Glory: 45, x2.

Follow Up
Arthur orders an assault against Milan, which has long resisted siege. After a day a duchess, the countess, and many other noble women come out and beg for mercy for themselves, their families, and their city. Arthur is, as always, generous, and all the women are spared, as is the town and its inhabitants, but her husband is taken prisoner and sent to Dover until ransomed.

The rest of the lords of Lombardy surrender to Arthur during the next few weeks. After a rest, Arthur hires some more mercenaries and marches south.

Events, cont.

Conquest of Central Italy
Arthur pillages large parts of Tuscany as he moves south, but bypasses the large city of Florence and travels to the state of Romagna.

Battle at Urbino
At the city of Urbino, Sir Florence and Floridas the Pict set an ambush, and draw the defenders out with an inferior force. The defenders are ambushed, and a small force seizes the gate works before they can be closed.

Frightened by the ease at which Arthur is taking cities, the lords of Florence come and surrender their city and state to the King. The army continues its march into Spoleto, and accepts the surrender of its main town of Spoleto.

Continuing, Arthur accepts the surrender of the city of Viterbo, which lies close to Rome, and then progresses to the Vale of Vicecount, among the vines outside of the Imperial City.

While there Arthur is approached by envoys: all the remaining senators of Rome, plus a collection of cardinals, who bear expensive gifts, and promises of more if he will spare their ancient city. All the world, they say, acknowledge the greatness of King Arthur. The envoys promise to gather together all the noblemen of the land to participate in his enthronement as Emperor. Arthur accepts.

Arthur the Emperor
Six weeks later, as promised, Arthur is anointed by the Pope and made Roman Emperor. He and his army are lavishly entertained.
Player Hook: 100 Glory to all witnesses of the ceremony. Afterwards Arthur grants gifts to all his men which are equal to 1£. per 200 Glory gained on this 2-year campaign.

Though already quite homesick, the Britons stay over the winter because the weather has already turned bad.

In Rome

Each knight should calculate his current treasure. It is likely to be considerable. They have at least 5 months to stay in Rome while the legal problems are straightened out and Arthur collects his treasure. Knights are welcome to remain in Rome for as long as they like after Arthur departs, up to 8 months more.

Costs to live
Knights get a choice of expensive Italian accommodations:

- Poor Knight Standards: 1/4 £./month
- Normal Knight Standards: 3/4 £./month
- Rich Knight Standards: 1 £./month

Other Entertainments:

- Gamble? Spend 1£. and get a check to Selfish.
- Lustful? Spend 1 £. and get a check.
- Indulgent? Spend 1£. and get a check.
- Worldly? Spend 1£. and get a check.

What to Do?
Discover what each knight does during his stay in Rome. The natural inclination is to be a tourist.

For each month in the city, roll 1d20:

Randomly Exploring Rome Table

d20 Result

01 Discover another huge old church

02 Discover another monumental ancient sculpture or ruin.

03 Discover another block of decaying, abandoned apartments

04-06 Get lost in sprawling alleys. Silent children stare as you walk through, and run away when you try to speak to them. They do not speak your language, or even Latin!

07-09 Discover another affluent local market. Smooth talking salesmen try to sell something to you, and other sneaky looking guys stand too close.

10-17 Another poor area, with bandits who know better than to attack an armed knight with their knives and sticks, and women who offer to sell themselves cheap.

18 Transfixed by one of the monuments again:you spend an inordinate amount of time staring at it and wondering about it. After hours or even days you come to your senses. Take your pick from the List of Roman Monuments, given below.

19-20 Discover a popular place where other British knights hang out. Attempt Indulgent/Temperate roll. Success at Indulgence = loss of 10xd20 denarii for miscellaneous costs and losses over the month.

Whatever else the player knights feel about Rome, they have an awareness that it has seen better days, and is a rattling, half-empty shell of its former greatness.

List (brief) of Roman Monuments: Maderna Fountain, in St. Peter's Square,

which spouts constantly; Neptune Fountain in Piazza Navona, with its many marble sea creatures and nymphs; Fountain of the Triton, a marble representation of the ancient sea god; obelisk from the Piazza della Minerva, of the elephant bearing the obelisk from the temple of Isis; obelisk in the Piazza del Popolo, originally from Heliopolis; Arch of Titus, commemorating the Roman victory over the Jews, marking the departure of the Holy Grail from the east to Britain; equestrian statue of Marcus Aurelius; colossal twin statues of the Dioscuri; Trajan's Column, which represents Trajan's victories in Dacia.

The Roman Tournament

During the winter months King Arthur holds a tournament, inviting all the great knights of the Roman empire to come and compete as friends against his Round Table and British vassals. Many do.

This is a Regal Tournament. Gamemasters should used the Classic Tournament as a guide (*Knights Adventurous*, page 115ff). Here are some names of kings who might participate, taken from Geoffrey of Monmouth (X, 3):

Epistrofus, King of the Greeks; Mustensar, King of the Africans; Ali Fatima, King of Spain; Hirtacius, King of the Parthians; Boccus of the Medes; Sertorius of Libya; Serse, King of the Iturei; Pandrasus, King of Egypt; Micipsa, King of Babylon; Politetes, Duke of Bithynia; Teucer, Duke of Phrygia; Evander of Syria; Echion of Boethia; Ypolitus of Crete.

The opponents can be any of the troop types which participated at Saussy.

Last Business in Rome

Once last piece of business remains. Arthur has decided that he is going to take some of the famous Roman monuments and sculptures back to Camelot with him. He has already decided to take one of the ancient Egyptian obelisks. He is asking for other ideas.

Player knights with opinions on this will be asked to speak. Anyone who has spent a month contemplating a monument (as determined by #18 on the table above) can speak.

Knights may attempt Orate. If successful, get 25 Glory. If a Critical success, get 50 Glory and know you have convinced many people. Gamemasters should let the determination of the player knights determine the results of the poll. Thus Arthur takes the monument for which the only critical success roll was made. If two items have received a critical success, and one has also gotten a normal success, the latter wins. And so on. Failing all else, just poll the players.

Any knight who got a critical success for the winning sculpture is given a free ride home on a ship as part of the honor guard for the monument.

Going Home

Everyone is responsible for their own voyage home. Returning knights can take the long treck home by land, or more expensive passage by sea.

Land Passage

Land passage is over a thousand miles of walking. It costs 1£. per month, and takes at least two months.

Roll 1d6 to discover difficulties.

Return Home Table

d6	*Result*
1-3	No Problems
4-5	Delays, takes an extra month
6	Many delays, takes two extra months

Sailing

Sea vessels can make 75 miles per day, on the average. Of course some days the weather forces them to hug the coast and not move at all.

Sea passage is the fastest route home. Two methods are offered, each explained for one-way passage only.

A. Best Passage

Excellent ships, experienced captains with trustworthy crews, and convoys escorted by warships are guaranteed by this route. It is the fastest, most dependable, safest, and most expensive.

Basic cost is 3 £. per man or horse, or 15 £. for the average knight. Payment is always in full, in advance.

Roll 1d20 on the Best Sea Passage Table

Best Sea Passage Table

d20	*Result*
1-17	No problems.
18-20	Delay from bad weather. Make a CON roll for all horses. Failure indicates death.

An option: The shipping agent offers insurance for your horses. If you wish to pay advance insurance of 2/5 the cost of the horses you will be guaranteed healthy replacement steeds for any which die on the way.

This is 5 £. for the normal knight (Charger @3£. +2 palfreys @1£.)

B. Normal Sea Passage

Normal passage is in short hops, between which the knight and entourage must change ships. The ports are: Rome, to start, find a Genoese captain, and sail to Cadiz; there each knight must unload, then find a Ganis or Breton captain and sail to Britain. Finding a ship in these places is not usually a problem since these are some of the busiest sea ports in the world. The problem comes from the normal hazards of the sea in a normal ship. The sequence is repeated for each of the legs.

Basic cost is negotiable between the passenger and the ship captains. The result is 1d3£ for a knight's party.

Roll 1d20 for each leg of the voyage. From Rome to Briton has 2 legs.

Normal Sea Passage Table

d20	*Result*
01-10	No problems.
11-13	Rough storm. Make a CON roll for all horses. Failure indicates death.
14-15	Sickness on board. Make a CON roll for all humans. Failure indicates Aging roll must be made.

16-17 Becalmed, food shortage. Make a CON roll for humans and horses. Failure indicates Aging (humans) or death (horses).

18 Becalmed, acute food shortage. Make a CON roll (-5) for humans and horses. Failure indicates Aging (humans) or death (horses).

19 Becalmed, water and food shortage, illness.Make a CON roll (-10) for humans and horses. Failure indicates Aging (humans) or death (horses).

20 Becalmed, acute water and food shortage, storm erupts. Humans take 1 Aging roll, all horses die.

C. Risky Sea Passage

Unusual and/or unreliable seaboard shipment is possible, the hazards of such a voyage include being shipwrecked, enslaved, dropped off no place, or offered a place in a pirate's crew. Any of these things is away from the point of this adventure, and so transportation aboard Risky Sea Passage is simply not addressed.

528

COURT

at Camelot

Special Guests: Arthur! This is his first Pentecostal court at home since 525.

New Round Table Members: Lionel de Ganis, Bors de Ganis, Boso of Oxford, Primaus the Saracen, Floridas the Pict, Lucan the Butler

Gossip

Where has that Lancelot gone? Did you see him at all? You know, maybe he isn't quite all there. I heard Arthur wanted to make him a Round Table knight, but he just runs off! What's wrong with him?

The De Gales knights have taken off into the wilderness too. Do you think that Lamorak feels threatened by Lancelot?

With his acquired fame? I doubt it. I think Lamorak just went off to train his brother, Aglovale. Those Cambrian knights need something, ever since their father disappeared years ago.

Did you see that monument which Arthur brought back from Rome? Who chose that thing? How tacky!

Well, I think it is beautiful. It is by a famous Italian, you know.

News

Kay: What standards the Round Table has set now. With a Pict and a Saracen on it we now have people from all across the world. And who would have thought it could ever be!

Griflet: This is the time for the other part of a soldier's life: the homecoming. I hope it isn't too peaceful, though. Civilian life is hard for some of these men to adjust to.

Gawaine: Peace will not be a problem. Adventures are ready everywhere. There is a grave up in Gorre which is howling. There is a castle in Nohaut whose lord sends lions out to raid the countryside. Somewhere in Rheged there is a warlord who has ambushed caravans on the king's road!

Royal Conversation

We have been a fortunate people. We have made ourselves lords of the world. But let us not become forgetful of Destiny. That obelisk, already 3,000 years old, is a reminder to us all that even the greatest glories will pass, and leave behind only old stones.

Intrigue

King Arthur does not expect his conquests of France, Germany, and Italy to last. However, he is content with having plundered them, and also for having introduced chivalry and knighthood among them. He believes that now these institutions will become established throughout Europe.

Events

An easy Year

Go home and spend your money. Commiserate with those who lost loved ones in the foreign lands. Visit your wives and make babies. See what you manor looks like now. Settle the affairs on your homestead.

Lancelot Abroad

For a period of years Sir Lancelot avoids Arthur's court as much as possible. He claims the reason is that there are too many adventures waiting to be claimed, and he lives for quest and adventure.

This can be used by the gamemaster in many ways: every blank-shield knight

The Head of Bran

Triads are snippets of ancient Welsh poetry which each list three similiar events from legend. For instance, Number 37 lists the Three Closures, then lists the Three Disclosures.

The first Concealment is the head of Bran the Blessed. "And as long as it was in the position in which it was put there, no Saxon Opression would ever come to the island;.."

The triad of the Disclosures ends with, "And Arthur disclosed the head of Bran the Blessed from the White Hill, because he chose not to hold the Island except by his own strength. And after the three disclosures came the chief invasions upon the race of the Cymry." In the *Pendragon* campaign the invasions occur after Arthur's death.

Bran was a god of ancient Britain, and was a lord of the underworld. His divine life was full of marvels and ended in an unusual manner. In his last fight Bran was mortally wounded, but rather than despair he gave his friends strange instructions. Thus his friends decapitated him and set the head at a table, like the honored guest. And, for seven years the wondrous head entertained them, after which his six companions regained their mortal senses. As ordered, they buried the head of Bran outside London. The head had prophesied that no invaders could harm Britain as long as it was buried there.

might be Lancelot in disguise; he may need help someplace, which can be provided by players knights; he may help the player knights out of a problem; signs of his passing are often found; adventures which had been impossible are solved by him, opening the way for new adventures.

Lancelot quickly, and justly, acquires his reputation as the world's best knight during these years.

529

COURT

at Camelot

New Round Table Members: Aglovale de Gales

Gossip

Sir Aglovale deserves this, that is for sure. Just last year he rescued twelve knights from the Knight of the Harsh Vale, slew a manticore in Escavalon, and won a large tournament in Cambria.

Oh yea, have you heard what Lancelot did last year? He drove out the bronze swans which landed in Essex, rescued the Countess of Hertford, subdued the bandits in Cheshire, saved the life of the countess of Cheshire, killed a giant white bear in Garloth, *and* he jousted down the dwarf knight!

Yes, yes, he is an inspiration to everyone. But he is a fanatic or something. If he doesn't want to be on the Round Table, why doesn't he just say so, like the White Knight.

News

Griflet: Arthur wants to dig up the head of Bran. Digging up this old head is a good thing. We don't need silly superstition to protect us. We have the greatest army in the world.

Lady of the Lake: The gods of old should not be disturbed. The ancient secrets of this land are greater than any man might know, no matter what his strength and virtue.

Royal Conversation

The last of our men have returned from Rome. The senators there have rebelled, and deny that they ever made me their emperor. Some of my counselors have advised another campaign to teach them once again, but I have forbidden such a venture. It is folly to try to hold such distant possessions when one's heart is not at home. Let them fall into the stink of their own decadence.

Intrigue

The Lady of the Lake is disturbed by Arthur's desire to dig up the head of Bran. However, Guenever insists that it be done, and so it shall.

Events

Arthur Disinters Bran's Head

Source

Triad 37R. The Three Fortunate Concealments and the Three Fatal Disclosures.

Arthur has decided to disinter the magical Head of Bran from its burial place near London.

Such an important event will be done with pomp and magnificence. A tournament is planned for afterwards, and a huge market has been set up. The field of Pen Bran, at the eastern end of London, has been prepared. Arthur's raised stand is at the west end, beneath the walls of London. Soldiers cordon off the field around the digging area, where a huge pit has already been dug down to the dead god's (presumed) skull. On the south side, with the river at their backs, are wooden viewing stands for the nobility. On the north are more for Archbishop Dubricus and a hundred or so other bishops, abbots, priests, and monks. Citizens cluster along the east end. It appears it is going to be the usual long, boring ceremony. Heralds blow horns, bishops mumble prayers, and various lords give speeches.

Meantime the diggers cart away the soil. Without warning the priests begin to chant something in Latin [Religion, Christian. Success = this is not a prayer you have heard before. Critical Success = you recognize this as an exorcism.]

The sky darkens, rumbling and chill winds blow from the west. The frigid shadow of an immense, but invisible, dragon passes over the crowd, flying west. A winch and tackle, like a derrick, are being rigged.

The Lady of the Lake steps forward from among the nobles gathered around Arthur. [Awareness. Success = you see she is in a trance. Critical = she is in a *deep* trance.]

She says: "Two Fatal Disclosures there were on this isle before.
The first was when Vortigern uncovered the bones of Vortimer for the love of a woman;
The second was when Vortigern uncovered the dragons which Llud the son of Beli had concealed;
Now this is the third: the disclosure of Bran's head from the White Hill."

One of the priests among the many (or is it the archbishop?) shouts curses about witches. Arthur peers across the distance at him a moment, but he is quieted by his fellows. Arthur turns to the Lady of the Lake, thanks her for her words, then commands the workmen to continue. A huge derrick has been erected over the ditch, and now ropes are being rigged. Hail pelts the work area, but nowhere else.

With a shout of fear the workmen all leap from the pit and bolt away, leading all the other workers with them. Sir Bedivere, who has been overseeing them, walks to the edge of the pit and looks in. He shouts that he needs some brave knights to do this work.

Player Hook: Do players volunteer? Let them!

The volunteers line up around the pit. Glory: Volunteers get 25 points each.

The knights leap into the pit. The head is huge and moldy, still caked with blood. A voice says, "Leave me." [Valor -7. Success at Cowardly = you jump from the hole and do not do the job.] Many knights leap from the pit and refuse to go back. Those remaining do the task of securing the derrick ropes to the chains secured around the head. The knights exit the pit and return to their places.

Glory: 25 more for finishing the job.

When the great head is finally raised from the grave it slowly opens its eyes. Its voice is so low that it is not heard as much as felt in the chest of everyone present.

"The Doom of Britain is awakened. The King of the Bears can not live forever. The Spring always follows the Winter, and the Destroyer is already born who will make women weep to remember this unholy uncovering. I see them who will Glory at this deed: Ceawlin and Cutha, Melehan and his father."

Abruptly Arthur shakes his head, as if waking from a dream, and raises his voice.

"The land must be held by courage and strength, not old magics. This is the New Age. This is the Age of Men."

[Awareness. Success = you see a burst of light radiate from Arthur, moving quickly and rippling through the gloomy air.] It is as if everyone's ears popped from the altitude, and the people look around at each other with a bit of astonishment and embarrassment.

The ancient spell is broken. The thing in chains is not a divine countenance any more, but rather the rotting head of a dead giant. It is dragged to a waiting fire, and there it is burned into ashes.

The sky clears of the chill clouds, and a warm breeze takes the chill from everyone's skin. "Let us retire, now," says the High King, "to the... Uh, excuse me..." he turns to Sir Gawaine, who is humbly awaiting to give a message. "What is it Gawaine?" They confer hurriedly, and as they do Sir Brastias, still dusty from the road, rushes forward to confer with them both. And before their conference has broken up Dodinal le Sauvage, son of the King of Sugales, comes in his traveling clothing. His announcement stops their general chatter, and Arthur turns to the crowd.

Three Ladies of Camelot, Sharing Gossip

"My lords and Ladies, we have received terrible news in triple. Sir Turquine has captured my brother Sir Kay. The Saxons of Anglia have risen in rebellion. And Irish raiders are burning the countryside all along the Demetian and Severn Seas.

"In light of these difficulties, the tournament is cancelled. All knights present must report to quarters for duty on the morrow. Counselors, report to my chambers."

Sir Turquine captures Kay

Sir Turquine is a very powerful Saxon outlaw who has taken up the ways of a bandit knight in the Quinqueroi Forest. He has captured many Round Table knights besides Sir Kay, and during this adventure he captures several more: Gawaine, Sagremor, Agravaine, Dodinas, and others.

Player Hook: Perhaps the player knights would like to attempt to overcome this fellow. A friend of the player knights thinks that he has figured out why Turquine has beat so many good knights. He thinks that Turquine gets so worked up against Round Table knights that he is inspired to greatness against them. If this was true then he might not be so dangerous against ordinary knights who are not on the Round Table. Are the player knights willing to try?

Secret: Gamemasters must decide if this is true or not.

Later on Sir Lancelot finds Turquine and kills him in combat, thus liberating all the prisoners.

Anglians Rebel

Once again the unhappy people of Anglia have brought weapons from hidden places and attacked their lords. This time they are being inspired by a witch-priestess of their religion, named Camille.

Due to the other problems of the kingdom, Duke Hervis is left to his own devices and those of his vassals, and the whole region is a war-torn area of danger for years.

Duke Galeholt's War

Fleets of Irish raiders, most of them followers of Duke Galeholt of the Long Isles or King Anguish of Leinster, have been plundering the coasts of Cambria. The Western Admiral tried to stop them but was destroyed in a sea battle.

King Arthur is unhappy that so many of his best knights have disappeared trying to search out Sir Turquine. Nonetheless, Arthur assembles his army and marches to the far north to attack Duke Galeholt's own territory. He goes to Surluse, where the duke's favorite castle sits. Arthur begins a siege. As the bombardment progresses more Irish reinforcements arrive by sea.

After weeks of siege a messenger from Duke Galeholt comes out of the castle to Arthur's camp. Astonishingly, it is Sir Lancelot. Naturally everyone is happy to see him, and even happier to hear the news he bears.

Duke Galeholt would like to make peace with King Arthur without surrendering, and swear a treaty of mutual support and friendship. Further, he is willing to swear fealty to King Arthur not because of any military reason, but because he has been so impressed by the virtue shown by Lancelot. He figures that any king which promotes such knights must be worthy of serving.

Arthur accepts. The army is let into Surluse, which suffered little damage. They are entertained lavishly. Duke Galeholt sits up front with King Arthur, and they are each impressed with the other.

In Cornwall things go poorly for the Irish. Their champion, Sir Marhaus, lands and demands tribute of King Mark. He is challenged by an unknown young man who was just knighted for this occasion. The stranger is Sir Tristram, nephew to King Mark, just returned to Cornwall from Brittany.

530

COURT

at Carlisle

Special Guests: Various Irish chieftains

New Round Table Members: Duke Galeholt of the Long Isles

Gossip

Lancelot ran away *again!* What is wrong with that man? He is obsessed. I tell you, it isn't healthy. I think he is unstable.

Well, I just think that he doesn't like the attention that so many women force upon him. He is extremely shy, you know.

News

Kay: You think this Irish warlord is so great? He isn't. If his father wasn't of giant blood Galeholt would not be so strong. Nobody would care anything about him.

Griflet: We are going to invade Ireland now. With our own fleet and Galeholt's no one will even try to stop us. Those naked savages won't have a chance.

Gawaine: Tragic news from Cornwall. King Mark's champion killed the Irish champion, but was so wounded that surgeons left him adrift in a boat. The Irish Champion was Sir Marhaus. King Mark's champion was some unknown newcomer.

Royal Conversation

Ireland, that isle of savages, is the only part of the world which is not subject to the rule of Pax Arthur. This year we will bring to them our swords and spears, and show them the value of being our friends.

Intrigue

The Irish kings are in discord themselves about how to meet King Arthur in battle. They are already fighting among themselves. King Anguish, who has many British friends already, is being attacked by the High King.

Events

King Joran's Challenge

Source

Wigalois

A foreign king appears at court and challenges all knights to joust with him. He says his name is King Joran, and he comes from the Land Beyond the Moun-

tains in order to test the skill of the knights of Arthur's court.

He jousts with, and defeats, everyone. Sir Gawaine goes last, and as he is recovering from his fall, King Joran rides up to him and grapples him, lifts him, and rides away before anyone can act.

The Irish War

Territory of Duke Galaholt

Area raided in 529

1. 529 Sea Battle
2. Siege at Sorhaut
3. Fight between Marhaus and Tristram
4. 530 Court in Carlisle
5. British Invasion, Battle of Tara

Arthur is naturally distressed, but is forced by his planned invasion to perform other events.

Irish War

Ireland is invaded by Arthur and his army. King Anguish surrenders quickly, and joins his forces to Arthur's. Together they confront a large Irish army of badly equipped, but highly-motivated, warriors.

Battle of Tara

Before the Battle

Commanders

For King Arthur (Battle = 22)

For Muirchertach (Battle = 22)

Battle Size: Large

Modifiers

Arthur greatly outnumbered, -10; Arthur is downhill, -5; Arthur has superior troops, +5.

Army Commanders' Rolls

King Arthur: critical success

Muirchertach: critical success

The Fight

The First Charge is done against footmen, and so the knights get a +5 bonus.

2 more rounds.

Round 4: Irish army panics and runs.

Round 5: Pursuit.

After the Battle

Victor: Arthur, decisive.

Plunder: 6£.

Glory: 45, x2.

Follow Up

Muirchertach accepts defeat and surrenders to King Arthur. The terms are not impossible and Muirchertach swears fealty and homage to King Arthur. Many Irish lands are granted to British knights and lords.

Arthur remains in Dublin to receive the surrender of the Irish regional kings, tribal kings, subkings, clan kings, and others. In general, most of the nearby kings yield, most of the far away do not, and half of those in between do.

The Castle of Bones

The subjugation of Ireland progresses satisfactorily. Player knights have some time to wander around and be unimpressed with Dublin's primitive nature.

One dark night, in the fastness of the new moon, a couple of Arthur's most trusted men move stealthily among the troops and awaken selected individuals and ask if they wish to accompany the High King on a venture which will be the most perilous of their lives.

No player knights are asked. They just wake the next morning to discover that the king and a band of his men are gone.

King Arthur chooses 7 companions, and 144 troops, to accompany him on his secret, midnight ride to the Castle of Bones. This is a fantastic, otherworld journey which is an utter disaster for King Arthur and his friends. Almost all knights are killed, and only seven men return alive.

Arthur decides to return home to Camelot

531

COURT

at Camelot

New Round Table Members:

Galegantis of Nohaut, for his rescue of King Arthur in the Castle of Bones

News

Kay: Did you see that Sir Borre? Sir Boring if you ask me. His mother kept him in a cupboard a few years too long, and now he has no idea how to deal with people.

Gawaine: The expedition to the Castle of Bones was too dangerous for even our King and his companions. I won't ever go on another one of those voyages, if I can help it.

Royal Conversation

The wars are over. The grand Political objectives of the realm have been met. Peace reigns. Now is the time for all questing knights to explore the Kingdom of Adventure.

Intrigue

The only troubles that can occur now are those immaterial things, like magic, and personal problems among men and women. The king expects no problems there!

Events

Gawaine Returns

Gawaine returns to tell of a delightful land he has been visiting called the Land Beyond the Mountains. King Joran was a wonderful host, and has a beautiful daughter who Gawaine has just wed. He plans to stay here in Camelot just a short while, and then return home to his new wife.

Ireland, tournament

Source

Malory VIII, 9-10

With Ireland now pacified, King Anguish decides to hold a tournament. It is an Old style tournament, Regional in size. Many newly-made Irish knights come to joust, as well as the knights who just received local land grants.

The two Champions at the tournament are a foreigner named Sir Palomides and an unknowny Cornish knight named Sir Tramtrist.

Anglia: rebellion

Source

Vulgate III

Lady Camille is a powerful sorceress and a priestess of Freija, the Teutonic goddess of sex and death.

With her magic she captures King Arthur, and with magic and guile she takes many Round Table knights who had been sent against her, including Galegantis, Ector, and even Lancelot. However, the Knight of the Lake escapes, then gets Sir Kay to lead an effective surprise attack to free the men.

Sir Kay discovers Camille's sacred books and boxes, and burns them all. She is so distraught that she throws herself from a tower and is killed.

Cities

London and Camelot

CITIES ARE A FOREIGN realm for knights. The political reality of medieval cities has no place in *Pendragon*. We do not want to dwell too much upon guilds, burghers, and the nasty habits of merchants. To the normal, rural knight the city both lures and repels at once, and the land-bound noblemen often lust for its riches.

Knights dislike cities because they are close, dirty, and full of unrefined commoners who hide behind their urban citizenship to taunt the nobles.

Cities, however, are also a source of wealth. There live the craftsmen who make the many specialized items necessary for a man to be a knight. There, too, are the merchants who import wonderful, exotic goods from far overseas. Thus, although cities might be an evil, they are still a necessary one.

What is a City?

Pendragon cities are centers of population which have at least 1,000 inhabitants, and at least one permanent market where goods from outside of the region (i.e.-anything from the normal Price List) may be purchased.

Additionally, cities are usually walled and garrisoned, have guilds for its citizens, and have a really nice cathedral.

Kings have special interests in their cities, and commonly issue charters to protect the inhabitants. A charter guarantees special rights to the urban citizenry and, especially, the merchants who would otherwise have *no* rights since they are only visitors. Chartered cities owe allegiance only to the king — the ancient prerogatives of taxing cities is one of the most jealously-held royal prerogatives. The king has also issued royal charters to all of the cities on the King's Roads (but not to towns), and to many of the cities in territory held by lesser lords. Thus, city folk are often subjects of the king without any intervening lords.

The two largest and most important cities are London and Camelot, each with about 10,000 residents. When shopping in either of these, players should always use the Big City Price List. A few other cities with populations of about 5,000 each are larger than most, but not nearly as large as the largest. These include Eburacum and Norwich. When shopping there the Big City Price List *might* be used, depending upon your gamemaster's desires. All other cities have between 1000 to 3000 inhabitants, and always use the normal price list which is in the *Pendragon* book.

A City Block

A typical British city block consists of many wooden houses, usually built side to side, with only occasional alleys between them. They are one or two stories high. Most have shops in front on the bottom floor. The center of each block is privately owned property where small vegetable gardens are tended.

Events in Town

When desired, the gamemaster may require a roll on this table to discover what occurs in a city when knights are wandering about to sight-see, or to find some other place.

Any of these can be blown up into a scenario, if the gamemaster desires, but this is intended more as local color than scenario material, so the options are not pursued here.

In London, knights should roll on this every day.

In Camelot, knights need never roll on this table, because nothing bad ever happens there.

City Events

Roll 1d20

1-3. You got lost in the stinking alleys and wasted the whole damn day
4. Your best horse gets sick, and cannot be ridden for a week
5. Your pocket is picked, lose 2d6 denarii
6. A bad day to shop, everything is 10% higher than normal
7. You get splattered by bird droppings
8. You pick up a cough, reduce CON by 3 until you leave the city
9. Dogs rip your clothing
10. Drunken friar insults you
11. Beggar curses you
12. Chamber pot emptied on you from 2nd story window
13. Mobs jostle you all day
14. You are nearly trampled as a Hue and Cry dashes past
15. You eat some bad food, and are sick all day
16. You find some money, add 1d6 denarii
17. The sights are empty of tourists, very enjoyable
18. You have an unexpectedly good meal for half normal price
19. Hosted by a stranger: free food for the day
20. Good day at the market, all items 10% off

London

LONDON IS THE FIRST, largest and most famous city in Britain. As all lettered men of Camelot know, Prince Aeneas, a survivor of the sack of Troy, founded the Roman tribe. His great-grandson Brutus led a seaborne migration of Trojan exiles westward and eventually settled on this island. The natives called their land Albion, but

the conquerors changed its name to Brutus-land, later corrupted to be Britain. Brutus built the city called Troia Nova, or New Troy (later Trinovantes) to be his capital. According to Geoffrey of Monmouth, from whom I draw this history (I, 17), this occurred at the same time that "the priest Eli was ruling in Judea and the Ark of the Covenant was captured by the Philistines," i.e.– sometime between 1115 and 1075 B.C.

A thousand years later, shortly before the coming of Julius Caesar, King Lud fortified the city and changed its name to Kaerlud, or Fort of Lud. Shortly afterwards the Romans conquered the land. Over time its name, too, was corrupted to Kaerlundein, and eventually London.

To the native Cymric city the Romans added their own typical urban buildings: a legionary camp, basilica, coliseum, baths, and temples. They also built the famous London Bridge which is the only bridge that spans the navigable parts of the Thames River. At the eastern edge of the city the Emperor Julius Caesar built the White Tower, the massive keep and castle which served as royal residence, and as refuge of last resort in times of war or uprising.

The city and county of London sits upon the border of the Saxon and Logres lands, and was for years imperiled by loot-hungry armies. It has often been plundered despite the ancient Roman defenses. But no one has totally destroyed it yet, probably because even the stupidest raiders recognize the value of the city as a trading outlet and do not wish to kill the golden goose.

London is large and influential enough to be a political power in its own right. It is run by a city senate which determines internal affairs, such as judging its citizens in the city court rather than a king or nobleman's court. The senate appoints leaders, called *praetors*, for specific tasks. London has its own standing army, which also serves as night watch, police, and firemen. Although adequate for manning the walls, the army of footmen are inferior in the field. Since London has no expansionist ambitions this small force has usually proved sufficient.

Places of Interest

The numbers here are keyed to the Map of Pendragon London.

1. Aldgate: gate for the road leading to Colchester (Camulodunum).

2. Aldersgate: a gate.

3. Basilica: A cluster of buildings where the city senate meets. The former Pagan temple is now a church.

4. Bayard's Castle: The second castle of London.

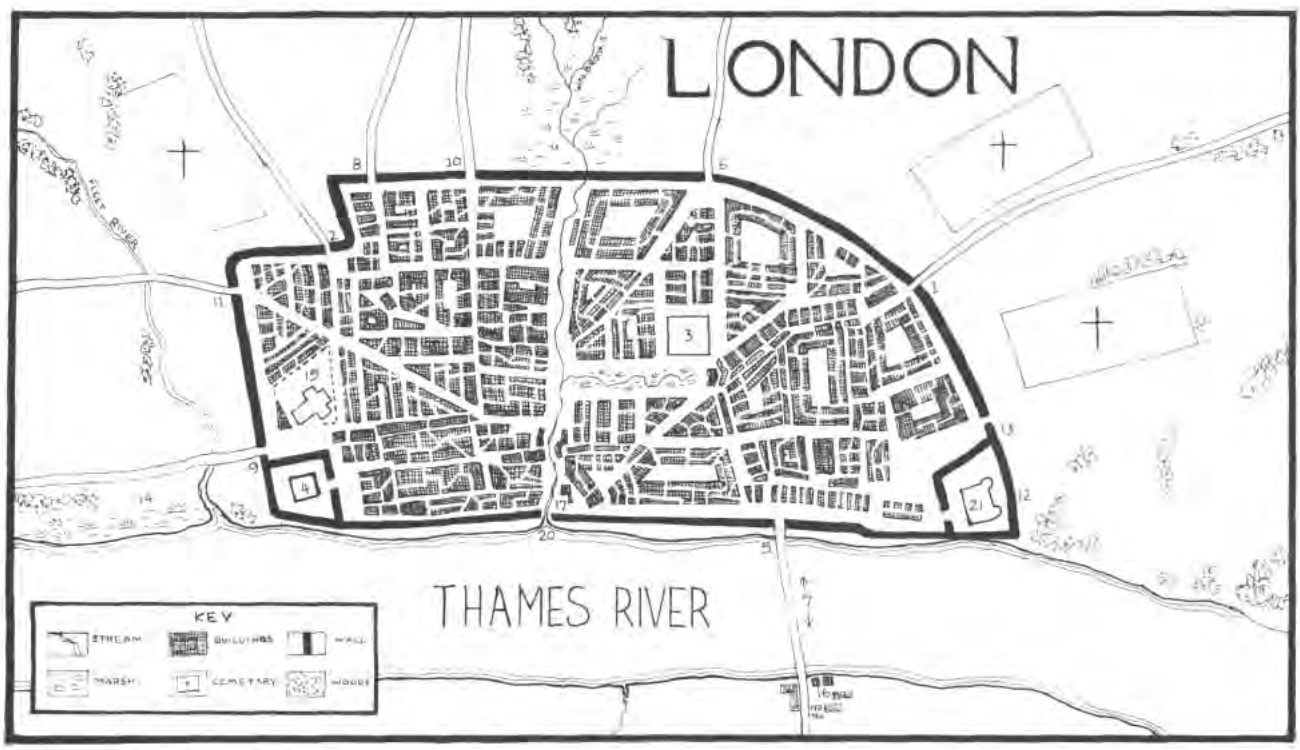
5. Belinsgate: This gate is named after King Belinus, whose cremated remains were placed in a golden urn above this gate.

6. Bishopsgate: When King Lucius adopted Christianity in 166 his *flamens* (Latin for "priest," i.e.- druids) became bishops and the *archflamens* (archdruids) became archbishops. Ever since then one of the bishops has had his residence over this gate.

7. Bridge: A stone bridge of nineteen arches.

8. Cripplegate: Northern gate.

9. Ludgate: King Lud reigned before the Romans came. He built the first walls



The Adventure of LONDON

Time: Phase 1.

Setting: London.

Characters: Merchants, city folk.

Action: The players visit London. This gives them something to contrast with later, more pleasant, visits to Camelot.

- **Touristing:** London has several sites which players usually find interesting. This is also a chance to use the City Encounter Table to amusing effect.
- **Buying Goods:** The purchase of goods, and the interaction with disagreeable merchants, is always a good roleplaying experience.
- **The Sword in the Stone:** Everyone goes by to see the famous sword in the stone. Urge characters to try to pull it out if players don't ask to try by themselves. Only the rightful heir of Uther Pendragon can pull the sword from the Stone.

Note: See the Cities and London chapters for more details.

around the city. When he died he was buried under this gate.

10. Moorgate: The northern gate got its name from the marshy moors beyond it, not from the African Moors.

11. Newgate: This gate is about 300 years old in Arthur's time. In an alcove over this gate stand two great statues of Corineus and Gogmagog.

12. Pen Bran: Bran was an ancient hero, and he ordered that his head be buried here in order to protect the island with its magical powers.

13. Postern Gate: This is a private gate used by royalty, and to supply the White Tower.

14. Saint Brigit's Church: Here, just outside the walls, is an ancient church dedicated to Saint Brigit.

15. Saint Paul's Cathedral: At the request of King Lucius, Saints Fagan and Dyfan came to Britain in 166 to bring the Good News of Christ's resurrection. London built its most famous church, Saint Paul's, which has been rebuilt over the centuries and exists even today.

In the courtyard is the stone and anvil, through which was driven the wondrous sword which appeared miraculously one day, and remained until drawn by the Boy King.

16. Southwerk: The village at the southern end of London Bridge. It includes some defensive works to protect the bridge. It is a pit of perdition.

17. Stone of London: This stone marks the center of the city, and the original milestone to mark the Roman roads. When Brutus established the city this was the stone used for his first sacrifice to the goddess Diana.

18. Tower Hill: This is the site for the execution of noble traitors.

19. Traitor's Gate: Boats and rafts offload their goods for the White Tower here. Its name comes from the fact that condemned prisoners are taken through here to the prison in the White Tower.

20. Watergate: (Sometimes called Dowgate) Ships, boats, and rafts all crowd the docks here to load and unload their goods to trade. Its market is the grand international market, wherein any of the goods from the Big City Price List can be purchased.

21. White Tower: Before the Romans, this was called the White Hill. Brutus was buried here. Later, when the Romans conquered Britain, the emperor declared that the city of London would enjoy exactly the same laws it had under the previous king, and that he would suffer no man to do it or its residents any harm.

To further urge their loyalty he built the White Tower to house his garrison and act as a refuge of last retreat. It is famous for the great ravens which live there, and shall until the island is going to fall to invaders.

Markets: The gates each have a market on the inside of the wall. Most of these cater to the daily needs of the local people, including the buying of excess crops in the fall. The market at Watergate is the international market.

Some Interesting People

Interesting, and useful, individuals who may be found in London include:

- The Moneylender: Many moneylenders are to be found in London. See *Knights Adventurous*, page 107.
- The Rich Merchant: David the Inspector, illustrated on *Knights Adventurous*, page 105, or someone like him, can be found.
- The Horse Expert: Sir Edward, an educated peasant who has read Greek books, has a reputation of being able to train horses to fight, and for other tasks as well. His advice is expensive. His trained horses are even more expensive.
- The Frisian Merchant: Wulfhere, Grimbald, or others like them will rent their ship and services, no questions asked.

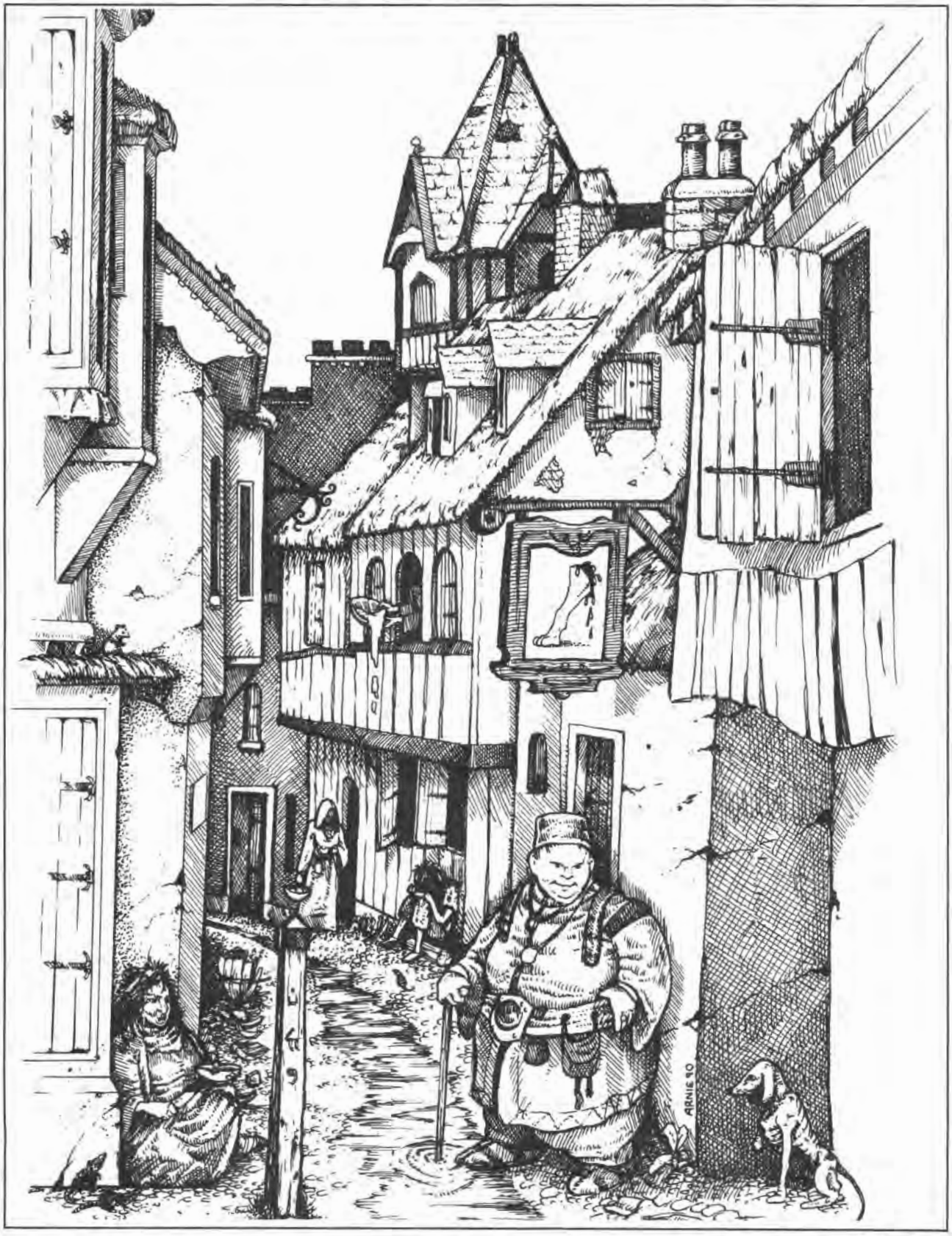
The Crowd

If your knight deigns to view the crowd in detail, stopping to scrutinize the individual humanity, use this chart.

City People

Roll 1d20

1. Arrogant petty clerk shoulders past.
2. Blank-eyed children stare, hopelessly.
3. Disgustingly foul-mouthed woman insults knighthood.
4. Filthy, unwashed prostitute offers herself.
5. Groveling cripple begs for money.
6. "Honest" merchantman offers incredible deals.
7. Impoverished firewood peddlar offers wares.
8. Insolent drunkard swears at you.
9. Insufferably arrogant varlet mutters insults.
10. Loathsome overweight merchant offers wares.
11. Obnoxious citizen begs and offers guided tour.
12. Ragged woman offers her pitiful self for hire.
13. Scabrous beggar plucks at your clothes while whining.
14. Shifty moneylender dogs your trail, offering special terms.
15. Smart aleck young man incites his fellows to laugh at you.
16. Sorrowful, unwashed woman begs pennies for her child.
17. Stunningly pretty young girl avoids your stare.
18. Unctuous merchantman seeks to allay your suspicions.
19. Whining merchant begs you to purchase his wares.
20. Wretched orphan begs for bread crusts as you pass by.



Encounters in a London alley

Camelot

THE FIRST CITY HERE was established by Ludor Rous Hudibras, 99 years before Romulus established the city of Rome. At that time it was a hill fort settlement protected by a great earthwork. The later Britons called it Caer Gwent, which means "White City." It was the chief city of the Belgae, a Celtic tribe which was powerful on both sides of the British Sea until it was destroyed by the Roman Empire. After the Romans conquered Britain the city was called Venta Belgarum, and rebuilt in the Roman fashion.

After the Romans left Britain, Caer Gwent declined in importance for a century. When the Saxons conquered it in 508 it was largely abandoned, and they did nothing to populate it. The Saxons called the city Winchester. It was one of the many such ruined cities liberated when Arthur conquered the Saxons after the Battle of Badon in 518.

After reviewing many possibilities, King Arthur chooses it as his chief seat of residence, and begins building in 520. He renames the city Camelot. It becomes the center of a fabulous building program throughout Arthur's reign. Pendragon Castle is started in 524, and finished while Arthur is away fighting Rome.

The map shows the city and its growth for Phase Two and Three.

Places of Interest:

1. City Wall: The old Roman wall has been reinforced with new gate defenses and towers.

2. City Cross: This handsome, tall stone cross stands in High St., at the city center.

3. College: This center of learning was started by King Arthur, and it also supplies personnel for the Royal Bureaucracy.

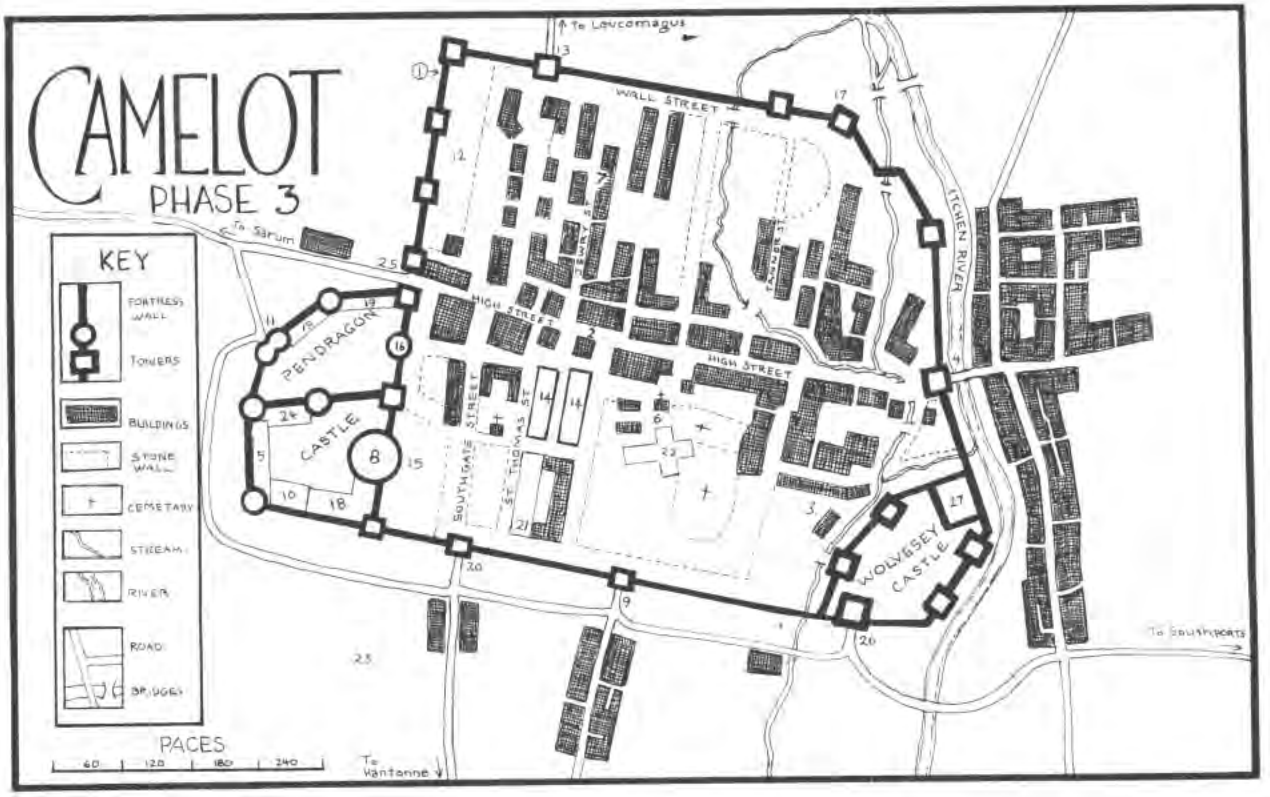
4. East Gate: One of the main gates by which travellers enter Winchester. It leads to Southports and Sussex.

5. Entourage Hall: Here is where food is served to the knights and officers of the lords eating in the Royal Hall.

6. Hyde Abbey: This ancient monkish institution was established in the 2nd century. Merlin has predicted it will hold the bodies of the great kings who follow Arthur's reign.

7. Jewish District: A large Jewish population lives here, protected by the king. (Winchester had an unusually gentle relationship with the Jews during the Middle Ages, and was called "the Jerusalem of England" due to its large population.)

8. Keep of Gold: This is a huge round keep. Its first floor holds the King's Court, or throne room; the second holds the Round Table Chamber. The third are the royal residences. In a secret place it holds the royal treasury.



The Three Halls of Camelot

Camelot hosts so many knights that it has not one great hall, but three in which to entertain noble visitors. The first hall houses the associates and friends of Arthur, and visitors of great rank. In the second are mid-ranking knights and the followers of the knights in the first hall, The third houses lower and less important knights.

Sir Kay uses an easy rule of thumb to determine who goes where: "The first hall is for the king's friends and other dignitaries, the second is for visitors on business, and the third is where we put the freeloaders."

9. Kings Gate: Gate in the south wall, used primarily by local traffic and people going to the College.

10. Kitchens: These are the sources of the continual flow of food which supplies the castle.

11. Lion Gate: main entry into the castle of Camelot, called such because of the massive lions sculpted into the wall towers.

12. Menagerie: Many lords have noted Guenever's fondness for animals, and sent gifts of creatures to her. The most unusual are kept here under appropriate restriction amid beautiful gardens.

13. North Gate: One of the main gates of the city.used by people traveling from Levcomagus or Silchester on the King's Road.

14. Palace Site. King Arthur has purchased this entire block to build new royal quarters, which will be even more palatial.

15. Queen's Garden: Enclosed by a tall, whitewashed wall, this garden is the best-known of all lover's places, and where the queen holds her Courts of Love.

16. Queen's Gate: The gate between the city and Pendragon Castle.

17. River Gate: The barges sailing up-river from Hantonne unload at docks along the river here, and enter the city through River Gate.

18. Royal Banquet Hall: This is the main eating place for the king and 300 of his closest friends or most important visitors who are present for the meal.

19. Servants Kitchen and Halls: These buildings house and feed the many servants who work at Pendragon Castle.

20. South Gate: One of the main gates, leading south to the port of Hantonne, 12 miles away.

21. Stables: This is the place where visitors without previous connections leave their horses. They are exercised and kept in the fenced enclosure across the street. Other, private, stables are scattered about for people who live in the castle, are visiting there, and so on.

22. St. Stephen's Cathedral: A magnificent cathedral.

23. Tournament Field: This wide, smooth field is where the melee and jousts are held.

24. Visitor's Hall: This is where knights go to eat if they are here on their own, often just to see what it is like. No knight is turned away from a meal here.

25. West Gate: One of the main gates by which travellers enter Winchester. Its road leads westward to Sarum.

26. Wolvesey Gate: Gate leading into Wolvesey Castle.

27. Wolvesey Keep: The keep of the castle. It is the residence of the most important king visiting Camelot at any time.

Camelot Events

Roll 1d20

1-3. You were distracted by the beautiful decor of the city and wasted the day.

4. Your horse is admired by men on the street.

5. Find 2d6 denarii on the street.

6. A good day to shop. Everything is reduced by 10%.

7. A bird sits on your shoulder and sings merrily.

8. Good food, you feel great. Get 1 point of healing if you need it.

9. Frolicking dogs provide a good laugh.

10 A passing friar blesses you.

11. Passing child returns something you dropped.

12. Girl winks at you from a window.

13. Caught up in jolly mood of the crowd.

14. You see a starving crook turn himself in for justice.

15. Eat some unusual fruit from the continent.

16. Find some money, add 1d6 denarii.

17. Sights empty of tourists, very enjoyable.

18. Stranger provides wine while you reminisce.

19. Hosted by a stranger: free food all day.

20. Great day at the market. Everything is reduced by 15%.

Chronology After 531

Phase Three, Continued. 532-539

An Overview of Later Events

THE MAJORITY OF adventures through the central campaign are independent adventures more like the "Adventure of the Castle of Joy" than the chronologies necessary to establish Arthur on his throne. During this and the following phases many stories which were started earlier in the campaign develop.

531-533: Arthur's Sons

Sir Mordred: Mordred reaches age 20 and is knighted (Vulgate III). He rides about, pursuing the ordinary activities of knight errant and proving himself worthy of being King Lot's son. He is a good fellow here, though perhaps strange.

Sir Borre: King Arthur's oldest son's mother is Dame Lyzianor of Bedegraine. Borre has a very small part in most Arthurian stories.

Llachu: A Welsh story, written in French, calls Arthur's son Llachu and calls him the son of Guenever. In this tale Llachu is killed by Sir Kay, where after the entire version of the saga gets very different from the canon.

532-536: Adventures of Sir Tristram

This most famous Cornish knight spends most of his time in Cornwall during these years, except for the two excursions below. As witnesses to these events, the player knights can help in small ways, such as finding Tristram wounded on the trail, by spying for one party or the other, or simply travelling with them.

532, Cornwall. The affair of Segwarides' wife, who rejects King Mark in favor of Sir Tristram, sets Mark's heart against his nephew. (Malory VIII, 13-14)

533, Camelot. Tristram aids King Anguish.

Here the Ganis clan brings a surprise legal suit against the Irish king, who is unprepared in a foreign land, and has no champion to fight for him. Note the fanatic Love (Family) of the Ganis clan, and the immense Pride of Sir Blamore, who would rather be killed than admit defeat. Also, Tristram gets a justice check when he defers Judgement of the combat to the kings, and a Merciful check when he begs Anguish to spare Blamore. Tristram also gets a Loyalty (Lord) check when he accepts the hand of Isolt as a reward from Anguish, but then turns her over to his uncle to marry. (Malory, VII, 25)

534, Ireland, Cambria. Sir Tristram brings Isolt home to marry Mark. Gamemasters should check the practice of Duke Brunor (Malory VIII, 24-26) for an adventure which they can use with characters who are traveling with a lover.

534, Cornwall. Mark and Isolt are wed. A tournament is held. (Malory VIII, 25)

535, Cornwall. Sir Lamorak sends the Horn of Chastity to Mark's court. (Malory VIII, 34). Note the use of the Chaste trait here. Several other adventures can also be taken for player knights form this section of Tristram's story.

535, Cornwall. Tristram and Isolt are caught in adultery. Tristram flees to Brittany. (Malory VIII, 34)

533-535: Sir Lancelot and Morgan le Fay

Lancelot and Morgan have several encounters which Malory strings together into a single narrative, but which require several years to unfold in the Vulgate. Other affairs are also woven into the longer narrative, which is used here.

533, Cambria. Lancelot is captured by Morgan and the 3 other witches, escapes, and is captured again.

534, Cambria. Lancelot escapes Morgan, attends the Peningues tournament (below).

534, Cumbria. In the normally hidden kingdom of Listeneisse (in the hills of K-12) Lancelot visits Carbonek Castle where he is entranced to make love to Dame Elaine. Galahad is begotten (Malory XI, 1-3)

535, Cumbria (Nohaut). Lancelot conquers Dolorous Garde, and returns to court. He is finally inducted into the Round Table.

534: The Red Dragon

A great comet appears in the sky called the Red Dragon (Haley's comet). It is held to portend great events, though authorities disagree whether it is for good (Galahad is begotten) or bad (Mordred goes rotten).

534: Peningues Tournament

This tournament is detailed in Vulgate IV, but ignored by Malory. Just before this engagement Sir Lancelot and Mordred are riding in company and encounter a priest who reveals Mordred's incestuous conception and prophecies an evil future to follow. Mordred slays the priest in a rage, and tries to get himself killed during the tournament to prove the priest was false. Condemned to live instead, Mordred afterwards turns worse and worse.

535: Metamorphosis of Gwion Bach

Gwion Bach is a bard who accidentally spoiled the plans which the witch Ceriddwen had for her son Morvan, the ugliest man on earth. Gwion is stirring a cauldron of The Brew of Inspiration and accidentally tasted it, thus getting the wisdom for himself. The witch is enraged and tries to kill Gwion, who runs away. They cross all Britain as they change shapes in flight or pursuit. He becomes a hare, she a greyhound; he a swift, she an eagle; he a trout, she an otter; he a kernel of grain, she a great hungry hen who devours all the grain. (He shows up again in 549 as Taliesin.)

Player knights will have little to do with this, except perhaps to watch and wonder at the marvelous transformations of this typically odd Celtic metamorphosis. They might have a chance to help or

hinder one or both participants, thereby earning future friendship or enmity.

Incidentally, Ceriddwen's son Morvan was one of the few to survive Arthur's last battle because he was so ugly that all the combatants thought he was a devil and avoided him

536: Arthur's War Against France

France. King Arthur learns that King Claudas has imprisoned one of Guenever's cousins for several years, and refuses to liberate her. Arthur declares war, and sends an army to France. After some sharp fighting, Claudas is defeated.

Ganis. After defeating Claudas many men from the army go southward and help to reconquer the Ganis lands which had been taken from Lancelot's kinsmen many years earlier.

Brittany. Tristram aids Duke Hoel against the French. The duke offers his daughter's hand in marriage as s prize for the aid, and the lovesick Tristram accepts it. (Malory VIII, 3)

537-540: Adventures of Sir Tristram

All of these stories are great sources for adventures to adapt for player knights in a campaign. Almost anything which Lamorak does will be unfamiliar to your players.

537, Brittany. Tristram marries Isolt le Blanche Mains. Upon learning that the Round Table speaks shamefully of him, he abandons his wife and returns to Logres. (Malory VIII, 37)

538, Cambria. Tristram and Lamorak compete in adventures at the Isle Servage. (Malory VIII, 37-39)

540, Cambria. Tristram and Lamorak become friends (Malory X 11)

540, Cumbria. Tristram saves King Arthur from enchantment by Annowre in the Forest Perilous. (Malory IX, 16)

540: Gildas Writes

Gildas Sapiens was a priest who wrote a fiery denunciation of the British people in this year. He called for them to improve their wicked ways lest the wrath of God, in the fury of the Saxons, be again loosed upon them. *(De Excidio Britanniae)*

Phase Four: Apogee

540-554

PHASE FOUR OF THE *Pendragon Chronicles* is roughly equivalent to the 14th century of western Europe. Think of Edward III and the Hundred Years War.

Politics

Europe is generally peaceful under the Pax Arthur. No great wars are waged, although petty wars are incessant and France has dissolved into a constant battleground. The customs of chivalry and romance spread through all of Europe

Escalation

Price List

Prices are as shown in the Price List in *Pendragon*,until after the plague (c.550), when a new price list is needed. Then everything is 50% more expensive.

Weapons & Armor

The best armor is 16-point plate armor, used with a large closed helm with a detachable visor.

Around the middle of the Phase (c. 547) arbalests become available to some infantry (damage = 1d6+20). These are heavy and ungainly weapons, requiring two men to work properly and efficiently.

Also, the Long Bow is discovered among the commoners of Cambria. It does 5d6 damage. Fortunately for Arthur, most of his knights never encounter one loosing an arrow at them.

At this time the Halberd is available. Remember that it is an infantry weapon, not used by knights.

Horses

Destriers become common during this time, and are available to any knight who can afford one. A larger breed of destriers have also been developed in Frisia (modern Belgium), These, called Frisian destriers, are even larger than their predecessors, and do 9d6 damage.

Also, the art of training horses to fight has become common enough that many knights have horses which can fight, although such horses are still very expensive.

Finally, barding (up to 10 points) is readily available to anyone who can afford it. Everyone who has a destrier has barding for it.

Clothing

The clothing takes on much more detail and extravagance during this time.

For men, the cotte is changed. It is shorter and less flowing than the older cotte, and is buttoned down tightly. This is the *cotte hardie*. Sleeves are buttoned from cuff to elbow. Belts do not have to hold up the clothes anymore, and are worn on the hips rather than waist. A cape, often cut short or into ornamented shapes, is common. Shoes are pointed at the toe.

For women, the cotte is changed only to become fuller, and with a tighter-fitting bodice. Her belt, too, is worn on the hips. She wears a surcoat, cut low in the neck and larger round the arm holes, to show the under garment better. Fur collars and capes are separate from the rest of the garment. Shoes are pointed. A pelisse is worn over all on cold days. Hair is elaborately dressed, perhaps coiled on both sides of her head, or held in a jeweled net, or with a long curl. Circlets around the head are very popular.

Heraldry

The heralds are an established and honorable institution. King Arthur has appointed his own Royal Herald to keep track of arms, and to oversee the use of heraldry everywhere. In addition to the shield device, it is also popular to have a family motto now, too.

Customs

The king is acknowledged to be the source of knighthood. The practice of knighting a man is restricted now to the king and his designated representatives: Round Table knights and the greater barons. Bannerets and vassal knights never make other knights now.

The practice of *scutage* is in general usage Because the kingdom is at peace, King Arthur almost never summons his knights, and so instead of uselessly attending court, the knights pay scutage, a "shield-fee" instead of showing up.

Raising an army is done differently now than in the old days. Generally, the army leader makes contracts with a battalion captain for a set fee, and the captain in turn hires soldiers to serve. The smallest military unit is called the Lance, which consists of a knight, a squire, a servant/groom, two mounted archers, and the eight horses necessary to transport everyone. A knight who has no lord, but is available for hire, is called a Free Lance.

A new award is invented in 547, after Gawaine returns from his adventures with the Green Knight. The Order of Sash is created to acknowledge knights who have distinguished themselves in service to the king.

Tournaments

The Classic style tournaments are still the height of fashion. However, in Camelot it has become fashionable to include pageantry as well, and these non-martial entertainment for the ladies sometimes get very elaborate

Fiefs

Fiefs are granted as previously. Knight fiefs are commonly given now to people who have contributed a significant amount of money to the king.

Castles

Castle-building theory and practice has come a long way. A new style, called concentric castles, are being built, as well as refinements to existing structures.

The following are the new types of refined components which can be purchased for a castle:

- Barbican (DV=4) 15£.

A barbican is a separate gate protection, adding a second drawbridge and tower to an existing gate or gateworks. Sometimes a barbican has its own bailey, too.

- D-tower (DV=7) 15£.

A half-round tower, with an open back to deny cover for attackers who have seized the outer walls.

- Barbican, large (DV=6) 30£.

As a barbican, but big enough for a large gate.

- Turret (DV=1) 5£.

A turret is a small tower atop another structure It typically tops a staircase, protecting it and raising its effective height.

- Fine Points (DV=+1) 5£ per area

Fine points are specialized structures such as overhanging allures, flying parapets, mural towers, machinlocation, and other structures similarly obscure to the casual scholar.

Concentric castles are now being built, which are different in two ways. First, the castle is engineered so that the inner battlements are close to the outer walls, and taller. Their DV is added to the DV of the Outer works in a battle. Secondly, no keep is built, but instead the elaborate Gate Houses and barbicans put defensive strength equal to a keep's right up front in the outer defenses.

The great Cost of these is not from the components, but from the technical skill necessary to do it right. Such skill is rare, and mostly in the royal employment. Thus the king builds these at a normal price, but they have double normal costs for other noblemen.

Sample Castles:

- Small Concentric Castle: DV= 34/12. Price= 107£.

Outer Works: double ditch, moat, curtain wall, gate, gatehouse

Stronghold: round keep

- Medium (normal) Concentric Castle: DV = 52/14 Price = 157£.

Outer Works: double ditch, moat, curtain wall, gate, gatehouse, barbican, +4 fine points, 2 d-towers

Inner Works: round keep with turret and fine points +4

- Large Concentric Castle: DV= 111/56 528£.

Outer Works: double ditch, moat, curtain wall with fine points, 2 gates, 2 gatehouse, barbican, 4 d-towers.

Inner Works: ditch, double curtain wall with fine points, 2 gates, 2 tall gate houses, 4 tall round towers with turrets

Troop types

- Superlative Knight (4)
- Rich Knight (3)
- Ordinary Knight (2)
- Longbowman (2)
- Poor Knight, Sergeant (1)
- Armored Foot Soldier, Italian Crossbowman (1)
- Hobliar, Cambrian Spearman, Foot Soldier (1/2)
- Plunderer, Bandit (1/5)
- Peasant (1/10)

Mercenaries

The types of mercenaries changes slightly. The Saxons, as a type of soldier, have disappeared. Longbowmen have arrived.

Mercenary Unit Costs

Troop Type (100 men)	Cost (£./mo.)	Loyalty*
Knights	250£.	15
Sergeantry	150£.	12
Armored Infantry	50£.	12
Cambrian Spearmen	15£.	12
British Longbowmen	15£.	12
Italian Crossbowmen	25£.	10
Local Foot Soldiers	10	**
Plunderers	5£.	**

*All Troops are +1 Loyalty for each 1£. extra paid each month.

**These troops have Loyalty equal to the £. they collected this month.

Events

The Pax Britannica of Arthur Pendragon has the whole world in its magical prosperity. The Enchantment of Britain enters a phase of expansion, as powerful Round Table knights interact with the magical courts of the Other Side. Subtly, old wounds fester with murder and intrigue, though the Quest of the Holy Grail finishes the phase with ambiguous blessings.

Chronology

541-542: Adventures of Sir Tristram

Hiding in the woods to be infrequently with Isolt, Tristram the famous lover goes mad from jealousy. Discovered, cured, and recognized by Mark, he is outlawed. Player-characters may be interested to witness the events.

Tristram adventures with a vengeance after his banishment from Cornwall.

541, Cornwall. Tristram goes mad (Malory IX, 18-21).

542, Cornwall. Tristram found, cured, banished by Mark's court for ten years, departs (Malory IX, 22).

543, Tristram carries the Shield of Rebuke to Castle of Hard Rock tournament (Malory IX, 40-43; X, 1-2).

543, Battle of Lancelot and Tristram. Tristram joins Round Table (Malory X, 5-6).

543: Castle of the Hard Rock Tournament

To this tournament Sir Tristram, in disguise as usual, brought a shield imposed upon him by Morgan le Fay. Called "The Shield of Rebuke," this pictured a knight (Lancelot) standing on the head of a king and queen (Arthur and Guenever). Though the shield carried a message intended to warn the king of the on-going affair, Arthur failed to either notice or believe it (Malory IX, 40-43; X, 1-2).

543-544: King Mark's Attempted Revenge

King Mark (plus Lancelot and some others) travels incognito, giving player characters a chance to participate in the fun, or to bear the brunt of these adventures.

543, Cornwall. Mark's court humiliated by Round Table knights (Malory IX, 37).

544, Logres. Mark sneaks into Logres, and after many adventures is captured (Malory X, 7-16).

544, Camelot. Mark pays homage to Arthur, who enforces peace between Mark and Tristram, who return to Cornwall (Malory X, 21-22).

546, Cornwall. Dinadan's lay sung at Mark's court (Malory X, 31).

Dinadan's lay is that Mark is ignoble, but it must have been well-written to be effective. Note the immunity which the harper Eliot enjoys here. The ancient British bards enjoyed such immunity, and also had the power to lampoon with magical satires which could harm a king. Dinadan's lay is derived from that British custom.

Also, an older story tells how King Mark had asses' ears, like King Midas did, and the revelation of the British story has a similar plot to King Midas, in that Mark's barber revealed the secret. Perhaps Dinadan learned the secret and sang that as well? Or expounded upon King Mark's famous cuckoldry?

544: Friendship Tournament

King Arthur sponsors a tournament to acknowledge the homage which Cornwall (King Mark) has paid to the High King. Several of the best knights sit it out, desiring Gawaine's kin to win if they can. They couldn't, due to Sir Lamorak, their hated rival. Although promised Arthur's protection, Lamorak doesn't trust to stay near the Orkney clan and departs.

After the tournament King Mark swears homage and fealty to King Arthur, then swears friendship to Sir Tristram. Together with Queen Isolt They return to Cornwall (Malory X, 21).

543-545: Some Events of the Galis Clan

The kinsmen of murdered King Pellinore continue to suffer the wrath of the Orkney kin. Sometime before these years Sir Dornar was killed by them. Lamorak, nursing a grudge of his own, antagonizes Gawaine also, both in tournaments and by becoming his mother's lover. When Percivale de Galis arrives with such promise, Gaheris' hatred apparently bursts — he rashly and senselessly murders Queen Margawse, his mother, and allows naked Lamorak to arm, then escape.

543. Adventure of Lamorak and Palomides at Morgan's Castle (Malory X, 17)

544. Lamorak shames Gawaine at the Friendship tournament (above).

545, Court. Percivale arrives at court amid great prophecies (Malory X, 23). Margawse murdered (Malory X 24).

546: Erec and Enid

This famous knight made enough of a name for himself to be immortalized in one of the poems by Chretien de Troyes, as well as by Tennyson. The tale is delightful in itself, wherein a great knight falls in love with a young maiden, marries her, and then falls into distrust and tests her chastity while proving his prowess. Erec is the son of King Lak of Estregales (Chretien, *Erec and Enid*).

546-549: Lancelot and Elaine of Carbonek

546, Listeneise. Bors visits Carbonek, where he recognizes Galahad, and convinces Dame Elaine to bring him to court (Malory XI, 4-5).

547, Court. Amid great pomp and splendor Elaine of Carbonek and young Galahad, age 12, visit Camelot. Dame Brisen, the enchantress, again dupes Lancelot into sleeping with her lady. Guenever discovers his seeming duplicity and becomes very jealous (criticals her Vengeful). Lancelot, confronted by the impossible, fumbles his Amor and goes mad (Malory XI, 6-9).

2 Years: Lancelot mad. Knights search for him. He roams about naked and wild, sometimes tended by compassionate strangers, and at other times he is the village fool (Malory XII, 1-5).

547: Opportunists Raid Britain

Minor raids can occur throughout Arthur's reign. These are similar, but more intentional Characters searching the land might be asked to aid locals against raiders like these.

Nohaut, British Saxons Seize Opportunity. A new generation of Saxons raised under Arthur's reign, have grown to maturity. Some, such as Prince Ida, long for the sovereignty which their fathers had. When the knights disperse to search for Lancelot, Ida takes the land and builds a fortress at Bamburgh, and names himself King of Bernicia (A.S. Chron. 547).

Cornwall Invaded by Saxons. "Sessoines," led by Sir Elias invade the land. Mark attempts to withstand them

without aid, but eventually succumbs and asks Tristram for aid, who wins against them (Malory X, 28-30).

548: The Hunt for the Troit Boar

Malory never mentions this event. I put it in because it offers a chance to combat a gigantic foe without Lancelot to claim all the glory. It is representative of the magnitude of the growing enchantment. This monster is clearly from the Other side when it begins to ravage Wales

The story of the hunt for the mighty boar is contained in "Kilhwch and Olwen." Arthur is no great monarch here, but a Welsh hill chieftain with a band of superhuman followers. I suggest you ignore the heroes and their powers (or else assign them to the faerie knights of your campaign). Also ignore the list of magical items needed, and even the request of Kilhwch if you want.

This immense creature will require the skill and wit of dozens of men. The lesser pigs which accompany it need fewer opponents, and one of them should suitably trouble your player-characters. That way they get some individual glory (Mabinogion, "Kilhwch and Olwen."

549: Two Grail Healings

To prepare for the upcoming Grail Quest, the holy artifact's magical properties are shown a couple of times in Malory.

Percivale and Ector, searching for Lancelot and failing to recognize each other, fight until both are helpless. Percivale receives a Pious, Worship, and Love (God) roll and both are saved by the Grail (Malory XI, 11-14).

Lancelot, recognized by Elaine, is brought to Carbonek and healed (Malory XII, 4).

Such events need not be confined to these two, but the Grail should not appear often. Remember, miracles are rare. This section also shows two of the theatrical effects to use when the Grail reveals itself.

549: The New Archdruid Reveals Himself

Gomeret. King Maelgwn Gwynned challenges Elphin to contests. Elphin is saved by Taliesin, the boy-wizard, who shames the court poets and predicts Maelgwn's death (or does he curse him?) by the "strange beast."

The events of this contest are quite entertaining, and parts might be used in adventures with player-characters. Alternately, watching the contest where the boy makes the poets say "blwrm blwrm" can be quite amusing (*Mabinogion*, "Taliesin").

548-552: The Yellow Plague

History records a terrible plague which swept Europe from east (the Yellow Plague of Rhos) to west (Vlad Velen, or yellow Pestilence) reaching Britain about this time. Taliesin, the Boy-wizard, prophesied that King Maelgwn would die from "the strange beast," and another story tells how the king tried to hide in a church, but peeped through a keyhole and saw his death.

No plagues occur in Malory. You can ignore it also, unless you need to clean up some paperwork. By this time some families will have become unwieldy with nonplayed, and never-to-be-played characters of obscure relationships and desperate namings. Other families will be smaller, but still too large to keep track of. Use the plague as an excuse to thin out numbers, or to allow the players to weed out their own files.

No player character should die of the plague. But every nonplayed character should be checked. This includes their wife, children, and the rest of the family. If someone demands a system, roll 1d6 with these results: 1-4 = lived, 5-6 = died.

551: Tournament at Joyous Isle

551, Listeneise, Le Chevalier Mal Fet sponsors a great tournament against all comers. No one beats him. At last Sir Percivale recognizes the stranger as Sir Lancelot. Percivale and Ector De Maris, Lancelot's brother, persuade him to return to court. Lancelot leaves Elaine forever (Malory XII, 6-9).

552: Surluse Tournament

The Surluse tournament is one of the longer tournaments described in Malory. Many famous knights participate and naturally carry the day for prizes during the tournament. Palomides fights a challenge with a stinking Saracen, Dinadan japes, and Lamorak is recognized by Arthur, despite a disguise (Malory, 40-49).

552: Sir Lamorak Murdered

Although not shown in Malory, Lamorak is pursued and murdered after this tournament by the Orkney clan minus Gareth, who afterwards foreswore any special love he had for his clan. This was a matter of great talk away from Orkney ears.

550-554: Tristram and Isolt at Joyous Garde

550, Cornwall. Tristram in prison (Malory X, 50).

551, Cornwall. Percivale frees Tristram from prison, who flees with Isolt (Malory X, 51-52).

553, Lonazep tournament (below).

554, Isolt decides to return home to Mark. Tristram and Palomides fight. Palomides baptized (Malory XII, 11-14).

553-555: More Treachery by Mark

This story continues the history of vile King Mark, and also lays the foundation for it's end with the knighting of Bellengerus le Breus. Remember that these people are all kinsmen of Tristram also.

North (Benoic). Alisander murdered by Mark, who traveled the length of Britain in disguise to strike down his kinsman by surprise (Malory XI, 11-14).

555, Bellengerus le Breus knighted.

553: The Lonazep Tournament

The Lonazep tournament is the longest tournament described in Malory. Present it as such in your campaign also — there will not be many after this. Though not described in Malory, this is the place to illustrate the decadent extreme of theatrical entertainment which tournaments have become (Malory X, 65-81).

554: Start of the Quest For the Holy Grail

The sacred quest for the mystical Holy Grail is a high point in the history of

Camelot. The greatest marvel of Britain comes to Camelot, and entrances all people present with its beauty, grace and divine glory. Everyone participates in its magic and glory. Sir Gawaine leaps to his feet and swears to find the Holy Grail, and in a desire to again know that sacred presence, the rest of the Round Table agrees. They all set off on the great quest.

Nascien the Hermit warns everyone that the quest is not a search on the physical plane, but a test of piety, faith, and purity. Only someone who fulfills every trait can succeed. Before the assembled people of Camelot, Sir Lancelot, acknowledged to be the best knight in the world, is superseded by his pure and chaste son, Sir Galahad.

In literature, Percival (variously spelled Peredur or Parzifal) is the first knight to discover the Grail. Later writers found his innocence too restraining and added or recognized Bors and Lancelot as successful or semi-successful claimants to be true Grail Knights. Finally, an anonymous monk penned the tale of Sir Galahad, a truly Christ-like figure whose presence in the King Arthur legends transcends allegory.

Your handling of the Grail Quest can be done in one of several ways.

- Have the player-characters join the heroes on the path, with a chance of success. After all, at the climactic mass, the three Grail Questers are joined by nine other knights. Success in this method must, obviously, be according to the Christian virtues. Go along as long as possible, combating the enchantments and fighting Round Table knights. The slaughter, by accident, misrecognition, and passionate hatred, is great. Everyone on the quest will be required to make many Passion rolls.
- Create an alternate Grail path. Simple research will show you the pagan roots of the legend, and some more esoteric research can help you define your own allegory. Suggestions can be found by pursuing the Welsh stories of a War with Annwn, Arthur's invasion to seize a magic cauldron and Arthur's imprisonment in the Castle of Bones.

The quest continues for years. The knights return from their quest as their hearts fail them. Gawaine is first to return. Many do not return at all: Dinadan, Yvaine the Bastard, King Bagdemagus, Percivale de Galis, Galahad, plus others named and unnamed, but "King Arthur and Queen Guenever made great joy of the remnant that were comen home...."

554: Invasion, Raids, Rebellion

As soon as the Round Table knights have departed, great troubles erupt in Britain. Many player knights will probably have no desire to go Grail Questing and will probably participate in these battles. The primary invader is Brian of the Isles, who conquers great parts of the north. Many others, who have been unhappy under King Arthur, rebel too. Finally, many Faerie creatures find their way into the realm and cause trouble.

Phase Five: Downfall

(555 to the End)

PHASE FIVE of the Pendragon Chronicles is roughly equivalent to the 15th century of western Europe. Think of the War of the Roses.

Escalation

Politics

After the completion of the Grail Quest a grey sorrow settles over the land. Many of the best knights have been killed. Others are still missing. The very best, Galahad and Percivale, are gone. A quiet desperation overcomes many people, while others feel aware of an impending disaster.

Price List

Everything on the price list is available in this period, but a severe labor shortage has driven the prices even higher. All costs are now *double* the costs shown on the standard price lists.

Weapons & Armor

The best armor is Gothic plate (18 point).

Specially shaped shields, almost square with a notch in the corner to hold a jousting lance, are popular at tournaments.

At the end of the Phase, after the Round Table breaks, arquebus are available (damage = 3d6+10). Finally, siege bombards are also present, which destroy one DV per shot.

Decorated arms and armor are necessary for tournaments now. Elaborate paper mache designs are sculpted on helmets, often depicting the bearer's coat of arms, badge, or some other symbolic representation.

Horses

Destriers can be bought easily now, and Frisian destriers are being found in greater numbers. A new, even larger (10d6 damage) breed called the English Shire horse is rare, but available.

Partial plate barding (14 point) is available for Frisian and Shire destriers for those who can afford it.

Clothing

Clothing has become more exaggerated and extravagant than the previous phase.

For a man, clothes tend to exaggerate his figure. The sleeves of his pelisse typically are wide and full, gathered at the wrist. The collar is high, fastening tight right up to the neck. Surcoats are often stiffened into a globular shape over the chest, edged with fur, and with tight waist belts.

The tabard was the favorite clothing to wear over armor. It is a loose tunic with wide sleeves.

Shoes for men and women are pointed and long. Some are so long that their toes are tied up with jeweled chains attached to the knee.

Women's surcoats had developed to be quite like the modern dress. Her cotte, worn beneath the surcoat, is mostly hidden, the ancestor of the petticoat. Capes, cloaks, and surcoats are typically so long that they drag on the ground.

Women's hats reach an all-time high in monstrous extravagance. One favorite is a high pointed cone, with a velvet roll

around the head, and a veil of muslin over the face and neck. Another is like a pair of horns branching high upward with a veil hanging from the points down the back. Another is a large rounded hat like a tall coif, made of rich cloth and decorated with jewels.

Heraldry

A coats of arms is often displayed on walls or paper as well as being carried on a shield. Its representation has become more elaborate with the addition of *supporters*, which are figures beside the portrayed shield which lend their honor to the arms.

The notched jousting shield is sometimes used to display arms.

Tournaments

Two types of tournament become popular at this phase. From Camelot comes the Elegant tournament. This has two types of events: individual jousts, and pageantry. The jousts are between individuals, including the elimination tournament and challenges. The pageantry is extremely elaborate. For instance, one includes a huge model of a castle which is drawn to the field and defended from knights by women armed only with flowers while a huge orchestra plays popular tunes.

In the outer regions the Blood Tourney gains popularity, in a large part to protest the increasingly emasculated form practiced in Camelot. In the Blood Tourney the knights use only real weapons, and the stakes are always for equipment and ransom.

Fiefs

The acquisition and inheritance of fiefs is essentially unchanged.

Castles

Castles seem to have reached their perfect form. Only larger concentric castles are built, but without any great changes in design.

Sample Castles:As last phase.

Troop types

- Superlative Knight (4)
- Rich Knight (3)
- Drilled Foot Soldier, Longbowman (3)
- Ordinary Knight (2)
- Poor Knight, Sergeant (1)
- Italian Crossbowman (1)
- Hobliar, Cambrian Spearman, Foot Soldier (1/2)
- Plunderer, Bandit (1/5)
- Peasant (1/10)

Mercenaries

The types of mercenaries changes slightly.

Mercenary Unit Costs

Troop Type (100 men)	*Cost (£/mo.)*	*Loyalty**
Knights	350£.	15
Sergeantry	250£.	12
Drilled Infantry	100£.	14
Armored Infantry	75£.	12
Cambrian Spearmen	25£.	12
British Longbowmen	35£.	12
Italian Crossbowmen	45£.	10
Local Foot Soldiers	15£.	**
Plunderers	5£.	**

*All troops are +1 Loyalty for each 1£. extra paid each month.

**These troops have Loyalty equal to the £. they collected this month

Adventures

Rebellion in the outer realms grows during this phase. Many monsters roam. Thieves abound in numbers. But the primary foes are those forces which have caused the realm to grow rotten inside.

New Organizations

Many new organizations, some competing with the Round Table, but most offering petty alternatives, are available. Some of those include:

- The Esquires: many candidates refuse to become knights, but are content with their status as squires. To distinguish themselves from commoners, they title themselves esquire, and join this club to comfort each other.
- New Athenians: a pro-democracy group which feels that Arthur is not pushing his reforms quickly enough to dispossess the rich upper class.
- MCFBL: The Militant Christians for a Better Life. They want to exterminate all Pagans, heretics, and faerie.
- PDL: Pagan Defense League. Pro-violence defensive group.
- YSFA: Young Saxons For Arthur. Knights and squires who reject the ways of their ancestors in favor of Arthur's companionship.
- Northern Club: membership and fraternal organization for all knights from beyond the Wall.

Chronology

557: The end of the Grail Quest

557. Bors de Ganis, the last quester, returns home with the end of the Grail story. He reports the final events of Galahad's life, and gives Lancelot a sword from his son.

After the Grail Quest feelings are different. The adventures opened old wounds and created new ones. Many of the best knights are dead.

Lancelot also changes, and becomes less careful in his liaisons with the Queen. Rumors and gossip spread.

558: Guenever Kidnapped

According to Malory this event occurs after The Grail Quest. Most other storytellers put it much earlier. Immediately following this should occur the Adventure of the Knight and the Chariot.

559: The Knight and the Chariot

To prove that it is not always shameful to ride in a cart, as Queen Guenever claimed, Sir Lancelot set off for a year of Adventures without a horse, only a cart. He did deeds of such renown that neither Malory nor Chretien detail them, though they are undoubtedly listed in the Vulgate.

I guess he would not joust too much, though.

559: Sir Urre of Hungary

Sir Urre, aided by his grieving mother and sisters, has been searching Europe for the world's best knight, who is the only person who can heal Urre's wounds. After every knight present at the High King's court tries, Sir Lancelot (who ar-

rived late) attempts it and miraculously heals the wounds (Malory IX, 10-12).

The list of knights who try, with occasional asides on otherwise obscure individuals, is a compilation of all the names from most previous books of Malory.

559-560: Foul Deeds in Cornwall

559, Cornwall. The tension of his nephew's love for his wife finally breaks Mark, and with a trenchant glaive he slays the best knight of Cornwall. Isolt, heartbroken at the funeral, collapses and dies on Tristram's grave.

560, Lyonesse sinks. Tristram's paternity, groaning under the evil loss of its lord, joins other Celtic lands under the waves.

560-563: Decadence at Court

560, Camelot. Lancelot is banished from court by a jealous Guenever (Malory XVIII, 2).

561, Camelot. Sir Patrice is poisoned at a private dinner held by Queen Guenever. The Queen is accused of the deed. Lancelot returns at the last possible moment to save Guenever. It is revealed that an assassin had tried to poison Gawaine, but got Patrice instead (Malory XVIII, 2-8).

562, Court. The Winchester Tournament, at which Elaine, the Fair Maid of Astolat, is discovered dead, floating downstream with a note which explains how she died for unrequited love of Lancelot (Malory XVIII, 9-20).

562, Camelot. Christmas Tournament (Malory XVIII, 21-24).

563, Camelot. Lancelot and Guenever are caught in the act of adultery by Agravaine, Mordred, and their men. Many Orkney men, including Agravaine, are killed (Malory XX 1-7).

King Arthur condemns Guenever to burn for her adultery, but Queen Guenever is rescued by Lancelot. Many good knights, including Sir Gareth, are killed by Lancelot's attack. Sir Gawaine is enraged, and demands vengeance for the death of his brother, and reminds King Arthur that Gareth was his nephew, too. (Malory XX 8-9)

563: Civil War

Garloth. Civil War erupts. Arthur musters his army and marches against Lancelot, who has taken Guenever to his castle of Joyous Garde. Some men rally to Lancelot's side, others to Arthur's, and many choose neither. After many months Guenever finally returns to Arthur. Lancelot and his supporters are banished, and retire to their lands in France (Malory XX 10-18).

564: War Against Lancelot

Ganis. King Arthur besieges Sir Lancelot in France, and during several duels Gawaine is badly wounded. After many months Arthur learns that Mordred has usurped his throne and incited a rebellion. He prepares to leave, but is detained when an old foe, the Romans, march to attack him in France (Malory XX 19-22; XXI, 1).

564: Attack by the Romans

Brittany. Heartened to know that Arthur is warring against his best men, the Romans and French ally to take vengeance. Arthur meets them in open battle. Although King Arthur is victorious, he suffers serious losses. Sir Kay is killed in the conflict. Delayed by poor administration and bad weather, he prepares to cross the channel (Vulgate).

565: The Last Year

Kent (Dover). King Arthur lands with his army. Gawaine heroically leads the charge, but during the battle the wounds he received from Lancelot break open, and Gawaine weakens and dies. Despite this, the forces of Mordred are defeated and driven off (Malory XXI, 2-3).

(Baram Down). King Arthur again meets Mordred in battle, and again defeats the usurper.

Logres (near Camelot). Battle of Camlann. The armies of Arthur and Mordred are decimated, and all the best of both sides are dead. Arthur kills Mordred, but receives a fatal wound in return. After either Bedivere or Griflet disposes properly of Arthur's sword, Excalibur, the king is taken away to Avalon forever.

566: The End of the Story

Sir Lancelot learns too late of Mordred's rebellion, and although he tries to reach Arthur with an army to help the king, he does not make it in time. On his return to Camelot, Lancelot finds that King Mark has plundered and burned the city, and the sons of Mordred have seized control of much of the land. Lancelot and his men kill the children of Mordred and destroy their army. Another, smaller, force invades Cornwall under Sir Breunor and kills King Mark.

Sir Lancelot tries to speak to Guenever, who has become a nun at Almesbury. He is refused. Lancelot becomes a hermit at Glastonbury Abbey (Vulgate).

Constantine of Cornwall is named king after Arthur (Malory XXI, 13; Geoffrey XI, 2).

568-570: Return of the Saxons

568, Middlesex. Ceawlin, King of Wessex, defeats King Aethelbehrt of Kent, and asserts himself as Bretwalda.

570, Logres. Kings Ceawlin and Cutha (of Wessex) absorb Midlands and the upper Thames into their Kingdom.

The Last of the Round Table

572. Lancelot becomes a priest at Glastonbury (Malory XXI, 10).

573. Guenever dies. Lancelot dies. Ector de Maris arrives in time for the funeral. The last of the Ganis knights depart for the Holy Land (Malory XXI, 11-13).

Battle of Katraeth [Caterrick] (which inspires the poem "Gododin") is fought. The Britons are defeated, and northern Britain falls under Saxon domination.

574. The last Knights of the Round Table die in the Holy Land. Malory XXI, 13).

The Saxon Conquest

577. Logres. Battle of Deorham. South Britain succumbs to Saxons, who capture Gloucester, Circencester, and Bath (A.S. Chron.)

The End

The romance fades. History asserts itself.

The Main Characters

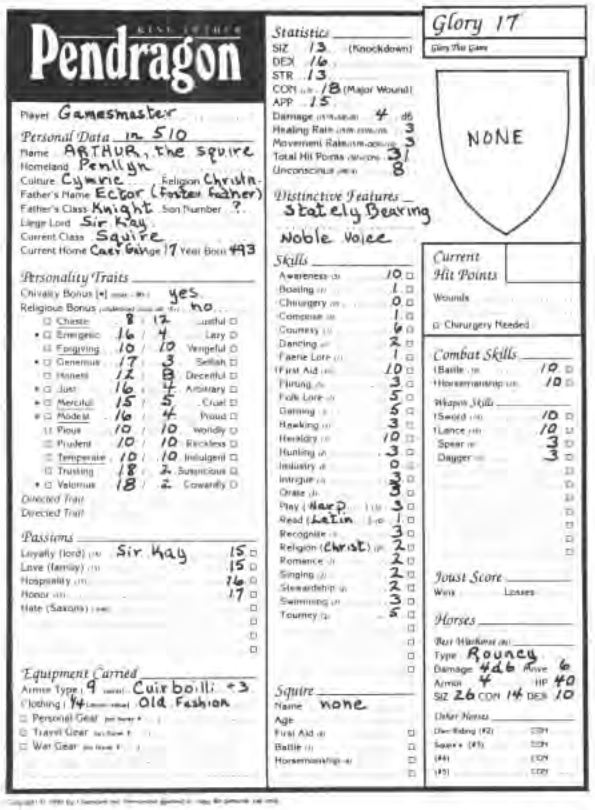
Given here are character sheets for many of the main gamemaster characters who are encountered during the campaign, and some notes to facilitate presentation of these individuals.

They are listed alphabetically (ignoring the adjective "Young.") They are given for various years, usually when they enter the story, or are very important.

Some characters do not have full statistics given here because they are given in the *Pendragon* book. Specifically, this includes:

Young Lancelot

Sir Lancelot arrives at court in 524. At first unknown and called simply The Knight of the Lake, he discovers his heritage during his early adventures. Complete stats for Sir Lancelot in 531 are given in *Pendragon*, page 197. These are sufficient for the previous seven years of his career.


Pendragon

Player: Gamesmaster

Personal Data: in 510
Name: ARTHUR, the squire
Homeland: Penllyn
Culture: Cymric Religion: Christian
Father's Name: Ector (foster father)
Father's Class: Knight Son Number: ?
Liege Lord: Sir Kay
Current Class: Squire
Current Home: Caer Gwent Age: 17 Year Born: 493

Personality Traits
Chivalry Bonus: yes
Religious Bonus: no
Chaste 8 / 12 Lustful
Energetic 16 / 4 Lazy
Forgiving 10 / 10 Vengeful
Generous 17 / 3 Selfish
Honest 12 / 8 Deceitful
Just 16 / 4 Arbitrary
Merciful 15 / 5 Cruel
Modest 16 / 4 Proud
Pious 10 / 10 Worldly
Prudent 10 / 10 Reckless
Temperate 10 / 10 Indulgent
Trusting 18 / 2 Suspicious
Valorous 18 / 2 Cowardly
Directed Trait
Directed Trait

Passions
Loyalty (lord): Sir Kay 15
Love (family): 15
Hospitality: 16
Honor: 17
Hate (Saxons):

Equipment Carried
Armor Type: 9 Cuir boilli +3
Clothing: 14 Old Fashion
Personal Gear
Travel Gear
War Gear

Statistics
SIZ 13 (Knockdown)
DEX 16
STR 13
CON 18 (Major Wound)
APP 15
Damage 4 d6
Healing Rate 3
Movement Rate 3
Total Hit Points 31
Unconscious 8

Distinctive Features
Stately Bearing
Noble Voice

Skills
Awareness 10
Boating 1
Chirurgery 0
Composure 1
Courtesy 6
Dancing 2
Faerie Lore 1
First Aid 10
Flirting 3
Folk Lore 5
Gaming 5
Hawking 3
Heraldry 10
Hunting 3
Industry 0
Intrigue 3
Orate 3
Play (Harp) 3
Read (Latin) 1
Recognize 3
Religion (Christ) 2
Romance 2
Singing 2
Stewardship 2
Swimming 3
Tourney 5

Squire
Name: none
Age:
First Aid
Battle
Horsemanship

Glory 17
Glory Thy Game

NONE

Current Hit Points
Wounds
Chirurgery Needed

Combat Skills
Battle 10
Horsemanship 10

Weapon Skills
Sword 10
Lance 10
Spear 3
Dagger 3

Joust Score
Wins: Losses:

Horses
Type: Bouncy
Damage: 4d6 Move: 6
Armor: 4 HP: 40
SIZ 26 CON 14 DEX 10

Other Horses

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Young King Arthur, in 510

Squire Arthur is an energetic, likable fellow with a well-developed sense of Justice, and a dream-like admiration for the virtues of chivalry. He believes himself to be the bastard son of Ector. He is unpretentious, and glad to have the position which he has (Stats for King Arthur in 531 are given in *Pendragon*, page 195).

Glory: 26. He has just begun his adult career.

Traits: Arthur is chivalrous, even though not a knight. He is known for his Energy, Generosity, Justice, Modesty, Trust, and Valor.

Passions: Arthur's sense of Hospitality and Honor are well known.

Stats: Arthur is healthy and dexterous, but not much above the average man.

Skills: Arthur has normal training.

Combat Skills: Arthur has standard training.

Equipment: Arthur is equipped as a common squire here.

Special Notes: Arthur undergoes rapid growth after he acquires extensive Glory for becoming King of Logres, High King of Britain, leading many great battles, and being acknowledged as the son of Uther Pendragon.

KING ARTHUR
Pendragon

Player: Game master
Personal Data: in 512
Name: BALIN le Sauvage
Homeland: Sauvage Forest
Culture: Cymric Religion: Pagan
Father's Name:
Father's Class: Knight Son Number: 1
Liege Lord: King of Nohaut
Current Class: Knight Errant
Current Home: Errant Age: 30 Year Born: 482

Personality Traits
Chivalry Bonus (+): no
Religious Bonus: no

☐ Chaste	10	10	Lustful ☐
• ☐ Energetic	17	3	Lazy ☐
☐ Forgiving	3	17	Vengeful ☐
• ☐ Generous	13	7	Selfish ☐
☐ Honest	16	4	Deceitful ☐
• ☐ Just	15	5	Arbitrary ☐
• ☐ Merciful	8	12	Cruel ☐
• ☐ Modest	4	16	Proud ☐
☐ Pious	4	16	Worldly ☐
☐ Prudent	3	17	Reckless ☐
☐ Temperate	10	10	Indulgent ☐
☐ Trusting	5	15	Suspicious ☐ *
• ☐ Valorous	19	1	Cowardly ☐

Directed Trait: * vs. Hertford people's
Directed Trait:

Passions
Loyalty (lord): 12
Love (family): 20
Hospitality: 15
Honor: 15
Hate (Saxons):
Loyalty (Arthur) 17
Hate (Lady of the Lake) 20

Equipment Carried
Armor Type: 10 Norman Chain
Clothing: 1 Old Fashion (worn)
☐ Personal Gear
☐ Travel Gear
☐ War Gear

Statistics
SIZ 17 (Knockdown)
DEX 13
STR 18
CON 15 (Major Wound)
APP 12
Damage: 6 d6
Healing Rate: 3
Movement Rate: 3
Total Hit Points: 32
Unconscious: 8

Distinctive Features
Suspicious. Squint

Skills

Awareness	17	☐
Boating	3	☐
Chirurgery	0	☐
Compose	0	☐
Courtesy	5	☐
Dancing	2	☐
Faerie Lore	2	☐
†First Aid	16	☐
Flirting	3	☐
Folk Lore	8	☐
Gaming	4	☐
Hawking	3	☐
Heraldry	3	☐
Hunting	18	☐
Industry	0	☐
Intrigue	7	☐
Orate	5	☐
Play (Harp)	3	☐
Read ( )	0	☐
Recognize	3	☐
Religion (Pagan)	3	☐
Romance	2	☐
Singing	2	☐
Stewardship	2	☐
Swimming	3	☐
Tourney	5	☐

Squire
Name: none
Age
First Aid ☐
Battle ☐
Horsemanship ☐

Glory 1282
Glory This Game

Current Hit Points
Wounds
☐ Chirurgery Needed

Combat Skills

†Battle	12	☐
†Horsemanship	20	☐

Weapon Skills

†Sword	20	☐
†Lance	17	☐
Spear	10	☐
Dagger	3	☐

Joust Score
Wins Losses

Horses
Best Warhorse
Type: Charger
Damage: 6d6 Move: 8
Armor: 5 HP: 46
SIZ 34 CON 12 DEX 17

Other Horses
Own Rating (#2) CON
Squire's (#3) CON
(#4) CON
(#5) CON

Balin le Sauvage, in 512

Sir Balin is instrumental in the story of the Grail. Imprisoned for harassing one of Guenever's kinsmen, he is freed in 512 by Arthur's orders, but his Passions get the best of him and he is outlawed. He rides errant to prove himself worthy of King Arthur. He and his brother are instrumental at the Battle of Terrabel in 513 by capturing King Ryons beforehand. In 514 his rashness brings him to wound the Fisher King. He dies a tragic death fighting against his twin brother in 515.

Traits: Balin is known for his primitive urges: Energetic, Vengeful, Honest, Worldly, Reckless, and Valorous.

Passions: Balin is fanatical about Loving his family and Hating the Lady of the Lake, and harbors a great desire to please Arthur.

Stats: Balin is big and strong.

Skills: Balin's skills indicate that he is at home in the wilds: Awareness, First Aid, and Hunting.

Combat Skills: Balin is a deadly fighter.

Equipment: Balin has old armor, slightly out of date according to the latest standards. He rides a Norman charger.

Special Notes: Balin has a twin brother, Balan, who helps him capture King Ryons, and is killed with (and by) him.

KING ARTHUR
Pendragon

Player: Game master
Personal Data: in 512
Name: DARNANTES, the Brown Knight
Homeland: Listeneisse
Culture: Cymric Religion: Pagan
Father's Name:
Father's Class: Knight Son Number: 1
Liege Lord: King Fisher
Current Class: Knight
Current Home: Errant Age: 28 Year Born: 484

Personality Traits
Chivalry Bonus (+): yes
Religious Bonus: no

☐ Chaste	7	13	Lustful ☐
• ☐ Energetic	17	3	Lazy ☐
☐ Forgiving	10	10	Vengeful ☐
• ☐ Generous	12	8	Selfish ☐
☐ Honest	17	3	Deceitful ☐
• ☐ Just	15	5	Arbitrary ☐
• ☐ Merciful	15	5	Cruel ☐
• ☐ Modest	10	10	Proud ☐
☐ Pious	12	8	Worldly ☐
☐ Prudent	8	12	Reckless ☐
☐ Temperate	13	7	Indulgent ☐
☐ Trusting	7	13	Suspicious ☐
• ☐ Valorous	17	3	Cowardly ☐

Directed Trait:
Directed Trait:

Passions
Loyalty (lord): King Fisher 15
Love (family): 12
Hospitality: 10
Honor: 12
Hate (Saxons):
Loyalty (Arthur) 12

Equipment Carried
Armor Type: 13 Norman + 3 (Chin)
Clothing: 2 Old Fashion
☐ Personal Gear
☐ Travel Gear
☐ War Gear

Statistics
SIZ 16 (Knockdown)
DEX 14
STR 15
CON 13 (Major Wound)
APP 10
Damage: 5 d6
Healing Rate: 3
Movement Rate: 3
Total Hit Points: 29
Unconscious: 7

Distinctive Features
weather-tanned features

Skills

Awareness	17	☐
Boating	11	☐
Chirurgery	0	☐
Compose	0	☐
Courtesy	12	☐
Dancing	2	☐
Faerie Lore	17	☐
†First Aid	10	☐
Flirting	3	☐
Folk Lore	2	☐
Gaming	3	☐
Hawking	3	☐
Heraldry	3	☐
Hunting	18	☐
Industry	0	☐
Intrigue	3	☐
Orate	3	☐
Play (Harp)	3	☐
Read ( )	0	☐
Recognize	7	☐
Religion (Pagan)	2	☐
Romance	2	☐
Singing	5	☐
Stewardship	2	☐
Swimming	2	☐
Tourney	5	☐

Squire
Name: none
Age
First Aid ☐
Battle ☐
Horsemanship ☐

Glory 1367
Glory This Game

Current Hit Points
Wounds
☐ Chirurgery Needed

Combat Skills

†Battle	12	☐
†Horsemanship	15	☐

Weapon Skills

†Sword	12	☐
†Lance	16	☐
Spear	10	☐
Dagger	3	☐

Joust Score
Wins Losses

Horses
Best Warhorse
Type: Charger
Damage: 6d6 Move: 8
Armor: 5 HP: 46
SIZ 34 CON 12 DEX 17

Other Horses
Own Rating (#2) CON
Squire's (#3) CON
(#4) CON
(#5) CON

The Brown Knight, in 512

The Brown Knight arrives at court in 512 and serves Arthur faithfully. He also appears in the "Adventure of the Castle of Joy," where we learn his name is Sir Darnantes.

Glory:

Traits: He is noted for his Energetic, Honest, and Valorous traits.

Passions: None of special note, but he is more loyal to his lord than to Arthur.

Stats: He is bigger than usual.

Skills: Awareness, Faerie Lore, and Hunting are all skills gained from years of riding errant.

Combat Skills: Known for Lance, he is otherwise a mediocre fighter.

Equipment: His equipment is all old.

Pendragon

Player: Gamemaster

Personal Data in 514
Name: GAWAINE
Homeland: Lothian
Culture: Cymric Religion: Christn.
Father's Name: Lot
Father's Class: King Son Number: 1
Liege Lord: Arthur
Current Class: Knight
Current Home: Court Age: 19 Year Born: 495

Personality Traits
Chivalry Bonus [+]: no
Religious Bonus: no

☐ Chaste	4	16	Lustful	☐
• ☐ Energetic	17	3	Lazy	☐
☐ Forgiving	5	16	Vengeful	☐
• ☐ Generous	16	4	Selfish	☐
☐ Honest	17	3	Deceitful	☐
• ☐ Just	13	7	Arbitrary	☐
• ☐ Merciful	6	14	Cruel	☐
• ☐ Modest	4	16	Proud	☐
☐ Pious	8	12	Worldly	☐
☐ Prudent	2	18	Reckless	☐
☐ Temperate	10	10	Indulgent	☐
☐ Trusting	6	14	Suspicious	☐
• ☐ Valorous	18	2	Cowardly	☐

Directed Trait
Directed Trait

Passions
Loyalty (lord): Arthur 15
Love (family): 19
Hospitality: 15
Honor: 16
Hate (Saxons):
Hate (De Gales Clan) 18

Equipment Carried
Armor Type: 15 Reinforced Chain + 3 (Cloak)
Clothing: 5 Court Fashion
☐ Personal Gear
☐ Travel Gear
☐ War Gear

Statistics
SIZ: 17 (Knockdown)
DEX: 15
STR: 18
CON: 19 (Major Wound)
APP: 17
Damage: Special d6
Healing Rate: 37
Movement Rate: 3
Total Hit Points: 36
Unconscious:

Glory: 1267

Distinctive Features
Red Hair
Charming Smile
Robust Voice

Skills
Awareness: 8
Boating: 1
Chirurgery: 0
Compose: 0
Courtesy: 10
Dancing: 2
Faerie Lore: 10
†First Aid: 10
Flirting: 13
Folk Lore: 2
Gaming: 3
Hawking: 3
Heraldry: 5
Hunting: 2
Industry: 0
Intrigue: 5
Orate: 3
Play (Harp): 3
Read (Oghamn): 0
Recognize: 3
Religion (Christ): 2
Romance: 2
Singing: 2
Stewardship: 2
Swimming: 2
Tourney: 5

Squire
Name
Age
First Aid
Battle
Horsemanship

Current Hit Points
Wounds
☐ Chirurgery Needed

Combat Skills
†Battle: 5
†Horsemanship: 10

Weapon Skills
†Sword: 10
†Lance: 10
Spear: 4
Dagger: 3

Joust Score
Wins Losses

Horses
Best Warhorse:
Type: Charger
Damage: 6d6 Move: 8
Armor: 5 HP: 46
SIZ: 36 CON: 12 DEX: 17

Other Horses
Own Riding (#2) CON
Squire's (#3) CON
(#4) CON
(#5) CON

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Young Gawaine, in 514

Here are stats for Gawaine when he is knighted. Note that although his father, King Lot, is a Pict, Gawaine (and his brothers) are raised in a Cymric culture. Also, though his homeland of Lothian is Pagan, Gawaine has recently converted to Christianity to suit the court. (Stats for Sir Gawaine in 531 are given in *Pendragon*, page 198.)

Traits: Gawaine is noted for his Lust, Vengeance, Generosity, Honesty, and Pride, but especially his Recklessness and Valor. Though now a Christian by conversion, he is a Pagan at heart. His lack of Mercy prevents him from being Chivalrous.

Passions: Gawaine is known for his Honor, Love of Family, and Hate of the de Gales clan.

Stats: Gawaine's every physical statistic is exceptional.

Skills: His unusually high Flirt and Faerie Lore come from his mother, Margawse the Witch.

Combat Skills: Gawaine is only a mediocre fighter at this time.

Equipment: His equipment is up to date, as befitting a king's son.

Special Notes: Gawaine has a secret magical power which is unknown outside his immediate family. His strength increases to noon, and then decreases to normal at sunset. His damage done depends on the time of day: Before 7AM = 5d6; 7-9AM = 6d6; 9-11AM = 7d6; 11AM-1PM = 8d6; 1-3PM = 7d6; 3-5PM = 6d6; after 5PM = 5d6. Not yet a gentleman, Gawaine depends upon this damage to ensure his victories.

Pendragon

Player: Gamemaster

Personal Data in 522
Name: Kay
Homeland: Norgales
Culture: Cymric Religion: Christn.
Father's Name: Ector
Father's Class: Knight Son Number: 1
Liege Lord: Arthur
Current Class: Seneschal, Round Table Knight
Current Home: Court Age: 34 Year Born: 488

Personality Traits
Chivalry Bonus [+]: no
Religious Bonus: no

☐ Chaste	14	6	Lustful	☐
• ☐ Energetic	18	2	Lazy	☐
☐ Forgiving	8	12	Vengeful	☐
• ☐ Generous	4	16	Selfish	☐
☐ Honest	12	8	Deceitful	☐
• ☐ Just	4	16	Arbitrary	☐
• ☐ Merciful	4	16	Cruel	☐
• ☐ Modest	6	14	Proud	☐
☐ Pious	6	14	Worldly	☐
☐ Prudent	15	5	Reckless	☐
☐ Temperate	13	7	Indulgent	☐
☐ Trusting	5	15	Suspicious	☐
• ☐ Valorous	17	3	Cowardly	☐

Directed Trait
Directed Trait

Passions
Loyalty (lord): Arthur 21
Love (family): 15
Hospitality: 15
Honor: 10
Hate (Saxons):
Amor (Guenever) 15

Equipment Carried
Armor Type: 12 Reinforced Chain
Clothing: 8 Camelot Fashion
☐ Personal Gear
☐ Travel Gear
☐ War Gear

Statistics
SIZ: 9 (Knockdown)
DEX: 12
STR: 9
CON: 14 (Major Wound)
APP: 11
Damage: 3 d6
Healing Rate: 2
Movement Rate: 2
Total Hit Points: 23
Unconscious: 6

Glory: 3574

Distinctive Features
Sneer

Skills
Awareness: 9
Boating: 2
Chirurgery: 0
Compose: 0
Courtesy: 13
Dancing: 10
Faerie Lore: 3
†First Aid: 13
Flirting: 3
Folk Lore: 7
Gaming: 7
Hawking: 5
Heraldry: 16
Hunting: 3
Industry: 0
Intrigue: 17
Orate: 7
Play (Harp): 2
Read (Latin): 5
Recognize: 17
Religion (Christ): 3
Romance: 5
Singing: 3
Stewardship: 23
Swimming: 2
Tourney: 7

Squire
Name
Age
First Aid
Battle
Horsemanship

Current Hit Points
Wounds
☐ Chirurgery Needed

Combat Skills
†Battle: 7
†Horsemanship: 17

Weapon Skills
†Sword: 17
†Lance: 17
Spear: 5
Dagger: 3

Joust Score
Wins Losses

Horses
Best Warhorse:
Type: Charger
Damage: 7d6 Move: 8
Armor: 5 HP: 50
SIZ: 38 CON: 12 DEX: 16

Other Horses
Own Riding (#2) CON
Squire's (#3) CON
(#4) CON
(#5) CON

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Kay, in 522

King Arthur's foster-brother is the seneschal, or steward, for the High King.

Traits: Kay is Energetic, Selfish, Arbitrary, Cruel, and Valorous. He uses these to berate newcomers to court.

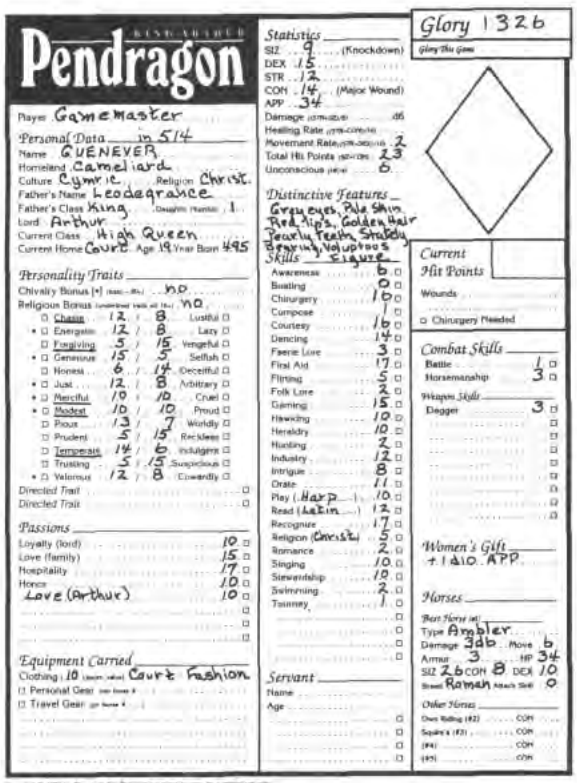
Passions: Kay is fanatically loyal to Arthur, and barely supresses his Amor for Guenever.

Stats: Kay is unexceptional.

Skills: Kay is the best steward in the land.

Combat Skills: Kay is a good fighter.

Equipment: His armor is the latest available, as is his horse.



Pendragon

Player: Gamemaster
Personal Data: in 514
Name: GUENEVER
Homeland: Cameliard
Culture: Cymric Religion: Christ.
Father's Name: Leodegrance
Father's Class: King Daughter Number: 1
Lord: Arthur
Current Class: High Queen
Current Home: Court Age: 19 Year Born: 495

Personality Traits
Chivalry Bonus (+): no
Religious Bonus: no
- Chaste 12 / 8 Lustful
- * Energetic 12 / 8 Lazy
- Forgiving 5 / 15 Vengeful
- * Generous 15 / 5 Selfish
- Honest 6 / 14 Deceitful
- * Just 12 / 8 Arbitrary
- * Merciful 10 / 10 Cruel
- * Modest 10 / 10 Proud
- Pious 13 / 7 Worldly
- Prudent 5 / 15 Reckless
- Temperate 14 / 6 Indulgent
- Trusting 5 / 15 Suspicious
- * Valorous 12 / 8 Cowardly

Directed Trait
Directed Trait

Passions
Loyalty (lord) 10
Love (family) 15
Hospitality 17
Honor 10
Love (Arthur) 10

Equipment Carried
Clothing: 10 Court Fashion
Personal Gear
Travel Gear

Statistics
SIZ 9 (Knockdown)
DEX 15
STR 12
CON 14 (Major Wound)
APP 34
Damage d6
Healing Rate
Movement Rate 2
Total Hit Points 23
Unconscious 6

Distinctive Features
Grey eyes, Pale skin, Red lips, Golden Hair, Pearly Teeth, Stately Bearing, Voluptuous

Skills: Figure
Awareness 6
Boating 0
Chirurgery 10
Compose 1
Courtesy 16
Dancing 14
Faerie Lore 3
First Aid 17
Flirting 5
Folk Lore 2
Gaming 15
Hawking 10
Heraldry 10
Hunting 2
Industry 12
Intrigue 8
Orate 11
Play (Harp) 10
Read (Latin) 12
Recognize 17
Religion (Christ) 5
Romance 2
Singing 10
Stewardship 10
Swimming 2
Tourney 1

Servant
Name
Age

Glory 1326
Glory This Game

Current Hit Points
Wounds
Chirurgery Needed

Combat Skills
Battle 1
Horsemanship 3

Weapon Skills
Dagger 3

Women's Gift
+1d10 APP

Horses
Best Horse
Type Ambler
Damage 3d6 Move 6
Armor 3 HP 34
SIZ 26 CON 8 DEX 10
Breed Roman Attack Skill 0

Other Horses
Own Riding (#2) CON
Squire's (#3) CON
(#4) CON
(#5) CON

Young Guenever, in 514

Guenever arrives at court in 514 to marry King Arthur, who had met her four years earlier after the Battle of Carohaise. (Stats for Queen Guenever in 531 are given in *Pendragon*, page 196.)

Traits: No traits are distinctive, though some are close.

Passions: Guenever's Hospitality is reknown.

Stats: Guenever is the most beautiful woman in Britain.

Skills: First Aid and Chirurgery are high, as with all women. Also, courtly skills, including Courtesy and Recognize.

Combat Skills: Poor, of course, though with minor skill at Battle to command a castle in time of siege.

Equipment: Guenever is wearing her casual clothing, worth only 10 £, of the latest court (Camelot) fashion.

Pendragon

Player: Gamemaster
Personal Data: in 518
Name: GRIFLET
Homeland: Huntington
Culture: Cymric Religion: Christ.
Father's Name: Do
Father's Class: Noble Son Number: 3
Liege Lord: Arthur
Current Class: Round Table Knight
Current Home: Court Age: 27 Year Born: 491

Personality Traits
Chivalry Bonus (+): no
Religious Bonus: no
- Chaste 11 / 9 Lustful
- * Energetic 15 / 5 Lazy
- Forgiving 13 / 7 Vengeful
- * Generous 11 / 9 Selfish
- Honest 15 / 5 Deceitful
- * Just 10 / 10 Arbitrary
- * Merciful 11 / 9 Cruel
- * Modest 3 / 17 Proud
- Pious 14 / 6 Worldly
- Prudent 10 / 10 Reckless
- Temperate 5 / 15 Indulgent
- Trusting 9 / 11 Suspicious
- * Valorous 14 / 6 Cowardly

Directed Trait
Directed Trait

Passions
Loyalty (lord) Arthur 18
Love (family) 11
Hospitality 12
Honor 18
Hate (Saxons) 18

Equipment Carried
Armor Type: 12 Reinforced Chain
Clothing: 4 Current Fashion
Personal Gear
Travel Gear
War Gear

Statistics
SIZ 18 (Knockdown)
DEX 12
STR 17
CON 12 (Major Wound)
APP 10
Damage 6 d6
Healing Rate 3
Movement Rate 3
Total Hit Points 30
Unconscious 8

Distinctive Features
Perfect Teeth

Skills
Awareness 10
Boating 1
Chirurgery 0
Compose 0
Courtesy 4
Dancing 2
Faerie Lore 2
†First Aid 13
Flirting 3
Folk Lore 2
Gaming 3
Hawking 3
Heraldry 4
Hunting 3
Industry 0
Intrigue 3
Orate 4
Play (Harp) 3
Read ( ) 0
Recognize 3
Religion (Christ) 2
Romance 2
Singing 2
Stewardship 2
Swimming 2
Tourney 5

Squire
Name
Age
First Aid
Battle
Horsemanship

Glory 267
Glory This Game

Current Hit Points
Wounds
Chirurgery Needed

Combat Skills
†Battle 18
†Horsemanship 17

Weapon Skills
†Sword 17
†Lance 17
Spear 17
Dagger 3
Great Spear 12

Joust Score
Wins Losses

Horses
Best Warhorse
Type Charger
Damage 6d6 Move 8
Armor 5 HP 46
SIZ 34 CON 12 DEX 17

Other Horses
Own Riding (#2) CON
Squire's (#3) CON
(#4) CON
(#5) CON

Griflet, in 518

Griflet is knighted in 512, and immediately defeated in combat by King Pellinor. Once healed, he engages himself fully to become a battle leader, and eventually becomes Arthur's pre-eminent general, at the expense of courtly skills. His stats are given for the the Battle of Badon.

Traits: Griflet is not noted for his traits.

Passions: He is very loyal to Arthur, and known for his Honor.

Stats: He is big and strong.

Skills: He has ignored most courtly training.

Combat Skills: He is a skilled fighter and leader of battle.

Equipment: His armor is the best available, with a standard Norman charger.

Pendragon

Glory 8592

Player: Gamemaster

Personal Data: in 510
Name: LOT
Homeland: Orkney
Culture: Pict Religion: Pagan
Father's Name: Galidrast
Father's Class: Warrior Son Number: 3
Liege Lord: None
Current Class: King
Current Home: Lothian Age: 40 Year Born: 470

Statistics
SIZ 12 (Knockdown)
DEX 12
STR 17
CON 15 (Major Wound)
APP 17
Damage 5 d6
Healing Rate +2
Movement Rate 2
Total Hit Points 27
Unconscious 7

Distinctive Features: Steely eyes, loud voice

Personality Traits
Chivalry Bonus: no
Religious Bonus: yes (+2 heal)
Chaste 2 / 18 Lustful
Energetic 18 / 2 Lazy
Forgiving 4 / 16 Vengeful
Generous 17 / 3 Selfish
Honest 16 / 4 Deceitful
Just 15 / 5 Arbitrary
Merciful 6 / 14 Cruel
Modest 2 / 18 Proud
Pious 3 / 17 Worldly
Prudent 4 / 16 Reckless
Temperate 4 / 16 Indulgent
Trusting 3 / 17 Suspicious
Valorous 19 / 1 Cowardly
Directed Trait: * vs Logres People +8
Directed Trait: # vs Logres People +5

Passions
Loyalty (lord): Pendragon 2
Love (family): 18
Hospitality: 16
Honor: 15
Hate (Saxons): Loyalty (vassals) 16

Equipment Carried
Armor Type: 10 Norman Chain
Clothing: 7 Current Fashion
Personal Gear
Travel Gear
War Gear

Skills
Awareness 17
Boating 5
Chirurgery 5
Compose 0
Courtesy 5
Dancing 2
Faerie Lore 10
First Aid 17
Flirting 3
Folk Lore 12
Gaming 2
Hawking 2
Heraldry 10
Hunting 10
Industry 0
Intrigue 16
Orate 14
Play ( ) 0
Read (Glyphs) 2
Recognize 12
Religion (Pagan) 2
Romance 0
Singing 2
Stewardship 11
Swimming 5
Tourney 2

Squire
Name
Age
First Aid
Battle
Horsemanship

Current Hit Points
Wounds
Chirurgery Needed

Combat Skills
Battle 25
Horsemanship 21
Weapon Skills
Sword 20
Lance 20
Spear 10
Dagger 1
Great Ax 15
Great Spear 16
Javelin 2

Joust Score
Wins Losses

Horses
Best Warhorse
Type Charger
Damage 6d6 Move 8
Armor 5 HP 46
SIZ 34 CON 12 DEX 17
Other Horses

Lot, in 510

King Lot is a self-made king who has conquered much of the North.

Traits: King Lot is a religious Pagan, and thus gains the +2 to healing rate bonus. He is also noted for his Vengence, Justice, Worldliness, Recklessness, Indulgence, and Suspiciouness.

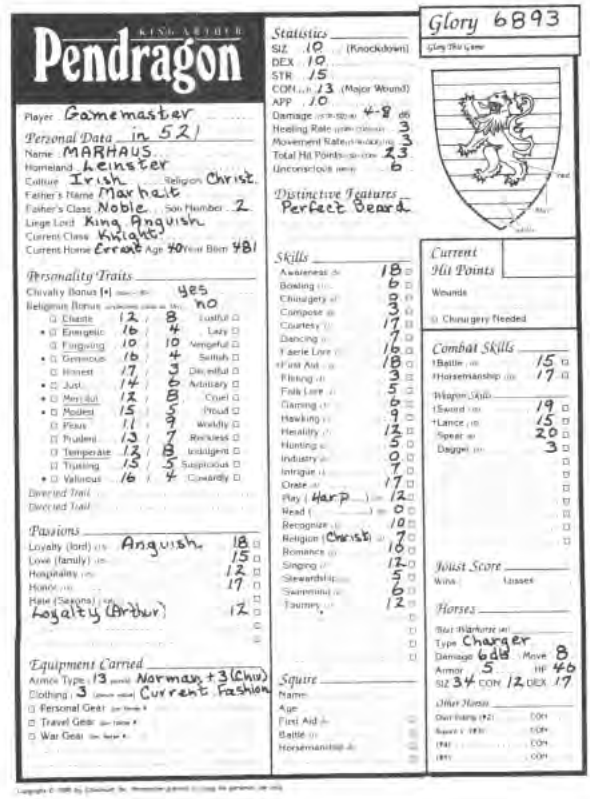
Passions: Lot is reknown for his loyalty to his vassals, and for his hospitality.

Stats: He is strong and handsome.

Skills: He is great at warrior and leader's skills, including Awareness, First Aid, and Intrigue, but poor at "cultured" skills like Singing, Dancing, etc.

Combat Skills: King Lot is an excellent warrior, and a master at Battle.

Equipment: He has the latest equipment and horse.



Pendragon

Glory 6893

Player: Gamemaster

Personal Data: in 521
Name: MARHAUS
Homeland: Leinster
Culture: Irish Religion: Christ
Father's Name: Marhalt
Father's Class: Noble Son Number: 2
Liege Lord: King Anguish
Current Class: Knight
Current Home: Errant Age: 40 Year Born: 481

Statistics
SIZ 10 (Knockdown)
DEX 10
STR 15
CON 13 (Major Wound)
APP 10
Damage 4-8 d6
Healing Rate 3
Movement Rate 3
Total Hit Points 23
Unconscious 6

Distinctive Features: Perfect Beard

Personality Traits
Chivalry Bonus: yes
Religious Bonus: no
Chaste 12 / 8 Lustful
Energetic 16 / 4 Lazy
Forgiving 10 / 10 Vengeful
Generous 16 / 4 Selfish
Honest 17 / 3 Deceitful
Just 14 / 6 Arbitrary
Merciful 12 / 8 Cruel
Modest 15 / 5 Proud
Pious 11 / 9 Worldly
Prudent 13 / 7 Reckless
Temperate 12 / 8 Indulgent
Trusting 15 / 5 Suspicious
Valorous 16 / 4 Cowardly
Directed Trait
Directed Trait

Passions
Loyalty (lord): Anguish 18
Love (family): 15
Hospitality: 12
Honor: 17
Hate (Saxons): Loyalty (Arthur) 12

Equipment Carried
Armor Type: 13 Norman + 3 (Chiv)
Clothing: 3 Current Fashion
Personal Gear
Travel Gear
War Gear

Skills
Awareness 18
Boating 6
Chirurgery 3
Compose 3
Courtesy 17
Dancing 7
Faerie Lore 16
First Aid 18
Flirting 3
Folk Lore 5
Gaming 6
Hawking 9
Heraldry 12
Hunting 5
Industry 0
Intrigue 7
Orate 17
Play (Harp) 12
Read ( ) 0
Recognize 10
Religion (Christ) 7
Romance 10
Singing 12
Stewardship 5
Swimming 6
Tourney 12

Squire
Name
Age
First Aid
Battle
Horsemanship

Current Hit Points
Wounds
Chirurgery Needed

Combat Skills
Battle 15
Horsemanship 17
Weapon Skills
Sword 19
Lance 15
Spear 20
Dagger 3

Joust Score
Wins Losses

Horses
Best Warhorse
Type Charger
Damage 6d6 Move 8
Armor 5 HP 46
SIZ 34 CON 12 DEX 17
Other Horses

Marhaus, in 521

Sir Marhaus is the best-known Irish knight errant of the early days, and is likely to be encountered wandering the countryside. In 521 he is one of three knights (with Gawaine and Yvaine) on the Triple Quest. He joins the Round Table in 523. He is killed in combat against Sir Tristram of Cornwall in 529.

Traits: Marhaus is Chivalrous.

Passions: His loyalty to his liege lord, who is also his brother-in-law, is well known.

Stats: He is undistinguished physically.

Skills: He is well able to survive in the wilds, and a fair courtier.

Combat Skills: Marhaus is a skilled fighter.

Equipment: Marhaus has the latest equipment available in his land, though in Britain better can be found. Marhaus has a magical sword, whose damage can be healed only by members of the Leinster royal family. However, he uses this only at special times, such as in a duel to the death (ie-against Tristram).

Special Notes: Marhaus has a magical ability of increasing his ability to inflict damage every evening, at this schedule: 5PM = 5d6, 6PM = 6d6, 7PM = 7d6, 8PM = 8d6, 9PM = 7d6, 10PM = 6d6, 11 PM = 5d6, 12 Midnight to 5PM = 4d6.

Pendragon (King Arthur)

Player: Gamemaster

Personal Data in 510
Name: MERLIN, the Magician
Homeland: Eskrevales
Culture: Irish — Religion: Grail Christian
Father's Name: the Devil or Elk
Father's Class: n/a — Son Number: n/a
Liege Lord: Arthur
Current Class: Archdruid
Current Home: Crystal Cave — Age: 46 — Year Born: 454

Personality Traits
Chivalry Bonus [+]: no
Religious Bonus: no

☐ Chaste	10	10	Lustful ☐
• ☐ Energetic	19	1	Lazy ☐
☐ Forgiving	7	13	Vengeful ☐
• ☐ Generous	12	8	Selfish ☐
☐ Honest	10	10	Deceitful ☐
• ☐ Just	11	9	Arbitrary ☐
• ☐ Merciful	12	8	Cruel ☐
• ☐ Modest	10	10	Proud ☐
☐ Pious	19	1	Worldly ☐
☐ Prudent	15	5	Reckless ☐
☐ Temperate	14	6	Indulgent ☐
☐ Trusting	4	16	Suspicious ☐
• ☐ Valorous	16	4	Cowardly ☐

Directed Trait
Directed Trait

Passions
Loyalty (lord): 18
Love (family): ☐
Hospitality: 17
Honor: 10
Hate (Saxons): ☐
Love (God): 19
Love (Goddess): 19

Equipment Carried
Armor Type: 25 Magic
Clothing: ½ Druids Robe
☐ Personal Gear
☐ Travel Gear
☐ War Gear: Magic Potions - Any

Statistics
SIZ: 10 (Knockdown)
DEX: 8
STR: 6
CON: 15 (Major Wound)
APP: 10
Damage: 6 d6
Healing Rate: 2
Movement Rate: 1
Total Hit Points: 25
Unconscious: 6

Distinctive Features
Grey Hair
Long Beard

Skills

Awareness	18
Boating	12
Chirurgery	20
Compose	17
Courtesy	16
Dancing	6
Faerie Lore	20
†First Aid	20
Flirting	1
Folk Lore	12
Gaming	10
Hawking	5
Heraldry	12
Hunting	11
Industry	13
Intrigue	17
Orate	17
Play (Harp)	17
Read (Latin)	12
Recognize	12
Religion (All)	24
Romance	0
Singing	18
Stewardship	13
Swimming	12
Tourney	2
Read (Ogham)	12
Read (Runes)	7
Medicine	13
Astronomy	19

Squire
Name
Age
First Aid ☐
Battle ☐
Horsemanship ☐

Glory 10800

NONE

Current Hit Points
Wounds
○ Chirurgery Needed

Combat Skills
†Battle: 20
†Horsemanship: 5

Weapon Skills
†Sword: 1
†Lance: 0
Spear
Dagger: 3

Joust Score
Wins — Losses

Horses
Best Warhorse
Type
Damage — Move
Armor — HP
SIZ — CON — DEX

Other Horses

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Merlin, in 510

Most of Merlin's extraordinarily high skills come from his daemonic ancestry, dedicated druidic training, and wide-ranging travels.

Traits: The many underlinings here indicate Merlin's eclectic religious practices.

Passions: Merlin has no living family. He has not yet conceived a Love (Nimue), which eventually overwhelms all other Passions.

Stats: Merlin is not physically outstanding.

Skills: Merlin's weak courtly skills are easier to list: Flirting, Hawking, Romance, and Tourney. He can read any local system of writing. Note, too, the special skills which he has as a druid (Astronomy), and gained from his travels (Medicine).

Combat Skills: Though well-educated and knowledgable at Battle, Merlin is not a fighter.

Equipment: POTIONS: any.

Special Notes: MAGIC is Merlin's specialty, and he has mastered these magical skills: Emotional, Glamour, Healing, Prophecy, Rapid Movement, Shapeshifting, Summoning, Weather Control.

Pendragon (King Arthur)

Player: Gamemaster

Personal Data in 531
Name: MORDRED
Homeland: Lothian
Culture: Cymric — Religion: Christa
Father's Name: Lot
Father's Class: King — Son Number: 5
Liege Lord: Arthur
Current Class: Knight
Current Home: Court — Age: 19 — Year Born: 512

Personality Traits
Chivalry Bonus [+]: no
Religious Bonus: no

☐ Chaste	8	12	Lustful ☐
• ☐ Energetic	15	5	Lazy ☐
☐ Forgiving	3	17	Vengeful ☐
• ☐ Generous	5	15	Selfish ☐
☐ Honest	6	14	Deceitful ☐
• ☐ Just	5	15	Arbitrary ☐
• ☐ Merciful	5	15	Cruel ☐
• ☐ Modest	6	14	Proud ☐
☐ Pious	7	13	Worldly ☐
☐ Prudent	12	8	Reckless ☐
☐ Temperate	10	10	Indulgent ☐
☐ Trusting	3	17	Suspicious ☐
• ☐ Valorous	16	4	Cowardly ☐

Directed Trait
Directed Trait

Passions
Loyalty (lord): Arthur 10
Love (family): 18
Hospitality: 10
Honor: 10
Hate (Saxons): ☐

Equipment Carried
Armor Type: 14 Partial Plate
Clothing: 4 Current Fashion
☐ Personal Gear
☐ Travel Gear
☐ War Gear

Statistics
SIZ: 15 (Knockdown)
DEX: 15
STR: 17
CON: 15 (Major Wound)
APP: 16
Damage: 5 d6
Healing Rate: 3
Movement Rate: 3
Total Hit Points: 30
Unconscious: 8

Distinctive Features
Noble Countenance
Cruel Eyes

Skills

Awareness	10
Boating	1
Chirurgery	0
Compose	0
Courtesy	10
Dancing	2
Faerie Lore	10
†First Aid	10
Flirting	3
Folk Lore	2
Gaming	3
Hawking	3
Heraldry	5
Hunting	2
Industry	0
Intrigue	15
Orate	10
Play (Harp)	3
Read (Latin)	3
Recognize	3
Religion (Christ)	2
Romance	2
Singing	2
Stewardship	2
Swimming	2
Tourney	5

Squire
Name
Age
First Aid ☐
Battle ☐
Horsemanship ☐

Glory 967

Current Hit Points
Wounds
☐ Chirurgery Needed

Combat Skills
†Battle: 5
†Horsemanship: 10

Weapon Skills
†Sword: 10
†Lance: 10
Spear: 4
Dagger: 3

Joust Score
Wins — Losses

Horses
Best Warhorse
Type: Charger
Damage: 7d6 — Move: 8
Armor: 5 — HP: 50
SIZ: 38 — CON: 12 — DEX: 16

Other Horses

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Mordred, in 531

Mordred here is still a good guy, and knows nothing of his actual paternity. Nonetheless, his mother has warped his personality to help destroy her half-brother, the High King.

Glory: Much of Mordred's initial Glory is gained from his father, King Lot.

Traits: Mordred is already notable for his Vengence, Suspicion, and Valor.

Passions: Like all the Orkney clan, Mordred has a great love for his family.

Stats: Mordred is very strong and handsome.

Skills: Mordred has received extra training from his mother in Faerie Lore, and has learned to read a little because it might prove useful.

Combat Skills: Mordred is a mediocre fighter.

Equipment: A rich knight, Mordred has partial plate armor and an Andalusian charger.

Pendragon

Player: Gamemaster
Personal Data: in 521
Name: MORGAN le Fay
Homeland: Cornwall
Culture: Cymric Religion: Pagan
Father's Name: Gorlois
Father's Class: Duke Daughter Number:
Lord: Uriens
Current Class: Queen, High Priestess
Current Home: Gorre Age: 37 Year Born: 484

Personality Traits
Chivalry Bonus (+): no
Religious Bonus: no

☐ Chaste	2	18	Lustful ☐
• ☐ Energetic	18	2	Lazy ☐
☐ Forgiving	3	17	Vengeful ☐
• ☐ Generous	16	4	Selfish ☐
☐ Honest	3	17	Deceitful ☐
• ☐ Just	4	16	Arbitrary ☐
• ☐ Merciful	5	15	Cruel ☐
• ☐ Modest	3	17	Proud ☐
☐ Pious	18	2	Worldly ☐
☐ Prudent	16	4	Reckless ☐
☐ Temperate	16	4	Indulgent ☐
☐ Trusting	4	16	Suspicious ☐
• ☐ Valorous	16	4	Cowardly ☐

Directed Trait ☐
Directed Trait ☐

Passions
Loyalty (lord) Uriens 5 ☐
Love (family) 3 ☐
Hospitality 12 ☐
Honor 10 ☐
Love (Goddess) 20 ☐
Hate (Guenevar) 19 ☐
Love (Lancelot) 16 ☐
Hate (Arthur) 12 ☐

Equipment Carried
Clothing: 5 Current Fashion
☐ Personal Gear
☐ Travel Gear
Armor - 25 pts: Magic

Statistics
SIZ 9 (Knockdown)
DEX 15
STR 7
CON 15 (Major Wound)
APP 23
Damage 3 d6
Healing Rate 2
Movement Rate 2
Total Hit Points 24
Unconscious 6

Glory 2326

NONE

Distinctive Features
Dark Skin, Black Hair, Black Eyes, Piercing glance

Skills

Awareness	17	☐
Boating	4	☐
Chirurgery	20	☐
Compose	12	☐
Courtesy	8	☐
Dancing	18	☐
Faerie Lore	20	☐
First Aid	20	☐
Fishing	17	☐
Folk Lore	12	☐
Gaming	15	☐
Hawking	10	☐
Heraldry	10	☐
Hunting	1	☐
Industry	8	☐
Intrigue	20	☐
Orate	17	☐
Play (Harp)	12	☐
Read (Latin)	12	☐
Recognize	15	☐
Religion (Pagan)	24	☐
Romance	2	☐
Singing	13	☐
Stewardship	11	☐
Swimming	3	☐
Tourney	2	☐
Astronomy	17	☐

Current Hit Points
Wounds
☐ Chirurgery Needed

Combat Skills
Battle 2 ☐
Horsemanship 5 ☐

Weapon Skills
Dagger 12 ☐

Women's Gift
Potion Brewer

Horses
Best Horse:
Type
Damage Move
Armor HP
SIZ CON DEX
Breed Attack Skill

Other Horses
Own Riding (#2) CON
Squire's (#3) CON
(#4) CON
(#5) CON

Servant
Name
Age

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Morgan le Fay, in 521

Morgan le Fay is the beautiful Wicked Witch of the Arthurian era. Her motivations are a hatred of Guenever and a frustrated Love of Lancelot. She is a High Priestess of Ceriddwen, the Dark Goddess. In 521 she hatches an unsuccessful plot to kill King Arthur.

Traits: Morgan is not neutral at anything, but noted for her Lust, Energy, Vengence, Generosity, Deceit, Arbitrariness, Cruelty, Pride, Piety, Prudence, Temperance, Suspicion, and Valor.

Passions: Morgan hates her half-brother Arthur because his father, Uther Pendragon, tricked and abused her mother. However, Morgan's consuming Passions are a hatred of Guenever, a (frustrated) Love of Lancelot, and a deep Love of her Pagan Goddess.

Stats: Morgan is a dark beauty.

Skills: Morgan is a great enchantress, a skilled courtier, and renown healer. Note her skill at Astronomy.

Combat Skills: Morgan is not a fighter.

Equipment: POTIONS: Morgan has potions appropriate to all her magical skills.

Special Notes: MAGIC available to Morgan includes: Emotional, Glamour, Healing, Prophecy, Rapid Movement, Summoning, and Weather Control.

Pendragon

Player: Gamemaster
Personal Data: in 512
Name: PELLINORE
Homeland: The Isles
Culture: Cymric Religion: Pagan
Father's Name: Pellehalm
Father's Class: King Sort Number: 4
Liege Lord: Arthur
Current Class: King
Current Home: Sarras Age: 37 Year Born: 475

Personality Traits
Chivalry Bonus (+): yes
Religious Bonus: no

☐ Chaste	3	17	Lustful ☐
• ☐ Energetic	16	4	Lazy ☐
☐ Forgiving	13	7	Vengeful ☐
• ☐ Generous	13	7	Selfish ☐
☐ Honest	12	8	Deceitful ☐
• ☐ Just	10	10	Arbitrary ☐
• ☐ Merciful	10	10	Cruel ☐
• ☐ Modest	16	4	Proud ☐
☐ Pious	10	10	Worldly ☐
☐ Prudent	12	8	Reckless ☐
☐ Temperate	11	9	Indulgent ☐
☐ Trusting	8	12	Suspicious ☐
• ☐ Valorous	16	4	Cowardly ☐

Directed Trait
Directed Trait

Passions
Loyalty (lord) Arthur 14 ☐
Love (family) de Galis Clan 6 ☐
Hospitality 12 ☐
Honor 13 ☐
Hate (Saxons) ☐
Loyalty (Saxons) 7 ☐
Love (Questing Beast) 25 ☐
☐

Equipment Carried
Armor Type: 13 Norman + 3 (Chiv)
Clothing: 1 Ragged, Old Style
☐ Personal Gear
☐ Travel Gear
☐ War Gear

Statistics
SIZ 12 (Knockdown)
DEX 11
STR 16
CON 12 (Major Wound)
APP 10
Damage 5 d6
Healing Rate 3
Movement Rate 3
Total Hit Points 24
Unconscious 6

Glory 8292

blue
gold

Distinctive Features
Deep Rugged Tan

Skills

Awareness	15	☐
Boating	1	☐
Chirurgery	0	☐
Compose	0	☐
Courtesy	12	☐
Dancing	4	☐
Faerie Lore	10	☐
†First Aid	16	☐
Fishing	5	☐
Folk Lore	3	☐
Gaming	4	☐
Hawking	3	☐
Heraldry	12	☐
Hunting	18	☐
Industry	0	☐
Intrigue	3	☐
Orate	8	☐
Play (Harp)	2	☐
Read ( )	0	☐
Recognize	10	☐
Religion (Pagan)	4	☐
Romance	3	☐
Singing	5	☐
Stewardship	2	☐
Swimming	2	☐
Tourney	10	☐

Current Hit Points
Wounds
☐ Chirurgery Needed

Combat Skills
†Battle 18 ☐
†Horsemanship 22 ☐

Weapon Skills
†Sword 21 ☐
†Lance 19 ☐
Spear 18 ☐
Dagger 5 ☐
Axe 17 ☐
Mace 12 ☐
Great Spear 15 ☐
Great Sword 12 ☐

Joust Score
Wins Losses

Horses
Best Warhorse:
Type Charger
Damage 6d6 Move 8
Armor 5 HP 46
SIZ 34 CON 12 DEX 17

Other Horses
Own Riding (#2) CON
Squire's (#3) CON
(#4) CON
(#5) CON

Squire
Name
Age
First Aid
Battle
Horsemanship

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Pellinore, in 512

King Pellinore is first encountered in 512 when he nearly kills Sir Griflet in a joust. He is a loyal man of Arthur's, and slays King Lot at the Battle of Terrabel in 513, thereby earning the emnity of the Orkney clan for himself and his sons. He is a great warrior but a careless king. He prefers hunting the Questing Beast to tending his own kingdom, which is riddled with would-be usurpers who will seize the land from Pellinore's sons after his mysterious death in 522.

Traits: Pellinore is Chivalrous, and also known for his Lust and Valor.

Passions: Pellinore is very weak on his Love (Family). Pellinore has a consuming passion to capture the Questing Beast.

Stats: Pellinore is very strong.

Skills: Pellinore is a great hunter.

Combat Skills: Pellinore is a superb fighter.

Equipment: He has standard equipment for a knight of the period. His clothes are all worn out.

Pendragon — King Arthur

Player: Gamemaster
Personal Data: in 516
Name: SAGRAMOR, le Desirous
Homeland: Constantinople
Culture: Greek — Religion: Christn
Father's Name: Theodosius
Father's Class: Noble — Son Number: 3
Liege Lord: Arthur
Current Class: Knight
Current Home: Court — Age: 34 — Year Born: 482

Personality Traits
Chivalry Bonus (+): yes
Religious Bonus: no

Chaste	6	14	Lustful
• Energetic	14	6	Lazy
Forgiving	10	10	Vengeful
• Generous	11	9	Selfish
Honest	13	7	Deceitful
• Just	17	3	Arbitrary
• Merciful	15	5	Cruel
• Modest	13	7	Proud
Pious	7	13	Worldly
Prudent	0	20	Reckless
Temperate	11	9	Indulgent
Trusting	8	12	Suspicious
• Valorous	17	3	Cowardly

Directed Trait
Directed Trait

Passions
Loyalty (lord): Arthur 17
Love (family): 7
Hospitality: 10
Honor: 15
Hate (Saxons):

Equipment Carried
Armor Type: 16 Reinforced Chain 13
Clothing: 5 Byzantine Fash.
Personal Gear
Travel Gear
War Gear

Statistics
SIZ 14 (Knockdown)
DEX 16
STR 20
CON 18 (Major Wound)
APP 15
Damage 6 d6
Healing Rate 4
Movement Rate 3
Total Hit Points 32
Unconscious 8

Distinctive Features: Black Iris

Skills
Awareness 7
Boating 3
Chirurgery 0
Compose 3
Courtesy 13
Dancing 7
Faerie Lore 2
First Aid 12
Fishing 5
Folk Lore 1
Gaming 16
Hawking 7
Heraldry 3
Hunting 2
Industry 0
Intrigue 12
Orate 3
Play (Lyre) 13
Read (Latin) 3
Recognize 5
Religion (Christ) 2
Romance 2
Singing 3
Stewardship 2
Swimming 3
Tourney 11
Read (Greek) 10

Squire
Name
Age
First Aid
Battle
Horsemanship

Glory 1257
Glory Thy Glory

Current Hit Points
Wounds
Chirurgery Needed

Combat Skills
Battle 12
Horsemanship 16

Weapon Skills
Sword 16
Lance 11
Spear 10
Dagger 8

Joust Score
Wins Losses

Horses
Best Warhorse
Type Charger
Damage 5d6 Move 10
Armor 4 HP 48
SIZ 30 CON 18 DEX 28
Other Horses

Glory 6281
Glory Thy Glory

Pendragon — King Arthur

Player: Gamemaster
Personal Data: in 525
Name: VIVIANNE
Homeland: the lake
Culture: Cymric — Religion: Grail Christ
Father's Name: Pyonas
Father's Class: ? — Daughter Number: ?
Lord: Pendragon
Current Class: Damosen of the Lake
Current Home: the lake — Age: ? — Year Born: ?

Personality Traits
Chivalry Bonus (+): no
Religious Bonus: no

Chaste	10	10	Lustful
• Energetic	15	5	Lazy
Forgiving	14	6	Vengeful
• Generous	15	5	Selfish
Honest	15	5	Deceitful
• Just	10	10	Arbitrary
• Merciful	15	5	Cruel
• Modest	10	10	Proud
Pious	19	1	Worldly
Prudent	10	10	Reckless
Temperate	15	5	Indulgent
Trusting	10	10	Suspicious
• Valorous	14	6	Cowardly

Directed Trait
Directed Trait

Passions
Loyalty (lord): Pendragon 10
Love (family): 10
Hospitality: 15
Honor: 10
Love (Goddess): 20

Equipment Carried
Clothing: 5 Current Fashion
Personal Gear
Travel Gear
Armor - 25 pt. - Magical

Statistics
SIZ 9 (Knockdown)
DEX 15
STR 12
CON 18 (Major Wound)
APP 12
Damage 3 d6
Healing Rate 3
Movement Rate 3
Total Hit Points 37
Unconscious 7

Distinctive Features: Penetrating Eyes

Skills
Awareness 19
Boating 3
Chirurgery 20
Compose 12
Courtesy 15
Dancing 10
Faerie Lore 20
First Aid 20
Fishing 5
Folk Lore 16
Gaming 3
Hawking 7
Heraldry 5
Hunting 5
Industry 16
Intrigue 17
Orate 14
Play (Harp) 12
Read (Ogham) 10
Recognize 12
Religion (Any) 12
Romance 3
Singing 12
Stewardship 13
Swimming 1
Tourney 2
Astronomy 10

Servant
Name
Age

none

Current Hit Points
Wounds
Chirurgery Needed

Combat Skills
Battle 5
Horsemanship 5

Weapon Skills
Dagger 5

Women's Gift
Potion Brewer

Horses
Best Horse
Type Ambler
Damage 6d6 Move 6
Armor 4 HP 43
SIZ 25 CON 18 DEX 8
Breed Mule Attack Skill 0
Other Horses

Sagremor le Desirous, in 516

Sagremor is the nephew of the Byzantine Emperor. He comes to Britain in 515, and qualifies for the Round Table in 519.

Traits: Sagremor is totally Reckless. He is also noted for his Valor.

Passions: His loyalty to Arthur is famous.

Stats: He is quick, strong, and healthy.

Skills: From a foreign land, his skills are different from normal Britons'. Note that he Plays a lyre, for instance, and can Read (Greek).

Combat Skills: He is a mediocre fighter.

Equipment: Sagramor wears reinforced chain mail, and introduces a new type of helmet which raises his armor to 13 points. His horse is also unusual: an Arabian charger.

Vivianne, in 520

Vivianne is the elder Lady of the Lake who intrigues with Merlin and raises Lancelot.

Traits: Vivianne's Piety is renown, but otherwise follows the virtues of her complex Grail Christian religion.

Passions: Vivanne is not a passionate woman.

Stats: Very healthy, but otherwise undistinguished.

Skills: A magical woman, Vivianne is a master at Awareness, Chirurgery, Faerie Lore, First Aid, Folk Lore, Industry, and Intrigue. Note her skill at Astronomy.

Combat Skills: Vivanne is not a fighter.

Equipment: POTIONS: Vivanne always carries a supply of Healing Potions, and can make any others which the gamemaster wishes.

Special Notes: MAGIC is Vivianne's specialty, and she has mastered these magical skills: Emotional, Glamour, Healing, Prophecy, Weather Control.

Pendragon

Player: Gamemaster

Personal Data: in 517
Name: ELIAZAR, The White Knight
Homeland: Listeneise
Culture: Cymric Religion: Christ
Father's Name: King Fisher
Father's Class: King Son Number: 1
Liege Lord: King Fisher
Current Class: Knight
Current Home: Temple Age: 25 Year Born: 492

Personality Traits
Chivalry Bonus [•]: yes
Religious Bonus: yes
☐ Chaste 19 / 1 Lustful ☐
• ☐ Energetic 16 / 4 Lazy ☐
☐ Forgiving 19 / 1 Vengeful ☐
• ☐ Generous 16 / 4 Selfish ☐
☐ Honest 15 / 5 Deceitful ☐
• ☐ Just 15 / 5 Arbitrary ☐
• ☐ Merciful 16 / 4 Cruel ☐
• ☐ Modest 19 / 1 Proud ☐
☐ Pious 19 / 1 Worldly ☐
☐ Prudent 10 / 10 Reckless ☐
☐ Temperate 17 / 3 Indulgent ☐
☐ Trusting 10 / 10 Suspicious ☐
• ☐ Valorous 17 / 3 Cowardly ☐
Directed Trait
Directed Trait

Passions
Loyalty (lord): King Fisher 12 ☐
Love (family): 13 ☐
Hospitality: 13 ☐
Honor: 17 ☐
Hate (Saxons): ☐
Loyal (Arthur) 12 ☐
Love (Grail) 20 ☐

Equipment Carried
Armor Type: 15 Reinforced Chain +3
Clothing: 2 Old Fashion
☐ Personal Gear
☐ Travel Gear
☐ War Gear

Statistics
SIZ 13 (Knockdown)
DEX 10
STR 11
CON 14 (Major Wound)
APP 10
Damage 4 d6
Healing Rate 3
Movement Rate 2
Total Hit Points 27
Unconscious 7

Distinctive Features
Pale Blue Eyes
Light Blond Hair

Glory 1253

Skills
Awareness 5 ☐
Boating 1 ☐
Chirurgery 0 ☐
Compose 0 ☐
Courtesy 3 ☐
Dancing 2 ☐
Faerie Lore 1 ☐
†First Aid 10 ☐
Flirting 3 ☐
Folk Lore 2 ☐
Gaming 3 ☐
Hawking 5 ☐
Heraldry 3 ☐
Hunting 2 ☐
Industry 0 ☐
Intrigue 5 ☐
Orate 3 ☐
Play (Harp) 3 ☐
Read 0 ☐
Recognize 3 ☐
Religion (Christ) 10 ☐
Romance 2 ☐
Singing 2 ☐
Stewardship 2 ☐
Swimming 2 ☐
Tourney 5 ☐

Current Hit Points
Wounds
☐ Chirurgery Needed

Combat Skills
†Battle 10 ☐
†Horsemanship 15 ☐
Weapon Skills
†Sword 16 ☐
†Lance 16 ☐
Spear 10 ☐
Dagger 3 ☐

Joust Score
Wins Losses

Horses
Best Warhorse
Type: Charger
Damage: 6d6 Move: 8
Armor: 5 HP: 46
SIZ 34 CON 12 DEX 17
Other Horses

Squire
Name
Age
First Aid ☐
Battle ☐
Horsemanship ☐

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The White Knight, in 517

The White Knight appears at court in 517 at the Battle of Lincoln, immediately impressing everyone with his prowess and chivalry. He refuses a seat on the Round Table, and in 523 founds his own order, the Knights of the Grail Temple. He participates in the Battle of the Castle of Joy.

His secret identity is well-kept. He is, in fact, Sir Eliazar, the eldest son of the Fisher King.

Traits: The White Knight is a Christian fanatic. He is also chivalrous.

Passions: He is fanatical about the Holy Grail, and known for his Honor.

Stats: He is very ordinary.

Skills: Except for Christian study, he has done nothing to develop his skills.

Combat Skills: He is well prepared to fight for Christ, and known for his Sword and Lance skills.

Equipment: He wears reinforced chain mail, and rides a Norman charger.

Pendragon

Player: Gamemaster

Personal Data: in 521
Name: YVAINE
Homeland: Gorre
Culture: Cymric Religion: Pagan
Father's Name: Uriens
Father's Class: King Son Number: 1
Liege Lord: Arthur
Current Class: Knight
Current Home: Court Age: 21 Year Born: 500

Personality Traits
Chivalry Bonus [•]: yes
Religious Bonus: yes
☐ Chaste 4 / 16 Lustful ☐
• ☐ Energetic 18 / 2 Lazy ☐
☐ Forgiving 10 / 10 Vengeful ☐
• ☐ Generous 18 / 2 Selfish ☐
☐ Honest 17 / 3 Deceitful ☐
• ☐ Just 16 / 4 Arbitrary ☐
• ☐ Merciful 16 / 4 Cruel ☐
• ☐ Modest 4 / 16 Proud ☐
☐ Pious 10 / 10 Worldly ☐
☐ Prudent 13 / 7 Reckless ☐
☐ Temperate 10 / 10 Indulgent ☐
☐ Trusting 7 / 13 Suspicious ☐
• ☐ Valorous 18 / 2 Cowardly ☐
Directed Trait: ♯ of Mother +5
Directed Trait

Passions
Loyalty (lord): Arthur 15 ☐
Love (family): 16 ☐
Hospitality: 13 ☐
Honor: 15 ☐
Hate (Saxons): ☐

Equipment Carried
Armor Type: 15 Reinforced Chain +3
Clothing: 4 Current Fashion
☐ Personal Gear
☐ Travel Gear
☐ War Gear

Statistics
SIZ 13 (Knockdown)
DEX 21
STR 17
CON 17 (Major Wound)
APP 16
Damage 5 d6
Healing Rate 3+2
Movement Rate 4
Total Hit Points 30
Unconscious 8

Distinctive Features
Raven Black Eyes
Black Hair
High Cheek Bones

Glory 2647

Skills
Awareness 10 ☐
Boating 1 ☐
Chirurgery 0 ☐
Compose 0 ☐
Courtesy 10 ☐
Dancing 2 ☐
Faerie Lore 18 ☐
†First Aid 10 ☐
Flirting 3 ☐
Folk Lore 2 ☐
Gaming 3 ☐
Hawking 3 ☐
Heraldry 5 ☐
Hunting 2 ☐
Industry 0 ☐
Intrigue 5 ☐
Orate 3 ☐
Play (Harp) 3 ☐
Read 0 ☐
Recognize 3 ☐
Religion (Pagan) 2 ☐
Romance 2 ☐
Singing 2 ☐
Stewardship 2 ☐
Swimming 2 ☐
Tourney 8 ☐

Current Hit Points
Wounds
☐ Chirurgery Needed

Combat Skills
†Battle 5 ☐
†Horsemanship 10 ☐
Weapon Skills
†Sword 10 ☐
†Lance 15 ☐
Spear 4 ☐
Dagger 3 ☐

Joust Score
Wins Losses

Horses
Best Warhorse
Type: Charger
Damage: 7d6 Move: 8
Armor: 5 HP: 50
SIZ 38 CON 12 DEX 16
Other Horses

Squire
Name
Age
First Aid ☐
Battle ☐
Horsemanship ☐

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Young Yvaine, in 521

Yvaine is knighted in 520 and comes to court. The next year he saves his father's life, but is banished by Arthur, who is angry about his betrayal by Yvaine's mother, Morgan le Fay, and participates in the Triple Quest where he redeems himself. He joins the Round Table in 525, and remains one of Arthur's most loyal supporters to the end (Stats for Sir Yvaine in 531 are given in *Pendragon*, page 196).

Glory: Yvaine's father and mother both contribute to his initial Glory.

Traits: Yvaine is both Chivalrous and a good Pagan. He is renown for his Lust, Energy, Generosity, Honesty, Justice, Mercy, Pride, and Valor.

Passions: none notable.

Stats: Yvaine is one of the fastest men in Britain, and notable also for his strength and health, and handsome appearance.

Skills: Yvaine gets his high Faerie Lore from his mother, Morgan le Fay, but is unexceptional otherwise.

Combat Skills: Yvaine is good at Lance, but otherwise unexceptional. He makes use of his dexterity to Double Feint when possible.

Equipment: Yvaine wears reinforced chain mail, with the new closed helm, and rides an Andalusian charger.

Appendix I: Fourth Edition Conversions

The fourth edition of *Pendragon*, published in 1993, offered a new system for describing magic. What follows is a set of expansions for *The Boy King*, bringing it fully into line with the new edition of the rules.

Magical Creatures

The table below lists Life Force values required to banish or control the various creatures in *The Boy King*. It supplements the table on *Pendragon* p. 286.

	Banish	*Control*	*Page*
Bear, Great Black	75	40	25
Black Annis	*	*	30
The Boobrie	120	60	74
Devil, The Galloping	*	*	31
Dogs, Faerie Black	60	30	26
Dogs, Devil's Dandy	90	45	31
Fomorian	150	75	89
Fomorian, Big	*	120	89
Ghosts, Guardian	90	45	27
Goblin	30	15	89
Gorboduc the Fiend	*	90	34
Hobgoblin	50	25	89
Phantoms	120	60	26
Serpent of Three Colors	*	120	25
Troll	150	75	89

** cannot be Banished or Controlled by this magic.*

Magical Places

The "Magical Places in Logres" section in *Pendragon*, pp. 298-300, is a compilation of all the magical places from the Sauvage Forest gazetteer (pp. 17-25). See the *Pendragon* rulebook for the listing of these magical places.

Forest Sauvage (pp. 17-25): Unless otherwise indicated, the entire forest is Ambient 4d20.

Whispering Path (p. 26): Ambient 4d20, Curse +2d20, Summon Faerie Creature +2d20. The Barrow is Ambient 4d20, Curse +2d20, but does not have the Summon Faerie Creature bonus.

Oundle Well (p. 29): Ambient 2d20, Divination +2d20.

Black Annis Bower (p. 30): Ambient 6d20, +4d20 to summon Black Annis.

Sir Gorbudoc's Tower (p. 33): Ambient 5d20.

Tomb of Lanceor (p. 49): Ambient 4d20, Glamour +2d20.

Tomb of the 12 Kings (p. 52): Ambient 5d20, Divination +1d20.

Boobrie's Lake (p. 74): Ambient 4d20, Summon Faerie Creature +3d20.

Island of Fees (p. 75): Ambient 5d20, Curse +3d20, Emotion +4d20.

The Adventure of the Castle of Joy

Because the adventure takes place in Faerie, magic works with no Sleep or Aging effects, except as noted below.

Merlin's Island (p. 76): Ambient 1d20, Travel -5d20 until the Sword Bridge is crossed; once the sword is crossed the Characters are in Faerie.

Wastelands (pp. 78-91): Ambient 2d20. Though nominally in Faerie, life has drained out of the land, and magic must be cast by characters as normal. Specific areas in the Wastelands work (below) as "normal" Faerie.

Trail of Chivalry (p. 78): Ambient 2d10, Emotion -6d10.

Castle of Joy (pp. 79-83): This castle and the surrounding siege work as "normal" faerie.

Rombold Moor (p. 86): Ambient 5d20.

London Magical Sites (pp 111-112)

Unless otherwise noted, the city of London is Ambient 1d20 and churches are Ambient 2d20.

Basilica (3): Ambient 5d20, Bless +2d20, Divine Miracle +2d20.

Pen Bran (12): Ambient 3d20, Protect +5d20.

St. Paul's Cathedral (15): Ambient 6d20, Bless +5d20.

Stone of London (17): Bless +2d20.

Tower Hill (18): Necromancy +3d20.

White Hill (21): Ambient 2d20.

Camelot Magical Sites (pp 114-115)

Unless otherwise noted, Camelot is Ambient 3d20.

Keep of Gold (8): Emotion (Just) +4d20.

Menagerie (12): Animal Friend +3d20.

Queen's Garden (15): Ambient 4d20, Emotion +4d20.

Magical People

Following are magical skills for NPCs from this supplement.

Sir Gorbudoc (p. 34)

Magic Limit: 72
Personal Life Force: 4d20
Magic Protection: 72

Talents: Banish Faerie Creature 12

Merlin (p. 129)

Magic Limit: 117
Personal Life Force: 6d20
Magic Protection: 117

Additional Skills: Celestial Lore 19 (instead of Astronomy), Geomantic Lore 17, Sight 22

Talents: Blessing 20, Control Faerie Creature 19, Dispel 18, Divination 22, Emotion 17, Glamour 25, Healing 19, Travel 24, Sacred Space 22, Shapeshift 18, Summon Faerie Creature 17, Weather Control 20

Morgan le Fay (p. 130)

Magic Limit: 72
Personal Life Force: 4d20
Magic Protection: 72

Additional Skills: Celestial Lore 17 (instead of Astronomy), Geomantic Lore 15, Sight 24

Talents: Curse 19, Divination 20, Control Faerie Creature 21, Emotion 21, Glamour 22, Healing 15, Summon Faerie Creature 18, Travel 14, Weather Control 18

Vivianne (p. 131)

Magic Limit: 129
Personal Life Force: 6d20
Magic Protection: 129

Additional Skills: Celestial Lore 10 (instead of Astronomy), Geomantic Lore 16, Sight 19

Talents: Blessing 17, Divination 20, Emotion 19, Glamour 16, Healing 19, Weather Control 17

Appendix II: The Pendragon Timeline

The flow of the Pendragon Campaign provides a consistent background for the personal experiences of the player knights. This chart is a key to understanding the interface between a Pendragon campaign and medieval history.

On the left side is a simplified Pendragon Campaign time line, including most of the critical events from the stories. The placement of these in time is from two sources:

1. Internal consistency of the legends themselves. These are mostly self contained, with a beginning and end to their stories. They are mainly episodic.

2. Actual 6th century events. These are mostly battles which have for the most part been integrated into accounts of Arthur's battles from earlier sources (Nennius and Geoffrey of Monmouth).

The center and right-hand columns show correlations from medieval history, providing the ongoing flow of events which lends depth to the campaign. The center column details the escalation of arms, armor, and castles in the Pendragon Campaign. These are a distillation of the complex material changes of the middle ages. On the right side are many of the historical events which I considered to be relevant (and, in the case of the Crusades, irrelevant) to the Pendragon campaign.

I discovered these correlations by accident. I had been entertained by the parallels of the Platagenet dynasty with King Arthur. I am convinced that early Arthurian literature used King Henry II and Eleanor of Aquitaine as models for their stories. I was looking for a way to integrate three time lines: 6th century, when Arthur probably lived; 11th through 15th centuries, containg the middle ages and the term of the Plantagenet dynasty; and integral Arthurian events. The coincidences—when they are lined up side to side—convinced me that the compression would work.

The earliest Anglo Saxon invasions fall right into place with Uther and Arthur's early wars. The way that the historical literature highlighted the typical Arthurian activities delighted me: Geoffrey of Monmouth's nonromantic, historical-type activities give way to Chretien's Romances, followed by the incessant and endless quests of the Vulgate, finally topped by the exquisite High Adventure of Gawaine and the Green Knight, all topped off by the gloomy reality of Malory. I was pleased to see that both Arthurian and Platagenet history begin with civil wars (Arthur's accession, and the war between Stephen and Maud) and end with them (Arthur versus Lancelot and Mordred, and the Wars of the Roses). The coincidence of the 6th century's Yellow Plague falling parallel with the Black Plague of Europe was the final clincher that convinced me to develop this time line.

Other events can be found in this table. I encourage all game masters to find their own favorite events and integrate them into their campaign in this manner.

Phase 1: Anarchy

Corresponds to the 11th Century

Year	Pendragon Events	Arms, Armor & Customs	Historical Events	Equiv.
495	Battle of Saint Albans; Death of King Uther; Council of Regents Forms; King Cerdic Invades Wessex	Norman Armor (10); Motte and Bailey Castles		1000
496		Romanesque Churches Appear		
497				1010
498				1020
499				
500	Saxons Seize Anglia	Shell Keeps		1030
501				1040
502				
503	Saxons Siege London			1050
504	Picts Invade the North	Early Proto Tournaments		1060
505			Norman Conquest of England	
506		*Treus Dei* Established		1070
507	Picts Invade Cumbria			1080
508	Cerdic takes Winchester; Duke Corneus Retakes London		Death of William the Conquerer	1090
509			First Crusade	

Phase 2: Unification

Corresponds to the 12th Century

Year	Pendragon Events	Arms, Armor & Customs	Historical Events	Equiv.
510	Sword in Stone Drawn; Battle of Carlion; Battle of Bedegraine; Battle of Carohaise	Reinforced Chain (12)		1100
511				
512	May Babies; Battle of Bassus River		Templars Founded	1110
513	Battle of Terrabel	Square Keeps		1120
514	King Arthur's Wedding; Dolorous Stroke	Chivalry Esablished		1130
515	Enchantment of Britain; Saxon Invasion From Deira		Laterin Council Outlaws Crossbow	1140
516	Battle of Humber	Heraldic Arms Now Common	Second Crusade	
517	Battle of Lincoln; Battle of Calidonian Woods	Andalusian Chargers	Geoffrey's History	1150
518	Battle of Badon	Chimneys in Keeps		
519	Battle of Alclud; Battle of Loch Lomond	Gothic Churches in Frances		1160
520	Battle of Fort Guinnon; Camelot Founded	Court of Love Formed	Eleanor of Aquitaine; Chretien's Romances	1170
521	Morgan Plots			
522		King Arthur's Companions; Tournaments Widespread	Lucius III Appoints Inquisitors	1180
523	Merlin Disappears		Kings' Crusade	1190
524	Pellinore Murdered	Mercenaries Widespread		

Rebellion

Saxon Wars

Crusades

Phase 3: Consolidation

Corresponds to the 13th Century

Roman War

Era of Adventures

Year	Pendragon Events	Arms, Armor & Customs	Historical Events	Equiv.
525	Lancelot Arrives; Rome Demands Tribute	Partial Plate (14); Gothic Churches in Britain	Byzantium Sacked	1200
526	French Campaign; Cambridge College Founded	Knightly Families Take Arms		
527	Conquest of Italy; Rome Conquered		Children's Crusade; Egyptian Crusade	1210
528			Arthurian Vulgate	1220
529	Anglians Rebel; Irish Raiders Plunder Cambria	Round Keeps	Frederick II's Crusade	
530	Irish War; Castle of Bones	Tourney Rules Standardized	Albigensian Crusade	1230
531	Mordred & Borre Are Knighted	Destriers Available		1240
532		Gate Houses	Sixth Crusade	
533		Jousts Widespread		1250
534	The Red Dragon; Peningues Tournament			1260
535	Tristram Flees Cornwall			
536	War With France		Seventh Crusade	1270
537				1280
538		Guilds Appear		
539		Apogee of Tournaments	Acre Fails	1290

Crusades

Phase 4: Apogee

Corresponds to the 14th Century

Year	Pendragon Events	Arms, Armor & Customs	Historical Events	Equiv.
540		Full Plate (16); Concentric Castles		1300
541		Barding Appears	French Templars Seized	
542	Tristram Banished	Frisian Destriers	First Indulgences Are Sold	1310
543	Hard Rock Castle Tournament	Scutage Common		1320
544	King Mark Pays Homage; Friendship Tournament			1330
545	Percival Arrives		War With France Begins	
546		Indentured Contracts for Mercenaries		1340
547	Saxon Raids; Gawaine and The Green Knight	Arbalest Appears	Gawaine and The Green Knight	1350
548	Troit Boar	Halberd Appears		
549	Two Grail Healings; Taliesin Appears		Black Death	1360
550	Yellow Plague			1370
551	Joyous Isle Tournament	Professional Heralds Widespread		
552	Surluse Tournament; Sir Lamorak Murdered			1380
553	Lonazep Tournament; Alisander Murdered			1390
554	Grail Quest Begins; Brian Raids North			

Lancelot Missing

Hundred Years War

Phase 5: Downfall

Corresponds to the 15th Century

Year	Pendragon Events	Arms, Armor & Customs	Historical Events	Equiv.
555	Many Knights Questing	Gothic Plate (18)		1400
556	Many Knights Questing	English Shire Horse Appears		
557	Bors Returns With Grail Story	Siege Bombards		1410
558	Guenever Kidnapper			1420
559	Knight of the Chariot; Tristram Murdered			
560	Lancelot Banished; Lyonesse Sinks			1430
561	Patrice Poisoned			1440
562	Elaine of Astolat Dies; Christmas Tournament			
563	Lancelot's Betrayal; Battle of Joyous Garde		English Rule In Aquitaine Ends	1450
564	War in Brittany; Mordred Seizes Throne		York Seizes Throne	1460
565	Battle of Dover; Battle of Baram Down; Battle of Camlann; The Death of Arthur		La Morte D'Arthur	1470
566	Mark Destroys Camelot; Lancelot Kills Mark			
567	The End of the Arthurian Age			1480
568	Saxons Return; Wessex Defeats Kent	Arquebus Appears	Tudor Seizes Throne	
569			Columbus Discovers The New World	1490

Grail Quest — Civil War — Saxon War

Hundred Years War — Wars of the Roses

Appendix III: Horses

This supplement briefly mentions a number of horses which are not fully detailed in the *Pendragon* Fourth Edition rules. Following is an extended listing of these steeds. Most are much rarer than the common charger. See also *Pendragon* pp. 337-339.

Breeds

Andalusian Charger

SIZ 38	Move 8	Major Wound 12
DEX 16	Damage 7d6	Unconscious 12
STR 30	Heal Rate 4	Knockdown 38
CON 12	Hit Points 50	Armor 5

A Spanish horse. This is a cross between native Iberian breeds and Barbs. The breed begins to appear in Britain after 517. Smaller Andalusians are often bred as palfreys.

Arab Courser

SIZ 30	Move 10	Major Wound 18
DEX 28	Damage 5d6	Unconscious 12
STR 24	Heal Rate 4	Knockdown 30
CON 18	Hit Points 48	Armor 4

The king of horses. Arabs are noted for their sleek lines and speed. Other varieties of Arab horses include chargers and palfreys. Very rare in Britain prior to 531.

Barb Courser

SIZ 32	Move 9	Major Wound 19
DEX 25	Damage 5d6	Unconscious 13
STR 22	Heal Rate 4	Knockdown 32
CON 19	Hit Points 51	Armor 5

A North African (Berber) horse, larger than normal breeds. Noted for hardiness. Other varieties of Barb horses include chargers and palfreys. Very rare in Britain prior to 531.

Camargue Palfrey

SIZ 26	Move 7	Major Wound 10
DEX 12	Damage 3d6	Unconscious 9
STR 18	Heal Rate 3	Knockdown 26
CON 10	Hit Points 36	Armor 3

This is a beautiful and elegant all-white breed from the south of France. Very rare in Britain prior to 531.

Connacht Rouncy

SIZ 26	Move 6	Major Wound 16
DEX 10	Damage 4d6	Unconscious 11
STR 18	Heal Rate 3	Knockdown 26
CON 16	Hit Points 42	Armor 4

An Irish horse, hardy and reliable, and experienced in the hills and forests. Uncommon but available in Britain throughout the Pendragon campaign.

English Shire Horse

SIZ 50	Move 7	Major Wound 10
DEX 10	Damage 10d6	Unconscious 15
STR 44	Heal Rate 5	Knockdown 50
CON 10	Hit Points 60	Armor 5

A very large breed of English destriers. They appear in 555.

Frisian Destrier

SIZ 46	Move 7	Major Wound 12
DEX 10	Damage 9d6	Unconscious 15
STR 41	Heal Rate 5	Knockdown 46
CON 12	Hit Points 58	Armor 5

A breed of larger destriers bred in Frisia (modern Belgium). They begin to appear in Britain around 542 although they remain rare until 555.

Highland Pony Charger

SIZ 26	Move 6	Major Wound 14
DEX 12	Damage 5d6	Unconscious 10
STR 20	Heal Rate 3	Knockdown 26
CON 14	Hit Points 40	Armor 4

This is the largest British pony. It is native to the north and is the standard Pict horse. It is noted for having a spinal "eel-stripe" and striped leg markings. Similar horses are fond on the Out Isles. Other varieties of Highland Ponies include palfreys and courses. Common in Britain.

Irish Courser

SIZ 30	Move 9	Major Wound 15
DEX 25	Damage 5d6	Unconscious 11
STR 24	Heal Rate 4	Knockdown 30
CON 15	Hit Points 45	Armor 5

The best hunting horses come from Ireland. Identical to the normal courser. Available in Britain throughout the Pendragon campaign.

Shetland Pony

SIZ 18	Move 4	Major Wound 14
DEX 10	Damage 2d6	Unconscious 6
STR 15	Heal Rate 3	Knockdown 18
CON 14	Hit Points 32	Armor 3

The smallest British horse. It cannot be ridden by full-sized adults. It is, however, the strongest horse for its size, and is frequently used for pack work in the Shetland and Orkney islands. Common in Britain throughout the Pendragon campaign.

Appendix IV: Adventures & Battles

List of Adventures

Both short and long adventures appear in *Pendragon* and *The Boy King*. Below is a compilation of where they are.

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KING ARTHUR Pendragon

Player . . . . . .

Personal Data

Name . . . . . .
Homeland . . . . . .
Culture . . . . . .Religion . . . . . .
Father's Name . . . . . .
Father's Class . . . . . .Son Number . . . . .
Lord . . . . . .
Current Class . . . . . .
Current Home . . . . . Age . . .Year Born . . . .

Personality Traits

Chivalry Bonus [•] *(total = 80+)* . . . . . .
Religious Bonus *(underlined traits all 16+)* . . . . . .

- ☐ Chaste . . . . . / . . . . . Lustful ☐
- • ☐ Energetic . . . . . / . . . . . Lazy ☐
- ☐ Forgiving . . . . . / . . . . . Vengeful ☐
- • ☐ Generous . . . . . / . . . . . Selfish ☐
- ☐ Honest . . . . . / . . . . . Deceitful ☐
- • ☐ Just . . . . . / . . . . . Arbitrary ☐
- • ☐ Merciful . . . . . / . . . . . Cruel ☐
- • ☐ Modest . . . . . / . . . . . .Proud ☐
- ☐ Pious . . . . . / . . . . . Worldly ☐
- ☐ Prudent . . . . . / . . . . . Reckless ☐
- ☐ Temperate . . . . . / . . . . . Indulgent ☐
- ☐ Trusting . . . . . / . . . . .Suspicious ☐
- • ☐ Valorous . . . . . / . . . . . .Cowardly ☐

Directed Trait . . . . . ☐
Directed Trait . . . . . ☐

Passions

Loyalty (lord) . . . . . ☐
Love (family) . . . . . ☐
Hospitality . . . . . ☐
Honor . . . . . ☐
. . . . . ☐
. . . . . ☐
. . . . . ☐
. . . . . ☐

Equipment Carried

Armor Type [. . . . . points] . . . . . .
Clothing [. . . . . Librum value] . . . . . .
☐ Personal Gear [on horse #. . . . . .] . . . . . .
☐ Travel Gear [on horse #. . . . . .] . . . . . .
☐ War Gear [on horse #. . . . . .] . . . . . .
. . . . . .
. . . . . .

Statistics

SIZ . . . . . (Knockdown)
DEX . . . . . .
STR . . . . . .
CON . . . . . .(Major Wound)
APP . . . . . .
Damage *((STR+SIZ)/6)* d6
Healing Rate *((STR+CON)/10)* . . . .
Movement Rate *((STR+DEX)/10)* . . .
Total Hit Points *(SIZ+CON)* . . . . . .
Unconscious *(HP/4)* . . . . . .

Distinctive Features

. . . . . .
. . . . . .
. . . . . .

Skills

Awareness . . . . . ☐
Boating . . . . . ☐
Chirurgery . . . . . ☐
Compose . . . . . ☐
Courtesy . . . . . ☐
Dancing . . . . . ☐
Faerie Lore . . . . . ☐
First Aid . . . . . ☐
Flirting . . . . . ☐
Folk Lore . . . . . ☐
Gaming . . . . . ☐
Hawking . . . . . ☐
Heraldry . . . . . ☐
Hunting . . . . . ☐
Industry . . . . . ☐
Intrigue . . . . . ☐
Orate . . . . . ☐
Play (. . . . . .) . . . . . ☐
Read (. . . . . .) ☐
Recognize . . . . . ☐
Religion (. . . . . .) . . . . . ☐
Romance . . . . . ☐
Singing . . . . . ☐
Stewardship . . . . . ☐
Swimming . . . . . ☐
Tourney . . . . . ☐
. . . . . ☐
. . . . . ☐
. . . . . ☐
. . . . . ☐

Squire

Name . . . . . .
Age . . . . . .
First Aid . . . . . ☐
Battle . . . . . ☐
Horsemanship . . . . . ☐
. . . . . ☐

Glory

Glory This Game

Current Hit Points

Wounds . . . . . .
. . . . . .
☐ Chirurgery Needed

Combat Skills

Battle . . . . . ☐
Horsemanship . . . . . ☐

Weapon Skills

Sword . . . . . ☐
Lance . . . . . ☐
Dagger . . . . . ☐
. . . . . ☐
. . . . . ☐
. . . . . ☐
. . . . . ☐
. . . . . ☐
. . . . . ☐
. . . . . ☐

Joust Score

Wins . . . . . .Losses . . . . . .

Horses

Best Warhorse (#1)

Type . . . . . .
Damage . . . . . .Move . . . .
Armor . . . . . .HP . . . .
SIZ . . . .CON . . . DEX . . . .
Breed . . . . . Attack Skill . . . .

Other Horses

Own Riding (#2) . . . . . CON . . . .
Squire's (#3) . . . . . CON . . . .
(#4) . . . . . CON . . . .
(#5) . . . . . CON . . . .

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Family

Year Wed . . . . .Spouse Name . . . . . Family Characteristic . . . . . .
Will . . . . . .
Children To Reach Majority . . . . . .

Selected Events

Born . . . . . .Ennobled . . . . . .
Squired . . . . . Landed . . . . . .
Knighted . . . . . .
Member of Round Table . . . .
Died . . . . . .

Holdings

Equipment at Home

Denarii . . . . . .
Libra . . . . . .

Army

Old Knights . . . . . .
Middle-Aged Knights . . . . . .
Young Knights . . . . . .
Total Family Knights . . . . . .
Vassal Knights . . . . . .
Other Lineage Men . . . . . .
Levy . . . . . .

History / Glory

Date	Important Event	Glory New	Glory Total

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