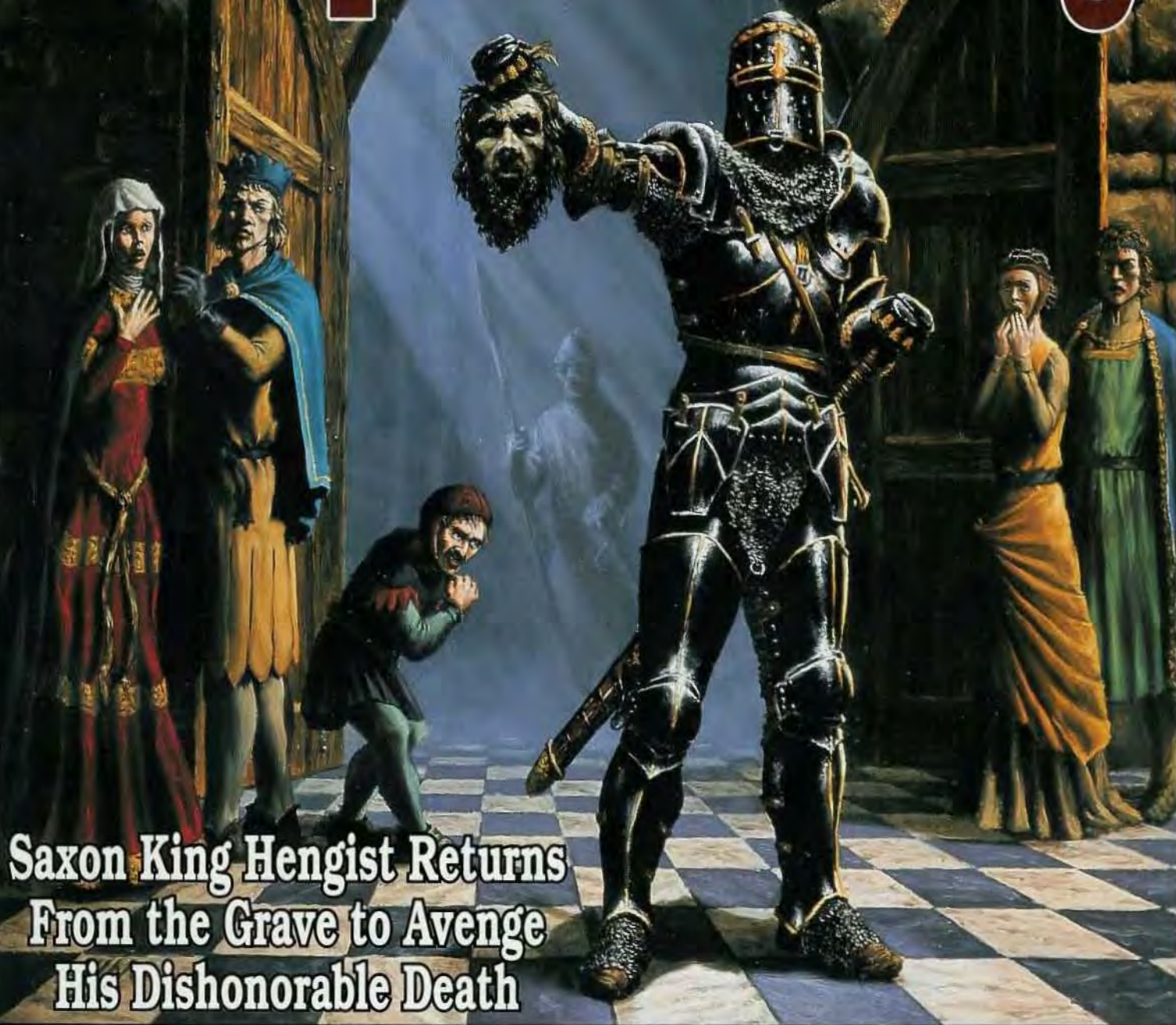




Pendragon
RolePlaying Adventure
2714

The Spectre King



**Saxon King Hengist Returns
From the Grave to Avenge
His Dishonorable Death**

Bourne, Corless, Dawson, Fay,
Manolakes, Shirley, Hill, Campbell,
King, Lombardo, D. Midgette,
T. Midgette, Swekel

**Six Scenarios, The Tournament
of Logres, the Abbey of La
Beal Adventure, Background
and Map of Cambridge**

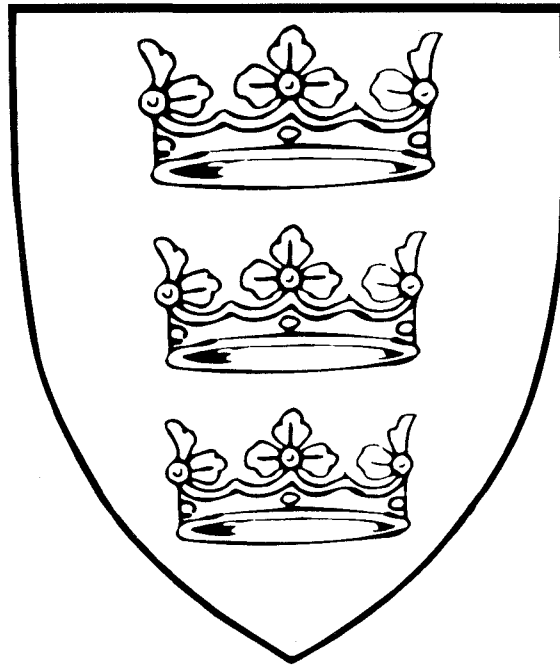


The Spectre King

Heroic Adventures in Legendary Britain

REWARD US WITH HONORS AND LANDS;

LET US WIN GLORY FOR OUR KING, WHO WILL



AND THE DEVIL TAKE THE HINDERMOST!

* KING ARTIUR PENDRAGON *



The Spectre King

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Chaosium Inc.
1992



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Chaosium Publication 2714. Published October, 1992.

ISBN 0-933635-94-X

For Arthur and Glory



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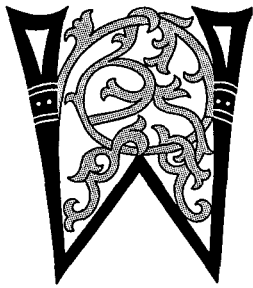
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Introduction

Welcome to The Spectre King



WITHIN THIS BOOK are six new adventures for the *Pendragon* roleplaying game. They are all of medium length, requiring several sessions of play each. Also included is a chapter of detailed information on the university city of Cambridge, with bachelor's program requirements for generating a character with a university background.

All of the adventures are nominally set within the third or fourth phase of the *Pendragon* Campaign.

The adventures are not linked together, although three of them, "The Grand Tournament of Logres," "The Adventure of the Werewolf," and "The Adventure of the Ghost Knight," take place, at least at the outset, at tournaments. "The Grand Tourney of Logres" is uniquely designed to be run year after year as a regular event on the knightly tournament circuit. It includes special information and encounters for year by year, and a list of several other tournaments on the summer circuit. "The Adventure of the Werewolf," and "The Adventure of the Ghost Knight" can be run as each year's highlight event under the overall structure of the circuit.

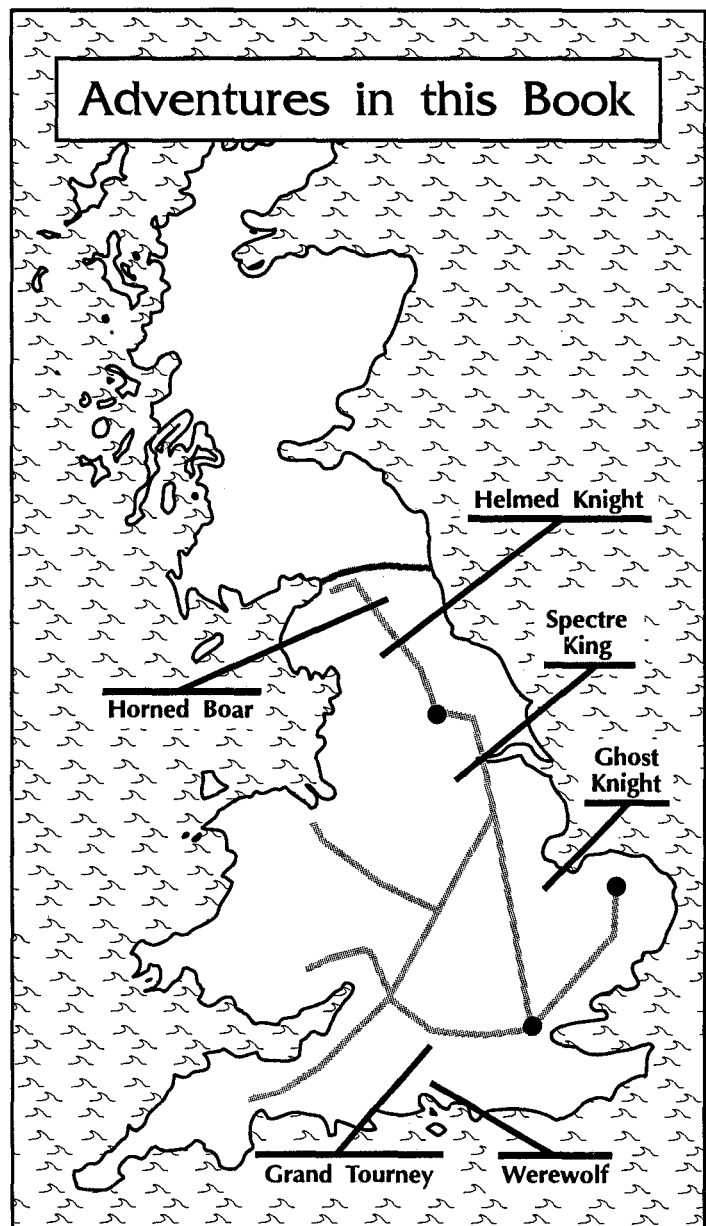
"The Adventure of the Werewolf" is taken from a story in Malory, in which a knight is cursed for seven years to take the form of a wolf. "The Adventure of the Ghost Knight" involves solving a haunting, and takes the player knights to Cambridge city.

The other adventures, "The Adventure of the Spectre King," "The Adventure of the Helmed Knight," and "The Adventure of the Horned Boar," as well as the tournament oriented adventures, can be fit anywhere in a regular campaign.

Of these three adventures, "The Adventure of the Spectre King" concerns the return of Saxon King Hengest from the grave to avenge his dishonorable death. "The Adventure of the Helmed Knight" is about a knight too ugly to bring himself to propose to his amor. In "The Adventure of the

Horned Boar" the player knights help a man defend his land against encroaching Angles.

The map below gives an overview of where in Britain these adventures take place.

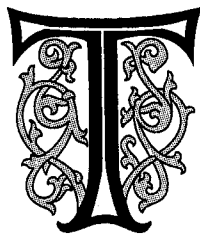




The Adventure of

The Spectre King

by Peter Corless



HIS ADVENTURE CAN take place any time in the third phase or later. It is set in the environs around Castle Conisbrough and Roestoc Forest (M14), plus the Abbey of La Beale Adventure in Lindsey (N14). A knight of unearthly power has terrorized the people of Roestoc and their

king is powerless to stop it. The player knights may be vassals or allies of the king responding to his summons for aid, or may be investigating the strange tale on their own. Of course, they might be traveling through Conisbrough on their way to another destination, completely unaware of the woe that has befallen the King of Roestoc.

The Adventure of the Spectre King is based on the exploits of Aurelius Ambrosius outlined in Geoffrey of Monmouth's "History of the Kings of Britain" (Part Six, viii.4 to viii.7). Geoffrey's tale describes the battle in which Aurelius and his army capture the Saxon King Hengest, who is then executed by his long-time enemy, Eldol the Duke of Gloucester. After the enchantment of Britain, the Saxon King rises from the dead to haunt the lands where he was killed.

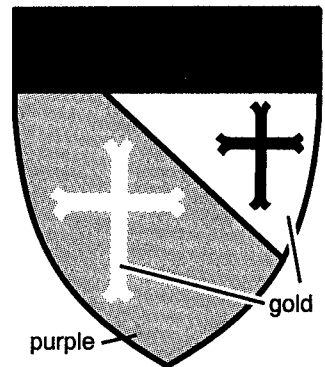


Starting the Adventure

On the long journey between Lincoln and Eburacum on Ermine Street, just south of the River Don, lies Conisbrough, a small town guarded by a strong castle. The castle is the steadfast of King Eifion of Roestoc. As the knights approach Conisbrough along Ermine Street, they are greeted by the rough simple people of the fields. Soon a rider and an escort on foot approaches from the castle of Conisbrough. The rider invites the knights to sojourn at the King's castle.

After accepting the invitation, the player knights are escorted to the castle by the rider, who introduces himself as Prince Ennor, son of the castle's lord. They enter into the castle, which is a small but sturdily-built stone fort surrounded by a wooden bailey. Prince Ennor shows them to sparsely-furnished rooms, and then excuses himself, allowing the servants to see to their needs. The player knights are treated kindly and gen-

Prince Ennor



Prince Ennor of Roestoc

The Prince is every bit his father's son in stature, but is more like his mother in looks. His fierce, bristling red hair and beard make his visage at the same time both handsome and frightening. But if his stature and gaze frightens the ladies a little, his presence and commanding voice make him a natural leader of men.

Glory 3,077

SIZ 18	Move 3	Major Wound 13
DEX 11	Damage 6d6	Unconscious 8
STR 15	Heal Rate 3	Knock Down 18
CON 13	Hit Points 31	Armor 12 + 3 + Shield
APP 16	Age 27	

Attack: Sword 16, Lance 18, Spear 16, Battle 18, Horsemanship 24

Significant Traits: Ennor is Chivalrous. Chaste 15, Energetic 18, Forgiving 15, Just 14, Modest 15, Reckless 13, Suspicious 16, Valorous 17

Significant Passions: Loyalty (King Eifion) 19, Love (family) 15, Honor 15, Hospitality 10, Loyalty (vassals) 10

Significant Skills: Courtesy 14, First Aid 15, Hawking 17, Hunting 14, Intrigue 10, Orate 16, Recognize 11, Stewardship 12, Tourney 15

Horse: Charger 6D6 (Armor 6)



erously with whatever comforts are available, such as warm baths and clean (albeit unfashionable) clothes. After the knights bathe and rest, they are invited down to the evening feast with the lord of the castle.

King Eifion, a tall, gray-haired Cymric dressed in ermines and sable, rises to greet his visitors as they enter the hall. Beside him sits Queen Fridda, a handsome red-haired woman. Prince Ennor enters the room and stands behind the throne of his father. The King greets the guested knights, and calls for food to be served and for pipes and drums to be played.

At the feast all of the knights easily note the subdued and polite mood of the household. After the meal, King Eifion invites the player knights to dance with the ladies of the castle, providing an opportunity for Flirting and Dancing rolls. Although the women dance quite well, they are

cool and withdrawn; those knights who succeed with either rolls may entice a coy smile and a flattering comment. A few of the ladies in the court who do not dance are dressed in mourning clothes. After several songs, the Lord invites the knights to take their seats. Once seated, he raises a silver chalice to them, and salutes them. The hall turns suddenly quiet.

The King Speaks

"Most notable and valorous knights, I prithee our humble fare hath pleased thy palates. Would it were more generous. It doth my soul good to see such fair knights at my table once again. Ere this day, my hall hosted many stout knights. In my whole kingdom I could count seven dozen mounted knights in my service. But tonight, I have but

Queen Fridda of Roestoc

The Queen is in a melancholy since the death of Eifling, her youngest son, at the hands of the spectre. Because of this, her skills and passions all suffer a -10 modification (to a minimum skill value of 1). As well, her Energetic, Prudent and Trusting traits are at -10 (which increases her opposite traits by +10; minimum and maximum values for traits are 1 and 19 respectively). Only the defeat of the Spectre King can cure her state of depression. Currently, the love of her family gives her the will to live on. However, if anyone else in the royal family were to die, she could easily fall into madness or actually die of grief. Even though the events of the past year wear heavy upon her, she is still an amazing beauty, with long wavy tresses of red hair and deep blue eyes.

Glory 545

SIZ 9	Move 2	Major Wound 14
DEX 13	Damage 3d6	Unconscious 6
STR 10	Heal Rate 2	Knock Down 9
CON 14	Hit Points 23	Armor none
APP 20	Age 47	

Attack: Dagger 3 (1), Battle 3 (1), Horsemanship 18 (8)

Significant Traits: Chaste 15, Energetic 11 (1), Lazy 9 (19), Forgiving 13, Generous 13, Just 15, Prudent 7 (1), Reckless 13 (19), Trusting 15 (5), Suspicious 5 (15)

Significant Passions: Love (family) 20 (10), Hospitality 13 (3), Honor 17 (7), Love (husband) 21 (11), Loyalty (vassals) 17 (7)

Significant Skills: Chirurgery 20 (10), Courtesy 17 (7), First Aid 22 (12), Flirting 15 (5), Hawking 13 (3), Industry 15 (5), Intrigue 14 (4), Stewardship 15 (5)

Woman's Gift: Natural Healer

Note: Skills in parentheses reflect the -10 modifier due to her deep melancholy. Another note is that her family characteristic (good with horses: +10 to horsemanship) was inherited by all her children, and may even be passed on to her grandchildren.

King Eifion of Roestoc

Eifion reigns in all of the lands from the foothills of the Pennines to the swamps of Maris. He is getting on in years, yet maintains his wits and wisdom. He is tall and thin, and still has his regal bearing even after many years of rule. His long silver-grey hair frames a noble visage, and the slight limp in his walk recalls his martial youth.

Glory 4,600

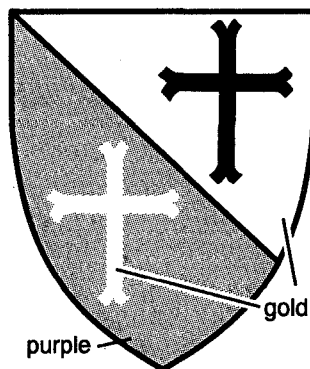
SIZ 17	Move 2	Major Wound 9
DEX 7	Damage 5d6	Unconscious 7
STR 10	Heal Rate 2	Knock Down 17
CON 9	Hit Points 26	Armor 12 + 3 + Shield
APP 17	Age 51	

Attack: Sword 21 (+1), Lance 19, Spear 17, Battle 21, Horsemanship 19

Significant Traits: Eifion is Chivalrous. Vengeful 14, Generous 17, Just 18, Pious 15, Reckless 13, Temperate 15, Trusting 14, Valorous 18, Suspicious (Maris knights) 6

Significant Passions: Love (family) 16, Hospitality 15, Honor 18, Love (wife) 21, Loyalty (vassals) 15

King Eifion



Significant Skills: Awareness 18, Courtesy 15, Dancing 13, Hawking 15, Heraldry 15, Intrigue 16, Orate 15, Recognize 15, Stewardship 13, Tourney 15

Horse: Charger 6d6 (Armor 6)

Note: Eifion's +1 bonus to his sword skill is due to his grandfather's fine longsword (a family heirloom).

The Adventure of the Spectre King

myself, my son, and forty others. These few must protect my lands from the perils of the swamp and forest, as well as the villainy of men. Of the rest, many were slain by a foul spectre that haunts the fields and forest of this land.”

The player knights notice a few in the hall make the sign of the cross at this point.

“Whence this fearsome apparition came from, we know not. And yet it hath stalked Conisbrough for these twelve months past. It yields to no sword blow, nor do prayers stay its wrath. Each Wednesday it returns to claim the life of another of my knights. Wouldst’t that thou had arrived here three evenings prior! For on the past Wednesday, my youngest son, who had been knighted this Whitsuntide, was taken from me by the fiend. Mayhap your strength of arms could have prevented such a grievous stroke from landing.”

Queen Fridda weeps at the recounting of the tale. The King moves to her and holds out his hand to console his wife. Each knight can roll Love (family) or Merciful to be moved to pity by the Queen’s sorrow. After a very quiet pause, during which no sound is made but the quiet sobs of the lady, the King turns and continues.

“It lies not within my power to stop this madness. If I could but find champions to destroy this monster, I would grant any boon unto them, be it within my power.”

He does not directly address this to the player knights, but to the hall in general. None of the dozen household knights present volunteer; they all hang their heads in shame. Unless the player knights respond promptly, he will take his wife by the arm and lead her from the hall. If they speak up and volunteer, he thanks them and tells them the following:



King Eifion, Prince Ennor, and Queen Fridda



"My blessings to thee. Consider heavily thine offer to bear this challenge. Sleep ye well, and in the morning we shall speak more of this matter. If thy hearts are still steeled to the task, so be it. But if ye wish not to risk this grave peril none shall think the less of thee."

Eventually, he leads the Queen from the hall to console her. Regardless of whether the player knights take up the King's request, they will note that Prince Ennor is furious. If the player knights have not accepted this task, this will be their last chance to do so. The prince stalks into the middle of the hall, livid and red with anger. He strides from one household knight to the next, admonishing them.

"Where are the hearts and swords that you pledged to my father? Would none of you rise to this challenge? Aye, you may have seen kin and peers fall at the feet of this shadow, but perhaps it is you who are but the shades of men! Begone from my sight!"

Though the household knights leave, the players knights can remain in the hall and use this last opportunity to take up the challenge with the Prince if they have not already done so. If the player knights do not respond at all to either the King's or the Prince's request, they are hosted graciously until the morning, then bid farewell. For such knights, the adventure is over.

The King's Knowledge

The next morning after accepting the challenge, the player knights are awoken and invited down to Sunday breakfast. A light stew is served. The servants act with great courtesy, since they know the knights have volunteered to fight the spectre. If the player knights ask the servants about the spectre, they have little direct knowledge of it; they know only that it has killed many knights whether they fought it singly or in groups.

After the meal, a page summons the knights to a private audience with the King. They are led to the battlements of the keep, from which King Eifion surveys the lands. He asks the knights whether they are still willing to accept the challenge. If so, he tells them about his first encounter with the ghostly knight.

The First Encounter

"The spectre came to us upon such a day as this. The glorious sun had set, and all were feasting in the hall below. A villager came unto us and spake of the dreaded black knight with a crowned helm; he who frightened all and now stood boldly beyond our castle gates. Sir Siggus, one of my trusted bachelors, rode out to parley with the man. Yet the black knight would have none of it. Indeed, he said no word but lowered his lance and charged Siggus. Were it not for Siggus' prowess, the black knight would have felled him where he stood. Yet he knocked aside the lance point, and with his drawn sword, struck a fell blow to the black knight's horse. The black knight leaped clear from his falling steed, and came again and again at Siggus. Both struck the other with mortal blows, but when each withdrew their blades from the other's side, only Siggus cried out and expired. The black knight stood tall whilst my best knight breathed his last. Then he

Vortimer's Doomsaying

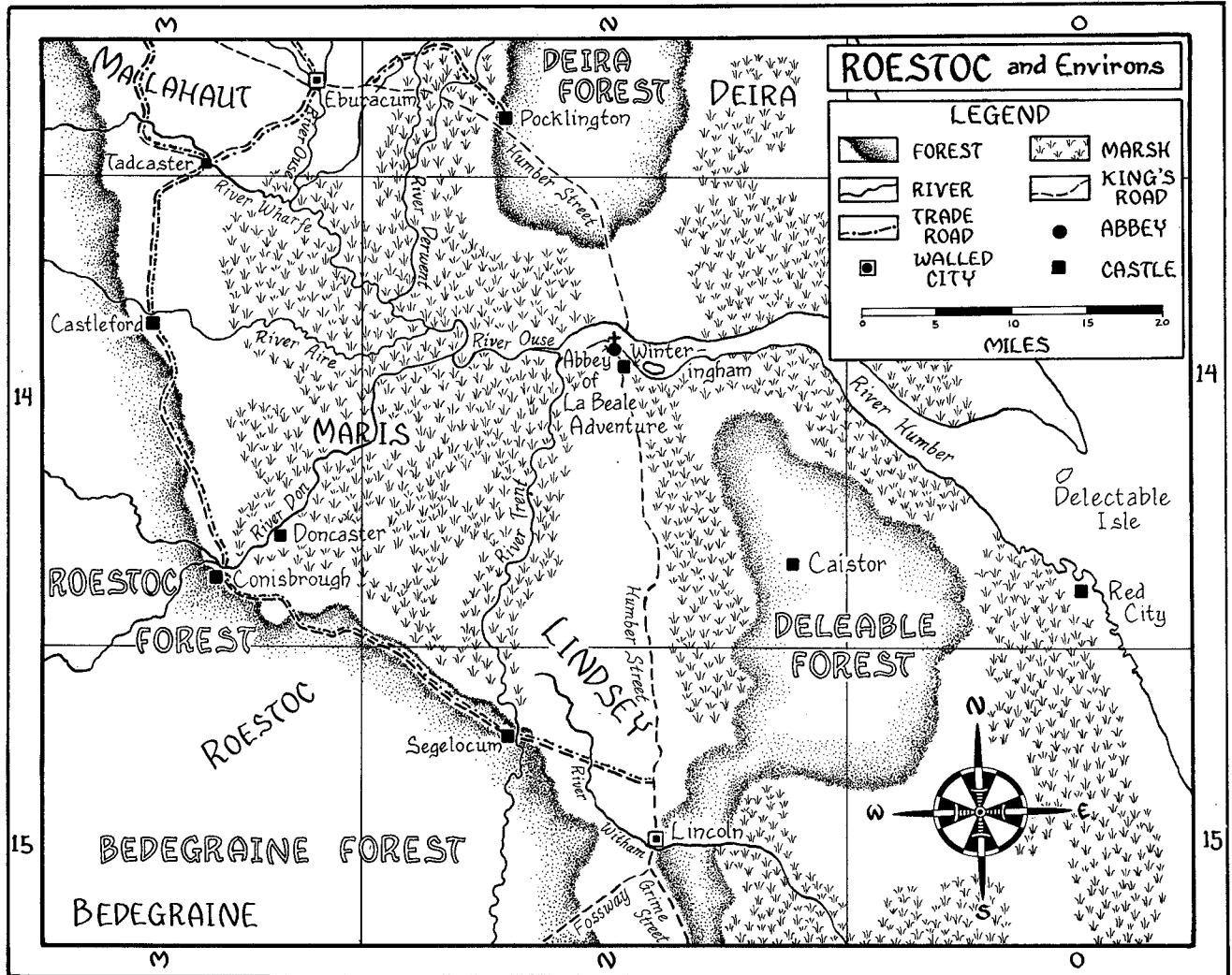
SHORTLY AFTER the spectre began terrorizing the lands around Conisbrough, an old hermit named Vortimer arrived in the village square and started ranting about the return of "the Spectre King." Before his doom-saying could cause general panic, he was seized by the king's men. King Eifion, with good reason, feared that his subjects would be cowed by the Spectre King and might be incited by their panic to depose him. Because of this, Eifion secretly banished the hermit and warned Vortimer he would be put to death if he ever returned. Publicly, he issued a proclamation stating that no one was to speak of the hermit again. Since then, the people of Roestoc have said nothing about him. None even admit ever seeing him.

The only way the player knights will find out about Vortimer is either by forcibly obtaining a confession (quite an unknighly thing to do), locating someone who harbors reasons to confess the secret of the banished hermit, or by confronting the King with the matter.

Using force would only be performed by cowardly or evil knights for it would most certainly strain, if not break, the codes of chivalry and hospitality. Locating someone who has reason to divulge the secret of the

hermit would be a difficult, but not impossible, task. King Eifion commands the great respect of his people, and only those feeling most betrayed by their king would go against his direct edict. Likely personalities include those who lost a family member or kinsman to the spectre, or soldiers who fear for their lives. Intrigue rolls are necessary for any success in the matter. Successful rolls may locate someone who hints about a hermit in the woods who has an interesting secret to tell them. Critical successes result in a full divulgement of the hermit's banishment, probably from someone who was an eyewitness to the events.

If the player knights discover evidence or clues regarding the hermit's predictions and his disappearance, or if they bluntly ask about what everyone seems to be hiding, Eifion confesses the matter to them in secrecy. At the same time, he expressly forbids the knights from mentioning the matter in public until the spectre is laid to rest. He tells the players the general directions to Vortimer's hermitage in Roestoc Forest, if they wish to speak to him, but forbids them to tell anyone of their mission. See the section "Vortimer the Hermit" below for more details.



faced towards the torch light and we who witnessed. It was at that time I first beheld his horrible visage, and knew that he was not of the living."

King Eifion offers all of the information that he has about the black knight. He knows it attacks only on Wednesdays long after sunset and withdraws well before dawn. The spectre always dresses from foot to crowned helmet in black iron, leather and cloth. He wears a coat of mail, carries a shield, sword and lance. He is always alone and always rides a charger. His horse is a normal warhorse; he has lost many of them in battle.

The King also explains how he tried to stop the spectre in the past. Many knights died in the first months when they challenged the black knight to single combat week after week. The King soon ordered the castle to be shut up on Wednesday nights instead. The King and many of his counselors hoped that it would stop returning if its chal-

lenge was not answered. Instead, when the gates were barred, the spectre harried the people of Conisbrough village and the surrounding countryside. The King could not stand by while his subjects perished undefended, so he posted knights and men-of-arms to guard the village and country houses. Either singly or in groups the black knight defeated the king's men, although they saved the lives of much of the peasantry. Still, month after month, no sword or axe blow, torch flame or falling stone could harm the spectre. On the few occasions when the spectre was unhorsed, hounds and men pursued it into the woods, but they lost his scent and track mysteriously in the dark forest.

Six weeks ago, monks from the Abbey of La Beale Adventure were summoned for aid, but they were not able to lay the spirit to rest. Two stone crosses now stand in the spot where the priests were butchered. Most recently, the



King's son, Eifling, was killed defending the lives of four farm children.

The black knight does not kill everyone he encounters. If beset by many warriors, he fights until at least one or more are killed, then may leave the others wounded, maimed or terrified before escaping silently into the darkness. He does not discriminate in his killing, whether the person is armed or unarmed, man or woman, aged or child, Cymric or Saxon, pagan or Christian.

The questioning is ended by the ringing of the chapel bell, calling the King and his Christian subjects to Sunday prayers. Player knights of the Christian faith are gladly invited to participate.



Interviews and Investigations

The player knights have a few days before the spectre returns on Wednesday. During that time, they can question many of the castle's inhabitants. Sunday afternoon, the King suggests interviewing Prince Ennor, Sir Colbert, and Father Gahoric. Eventually the player knights investigations lead to the Abbey of La Beale Adventure (to discover the nature of the Spectre King) and from there to the abode of Vortimer the Hermit (to recover a special sword). Let the player knights decide who they will interview first. Allow them freedom in their investigations, but be prepared to ad-lib some responses. Remember that the following encounters may take place out of sequence. Feel free to tailor the interview details to suit your particular game.

Prince Ennor

After Sunday mass, the player knights are invited to ride with Prince Ennor. Riding rolls are required to keep up with his brisk pace, and to jump a steep-banked narrow stream. After another mile of riding, the Prince dismounts. Standing in the sun-streaked forest, the Prince imparts his knowledge of the spectre.

Ennor personally led his father's knights, and remembers more of the martial details than his father. He knows many stratagems that have failed: "We tried to encircle him with riders and hounds, to drive him up against the River Don, but to no avail. You can only drive an animal that fears you. But this knight fears no man or beast. In-

stead he always flees south, breaking through our ranks, and back into the woods from whence he approaches.

"We also tried to pin him with boulders dropped from the castle gate. One stone was so great it took two horses to hoist it in place. When it landed squarely on his pate, it broke his horse's back and pinned him underneath. I stood watch until his body moved no more. To be sure, we piled wood on his corpse, and put it to torch. Yet the next morning, after searching through the embers, no sight of his armor or weapons remained. The next week, as regular as the tides or the moon, he returned to haunt us once again."

"Not long afterwards, my father sent to the Abbot of La Beale Adventure for guidance. The Abbot responded by dispatching two monks. They spent many weeks gathering information for the abbot, and returned many posts to him. But one day, they ventured forth too close to sunset. They had some purpose that I could not fathom. That night, they were slain by the black knight. Sir Colbert, the young knight charged with safeguarding them, was blinded in one eye trying to protect them. I am sure he knows much more about the events of that day than I do. Our priest, Father Gahoric, collected some of the monks' possessions after their death. You may want to seek him out too."

Ennor doesn't know why the spectre returned from the dead. He is not sure of the events on the night of the monks' deaths. Also, he knows about the doomsaying of the hermit Vortimer, but will not say anything about him. If player knights ask about what may have occurred around the time of the spectre's first appearance, those that make successful Suspicious or Intrigue rolls will notice that the Prince acts as if he's hiding something. He vociferously denies that anything happened a year or so ago, to cover his father's actions (see the sidebar on "Vortimer's Doomsaying" for details).

Sir Colbert

After returning from their ride, Price Ennor takes the knights to see Sir Colbert. They find him strolling along a gallery. He is a young household knight, but since losing his eye has become generally distant. After introducing the player knights, Ennor excuses himself. Once the Prince has departed, Colbert relaxes visibly. He speaks freely about himself to the player knights: "I am the knight Our Majesty King Eifion bid escort the monks from the Abbey of La Beale Adventure. Their names were Echa and Nothelm, and both proud men of Lindsey. I discharged my duties faithfully, riding with them at all times, even until their very last. They spent much of their time interviewing soldiers and villagers alike regarding their encounters with the spectre.

The Adventure of the Spectre King



"We also spent many days riding over the wooded hills and vales within bow shot of the town, but only during the daylight hours. Because I was always sure to keep them safe from harm, and never allowed them to get near the weekly melees against the monster, the other knights mocked me as a coward."

"Then one Wednesday afternoon the monks rode out later than usual. I followed close by as always, fully armed. They picked a place to rest, south of the castle by a tall shady elm. Beneath its boughs, they read from the scriptures and conversed with each other in Latin. When I remarked at the setting sun and noted they had not packed their belongings they did not stir. I begged them to hurry, and yet they remained seated. I know not why they acted thusly, and there was no time to debate. My duty prevented me from abandoning them, but neither could I force them

to give up their folly. Immediately, I dispatched my squire to the castle to fetch aid."

"The gloom of night surrounded us quickly. Silently, we awaited the arrival of the spectre. Not long thereafter, the black rider emerged from the forest. He dismounted, drew his blade, and slowly stalked towards us. I stood betwixt him and my charges, sword drawn. Then the monks began a canticle in Latin. I was astounded, for the words had stopped the black knight in his tracks!"

"He stood motionless at the sounds of the chanting. I moved to strike him while he was transfixed so, but the monks held me back. Even though they had halted the black knight, I knew their words were not swords and they had not yet defeated him. Soon he began to stir. The canticle no longer affected him, although the monks still sang it strongly. The spectre straightened his back, and hefted his



Sir Colbert



sword once again. Like lightning he moved to strike the monks. I rushed forward and parried the blow. Although I fought better than I ever have before or since, the black knight was in a frenzy. He smashed me with blow after blow, numbing my arms and putting out my eye. Dazed and blinded by my own blood, I could fight no longer. Yet with my ears I heard the cries of the poor monks as the spectre laid into them. He left me helpless by the broken bodies of the two monks."

"That is where Prince Ennor and the King's knights found me. Gahoric, our priest, took to cure my wounds, and instructed the King to erect two stone crosses by the elm to mark the spot where they died. You may want to talk to him as well."

"As for myself, I curse the days I languished in my youth and ignored learning the tongue of Rome. If I could only have understood what the monks had chanted that night, we could at least forestall the dreaded knight for a while..."

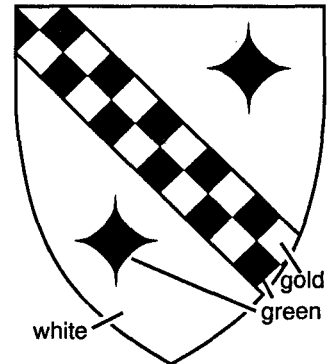
Sir Colbert's Anguish

The monks' deaths haunt this poor young knight; they represent his failure as a protector. His maiming will forever remind and hamper him. When telling his story, put true anguish and emotion into his speech. Gamemasters interested in combining this adventure into their ongoing campaign may note that Colbert is young. Someday, when his emotional scars heal, he will remember the player knights' treatment of him. Those that treat this melancholy youth with honor and pity earn his loyal and everlasting friendship. Those that treat him with scorn or intolerance earn

his enmity. He can therefore re-enter the campaign years later as an unexpected ally or enemy of the player knights.

One additional point: Colbert does not know what happened a year ago regarding Vortimer. He was away from Conisbrough when the incident occurred. He does not even know about the King's censure regarding the subject. In fact, his ignorance of the conspiracy is yet another reason why the other knights have been distant from him.

Sir Colbert



Father Gahoric

Father Gahoric is a tall and thin Celtic priest a few years past his prime. The player knights find him in his refectory. He has become care-worn and frail since the advent of the spectre, but still maintains a little of his good spirit, showing a weak smile on occasion. He possesses a few of the monks' personal effects, including their prayer book and a pair of wooden rosaries. He speaks in a thin yet still lyrical voice:

"Here are the few articles those poor monks had upon them. Their names were Echa and Nothelm. I knew little about them, really. Would that they had told me what they had planned, I may have been able to prevent their doom. But they spoke to me rarely and never for long... I guess they considered me an old fool!"

He raises his eyes heavenward and extols the Lord take pity on the young and prideful, then looks scrutinizingly at the player knights. After a pause, he continues in a hushed tone, "Abbot Whitrood himself would be the only man who knows what those poor monks were up to. If I were you, I would seek his counsel. They had sent him dispatches on occasions, and received some replies, although I know not what became of them."

The Prayerbook

The prayer book is in Latin. Those that can read the script discover it is a translation of an old Hebraic testament (the Book of Samuel to be precise). It is not specially marked in any way. The player knights can only discern its importance by talking to Abbot Whitrood (see The Abbey of La Beale Adventure below).

Sir Colbert

A young household knight in the service of King Eifion, Colbert lost an eye to the Spectre King, and therefore suffers a -5 penalty to any Awareness skill rolls involving sight. He is not native to Roestoc (he was born in Tribruit), and subsequently his fashionable courtly dress is atypical for this northern kingdom.

Glory 1,194

SIZ 13	Move 3	Major Wound 15
DEX 13	Damage 4d6	Unconscious 7
STR 12	Heal Rate 3	Knock Down 13
CON 15	Hit Points 28	Armor 12 + shield
APP 9	Age 23	

Attack: Sword 15, Lance 15, Battle 15, Horsemanship 15

Significant Traits: Modest 15, Prudent 16, Valorous 18

Significant Passions: Loyalty (King Eifion) 17, Love (family) 16, Honor 18

Significant Skills: Awareness 12 (-5), First Aid 10, Tourney 11



Father Gahoric, being a holy man, knows much of what happened over the past year. He performed funerals for scores of his parishioners cut down by the spectre, and has been the councilor of the king on many issues, including the banishment of Vortimer the hermit (see the related sidebar). Because of his religious leanings he is a particularly bad liar (Honest 16/Deceitful 4). Even player knights with little or no intrigue skill will be able to tell that he is hiding something from them. Still, his great loyalty to his liege (a passion of 19) forbids him from disobeying his lord's command to keep silent on the subject. No matter how hard the player knights press him, he will refuse to tell them anything about Vortimer.

Queen Fridda

Because of her emotional fragility, the player knights must take great care in interviewing the Queen. Also, King Eifion will stand by his wife during the interview with a gentle hand on his lady's shoulder and a watchful eye on the player knights. The queen is totally forlorn. Her mood is such that should anything else ill befall her family, she would surely die of a broken heart. Any ungentle questions regarding her son's death result in her weeping and subject the player knights to the king's wrath!

If asked what may have happened a year ago to invoke the wrath of the spirit, she shakes her head and says she knows nothing. However, like Father Gahoric, she is a poor liar when it comes to the cover-up of the hermit's banishment. Even if she lies poorly, she maintains the fiction that nothing happened around the appearance of the spectre. Her ragged-edged emotions and the careful watch of the king should prevent the player knights from prying to carefully, however.



A Provocation

At this point, the player knights have several courses to pursue. One direction is to ride to the Abbey of La Beale Adventure and inquire of Abbot Whitrood regarding the monks' canticle and other information he may have. The next is to venture into Roestoc Forest to locate Vortimer and what he may know. Another is to wait until the spectre returns Wednesday to face it in combat. This last course would only be chosen by foolhardy, headstrong knights. Unfortunately, many knights are foolhardy and headstrong. An incident Sunday evening highlights the prob-

Father Gahoric

Father Gahoric is the village priest of Conisbrough. He knows many secrets, especially about the quiet disappearance of Vortimer the Hermit. Besides the Prince, Gahoric is the King's closest and most trusted councilor.

SIZ 10	Move 2	Major Wound 8
DEX 12	Damage 3d6	Unconscious 5
STR 6	Heal Rate 1	Knock Down 10
CON 8	Hit Points 18	Armor none
APP 9	Age 58	

Attack: Sword 7, Horsemanship 4

Significant Traits: Gahoric is Religious (Christian). Chaste 16, Forgiving 16, Generous 15, Merciful 16, Modest 16, Pious 15, Prudent 19, Temperate 16, Trusting 14

Significant Passions: Loyalty (King Eifion) 19, Honor 13, Love (God) 15

Significant Skills: Chirurgery 14, Compose 15, Courtesy 18, First Aid 17, Folk Lore 12, Industry 9, Orate 15, Read (Latin) 15, Recognize 13, Religion (Christian) 17, Singing 15

lem, possibly provoking the player knights into staying and fighting (the "wrong choice"), rather than riding off to talk with the abbot or the hermit (the "right choice").

That evening at supper, King Eifion asks the player knights what they have learned, and what plans they have. This is an opportunity for the player knights to orate before the assembled hall. If any successfully tell of Sir Colbert's bravery defending the monks, award the knight with 10 Glory and a Generous check. It seems Sir Colbert had never told anyone of the fateful events of that evening. The player knight's action gives everyone in the hall a deeper appreciation for the scarred young knight (Colbert is awarded 100 Glory for his bravery against unwinnable odds).

If the player knights announce their desire to ride to the Abbey, or to search the forest of Roestoc, most of the hall will nod and murmur in approval. (Remember the knights' pledge to say nothing about the hermit in public! Have the king clear his throat loudly if they steer too close to the topic.) Yet Sir Guieth, another of the King's household knights, snorts his derision loudly. He stands and addresses the hall.

The Challenge

"Good my liege and his lady! Good my Prince! Ere this day you thought us brave enough in your service. Did we not stand by you and fight, and die for you? Have these, your poor servants, abandoned you? No, my lord. Yet we are chastised and sorely treated."

"And yet before you are these foreign knights, who you praise and do honor in your hall. They have never



shielded you or your kin from its wrath, and yet they are held to your bosom as sons and protectors. They have never seen this apparition of death, and yet they are to ride off in search of mere words with which they plan to defeat it. I say the braver knight is he who stays on when his fears are greatest. I say the braver knight is he who stands by his word to his lord at the dark hour!"

"These knights do you dishonor by riding away with no vouchsafe that they shall honor your challenge. How shall we know that they will return? What proof do we have that they are men of quality, fit to challenge the spectre? Nothing but their words!"

"I say let them be men of action who would stop this fiend. And in such manner as to prove my worth to your lordship, let me test the deeds of these foreign knights. Wouldst't thou ride away so quickly from a battle you know thou canst't win, sir knights? Or wouldst't thou stand with me when next it comes this Wednesday? I shall have their answer, good my King!"

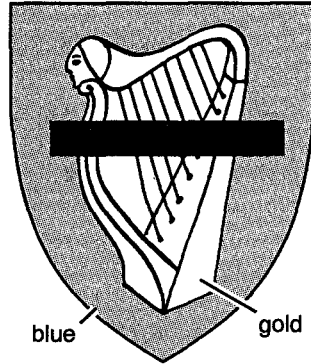
The hall is filled with surprised murmurs at the boldness of Guieth's manner. The king is silent for a moment, and then asks the players for their reply. Their response is crucial. Give them a few minutes before they have to reply. Only tell them the more time they take to confer, the more restless the crowd becomes.

If they reply that they will stay to fight the spectre, Guieth is satisfied. This is a doomed challenge, and at least one or more knights will die in the vain effort.

However, the player knights may attempt to sway Guieth and the rest of the hall by debate. In this case, make the player knights devise a suitable argument against Guieth, and force them to make an opposed roll against Guieth's orate of 12. If they win the debate, Guieth will recant his challenge to the player knights, and they are free to proceed as they deem fit. The player knights may also bargain with Guieth, stating that one or more knights will remain behind while the rest ride out to investigate. If they critically succeed in the debate, then Guieth volunteers to join the player knights on the ride to the Abbey.

Alternately, one or more player knights may challenge Guieth's accusations by single combat. In this case, treat

Sir Guieth



him as an ordinary knight (see *Pendragon* page 192 for statistics). If the player knights choose one of their number to challenge Guieth, he will request of the King that the results of the duel will be binding on the rest of the group. If the players concur, the King pronounces the duel to be fought as a joust. The victor is the first knight to unseat his opponent three times.

If more than one player knight challenges Guieth, then a similar number of King Eifion's local knights will stand by Guieth. The King declares that the multiple knight challenge will be fought as a melee. He states the conditions of the melee:

- The challengers will use rebated weapons and jousting lances only, since Eifion cannot afford to lose the service of any more knights.
- To prevent the loss of precious time, as well as further reduce the risk of injury and excessive fatigue, the melee will consist of the Opening Charge followed by just a short (3 melee rounds) combat.
- If the player knights defeat Guieth and all of his fellow knights, they are free to proceed as they see fit.
- If all of the player knights are defeated, they must remain at Conisbrough until they face the spectre knight on the coming Wednesday before they can proceed with their investigations.
- If some player knights have yielded while others still stand by the end of the melee, and one or more of Guieth's team also stands, then those who have yielded must remain while those who are still standing are free to proceed as they wish.

After stating the terms, King Eifion bids all the knights retire for the evening, so that the challenge may be fought early on the next morning.

Staging the Melee

At daybreak of the following morning (Monday), the player knights are escorted to the green beyond the castle's walls. Some of the townsfolk have turned out for the hastily assembled tourney, and a large silk canopy has been raised, under which sits the King, his family and a few of his advisors.

A herald announces the terms of the melee, as well as the names of the challenging and challenged knights. Since this is not a typical tournament, you may want to take some time to answer any of the player's questions. See some of the guidelines below for more information on the conditions of this unusual and impromptu tournament.

Before the Opening Charge, the player knights must select a commander. Guieth commands his side, with a



Battle skill of 15. Both commanders roll against their Battle skill to determine the modifier to their side's Lance skills for the first charge (see the Commander Battle Roll Table, *Pendragon* page 164, for results). During the Opening Charge, each player knight must make an opposed roll against their opponents, who all have Lance skills of 15, plus or minus any modifiers for their commander's skill roll. Knights who fail their opposed roll take damage. A knight is unseated from his horse if he receives more than his Knockdown in damage and then fails a DEX roll; if the damage exceed twice the knight's knockdown, he is automatically unseated. Any knight unseated in the Opening Charge must fight with sword from foot for the remainder of the melee with the standard disadvantage for unmounted opponents. Knights successful in the Opening Charge remain mounted for subsequent melee rounds.

During the Opening Charge, there is an equal ratio of player knights to local knights. During the melee, knights may be forced to yield, or may voluntarily yield. Since the knights are using rebated weapons, no real damage is done unless a critical success is scored (and then only normal damage is rolled, not double). However, score damage as normal. Any knight reduced to less than his Unconscious rating by rebated weapons has been battered defenseless and is forced to yield. Also note that knights who strike an opponent's horse (possible only by a fumbled roll or by a spiteful knight) are automatically disqualified and are considered yielded.

Knights may also voluntarily yield at any time. If one side or another becomes unbalanced in numbers, the extra knights on one side can either withdraw voluntarily, or help by "double-teaming" their opponents. Use the rules in *Pendragon* page 88 for fighting multiple opponents for the knights on the disadvantaged side. Knights who voluntarily withdraw cannot re-enter the melee, but are considered "still standing" at the end of the tournament.

The King's Pronouncement

After the melee, the King declares the winners. The contest may have a number of results, including a tie, which must be resolved by a test of champions. Use the following as a guideline for the King's pronouncement. For particularly spectacular or dastardly behavior, he may assess additional penalties or bonuses, at your option.

If all of the player knights have yielded (which means that at least one or more of Guieth's team remains standing), the player knights are all losers and must remain in Conisbrough until Wednesday. Each scores only 5 Glory.

If some of the player knights have yielded and some are standing, and at least one of Guieth's team still stands, the melee is a split. Those player knights still standing score 10

Glory and are free to travel as they wish. Those who have yielded score 5 Glory and must remain to face the spectre.

In the unlikely event that none of the player knights or Guieth's knights have yielded, then the melee is a tie. Each knight who participated receives 10 Glory in the hard-fought contest. However, the melee must still be decided by a joust between team champions. Guieth will represent his team. The players may decide amongst themselves who they want as their champion. The first knight to unhorse his opponent three times wins the contest. The winning champion receives 10 additional Glory. If the player knight champion wins, all of the player knights have their freedom. If Guieth wins, then all of the player knights are restricted to Conisbrough until Wednesday eve.

If one or more of the player knights still stands and all of Guieth's knights have yielded, the player knights have won the melee. They may all travel as they see fit to investigate the spectre king. Those who yielded score 10 Glory, and those who are still standing score 15.

If none of the player knights have yielded and any of Guieth's knights have yielded, the player knights have won. Each of the player knights scores 20 Glory, and they may all travel where and when they wish.

If none of the player knights have yielded, and all of Guieth's team has yielded the player knights have accomplished a complete victory and are free to proceed with their investigations. Each player knight scores 30 Glory. Also, Guieth will give a complete apology, volunteer his services to the player knights, and offer to accompany them on their investigations. (King Eifion thinks it is a generous offer, and adds his approval to the idea.)

If one or more of the player knights have succeeded at the tourney, proceed to the sections for "The Abbey of La Beale Adventure," or "Vortimer the Hermit," depending on where the knights choose to go next.

If all of the player knights have failed at the tourney, and they all remain at Conisbrough until Wednesday evening, proceed to the section "On Wotan's Day." All knights remaining at Conisbrough are kept under the watchful eye of Guieth, who will allow local investigations to continue, as long as he participates fully in the findings. If the player knights split up, he accompanies the largest group, and assigns a pair of men-of-arms as "escorts" for each other player knights — an obvious insult to the pride of the affected knights.

After losing the tourney, some player knights may attempt schemes aimed at furthering their investigations. Any knights attempting to sneak out of town get a check on their Deceitful trait. Any that use the opportunity to leave Conisbrough for good also receive a Cowardly check



and are out of the adventure. Player knights with a high Honor might pause before performing such actions.



On Wotan's Day

Without the special knowledge that the player knights can only obtain from the hermit Vortimer and Abbot Whitrood, their encounter with the Spectre King on Wednesday evening results only in pain and mortal peril. See the section below, "Death of the Spectre King," for a description of the Spectre King and his abilities, but note that the player knights cannot defeat him.

Also take the time to familiarize yourself with the background of the Spectre King (located in the section "The Spectre King's Origin"), as well as the details of the final battle, then modify the details to fit the plans and circumstances the player knights devise. Here are a number of points to remember in their encounter:

- The spectre appears after sunset, and departs before dawn.
- The spectre's horse is mortal. They may unhorse him by downing his steed.
- The spectre is unaffected by normal blows, except for critical hits, which result in no damage, but the spectre receiving a -5 modifier for the next round.
- The spectre will kill at least one person before leaving. It kills and maims wantonly. It may kill only one person, or twenty. It may slay the person on the left, maim the one on the right, but leave the person in the center alone.
- The spectre is unaffected by normal weapons and regular holy artifacts (we trust the player knights in your campaign do not possess the True Cross, the Holy Grail, or Thor's hammer...). Water, fire, and heavy objects can be used to trap or destroy the body of the monster, but even if somehow destroyed or dismembered it will return intact the next week.

- Seeing the spectre king in person is a horrifying experience. All who see the spectre make Valorous rolls to be able to meet it in battle. Those failing stand dumb, run away, or faint.
- Unlike the dramatic final battle, which takes place at the monk's crosses, on this night the spectre appears randomly, according to the following table:

Spectre King Appearance Table

<i>1d20</i>	<i>Appearance</i>
1-5	Encounter with patrol of men-of-arms
6-10	Encounter with patrol of King's knights
11-14	Marauding outlying farms
15-18	Attacking Conisbrough village
19-20	Menacing Conisbrough castle

The Spectre King's Origin

SOUTH OF CONISBROUGH, and west off Ermine Street, is a field about a mile and a half wide. It is surrounded mostly by the Roestoc Forest and its west side is flanked by a low hill. Before the days of the *Pen-dragon*, this field was called "Maisbeli." For many years, dried white bones lay scattered across the field as thick as crops. Even today, after clearing the field for plowing again the bones, swords, speartips, arrowheads, shields, and shattered armor of thousands of men can be found in the rough clay.

Maisbeli was the site of Aurelius Ambrosius' defeat of the Saxon King Hengest. It took place just before Merlin instructed Aurelius to bring the Irish ring to Stonehenge (around the year 470). During the battle, Duke Eldol of Gloucester vowed to kill the Saxon King in revenge for Hengest's treacherous murder of hundreds of unarmed Britons at a peace parley. In the melee Eldol seized Hengest by the nasal of his helm and dragged him back behind the Britons' battle line. Leaderless, the Saxon army was savaged by Aurelius' Britons. After the battle Eldadus, Bishop of Gloucester and

Eldol's brother, condemned Hengest thusly:

"Even if you all were doing your level best to have this man set free, I would hack him in pieces myself. In this, I would be following the prophet Samuel, who, when he held in his power Agag, King of Amalek, hewed him in pieces, saying: 'As thy sword hath made women childless, so shall thy mother be childless among women.' Do, therefore, the same with this man, who is clearly a second Agag."

With that, Eldol beheaded Hengest with his sword. Aurelius was respectful enough of the Saxon to have his body buried in the pagan fashion, and ordered his men inter the body under a barrow of earth. Such was the end of King Hengest. That is, until recently.

After the Battle of the Plains of Joy and the Enchantment of Britain, many other-worldly events occurred. The reanimation of King Hengest is one such manifestation of the enchantment. The Spectre King now awakens every Wednesday — Odin's Day — when the power of the pagan god is strongest, seeking to fulfill the Bishop of Gloucester's curse by making all women childless.



The player knights can respond to the spectre's appearance as their circumstances fit. They may be at the rolled location, or at some other site. As soon as word of the spectre reaches them, Guieth, Prince Ennor, or King Eifion spur the player knights to intercept the spectre.

King Eifion remains at Conisbrough castle always, leading its defense. He will not personally engage the creature, instead leading the defenses from the castle wall.

Prince Ennor rides with the patrolling knights. He may appear anywhere necessary shouting orders and inquiries, or may be sadly missing at inopportune moments. Sir Guieth and his companion knights disburse themselves amongst the player knights as best they can.

If the spectre is spotted before Conisbrough castle, he presents no immediate danger to its inhabitants, who remain smartly locked up behind its walls. Roll again to see where the spectre next appears that night.

The most important result of the evening's events are the casualties. This dramatically important issue is left up to the gamemaster, with the following provisions. First, King Eifion is safeguarded by his knights, men-at-arms, and even his pageboys. He is also safely protected behind the walls of Conisbrough castle, which the spectre cannot overcome except by accident or misfortune. Therefore it is highly unlikely for Eifion to die. Ennor, on the other hand, has often fought face-to-face with the spectre, as has Sir Guieth. Either of them may be killed by the spectre, although Prince Ennor's death would surely cause the mourning Queen to die of grief. Be aware of the ramifications of Ennor's death: it leaves the King without a son, and a Queen on the verge of suicide. Guieth's death, on the other hand, may serve as a great moral lesson about foolhardiness as well as poetic justice.

Alternately, one or more of the player knights may fall prey to the spectre's indiscriminating butchery. If so, it may occur due to the sacrifice of the player knight to protect another person. Such a sacrifice should be rewarded with the glory for a heroic death. For example, you may posthumously reward a player knight with up to 1000 Glory for taking a mortal blow aimed at prince Ennor. Sacrificing oneself for lesser personalities should reward in the killed knight receiving a lesser reward such as 100 Glory or so for taking the blow for a fellow knight or a defenseless lady.

You should safeguard such characters as Sir Colbert, Prince Ennor, and Father Gahoric from death at the hands of the Spectre King until the player knights have learned what they needed to from these characters.

This encounter occurs every week the player knights delay. Each week, the resolve of the survivors wanes. As mentioned before, if Prince Ennor dies, Queen Fridda dies

shortly after of heartbreak. If most of King Eifion's army is decimated by the spectre, his regional enemies smell blood and begin to slowly erode his kingdom. If all of the player knights die at the hands of the spectre, future parties of knights may encounter an even sadder, more desperate kingdom.

After encountering the spectre king and proving the futility of using normal means to destroy the spectre, the King gives carte blanche to the player knights to proceed with their investigations as they see fit. Sir Guieth, if he still lives, puts aside his pride and offers his services to aid the player knights. Depending on the player knight's decision, proceed to the sections on the Abbey of La Beale Adventure or Vortimer the Hermit.



The Abbey of La Beale Adventure

If the player knights investigate the mission of the two dead monks, their search leads directly to the Abbey of La Beale Adventure in Lindsey.

The abbey is just over 30 miles from Conisbrough as the crow flies, but there are no direct roads to it through the swamp of Maris. The best route is south from Conisbrough down Ermine Street to where it joins Humber Street a few miles north of Lincoln, and from there north along Humber Street to Winteringham. The Abbey of La Beale Adventure is a few miles west of Winteringham along the banks of the Humber. This entire ride can be made (one way) in three days' time if the knights ride at a normal pace, or in two days' time if traveling at a hurried pace. The only natural obstacle of significance is the River Trent, which the knights cross near the small hamlet of Segelocum. The ford is of Roman construction: a causeway over 18 feet wide, held up by wooden pilings along either side, and paved with rough, square stones. Water rushes over the ford, but the well-built causeway is surprisingly easy to cross.

Winteringham is a prosperous town in Lindsey, known for the ferry across the wide estuary of the River Humber. The ferry is operated year-round by the monks of the nearby abbey for any who wish to travel to Eburacum along the King's Road, rather than take the more hazardous route through Roestoc Forest and the marshes of Maris.



Abbot Whitrood of the Abbey of La Beale Adventure

La Abbey of La Beale Adventure was founded by Arthur in remembrance of the Pendragon's defeat of five Saxon kings. Friar Whitrood of Devon was appointed to the Ab-bacy by the High King because of his great loyalty, as well as his disposition against Saxons. As Abbot, Whitrood over-see the monestary's three primary functions: the everyday religious duties of the monks, operation of the ferry across the River Humber, and maintenance of fortifications against further Saxon incursions. Because of his martial prowess (which belies his portly stature and typical leisurely behav-iour) he has gained the nickname "The Fighting Monk." He also makes strict provisions for his monks to receive training in the use of arms. (Treat them as Good Monks with sword and spear skills of 8 — see *Pendragon* page 194 for more details.)

Glory 1,085

SIZ 9	Move 2	Major Wound 12
DEX 11	Damage 3d6	Unconscious 5
STR 9	Heal Rate 2	Knock Down 9
CON 12	Hit Points 21	Armor 4 + shield
APP 12	Age 42	

Attack: Sword 10, Spear 7, Battle 16, Horsemanship 10

Significant Traits: Whitrood is Religious (Christian). Chaste 16, Lazy 14, Forgiving 16, Honest 15, Merciful 16, Modest 16, Pious 19, Reckless 16, Temperate 16, Valorous 17

Significant Passions: Loyalty (Arthur) 19, Honor 19, Hate (Saxons) 13, Love (God) 17

Significant Skills: Awareness 14, Courtesy 13, First Aid 18, Folk Lore 15, Industry 15, Intrigue 15, Orate 21, Read (Latin) 20, Religion (Christian) 23, Stewardship 10

The Abbey of La Beale Adventure is located a few miles west of Winteringham, founded by Arthur in the year 516 after the Battle of Humber, as a memorial to the Pen-dragon's victory over five Saxon kings. By this period of Arthur's reign, the Abbey also serves as a stronghold against the incursions of Gunnhild of Sorestan and other Saxon raiders that venture up the River Humber. Because the Pendragon is the benefactor of the abbey, it is richly provided for.

The abbey is enclosed on all sides by a ten foot high stone wall, especially along the river bank. The enclosure is large enough to surround the abbey as well as a few acres of pasture and tilled cropland. The riverside wall is broken only by the gate that opens onto the trail east to Winteringham, and also onto a long stone wharf that juts out over the waters of the Humber. The monks keep spare boats moored at the abbey. The great hall of the abbey is located in the northwest corner of the enclosure, a large two-story wooden building with a single tall stone tower on the east side. (See the map of the Abbey, nearby.)

The monks welcome the knights graciously, and ac-commodations are prepared for them. Baths are available at the knights' discretion. Abbot Whitrood greets the knights once they have had a chance to recover from their ride. Although he is cheerful at first, he becomes quiet and dark when asked about the slain monks or the spectre. He avoids answering any direct questions in general company and delays further questions by quoting the opening of Ecclesiastes Chapter 3, "For everything there is a season, and a time for every matter under heaven. A time to keep silence, and a time to speak — And my sons, this matter should wait until another time! Come with me."

He leads them to the tall tower. A narrow staircase spirals up the inside of the tower, leading to a cramped study. The room is filled with racks of scrolls and a few books. The Abbey plays a great role in spreading Christi-anity and the check of paganism, and the Abbot personally has accumulated a great treasury of works of history and myth. This magnificent personal collection is how the Ab-bot discovered the history and secrets of the Spectre King. When all of the knights have entered into the tower room after him, he closes the trap door and speaks to them.

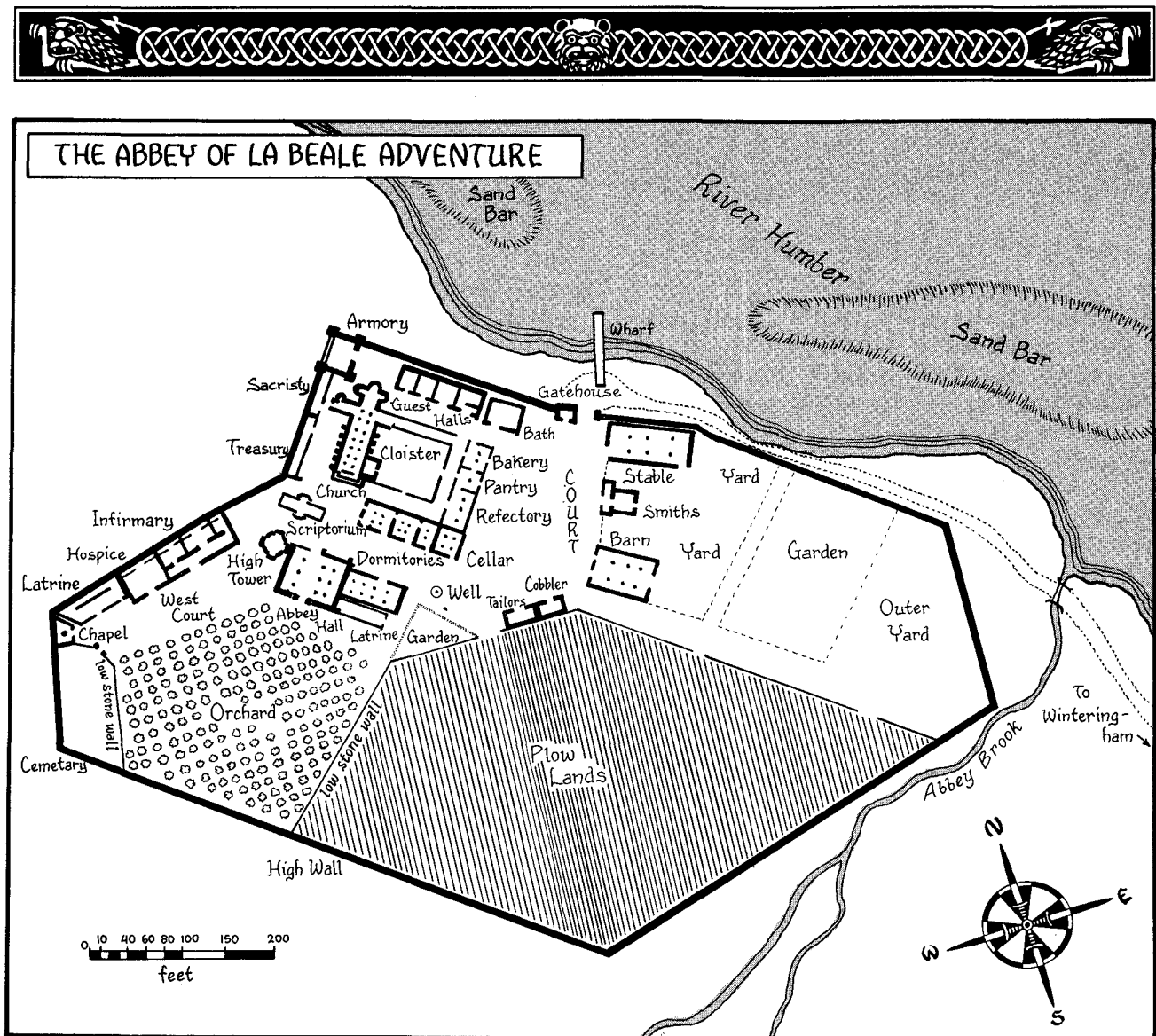
Of the Spectre King

"There is an evil which I have seen under the sun, and it lies heavy upon men... For it comes into vanity and goes into darkness, and in darkness its name is covered; more-over, it has not seen the sun or known anything... I speak of the Spectre King."

He then asks the knights to relate any news they have about Conisbrough. He already knew of the two monks' deaths, but hadn't heard of the death of the young princel-ing. He lowers his head and makes the sign of the cross at mention of their deaths. During the conversation, Abbot Whitrood relates what he knows about the Spectre King. (See the sidebar "The Spectre King's Origin.") Here are some key point in Abbot Whitrood's knowledge:

He tells the knights what he had in mind when he sent the two monks. They had read the passage from Samuel to the spectre king at the same site where the Saxon was beheaded after the battle. He thought the Biblical words alone would be sufficient to put the spectre to rest, but now realizes that the holy scriptures are not enough.

He learned much about the battle from the chronicles of Aurelius Ambrosius's reign, but knows that Vortimer the Hermit knows a great deal more. He had interviewed the hermit, and discovered the hermit was an eyewitness to the battle.



The Spectre King's Secret

At this point, the Abbot has enough information to tell the player knights what they must do to stop the Spectre King. They must recreate the circumstances of his death. This includes luring the Spectre King to the same site as his original beheading (under the old elm tree by the monks' crosses). There they must chant the words of Bishop Eldadus and at the same time strike a beheading blow from the Duke of Gloucester's sword. The Abbot also knows what became of the Duke of Gloucester's sword, and tells the player knights to seek out Vortimer the Hermit, who has it in his possession. If the player knights have already met the hermit, they now have the sword and the words of the prayer in their possession, and can return to Conisbrough for the final encounter with the Spectre King. If they have not yet interviewed the hermit, their next mission is to seek him out in the forest of Roestoc.

After learning all they can, the Abbot gives the player knights a scroll (written in Latin) with the passage from Samuel they must read when delivering the beheading blow. In the likely event that none of the knights can read, he helps them commit the Latin to memory. [Energetic. Success = the knight memorizes the Latin phrase.] He also prays for them, sending them off with the following benediction from Psalm 45.

"You are the fairest sons of men; grace is poured upon your lips; therefore God has blessed you for ever. Gird your sword upon your thigh, O mighty ones, in your glory and majesty!"

"In your majesty ride forth victoriously for the cause of truth and to defend the right; let your right hand teach you dread deeds!"

"In the name of Our God and King Arthur we beseech blessings and grace. Amen."



Vortimer the Hermit

No one is really sure where Vortimer's hermitage is located. The closest anyone knows, though, it is somewhere southeast of town. After searching the forest (exactly how many days it takes is up to gamemaster's discretion), the knights locate a farmhouse surrounded by a herd of swine. The swineherd is a peasant woman who says the hermit lives in a cave nearby. He ventures rarely from his cave or the wooded glade nearby, except to trade works of iron for salted pork and other foods.

The swineherd dispatches her young boy to lead the knights to the hermit's glade. At the glade they find Vortimer chopping wood with an old Saxon battle axe. He is very old. Exactly how old depends on what period the adventure you stage the adventure in. He was born in 460 A.D., about ten years prior to the battle at Maisbeli. Therefore, he can be anywhere between 65 and 105 years old depending on when you choose to stage this adventure

Vortimer the Hermit

Ever since the traumatic battle that left him without a family or farm, Vortimer has lived in the dark refuge of Roestoc Forest. Although the events of that day are long past, Vortimer still suffers from nightmares and bouts of madness. Because of this, he lives a very cautious lifestyle. Although others have mocked him for his cowardice and seclusion, it cannot be doubted his behavior has saved him from the many rampages of war, famine and disease he has witnessed over his long life. Besides the horror of Maisbeli, Vortimer retains one other fragmented memory from his childhood: it is of his strong and beautiful mother, who told him the story about how his family could trace their lineage back to the blood of Odin.

SIZ 6	Move 2	Major Wound 5
DEX 9	Damage 2d6	Unconscious 3
STR 7	Heal Rate 1	Knock Down 6
CON 5	Hit Points 11	Armor 1 (rags)
APP 8	Age 65+ (variable)	

Attack: Axe 7, Spear 7

Significant Traits: Prudent 19, Temperate 15, Suspicious 14, Cowardly 16

Significant Passions: Fear (Spectre King) 20

Significant Skills: Awareness 5, Boating 10, Chirurgery 12, Faerie Lore 15, First Aid 17, Folk Lore 20, Gaming 13, Hunting 13, Industry (Smithing) 17, Religion (Wotanism) 12

Vortimer's Story

Vortimer was a Saxon peasant's son, and was at work in the fields when the two armies drew upon each other the fatal morning of Maisbeli. He tried to flee the field, but battle had already been joined. His only hope for survival was to climb a tall tree to avoid being slain and trampled by the soldiers. From his vantage point, he watched the entire battle unfold. He witnessed and remembers every detail as if it had happened yesterday. One detail he remembers specifically was the look of hate in Hengest's eyes just before he was beheaded. It was as if the Saxon King saw the young lad in the trees and looked right into his soul just as the killing blow landed. This vision has tortured Vortimer ever since, visiting him with horrible nightmares. He came to believe that Hengest would return again one day. After the battle, Vortimer, along with all of the other villagers of Conisbrough, pitched in to clear the field. The dreams continued, and along with the tremendous horror of removing the broken bodies and weapons, drove him completely mad. He ran away from the village in his youth, and remained a hermit for many years.

The visions still obsessed him. They dealt with warrior maidens, crows, and the broken bodies of men. Vortimer returned often to Maisbeli at night, digging up the soil for its martial treasures. Eventually he filled his cave with ancient war relics: shields and armor, swords, axes and spears. After some years passed, his madness abated. He learned the craft of smithing, and used his large collection of iron, copper and other metals to create tools and other works for nearby farmers and villagers. Still, he kept to himself, always fearing the return of Hengest. One of his most prized relics is the Duke of Gloucester's sword — found years later driven into the ground to mark the location of the Saxon King's spilt blood. He took it back to his cave, cleaned it, and now saves it to protect himself from Hengest.

When the player knights come upon the hermit chopping wood, Vortimer panics, drop his axe and flees back into his cave. His mind and vision are blurred with age. He knows Hengest has returned and believes the player knights are the Spectre King and other ghosts of warriors come to murder him.

If the player knights follow Vortimer into his cave they find the huge armory he has accumulated, as well as a number of skulls. They can hear Vortimer at the rear end of his cave, shouting curses and oaths while gasping for air, and in the dim light see him brandishing a sword.

The player knights can eventually convince him that they are not spectres or ghosts. Eventually he calms down and begins crying. He sags to the floor of the cave, and mutters quietly before falling into fitful sleep, clutching his



sword the whole time. The knights may make awareness roles to note the fine workmanship of the blade, even though the leather hilt needs some work. Knights who have already visited the Abbot may correctly assume that this is the Duke of Gloucester's sword.

When Vortimer awakens an hour or so later he is much improved. He inquires kindly about the knights and why they have come. After boiling some tubers as a rude stew, he tells the knights everything he knows (see the section "The Spectre King's Origin" above), including his interview with the Abbot of La Beale Adventure. He also tells the player knights that he has been able to interpret his dreams, and how they reveal the way the Spectre King can be defeated.

Duke Eldol's Sword

"The Spectre King was not killed in battle, but beheaded as a prisoner. Since he did not die as a true Saxon warrior should, his spirit cannot be let into Valhalla. So it roams the land every evening on Wotan's day, searching to do battle with the wielder of the sword who laid him low. But the old Duke is long dead. Therefore, he seeks to challenge the knight who now carries the Duke's blade — returning again and again to the scene of his execution to find a warrior's death at the hands of a worthy opponent. Since I was banished from the King's sight, and was never able to give him Duke Eldol's sword, I knew that tragedy would strike the kingdom."

"Therefore, you must take Eldol's sword and smite the Spectre King with it. Even more. You must speak the holy words of the Bishop. I speak no Latin, so they were as meaningless to me as a child as they are today. But I know they are powerful. Therefore, seek the Abbot of La Beale Adventure. He showed them to me as they were written in the chronicles. With the blow of the sword and the words of the bishop, you will free the restless spirit and send him to sleep for ever!"

With that, he hands the knights the sword of the Duke of Gloucester. It is an especially fine blade, and adds 1D6 damage to the wielder's damage statistic. Vortimer also explains how to find and recognize the king's barrow, overgrown with trees but recognizable on the forest's edge after all these years. He bids the player knights re-bury the body of the Spectre King to prevent it from awakening again. After relating all he knows over hours of conversation, Vortimer bids the knights farewell, and eventually weakens and falls into another fitful bout of sleep.



Death of the Spectre King

Every Wednesday the Spectre King returns to do battle. This time, however, the player knights are prepared for him. When the knights return with the scroll and sword to Conisbrough, Eifion lifts the edict against Vortimer, and swears to make restitution for his rash banishment of the hermit. He is joyous at the prospect of finally stopping the Spectre King's reign of terror. Allow the player knights to make any preparations they wish — they'll need them. The king gladly lends the service of his 50 archers, 80 men-of-arms and 40 knights, as well as whatever labor they need from his peasants.

Wednesday evening, the player knights meet the Spectre King at the two crosses that mark the site of his original execution and the monks' deaths. Out of the night, the dark-robed figure appears riding a giant black destrier. The spectre's steed snorts, shakes its head, and rolls its eyes madly, frightened just as much by its rider as everyone else. The rider maintains control of the animal with a strong, unyielding grip on the reins. The Spectre King wears blackened iron chainmail, a spiked-crown atop a peaked helmet, and a round Saxon shield. He bears a long black lance and a great sword. His skin is the dull black of coal, not the dark brown of Saracens or Ethiopians. Where his eyes should be are even darker pits sunken into his face. His beard is a long black bristle of knotted hair. The natural sounds of the evening are silent. Other than the nervous whinnying of the horse and the jingle of armor, there is no noise whatsoever.

All knights viewing the Spectre King's horrible visage must immediately make valorous rolls or panic. Do not roll for each of the King's men, but figure 50% of the archers and men-of-arms flee, as well as 25% of the King's knights. For each of the remaining knights (including the player knights), make horsemanship rolls to keep their steeds from bolting. King's men who flee will not return to the fight, but player knights can attempt each round to make their valorous or horsemanship rolls to return to the fray.

The spectre seeks the bearer of Eldol's sword through the gloom. Once his glare lands upon that knight, he rears his horse and spurs it to battle. The remaining archers and men-of-arms each have a chance to make a single volley of arrows and spears against the Spectre King and his steed before it smashes into the line of awaiting defenders. If, for



whatever reason, the Spectre King cannot reach the wielder of the sword (for example, if a stockade has been raised), the spectre king takes its wrath out on whatever is available — butchering fleeing men-of-arms and archers, beheading people across the town and country, etc. It may even ride into the forest to kill the lonely hermit for revealing its secrets after all these years. Whatever it can devise to force a battle with the sword's wielder, it will try. The prayer, rather than stopping it, only seems to drive it further into frenzy.

Defeating the Spectre King

The only way to stop the Spectre is to meet it in melee with Eidol's sword. Ask players with applicable passions, especially the wielder of Eldol's sword, if they wish to become inspired. To defeat the Spectre King, in game terms, requires that one or more people recite the prayer from Samuel while the wielder of Duke Eldol's sword achieves a critical success using his sword skill, and scores 19 or more points damage (after armor). If such a strong blow is struck, Hengest is beheaded as long as the Spectre King does not likewise make a critical success to block the blow. Dexterous opponents may attempt a double feint to halve or negate the Spectre King's armor (see *Pendragon* page 89). Remember, armored opponents receive a -10 modifier to their DEX, and an unsuccessful DEX roll negates the effect of any subsequent blow. Hengest's armor is not magic and does not protect him from this tactic. Lesser blows from Duke Eldol's sword have no effect on him.

The Spectre King only strikes at one opponent in any round. By preference it is the bearer of Eldol's sword. If the bearer of the sword is not within range, the spectre strikes at anyone blocking him from the wielder of the sword. He is steady, calm and lethal — he uses no special tactics, but makes quick work of his opponents.

The Spectre King is considered inspired by his hatred of Eldol, giving him a +10 to his sword skill, for a total skill of 34. Opponents other than the wielder of Eldol's sword have no effect on his actions, with the exception that scores of a critical success with a normal weapon cause the Spectre King to suffer a -5 skill modifier (cumulative) for being off balance in his next action. See his statistics for the Spectre King's other abilities. Note that only two opponents can engage the Spectre King while everyone is mounted, or three opponents can attack him if either they or the Spectre King are unhorsed. The Spectre King suffers and benefits from the -5/+5 modifier against mounted opponents like any mortal, so a good strategy would be to unmount him quickly.



The Spectre King



If the Knight is Killed First

If the Spectre King kills the wielder of the Duke's sword, he immediately stops his assault, and waits for the next person to pick up the weapon. If struck at while waiting, the Spectre King fights defensively, receiving another +10 to its sword skill. If no one picks up the sword after one round, the Spectre King moves to pick up the weapon itself. If no one knocks it off balance (by striking a critical success), or grabs for it first (by succeeding in an opposed DEX roll against the Spectre), the dead Saxon King grasps the weapon of its long dead foe. At that point, the Spectre King goes berserk, and takes the complete offensive. If the melee comes to this, the player knights are all but doomed.

If the knight wielding Eldol's sword manages to strike the final mortal blow, the Spectre King falls dead immediately with a clatter of bones. The nasalled and crowned helmet lands with a loud thud revealing a skull as its contents. The armor then crumples with loud, hollow sounds. His horse, if still alive, immediately calms. The Spectre King has been laid to rest for good.

Words of Thanks and Praise

When the player knights return to Conisbrough Castle, word of their victory spreads quickly. Regardless of the time of year or other events, King Eifion declares a day of holiday in order to throw a celebration in the knights' honor.

The knight's wounds are tended, and servants are always by their sides. Even the knight's squires are treated with utmost respect. By the time of the celebration, people have gathered from all over Roestoc and beyond to pay their respects to the knights. The Abbot and Vortimer are sent for, and both are received with similar honor. Vortimer personally seems almost distraught at the courtesy shown to him. As before, minstrels play and women dance, but this time the hall is filled with genuine affection and celebration. As well, the fare is decidedly better — it is a regal feast indeed!

After the feast has subsided (sometime after course nine or ten if anyone is keeping track) the King raises a toast, and offers to grant any boon that the player knights have. At this point, it may be necessary for various player knights to make Generous/Selfish personality trait rolls to determine how ambitious to be with their requests.

The player knights may ask for all sorts of outlandish things. In general, here are the types of rewards they might ask for, and the response they receive from the King:

The Spectre King

(King Hengest the Saxon)

Hengest was one of the two Saxon Kings (the other was Horsa) that began the Saxon invasion of Britain. He was renown as a cruel and savage man, often slaughtering innocents and unarmed men. After being captured at the Battle of Maisbeli, he was made to pay for his barbarism by the brothers Eldol and Eldadus of Gloucester. Beheaded as a prisoner, his hands and feet bound, Hengest was not allowed the honor of dying in battle as was sacred to his culture.

When the enchantment of Britain began, his uneasy spirit began to stir. Over the past year, his reanimated corpse donned its armor, emerged from underneath its long barrow, and began a reign of terror throughout Roestoc. The Spectre King's sole purpose is to redeem itself by being felled in battle by the same sword and the same words that were used to put it to death so ignominiously long ago. This way, the Saxon King's spirit can rest, knowing that he will be accepted into the Halls of Valhalla.

Glory 21,000

SIZ 21	Move 3	Major Wound 19*
DEX 10	Damage 7d6	Unconscious (n/a)
STR 20	Heal Rate (n/a)	Knock Down 21
CON 19	Hit Points (n/a)	Armor 12 + shield
APP 0	Age (n/a)	

Attack: Sword 24 (+10 for passion in final battle), Lance 21, Battle 23, Horsemanship 21

Significant Traits: Energetic 20, Vengeful 20, Arbitrary 20, Cruel 20

Significant Passions: Hate (House of Gloucester) 20

Significant Skills: None

Horse: Destrier 8d6, Hit Point 52, Armor 5, Move 7

* Note: Any critical blow by the Duke of Gloucester's sword that does at least 19 points of damage (after armor) kills the Spectre King. Normal hits from the Duke of Gloucester's sword or any other weapons do not affect him. Critical hits from any weapon cause the Spectre King to suffer a -5 skill modifier (cumulative) on his next action.

Money: A pretty straight-forward request. Any knight who asks for this boon receives 18£ in furs, precious metals, and gems.

Land: Another easily-granted boon. Any knight who asks for land will be granted a small manor (9£ per year income) in Roestoc. King Eifion has many fiefs that have reverted to his control when vassal knights that held them were killed in battle with the Spectre King. He grants these fiefs to the player knights in perpetuity — they may be inherited by the relatives of the knights. However, the knights will now be vassals of Lord Eifion, and he will expect the grantee to fulfill his 40 days service per year.



The hand of a Lady: Possibly a bit more difficult. If the players ask for the hand of one of Eifion's three youngest daughters, who are all unmarried, he gladly heeds their request. He also presents a dower of 18£. He can also intercede to help sway the heart of any another woman the asking knight wishes to marry. He also offers to pay for the wedding, and provide an additional 18£ dower for the lady, regardless of her current station and other dowers.

Horses, armor, weapons, squires, men-of-arms, etc.: The King has all of these things in abundance. Player knights who ask for martial equipment or attendants will be granted them with little hesitation. A pair of fine destriers, an equipped squire with 8£ to help retain the lad for a few years, or a suit of finest partial plate (14 points protection) with a matching shield and helmet are typical gifts.

Other similar requests will be granted to the best of the King's ability, and using the above examples as guidelines. If player knights ask for more outlandish things (like the equivalent of a king's ransom, or to be named the inheritor to the throne) King Eifion will actually do everything in his power to keep his word. Note that this may cause some tremendous repercussions for your game. The player knights may find that they can create instant enemies by asking for too much. For example, if a player did ask to be named inheritor to the throne of Roestoc, many of Eifion's kin, most especially his son and wife, may have some serious objections, and may challenge the player knights to a fight to the death over the issue. Or possibly a strongly armed neighbor might take advantage of the situation to make war on the knight-who-would-be-king. If the player

knight asks for the King's ransom, they may find themselves hunted down by hundreds of hate-filled peasants and vassal knights forced to cough up heavy taxes for the ransom.

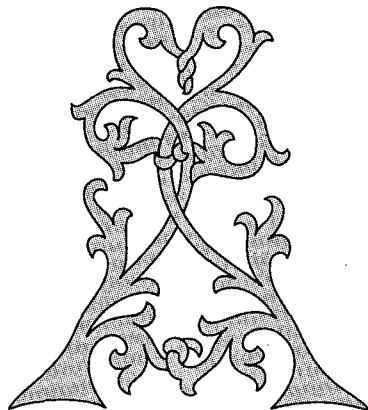
These and other situations could actually turn out to be an interesting turn of events for your campaign, but always give the player knight a second chance to accept a gift more appropriate to their current station.

Glory

For participating in the Adventure of the Spectre King, each knight receives 300 glory. The knight who struck the beheading blow receives an additional 100 glory. Knights who exemplified any particular trait or passion (Generous, Modest, Indulgent or Selfish) when selecting their gifts may receive an additional 20 Glory and a check in the appropriate Trait or Passion, at your discretion.

Rest in Peace?

One last note about the Spectre King: as long as his body and weapons remain interred under the long barrow that Ambrosius Aurelius had constructed for him, he will remain at rest. However, there is always the possibility that the king's remains or weapons have not been properly returned to their rightful place or may be disturbed by others. In that case, the Spectre King could always rise to haunt the lands of Roestoc again...





Grand Tourney of Logres

by Mike Dawson

"Then enter the first set of knights onto the field, where many good strokes of the lance and many good blows with the sword are made, and many men beaten where the tourneying is such that no power can relieve them."

*From "La Forme Quon Tenoit des Tournoys"
("How to Hold Tournaments") circa 1452 - 1475
Original author unknown,
English translation by Ray Lischner*



Introduction

Tournaments are very important to the world of *Pendragon*. They further political ends, provide a reason to hold a great market, build understanding and tolerance between regions, and provide an opportunity for knights to meet on neutral ground to work out their differences without razing the countryside.

Tournaments allow knights to mix the pursuit of martial excellence with the skills of the court. The greatest reaver on the battlefield may be a complete boor on the list field. The rules and structure of tournaments make it likely that successful contestants are also chivalrous and courteous gentlemen. This becomes more obvious as the years progress and tournaments evolve.

The evolution of the tournament during Arthur's reign shows this progression. Tourneys start as rough and tumble affairs with live weapons. At their height, they combine ritual and combat into an exciting spectacle and showcase for the best knights in the world. In their late, decadent phase, they move so far from their martial origins that ladies of the court may participate safely. In this later phase, they exemplify the (brief) victory of the courtier over the warrior. Reaction to this triumph of style over substance comes with Mordred and his Blood Tournaments.

The Grand Tourney of Logres can serve the gamemaster as the place to show this progression of styles during Arthur's reign. Hosted by Sir Lupin, a rich, successful

courtier, and set in the heart of Logres near Camelot, from its inception the Grand Tourney is a trend setter and high status event.

With the royal family present as guests rather than hosts, Arthur, the inner circle of the Round Table, and the Queen's Knights may all choose to fight in the tournament. If you use the Grand Tourney over again from year to year, the gradual withdrawal of these figures from active participation (except for Lancelot, of course) can help you chronicle the deterioration of the realm.

Several "short form" scenarios serve as opportunities to cater to the needs of your characters. Does one knight need a rich wife? Then get him involved in "The Maiden Who Was Not Fair." Does another knight flirt too much? Perhaps he gets Lady Rosamor's attention, and thereby the attention of the Six Smitten Knights. You might decide to run one of these each year, to provide a central motif for each tourney the player knights attend.

Gamemasters should be familiar with the information on tournaments given in *Pendragon* pages 152-155, and *Knights Adventurous*, pages 115-119.

Location of the Grand Tourney

The Grand Tournament of Logres is held in Silchester at castle Donnington, located along the King's Road between London to Cirencester. The castle can be found on the color map of Salisbury in *Pendragon*, located just west of the city of Silchester. Originally an old-style castle, when Arthur granted it to Sir Lupin he upgraded it to a stronger castle, containing a rectangular enclosure with six towers, and a 65 foot tall gatehouse tower protected by a barbican. It is more prestigious for Sir Lupin to hold his tournament here in the heart of Logres, instead of back in Cameliard where most of his holdings are.

Timing

As knights like Sir Lupin gain wealth, lands and favor on the King's campaigns, they have the resources to stage such events. With comfortable homes of their own, they also have the motivation to find things to do near at home.



Sir Lupin, Knight of the Round Table

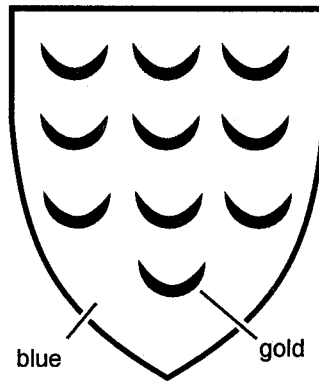
SIR LUPIN IS THE SON of one of Leodegrance's original appointees to the Round Table, and a distant relative of Gue-never. Though Glorious from his tournament victories and valuable holdings, Sir Lupin is not what most people imagine as a Round Table knight. Nevertheless, his appointment pleases the nobility of Logres, who recognize one of their own. Lupin's wealthy lands make him an important ally of the King.

Though far from Modest, Lupin is a Chivalrous knight. However, he is not an enthusiastic campaigner, prepared to rush off into the unknown to defend the King's honor and gain Glory from wild adventure. He is a knight of the court and tournament, who prefers a tilt to the hunt, a fine feast to a mysterious wood, and loves the comforts provided by his pavilion and four squires. "The greatest trouble with Adventures," says Sir Lupin, "is that ladies do not accompany one on them."

Sir Lupin spends his time traveling the tourney circuit. He is known in those circles, and well liked for his generosity and confidence. To enhance his reputation further, Lupin hosts a tournament of his own. He funds this extravagance with winnings from successful tournament seasons and broad holdings outside of Logres.

Lupin has a rich wife, but conducts a chaste affair with a secret lady, as is proper for a courtier.

Sir Lupin



* in Consolidation phase, his armor is 14 point partial plate, +3 for Chivalrous bonus. Lupin's armor is highly decorated with engraving, silver plating, and is worth x3 normal armor.

Combat Skills: Sword 20, Lance 24, Spear 15, Battle 17, Horsemanship 20

Significant Traits: Generous 18, Proud 16, Valorous 17

Significant Passions: Hospitality 17, Honor 16, Amor (gamemaster's choice) 16

Significant Skills: Awareness 8, Intrigue 10, Courtesy 18, Orate 16, Dance 15, Romance 14, Flirting 14, Gaming 12, Tourney 20

Horse: Best available in phase. For Phase Three, this is a huge, high spirited sorrel Destrier, one of the best in Britain, Damage 8D6, Move 8, CON 14.

Note: Lupin is rarely encountered without a large retinue. At least one of his four squires always attends him in public. When traveling, a herald precedes him. Musicians and other entertainers attend his party. He often travels with his own melee team, made up of his liegemen and friends from the Round Table.

Sir Lupin loves the most fashionable, up-to-date tournament equipment. When another knight on the circuit comes up with something new and better, Lupin's squires, armorers and stablemen get no rest until he gets one too.

Lupin's Squires

Amas, age 24, Intrigue 12, Sing 14, APP 17

Abbot, age 18, Horsemanship 16, Tourney 13, STR 16

Bors, age 19, First Aid 12, CON 16

Suger, age 17, Play Harp 12, Courtesy 11, DEX 17

Glory

Lupin gains Glory equal to 1/10th the number of knights who attend his Tourney, + 10% for such a grand (and expensive) event.

Sir Lupin, Knight of the Round Table

Glory 9955

SIZ 18	Move 2	Major Wound 19
DEX 10	Damage 5D6	Unconscious 9
STR 12	Heal Rate 3	Knock Down 18
CON 19	Hit Points 37	Armor: Best available*
APP 10		(+Shield)

For these reasons, the Grand Tourney should be set in the middle or closing years of Phase Three, Consolidation. Perhaps 530 or 531, just after the Irish War, would be best for the first Grand Tourney. Many Irish knights would attend to meet their new allies. If you run the Grand Tournament as an annual event, this would also allow you to show the change that occurs in Mordred in the summer of 534. Knights meeting him at Lupin's Grand Tourney that year will be shocked by his wild behavior a few weeks later at the Peningues Tournament!

As a recurring part of your campaign, events of the Grand Tourney change over the years. Sir Lupin, always fashion conscious, does not wait more than a year before

changing his tournament to match the current style of Camelot. Thus, by the period of Apogee, Lupin eliminates the Melee from the list of official tournament events. Perhaps such a decision sits poorly with knights who enjoy the melee. Their reaction can create a scenario all by itself—perhaps they decide to hold an informal melee by themselves.

All of the subplots associated with the description of the tourney assume a few things: that it occurs sometime before the Full Style tournament goes out of fashion, and that this particular Grand Tourney is at least a large Local one, if not Regional in size.



Two ladies view a challenge match



Tournament Overview

Sir Lupin declares his tournament as “a grand proof of the superiority of the knights of Logres, the fairest kingdom on God’s Earth.” The Tournament is billed as Knights of Logres versus all comers. It is held beginning the first Tuesday after Lammas Day (August 1st). This puts it toward the end of the Tourney season, but not at the very end.

The Tournament is Full Style, with a joust, melee, and challenges. Prizes for all categories are extravagant. Depending on the Phase of your campaign, this tournament gives an excellent opportunity to introduce new inventions as prizes. Winners might receive the first example of something in Britain, such as destriers, full plate armor, horse barding, or whatever.

A great fair convenes at the tournament and attracts many of the finest horse merchants in Europe.



Opening Ceremonies

Tournaments are complicated and formal affairs. The preparations can be as elaborate and consuming as the combats themselves.

The Making of Windows

“No signs are carried except the banners of those who lead orders in the tournament or three ranks of knights, according to the number of people each one has in his party.”

La Forme Quon Tenoit des Tournays

The term “making of windows” refers to a late medieval custom of hanging the banners and shields of all participants from the windows of inns where the teams lodged. Indeed, this is the case when tournaments take place at great cities like Camelot and London, but here at Lupin’s manor, most of the combatants must camp on the green surrounding the tourney field.

In the making of windows, rules govern heraldic display. These rules become more strict as the phases of the campaign progress, so that a small social gaff in 531 can become a major point of challenge in 550. Basically, all knights must display their shield or its likeness, but only the leaders of melee teams, (or those trying to form teams) may display their banners. Knights below banneret rank

who try to form teams gain a reputation for pridefulness, or overreaching ambition. After all, that is why they call them bannerets.

These rules of heraldry also make it easier to see who attends the tournament, who leads the larger teams, and who desperately needs team members.

Knights in need of teams, or just curious about the attendees, may tour the manor exterior, town, and pavilion field where various lords and knights have set up.

[Heraldry. Success = there are many foreign knights here. Critical = there are more foreigners than local knights.]

[Intrigue. Success = some of the foreigners might consider fighting for the Logres team. Critical = you know where to start with recruiting. Fumble = you have an idea where to start recruiting, but it is wrong.]

The Helm Show

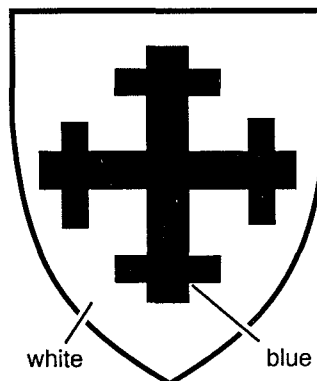
“It is good when everyone has their arms, especially the knights of great renown who will try to win the prize of the day. The knights carry colors or other marks of the quest, as ordered by the princes of the tournament, each one bearing colors for his entourage.”

La Forme Quon Tenoit des Tournays

At the Helm Show the individual knights attending display their helms and crests. The judges inspect each one, searching for the display of any knight unworthy of entrance to the lists. Since so many of the knights here come from foreign lands, most get a quick inspection and are then admitted.

Many knights use the Helm Show as an opportunity to socialize with their friends, test the resolve of their future opponents, and to flirt with the ladies come to view the proceedings.

Sir Edern



If the player knights attend, they meet a knight who sets up his helm next in line after theirs. Sir Edern of Cirencester greets the knights, engaging in small talk. He seems an ordinary enough fellow, though obviously not of the caliber and connections many of the participants have. [Awareness. Success = Sir Edern seems nerv-



ous about something. Critical = he glances nervously at the judges as they approach.]

If the player knights have ever transgressed the rules of tournament or oath of knighthood in a major way, (*Pen-dragon*, pg. 154) they might also get nervous as the judges approach. All but two of these judges are from somewhere in the heart of Arthur's realm, and probably have had ample chance to hear any rumors about the conduct of the player knights. The other judges are from Rome and Paris, respectively, and can provide limited information about many foreign knights. [Intrigue. Success = all of the judges are wealthy, respected older knights. Critical = one of the judges, Sir Jurlose, comes from a family with a grudge against Sir Edern's family.]

If the player knights have maintained some reasonable attempt at Honorable behavior in their previous career, [Honor = 7 or more] the judges pass them by with little comment. If a knight's Honor = 16 or more, the judges greet them warmly and express their pleasure in seeing the knight in attendance. Judges may quietly discuss knights who fall between these values before progressing on to Sir Edern.

If a knight's Honor is 6 or lower, the judges question him about his worth, and the knight must defend himself. [Honor. Success = roll Orate to convince the judges. Critical = Roll Orate +5. Failure = Roll Orate -5. Fumble = Roll Orate -10. Success with the Orate means the judges are convinced, and allow the character to participate]

Once any discussion of player knights concludes, the judges inspect Sir Edern's display. Knights who Critical their Intrigue roll earlier notice that Sir Jurlose initiates the discussion about Sir Edern, and grows heated in his debate with his fellows before they reach consensus. When they have finished their consultation, the chief judge steps forward with his baton, and says:

"We rule here by right of position and rank, appointed by Sir Lupin, host of this tournament. You are accused of failure to obey the common and traditional rules of the tournament, understood by all knights and nobles. Namely, your breach of the safe area and endangerment of ladies at the Mayor's Joust in London. Know that among us is an eyewitness to this act. Have you anything to say for yourself, Sir Knight?"

Sir Edern becomes tongue tied. He flushes and stammers out "I-i-it was just that the the the fighting—it, I, it pushed me out—i - i - it wasn't my fault." He hangs his head, looking forlorn and convinced he is about to be ejected.

All player knights may roll [Tourney. Success = Fighting in a safe areas is forbidden, but the press of battle often carries over into them. Critical = such an offense is hardly

Sir Edern of Cirencester

Edern is an errant knight who maintains close ties to his kinsmen in Cirencester. He gets flustered by having to speak in public, where he turns red and stammers. Edern's reputation is for "a heart of gold and feet of clay."

Glory 2411

SIZ 14	Move 3	Major Wound 13
DEX 14	Damage 5D6	Unconscious 7
STR 15	Heal Rate 3	Knock Down 14
CON 13	Hit Points 27	Armor 12 (+Shield)
APP 10		

Combat Skills: Sword 16, Lance 16, Dagger 7, Spear 12, Battle 15, Horsemanship 16

Significant Traits: Cautious 16, Modest 16, Trusting 16

Significant Passions: Honor 16, Fear (Public Speaking) 9, Amor (Guenever) 14, Love (Family) 17

Significant Skills: Awareness 5, Courtesy 4, First Aid 9, Hawking 12, Heraldry 9, Hunting 15, Intrigue 1, Tourney 8

Horse: Charger, Damage 6D6, Move 6

worthy of this extreme punishment, unless a noble was injured, or the offender did it purposely.]

If any of the player knights step forward for Sir Edern, they must convince the judges that Edern's breach of the rules was too minor to be worthy of barring from the lists. [Intrigue or Orate, +1 for every 1,000 Glory and +1 for every player knight who voices his agreement to allow Edern in. Oppose this against Sir Jurlose's (Inspired) Orate of 20. Success = With Jurlose dissenting, the other judges agree to allow Edern to fight. Partial Success = They agree to allow him to fight, but he will be ejected instead of warned if he violates any rules. Failure = Edern is ejected from the tourney.]

Knights who spoke for Sir Edern get a Just check if they knew Edern's infraction was minor or recognized that Jurlose was prejudiced, or an Arbitrary check if they did not. A knight who attempts to intercede for him gets Edern's gratitude. If allowed to fight, Edern offers to join the player knight's team, or to get spots on the Cirencester team if the knights need a team. If the player knights take Edern on their team, Edern can also offer the services of his two younger brothers, both Ordinary Cymric knights.

Depending on the actions of the player knights, Sir Jurlose may develop biased attitudes toward them. If they sided with Sir Edern but failed to secure his entrance to the lists, his bias barely manifests. If their intervention got Edern admitted, Jurlose takes every opportunity to rule against the player knights, following them around the field from event to event to victimize them.

Glory: 10 for successfully convincing the judges to allow Sir Edern to participate.



The Grand Feast of Welcome

"In this arrangement in the great hall, where, after the feast is proclaimed and everyone is seated in order, as said before, they are honorably served. At that time come minstrels and jugglers of all sorts, and any new, good songs are sung. After eating, they leave the tables, grace is said, and spiced wine is taken; then the new knights go and arm themselves."

La Forme Quon Tenoit des Tournoys

Sir Lupin constructed his manor hall with the Grand Tourney in mind. It holds up to 400 knights for a feast, including attendant ladies. Squires have no room to sit, and barely enough room to stand without being knocked down by servants. Though the hall is too small to seat all the knights for a regal size tourney, the great carved doors at the end of the hall are very large. So large, in fact, that they open enough for knights seated in the courtyard to hear the heralds at High Table. Thus, Lupin seats up to 1,000 knights for dinner.

In Apogee or later phases, a dinner invitation requires connections, or perhaps challenging some knight for his place at the table. Merely attending such a grand feast is worth 5 glory, if there are more knights than can be seated.

Lupin sets his feast just before noon Tuesday. This feast lasts for 6 hours, with constant entertainment, issuing of challenges for the joust, and many opportunities for knights to meet each other. Player knights may take this opportunity to wander the hall, introducing themselves to people they have not met before. If they are not used to the tourney circuit, they may be well outside of their usual circle of friends.

If the player knights do not take the chance to widen their circle of acquaintances, other knights come up to introduce themselves. Who these knights are depends on the status the player knights have. If your knights are just starting out, then other new knights approach, seeking their own. Some suggest forming a melee team, or suggest ways of getting on one of the bigger teams.

Some great lords take an interest in new knights. Gawaine, ever the epitome of grace and good humor, makes a circuit of any hall he guests in. As he does so, his conversation leads his acquaintances to subjects where Gawaine may find their opinion on Arthur's topic of the moment.

For Logres knights, this topic is usually Loyalty to the King. [Loyalty (Arthur). Success = If the player knight asks, Gawaine agrees to let them on the Round Table & vassals melee team. Critical = Gawaine offers team positions to the player knights. Failure = Gawaine notes the knight's lack of loyalty; he will encounter Gawaine or

some Round Table Knight in the melee. Fumble = Gawaine and other Orkney kinsmen go out looking for the player knights often in the melee, -5 on Unit Events Table for the melee.]

Glory: 10 for successful display of Loyalty, +10 for getting on the Round Table team by this method.

Some characters may not be from Logres. If so, Gawaine's questions revolve around the principles of Chivalry. Pick one of Chivalry's virtues (Energetic, Generous, Just, Merciful, Modest, and Valorous) for the player knight to roll, unopposed. Gawaine usually picks one at random, but if a player knight's reputation speaks of a trait for good or ill, Gawaine tests that one.

There are many, many entertainers, bards and glib knights more than willing to please the hall. Usually, two performances occur at the same time: one visual one, like jugglers or acrobats, and another audible one, like singing, storytelling, or playing instruments. Anyone wishing to gain the floor for a performance must convince Lupin's chief herald. [Oppose the skill in question against the herald's Prudent of 16. Partial success = you get to perform in the courtyard. Success = you get to perform in the hall proper. Critical = you are a featured performer at the end of a course, double the glory gained for skill success]

Gamemasters should award appropriate bonuses for characters attempting to impress the herald. Some suggestions: +1 for every 1,000 Glory, +5 for having successfully entertained a great court before, +1 to 5 for being from far away, +1 to 5 for promising to relate some recent famous quest.

Glory for performing successfully at the feast: 10 for performance, x2 if a featured performer, +75 for the grand assembly witnessing it.

Favorite Dish, Consolidation phase: individual fennel and almond cakes iced with each knight's arms.

Favorite Dish, Apogee phase: Mechanical marzipan knights on horseback who joust with each other before being served.

Favorite Dish, Downfall phase: Flaming brandied unicorn veal roundels, glazed with Sir Lupin's badge in gold leaf.

Sir Lupin's Welcome

Though Sir Lupin loves to chat with anyone about horses and tourneys, appearance and convention demand that he speak through a herald at official functions. Thus, a herald proclaims his words at the feast of welcome:

"Oyez, Oyez, Oyez!"



"To all and sundry barons, lords and knights, does Baron Lupin of the Table Round proclaim his best words of welcome to this his [current number] Grand Tourney. Greetings to those of you who come from afar to test your mettle against the might of Logres, home of the finest knights in all the world. Baron Lupin gives thanks and best wishes to his neighbors and liegemen, who come here to show their prowess to all the four corners of the world."

"Blessed are we for the noble presence of... (insert appropriate mention of Important People, all sitting at high table. For example: ...our most dread and Majestic Arthur, Pendragon of Logres, King of Britain, and Emperor of Rome!)."

Parade of Prizes

Sir Lupin's squires now parade the prizes through the hall. (Some years, there may be concern for the apparent lack of the Laurel of Logres. See the Chronology for details of this.) The herald introduces each one:

"See now the wealth of Logres, and the rewards of Valor and Prowess! Here comes before you the prize for the Joust."

His squire Abbot comes from the courtyard, leading a very fine, high spirited horse. Exactly what type of horse varies from phase to phase, but it is always the best available. It tosses its head, stamps and snorts as Abbot leads it to the front of the hall. Many knights in the hall exclaim at the quality of the animal.

"Now see brought forth the best weapons in the world, those carried by a knight of Logres!" Logres knights from around the hall clash their dagger pommels on the table in approval.

Squires Bors and Suger enter the hall, bearing the prizes for the Challenge winner. The lights in the hall reflect off of the gold hilt of the sword, the gems of the pommel, and the steel on the tip of the lance.

"Here behind me is the industry of the ladies of Logres. The winner of the melee shall display this in his hall, that all may see the peerless craftsmanship of our land, and the strength of arms exhibited by its winner"

Curtains drop from the ceiling, revealing a huge, embroidered tapestry bearing scenes of a grand melee, with Lupin's manor prominent in the background. The central figure's shield is obviously an unembroidered blank, ready to be filled with the arms of the winner.

"There are many prizes for many tourneys. But there is only one Laurel of Logres, the Grand Prize of the Grand Tourney of Logres!"

Amas brings forward a gold-embroidered pillow, bearing the Laurel of Logres. If this is a year where the Grand Prize has not (yet) been returned, then the crowd gasps as

it becomes clear that the pillow only bears the badge pin to be given permanently to this year's winner.

Challenges for the Joust

"This procession complete, by my Lord's will, I declare this Grand Tournament of Logres to be commenced. The might of Logres stands ready to receive its challengers. Let the knight who has traveled furthest do us honor by proclaiming himself and issuing his own challenge for the joust."

Now each non-Logres knight must challenge a knight of Logres for the first round of the joust. Some have heralds to do their talking for them, other have squires to send their token to the other knight. This process takes many hours, and is not particularly well organized after the most famous knights at the front of the hall have challenged. Foreign knights wander among the feasters, sometimes randomly asking knights if they have already been challenged. Some do not speak Cymric well, if at all. Everyone notices which foreigner challenges a Round Table knight or other notable, but as the challenges work their way down the hall, things become less clear.

Use this disorganized mess to whatever end you need. It can supply humor, as some foreigner with no more than 10 words of a common language wanders from knight to knight, trying to find an opponent. It can provide suspense. Caggy continental knights might appraise the assembled locals, looking for an appropriate knight of high status and low lance skill. It can provide drama. Hot-blooded Latins might pick the slightest social gaff from a player knight as an excuse for a challenge to joust.

If you have no interest in role playing out the feast, use the starting opponent's table, below, to find each player knight's starting opponent. Before rolling, check to see what modifiers are appropriate. Note that every Round Table knight in attendance rolls at least a (modified) 12.

Modifiers

-1	No squire
-1	Wearing less than one £ worth of clothes
-1	Modest Trait greater than 15
+1	For every 1000 Glory
+1	For every £ of clothes over 1
+1	For every squire past the first in attendance at the feast
+1	For being seated in the hall, if some knights are not
+1	Proud Trait greater than 15
+5	For being seated at the High Table
+3	For being a Round Table Knight



Starting Opponent Table

1d20	Result
0 or less	No foreigners left, fight a Young Logres knight
1	Ordinary Cornish Knight challenges late, you must identify yourself
2	Young knight (& son of an Extraordinary Foreigner) challenges
3	Dastardly Notable challenges you to beat an "easy mark"
4	Oswulf the Challenge Knight offers to "stick you later, ja?"
5-8	Any foreign rival, or a Notable Malahaut knight if no suitable rival
9-12	Knight of roughly equal ability & Glory challenges you
13	Famous Irish knight calls you out
14	Translator brings challenge from Saracen knight
15	Andalusian Knight (Horsemanship=24) offers a joust
16	Notable knight with Amor (his Lady) 20 seeks inspired bout
17	One of the Smitten or their retinue chooses you (see the Six Smitten)
18	Famous knight of King Claudas' retinue picks you
19	Challenged by any of the Challenge Knights except Oswulf
20	Optimistic, Chivalrous Ordinary Knight challenges for Glory
21+	Challenged by Extraordinary Foreigner in first flurry of challenges.

Descriptive terms like "Notable" and "Young," etc. refer to the example knights in *Pendragon*, page 192.

After the last of the Logres knights has been challenged, there are still more foreign knights left without opponents. A murmur goes through the hall. [Intrigue. Success = this lack of numbers upsets the noble assembly. Critical = Lupin and other Round Table members look deeply concerned that the King's prestige may not be maintained.]



Prizes for the Grand Tourney

For the prize to be given, the knight must be found so he can be with the prince and other knights. The prince first hears the report of those who watched the tournament of his officers of arms and of his wise knights, and elders who understand these matters, also those who fought in the tournament. And the opinions of those above are reported to the ladies. And with their good consent, the knight is sent to be fetched, if he can be found in any manner of the world. And the prince on whose side he fought takes his hand, and to him says these words.

"Sir such, by the great effort of arms that everyone has witnessed today, which you have made, and by your valiance and great prowess, principally in the victory at this gathering, for the assent of all and the concession of favor of the ladies, the prize and gains are given to you and granted as to him who has vanquished all."

La Forme Quon Tenoit des Tournoys

Joust Prize

The Joust Prize is always a combat-trained horse of the most current fashion. Throughout the early part of Phase Three, winning the Joust is the only way for a non-Round Table Knight to get a Destrier. He also receives 300 Glory.

Melee Prize

The overall winner of the melee can be the leader of the winning melee team, or a knight who demonstrates extraordinary prowess and bravery on the field. He receives a huge beautiful tapestry worth 6£. This tapestry is described in the text of the Opening Feast. Lupin presents a new tapestry every year. Each member of the winning team receives a pair of gilded spurs worth 40d. All participants may keep any ransoms offered to them by knights they captured, and may ask fair value for the return of any horse found on the field. The champion of the melee receives 300 Glory.

Challenge Prizes

The knight who wins the most challenges gains the Challenge Prizes. These are an entire set of the arms of a knight



of Logres: sword, lance, dagger, and a shield. All are of excellent quality and the weapons are beautifully decorated with precious metals and jewels. This added decoration makes them worth 1£ in total. The knight who wins the most challenges receives 300 Glory.

The Laurel of Logres

To build interest in his new tournament, Sir Lupin displays his great prize for the first time in Arthur's court, at Pentecost. The Laurel of Logres is a beautiful wreath of laurel leaves, fashioned out of gold, emeralds, and enamel. It bears the crescent badge of Lupin's house at the join in the back. This fabulous, one-of-a-kind piece of jewelry is worth 5£., though only an honorless blackguard would consider selling it. Each winner of the Grand Tourney also receives a large cloak pin in the shape of a laurel wreath. The winner may keep or sell this badge, worth 1£.

Winning the Laurel of Logres

JUDGES FOR THE TOURNEY take many things into account. The following charts will help the gamemaster determine which knight is judged worthy of the Grand Prize by the officials of the joust. These criteria are hardly unbiased, and may even change as the years go by.

Official decisions

- Won the Joust: 15 points
- Second in Joust: 7 points
- Third in Joust: 4 points
- Leader of winning Melee Team: 10 points
- Member of winning Melee team: 3 points
- Highest individual capture rate in Melee: 10 points
- Per capture in Melee: 2 points (divide between all assisting)
- Per challenge won: points equal to 1/10 Glory awarded.

General Competence

- Made Tourney roll: 1 point
- Fumbled Tourney roll: -2 points
- Critical Tourney roll: 2 points
- Challenged for Easy Win in Joust: -2
- Challenged for Greatest Glory in Joust: 2 points

Ladies' Choice

- Chivalrous Knight: 3 points
- Outfit: 1 point per class of outfit
- Appearance: 1 point for every APP point over 15

Regional Favoritism

- Round Table Knight: 5 points
- Logres Knight: 2 points
- Malahaut knight: -2 points
- Saxon Knight: -3 points
- Foreign Knight: -1 point

The Laurel is central to the importance and prestige of the Grand Tournament. It is a rotating prize, to be held by the Grand Prize winner for one year, until the next Grand Tournament.

Glory for winning the Laurel depends on several factors. For a first time winner of the Grand Tourney, the Laurel confers 300 points of Glory. If the same knight can win the Laurel again, he gets 400 Glory for winning the grand prize again, and so forth, accumulating an extra 100 Glory each year to represent the increased prestige of having an uninterrupted winning streak. These Glory awards are in addition to Glory won for other activities at the tournament.

Example

If Lancelot wins the Laurel of Logres one year he receives 300 Glory. This is in addition to any other glory for being declared the Joust, Melee, or Challenge champion. If he wins it the next year also, he gets 400 Glory for having won two years in a row. Three consecutive victories would earn him 500 Glory for the Laurel.

As detailed in the Tournament Chronology, below, it is a matter of great import for the Grand Prize to be returned for the next tournament. Each winner of the Grand Prize must swear an oath before the assembled court to return it for the next victor. Failure to do so earns a Greedy check and loss of a point of Honor. Returning the Prize earns an Honor check.

Gamemasters may want to build a scenario around returning the Laurel to Sir Lupin in time to present it to the winner of the Grand Tourney.



Unusual Attendees

Every tournament has its number of curious or unusual attendees. A larger tournament such as Sir Lupin's would have even more.

Mystery Knights

"And after all the ranks of knights are then assembled, there often comes unexpectedly a good knight who does not want to be recognized except by his prowess at arms. He comes so smartly in his fighting that by one stroke of the sword, often three or four knights immediately recognize him."

La Forme Quon Tenoit des Tournours



Knights have many reasons for concealing their identity in a tourney. They might need to protect themselves from the wrath of enemies, as Lamorak does in 531. They might disguise themselves to find their "true worth," without the advantage that fame brings. The following table summarizes most of the reasons for entering a tourney without heraldry. Use it to invent Mystery Knights as needed. All the statistics for the mentioned knights appear in *Pendragon*. Note that 532 is a very bad year for Mystery Knights at the Grand Tourney, due to the activities of the Orkney clan.

Use the Mystery Knight table to determine the type of mystery knight, and apply the modifier found there to the roll on the Reason for Anonymity table.

Mystery Knight Table

1d20	Mystery Knight
1	Evil Knight (use Turquine or Brus' statistics) -10 to "reason" roll
2-4	The Berserker -5 to "reason" roll
5-8	Master of the Tourney
9-10	The Courtier +5 to "reason" roll
10-15	Famous Knight
16-18	Notable Knight +5 to "reason" roll
19-20	Extraordinary Knight +5 to "reason" roll

Roll 1d20 for knight's reason for anonymity

Reason for Anonymity

1d20	Reason
1 or less	He is a disgraced knight
2-4	Many of his enemies are here
5-6	His enemy runs this tourney or is a judge
7-8	From an enemy kingdom
9	Does not have Arthur's favor
10	Seeks to test himself without benefit of reputation
11	Entirely new gear and new "shield of peace"
12	Priest liege lord forbids vassals to tourney
13	Avoiding a false lady who is at the tourney
14-17	Wants to fight with the foreigners against his Logres rival
18-19	Seeks a lady's attention without alerting her family who he is
20+	Carries a lady's favor openly, but hides his identity from others

Foreign Knights

Arthur's knights (and Lupin's heralds) travel widely across the world with their tales of the might of Logres and the challenge of the Grand Tourney. Depending on the year you choose to stage the Grand Tourney, a wide variety of strange knights may appear. Before the Irish War in 530, few combatants from that country are likely to attend, but the year after could see a large group of Irish attendees. This pattern holds true for each of the regions conquered by Arthur's armies over the years: before the conquest there is little exchange between the realms, but after a foreign ruler swears fealty to Arthur, many subjects come to visit the Isle of the Mighty — some as well treated hostages, others just to see the wonders of Logres.

Byzantines and Romans

If your Grand Tourney occurs before Arthur becomes Emperor, the defeat of these foreign knights is a matter of grave importance. The foreigners are here to show the inherent superiority of their more civilized country, and take every opportunity to snub "these barbarians." If the Tournament happens after the Roman War, they are more polite and less vocal, but their attitude is still one of inherent superiority over Britons. Or perhaps they are exotic but friendly companions and relatives of Sagramor le Desirous. Use statistics from the Battle of Saussy, page 99 of *The Boy King*, or those of Sagramor, *The Boy King* page 131.

The Maiden Who Was Not Fair

"After prime, all the ladies, in grand array, go to their galleries that are now called scaffolds, some with the princesses, others are lead by their parents, and others by their friends, some secretly and quietly so that no one knows and no one can recognize them. Thus everyone can see the tournament, privately, at her ease, without anyone knowing. Also, foreign knights can help each party without being pressed to be known: each according to his desire."

La Forme Quon Tenoit des Tournoys

Problem: A rich heiress, lady Glimthis, is not pleasant to look upon. Nevertheless, she is courtly, kind, and talented. Her father has let it be known that he will not dower her well. She needs a husband anyway.

Characters: Lady Glimthis and her father, the Notable Sir Jonathan. Glimthis goes about the hall with other ladies, always in the back of the pack, always overlooked by the dashing knights in fine array. Eternally pleasant and



Queen Guenever bestowing the Laurel of Logres upon Lancelot



Lady Glimthis

Lady Glimthis is heiress of a rich manor in Logres, vassal to Leodegrance. Her Women's Gift is Nimble Fingers, providing an extra 2£ income for her household per year.

Glory 526

SIZ 10	Move 2	Major Wound 16
DEX 15	Damage 3D6	Unconscious 4
STR 9	Heal Rate 3	Knock Down 10
CON 16	Hit Points 16	Armor: none
APP 7		

Distinctive Features: Thin hair, pox scars

Combat Skills: Dagger 4, Battle 12, Horsemanship 10

Significant Traits: Chaste 17, Modest 19, Energetic 16

Significant Passions: Love (Family) 17, Hospitality 16, Honor 17, Loyalty (Liege) 10

Significant Skills: Awareness 11, Chirurgery 17, Courtesy 16, First Aid 15, Hawking 9, Heraldry 5, Industry 20, Intrigue 8, Read Latin 5, Romance 13, Stewardship 16, Tourney 5

friendly, she always has her embroidery with her. The other ladies can't help but like Glimthis, whom they feel sorry for. They recognize her inner beauty, and often attempt to interest young knights in her hand. So far no takers, once the knight hears the scuttlebutt that Glimthis' dowry amounts to nothing.

Secrets: In fact, Sir Jonathan intends to generously dower the man who truly loves his daughter, and proclaims and proves this love in some public way. [Intrigue. Success = you discover that Glimthis is the only daughter of Sir Jonathan. Critical = Jonathan does not seem pious enough to donate his lands to the church, and his wife is past child bearing.]

Solutions: Woo Lady Glimthis successfully, in some appropriate and preferably public manner. Due to the unusual circumstances, all or several parts of the standard Lover's Solo (*Pendragon*, pg 176) could be run one after the other at the tourney over the course of just a few days.

Step 1: Passionate Declaration of Love

This may be done in private or public. Public declarations also qualify for having passed step 3, below, if the knight succeeds in his Romance, Courtesy, or Orate roll.

Proud or Vengeful rolls may be called for when the suitor gets teased by callous knights for his poor taste in women. The successful suitor gets the last laugh, however, when Glimthis proves to be an excellent helpmate through the years, inheriting a rich manor and administering it ably.

Step 2: Virtuous Rejection

Lady Glimthis' starting Reluctance is only 15 minus any Amor (player knight), if any, including the +5 for her high Chastity. Even so, given a chance Glimthis makes it clear she intends a chaste affair, or one ending in marriage. Sweetly, she expresses her reluctance:

"Good Sir, you are well spoken and seem certain of your heart. Though this pleases me, I must be cautious. I am sure you understand. I humbly request to see some proof of your feelings tomorrow on the list field. But I do so appreciate your kind flattery."

Step 3: Wooing by Proof of Deeds

Glimthis does not impose any tests that cannot be completed at the Grand Tourney. Role play out the tests, rather than rolling against a difficulty factor. After passing a single test, she provides a favor to her champion.

Step 4: Consummation

When Lady Glimthis's reluctance has been reduced to 3 or less, Sir Jonathan challenges the player knight to a duel to yield with rebated swords. "You seek to sway my daughter's head Sir! Prove to me your intentions are honorable!" This is really the final tests of the lover's solo.

Whoever wins, Sir Jonathan is pleased as long as the knight fought honorably, and consents to their marriage. They may even be married at the tourney, if all parties feel it is appropriate. If the knight does not accept Glimthis' hand, Sir Jonathan warns him to stay away from her or face his naked sword.

Sir Jonathan

Sir Jonathan wishes his daughter to wed a knight who truly loves her. If his opponent in the challenge fights unchivalrously, Jonathan attempts an Inspiration from his Love (family) to deal with the false knight who does not deserve his daughter.

Glory 3,453

SIZ 14	Move 3	Major Wound 16
DEX 16	Damage 5D6	Unconscious 8
STR 16	Heal Rate 3	Knock Down 14
CON 16	Hit Points 30	Armor 14 (+Shield)
APP 15		

Combat Skills: Sword 20, Lance 17, Dagger 8, Spear 12, Grapple 9, Battle 15, Horsemanship 16

Significant Traits: Valor 16, Modest 16

Significant Passions: Love (Family) 16, Honor 16

Significant Skills: Awareness 7, Courtesy 14, Heraldry 12, Hunting 12, Intrigue 17, Tourney 16

Horse: Destrier Damage 7D6, Move 6



Glory: 50 for the first success, 100 for the second, 150 for the third, etc. as for a lover's solo.



The Joust

The matching of opponents in the joust occurs in an unusual manner. All the knights of Logres gather on one side of a great procession, facing all the knights from other lands. All stand dressed in their finest heraldic display. Each Logres knight issues a challenge to a knight from the opposite line, starting with the highest Glory knights. Since there are more foreign knights than local ones, all Round Table knights fight on the side of Logres, and most knights from the families of Round Table members also stand on the Logres side for the joust.

Knights who win their jousts become eligible for the next round. Each round of the joust proceeds in this fashion. Logres knights and allies on one side, foreigners on the other. However, the challenging alternates from round

to round. In the second round, the foreign knights offer challenges to the Logres knights.

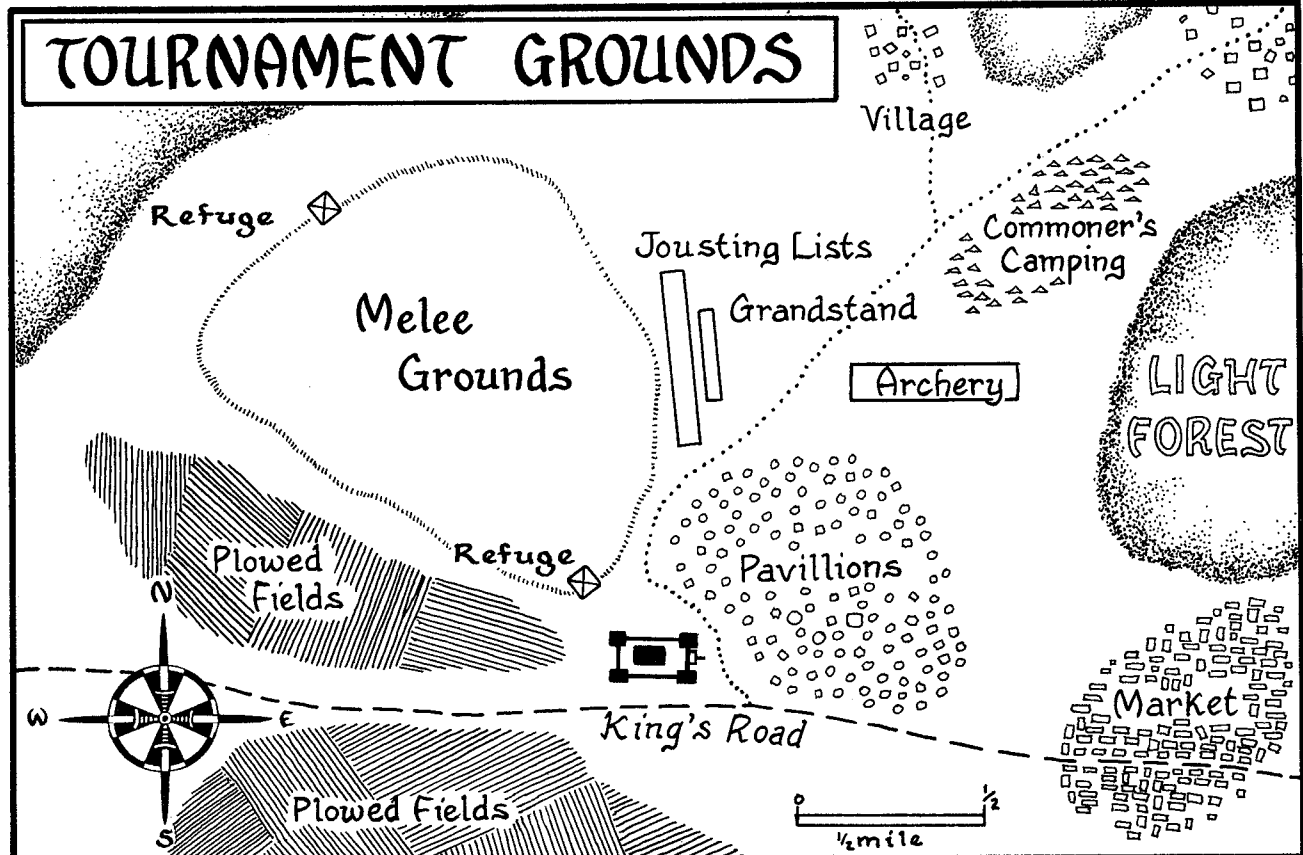
In the semi-final round, ladies of the Queen's court decide the challenges. During the break between the quarter and semi-finals, knights, troubadours, or heralds are invited to present themselves before the Queen's ladies, to petition for whatever kind of opponent they or their sponsor may prefer. Indulging such requests is purely at the whim of the ladies (and hence the gamemaster).

Joust Challenge Strategies

These are common strategies for knights seeking to challenge. The Challenge Knight table from "The Grand Feast of Welcome" section at the beginning of this chapter can be used again to determine opponents in rounds after the first, or the gamemaster may wish to select them himself.

Challenging for Glory

Knights challenging for Glory believe there is great fame to be won by always challenging the most Glorious opponent available. This is true of course, but usually means that the challenger also picks the most competent opponent





remaining. Such challengers win big if they win, gaining high Glory awards, but tend to lose often. This can be expensive in a Ransom or Equipment tourney. Proud or Valorous checks may be earned by consistently challenging in this manner, and observers tend to think of such knights as having either “a staunch character” or “more pride than sense.”

Challenging for the Easy Win

This method of picking opponents is considered a bit unsavory, especially when great and glorious knights challenge striplings who have just been knighted. Choosing a particularly uneven match without some other motive (like a grudge) may be grounds for a Cowardly, Cruel or Greedy check. Among desperate, landless knights-errant, it is often the only method of challenging that makes sense.

The Tourney skill can be used to pick the desired opponent. [Tourney. Success = the challenger can determine which knights are likely to be less skilled than he is. Critical = the challenger locates the exact knight with the lowest appropriate weapon skill.] Gamemasters should assign appropriate modifiers for extenuating circumstances such as large groups to choose from; disguised, strange, or unusually capable opponents; and so forth.

Not all “easy wins” are necessarily low Glory opponents. King Mark is an excellent example of a high Glory, low talent knight. Perhaps this is one reason he does not ride the tourney circuit.

Challenging for the Love of the Fight

This strategy is no strategy at all, though it is sometimes used to mask other strategies. Knights who challenge for the love of the Fight always choose to challenge a knight they have never met before. Lacking such an opponent, they choose whomever they have not fought often. Any of the other strategies may be concealed behind “a fight for the love of it,” assuming the opponent is not a frequent match for the challenger.

Challenging to Further Grudges

Perhaps the most popular method of challenging, this one is well practiced by the Orkney and the de Gales clans. Challengers pursuing grudges ignore all other possible strategies for the sake of their hatred for their opponent. In later tourneys, Arthur and Guenever might request of one or another subject that they not challenge the same old opponent, if only because they have seen the same fight so many times. Knights consistently choosing to pick grudge matches may earn checks for appropriate Passions, or for

Reckless if doing so means challenging particularly difficult opponents.

The Six Smitten Knights always chose each other during these challenges. The two knights from Logres cannot choose each other, of course.

Joust Glory

Glory for the Joust: 1/10th the normal per opponent. Thus, defeating a Notable knight in the joust gains $100/10=10$ Glory. See the Sample Glory Table on pg 60 of *Pendragon*. Defeating a knight known to be Inspired by some passion could be worth 5 extra Glory, at gamemaster’s discretion.

Finally, the Joust winner receives 300 Glory for overcoming all opponents at such a prestigious tournament. The second place winner gets 150 Glory, and third place receives 75.



The Grand Melee

“And thus are seen great feats of arms and great blows of one side and the other—because each one endeavors by all his might to maintain his honor.”

La Forme Quon Tenoit des Tournoys

The melee is for Love, not ransom. Even so, the judges keep score of how many captives each knight or team has taken, and the winner of the melee is the knight who has the highest total. No knight who ends the melee a captive can win, even if he captured the most knights before he was himself captured.

Some captured knights may choose to pay a ransom to their captor, so they may re-enter the melee. This is perfectly admissible, though the ransomed knight still counts toward the capturing knight’s total. If he is captured again, he counts again! Exchanges of captives between teams are also allowed.

Team captures are supposed to be divided among all the members of the capturing team, but in effect whatever knights present the captives to the judges may claim sole credit for the captive. In the heat and press of battle, few knights can keep track of exactly who has been captured by whom. Getting involved in such a trick is a quick way to lose friends and gain Deceitful and Greedy checks.

This style of melee is not the norm, of course. Its lower level of monetary risk makes it immensely popular with



poor knights-errant who cannot possibly afford to pay a ransom or lose their only suit of armor, horse and weapons.

Purposely injuring anyone's horse is against the rules of the melee. Offenders may be ejected from the event at the discretion of the judges.

Assembling Teams

Many of the knights coming to the Grand Tourney are unaligned. So many, in fact, that if they all fought against Logres, they would greatly outnumber it. Though the tourney has been cried as "Logres versus all comers," in fact there is no rule stating that a knight must fight with one or another team in the melee.

Other team leaders are always looking for knights to join their small teams. The risks of joining a small team are great, but the possible rewards are equally large. When a team has fewer members, there are fewer people to split any prizes with.

The Grand Tourney does not encourage such small teams, since it is a melee for love. Thus, it is more advantageous to be part of a larger team, since a large team is most likely to actually be declared the winner of the melee. Of course, some lords still offer ransom to their captors so they can get back out to the fighting. That means that there is still money to be made here, just less of it than in most melees.

Even with the limited ransom opportunities of the Grand Tourney, some knights just cannot bear to join up into a larger team. Some are determined to lead, and others have their own agendas to pursue. The Six Smitten teams could easily be part of larger teams. Instead, they choose to lead their own small teams, rather than follow a knight uninterested in chasing down the other Smitten.

Teams attending

These teams are common at the Grand Tourney of Logres. Other teams should be present as well, with their make-up varying depending on the year. After the Irish wars a team of Irishmen may participate. Likewise, the Roman knights may team up immediately before or after the Roman campaigns.

Knights of the Round Table

This team is the centerpiece of the Logres teams. From the start of the melee, they move to engage the largest, most glorious opposing team. The leader of the Round Table Knights is occasionally Arthur, but otherwise varies from year to year. Arthur's presence on the melee field is men-

tioned in the Chronology below. He fights less and less often as the years go by.

To determine which of the many fine leaders the Round Table Knights follows in a particular year, consult the following table. In later years, many of these Battle Skills are higher than listed.

Round Table Battle Leaders

<i>1d6</i>	<i>Knight</i>	<i>Battle</i>	<i>Preferred tactic</i>
1	Lancelot	18	headlong charges at biggest opponent
2	Kay	15	capture rich opponents
3	Gawaine	18	sweep the flank
4	Bedivere	19	hang back at first, attack smaller groups
5	Yvaine	17	whatever keeps action near viewing stands
6	Griflet	21	feign disorder & surprise countercharge

As is often the case when a unit consists of great knights of the realm, there is a tendency for the Round Table team to break up into smaller units. Many of the knights are so confident of their skills that they often choose to act Alone in the melee. Lancelot is most often guilty of this, when he leads the team.

Outlanders

Many strange foreigners take up the challenge to face the combined might of Logres. Some of them have strong bonds of friendship with Arthur's realm, and might be convinced to fight on the side of Logres if approached correctly. Each of the knights listed in the Challenge section might fight for Logres, if the player knights can find the right motivation. Recruiting efforts that touch on the knight's passions work best for this.

To figure the best manner of approaching a knight to join a team, players may roll Intrigue to learn how to approach the knight, and then Orate to convince him to join their side. [Intrigue. Success = you know generally what interests this knight, +5 to Oratory. Critical = you know exactly what his overriding passion is, and may choose to suggest he can further his interest with your team, +10 to Oratory.] [Orate. Success = the knight joins your team. Fumble = you get the information reversed and the knight decides you would make a good target in the melee, since you are a friend of his enemies.]



Gamemasters may wish to role-play out meeting these unattached knights. The strong passions of such grand characters often reveal themselves in conversation. "Ulf hope many Danish knights enter this joust-melee to be stuck, har-har."

The Six Smitten Teams

Not all the participants in the melee are really here for the tournament. The Six Smitten are all leaders of small melee teams. Two are Logres teams, and four consist of knights from elsewhere in Britain. All share one thing in common: a leader who has an amor for Lady Rosamor, wife of an unsuspecting Round Table knight and member of Queen Guenever's Court of Love.

None of the knights involved reveal the lady's name, but several reveal the object of their desire through their actions. The rest give away their secret through their hatred of those who display interest in the lady.

Lady Rosamor's suitors challenge each other whenever possible during the Joust. They also come together in a great hacking mass during the melee, creating an amazing spectacle. The suitors all challenge each other during the challenge round, as they are evenly distributed on either side. Though all of them ostensibly keep their amor a secret, the unseemly carrying-on makes the situation very plain.

Just as they have in the Joust, and as they plan to in the Challenges, the leaders of these six teams sacrifice every other Melee objective to come to blows with their competitors for the attention of lady Rosamor. They are all mad with love, and in the melee apply their Amor (lady Rosamor) passion to the inspiration of their Battle skill.

If any player knight happens to gain an Amor (lady Rosamor), his team becomes a target of the Six Smitten. Even if the player knight keeps it perfectly secret, lady Rosamor is less than discreet in these matters. She is the one who lets all the other Amorous knights know who their competitors are.

In decreasing order of skill the Six Smitten are:

Sir Dalides of Logres, Knight of the Round Table. An Extraordinary knight with a team of 22, including several Notable and Famous knights. Total Knight Value for Dalides' team = 54. Amor (lady Rosamor) 22, Hate (other suitors) 13.

Sir Harlan of Wells. A Famous knight from southwest Logres. Leading a band of 18 vassals and friends, Total Knight Value = 40. Amor (lady Rosamor) 18, Hate (other suitors) 19.

Sir John the Huge, a Famous Banneret from Anglia. He leads his personal retinue, and a few other casual pick ups totaling 23 knights. Total Knight Value = 37. Amor (lady Rosamor) 18, Hate (other suitors) 15.

Sir Wyth de Norgales, a Notable knight. He leads a team of 15 knights with a total value of 29 points. Amor (lady Rosamor) 24, Hate (other suitors) 10.

Sir Alten the Pious, a Notable Knight, leading a team of 10 knights, with a total value of 20. Amor (lady Rosamor) 16, Hate (other suitors) 16.

Sir Galinas the Errant, an Ordinary knight who has inspired 26 other errant knights to aid him. Total Knight Value = 28. Amor (lady Rosamor) 20, Hate (other suitors) 8.

None of these team leaders ever accept ransom to release their fellow suitors early. They do not swap captives either. If two leaders are captured by their respective teams, then the teams may be able to arrange an exchange.

Rosamor has no corresponding Amor for any of these knights, and a Reluctance of 14 for Dalides, 15 for Harlan, 16 for John, 17 for Wyth, 19 for Alten and 20 for Galinas. These Six have a long way to go before winning their lady, who always adds +5 to her Task Difficulty roll for Lover's Solo tasks.

Running the Grand Melee

"And no one carries swords except courtesy blades, made of fir or yew, with an iron body, without cutting or sharpening. Thus they mount and break lances until low vespers when the retreat is sounded."

La Forme Qu'on Tenoit des Tournois

The melee lasts for 1d6+2 rounds. If things go very well for the Logres teams, the judges let it run an extra round. If the Logres teams get an early lead but then start to slip, the judges call things a round early.

Events of the Grand Melee

Use this table for tournament melees instead of the table in *Pendragon*. The modifier is applied to the team leader's battle roll, and to each knight's individual weapon skill roll.



Grand Tournament Unit Events Table

3d6	Modifier	Event
3	-15	Everybody from other side gangs up on you — your team routs
4	-10	Your Team retreats toward a safe zone
5	-10	Your Team Leader endangered
6	-5	Two teams attack yours
7	-5	Attacked by a rested team
8	-5	Charged while regrouping
9-12	0	Crowd cheers as you thunder by
13	+5	Charge a group that is regrouping
14	+5	Attack a smaller team
15	+5	Find exhausted opponents
16	+10	Their Team Leader endangered
17	+10	They retreat toward a safe zone
18	+10	An allied team joins up with you.

Battle Roll for Leaders

Apply the standard results from the Battle section of *Pen-dragon*. Refer to the following list of results for some extra ideas to use during the melee.

If the team leader is an NPC, apply these results as is. If the leader is a player knight, then results like "Leader is captured" indicate a situation where capture is likely without extreme combat success.

Fumble Results

1d6	Result
1-2	Fighting carries entire team into a "safe zone." See below.
3-4	Leader is captured. See below.
5-6	Mistakenly attack an allied team this round. Roll Heraldry to stop after 1st charge

Failure Results

1d6	Result
1-2	Allied Team leader captured. See below.
3-4	Whole team chases a separated knight right into his larger team.
5-6	Receive a lance charge before replacing broken lances from last engagement.

Success Results

1d6	Result
1-3	Engaged with evenly matched foe for whole round.

- 4-5 Your team chases down a knight separated from his team.
- 6 A small team chases one of your men into the midst of your larger team.

Critical Results

1d6	Result
1-2	Each PC team member separates a rival knight from his team, preventing retreat. Claim them individually if they are defeated.
3-4	Your team lance charges a team lacking replacements for broken lances.
5	Choose any attending rival team to attack with an advantage
6	Come across 1d6 wandering warhorses for the claiming.

Lone Combatant Battle Roll

Check this list of Battle Roll results for each round of the melee that a player knight is Alone.

Fumble Result

1d6	Result
1-2	Fighting carries you into a "safe zone." See below.
3	Lose track of your leader's banner for the whole round.
4	Your call for single combat is ignored by the 1d6+1 knights chasing you.
5	Mistakenly attack a member of your own team in single combat.
6	Lose a weapon into the crowd — did it injure someone? Roll on Lost Weapon Table below.

Lost Weapon Table

1d6	Result
1	no one endangered
2-3	everyone ducked
4	wounded a peasant, crowd unhappy
5	killed a peasant, crowd gets ugly
6	1/2 damage to random noble — possible repercussions

Failure Result

1d6	Result
1-2	Your Liege is captured. See below.
3-4	Chase a separated knight right into his whole team.



- 5-6 Fighting carries you beyond boundaries of the melee. Enemies might choose to attack you with full force blows, out of view of marshals.

Success Result

- | 1d6 | Result |
|-----|---|
| 1-4 | Rejoin your group, or find a friendly group to join. |
| 5 | A small team chases you right into the midst of your larger team. |
| 6 | You chase down a knight separated from his team. |

Critical Result

- | 1d6 | Result |
|-----|--|
| 1-2 | Your call for single combat keeps the other team from ganging up. Face their best knight one-on-one. |
| 3-4 | 1d6 knights rally to you. |
| 5 | Lead a group of pursuers directly into a friendly team. |
| 6 | Catch a small group flatfooted with your wild charge, +5 to weapon skill. |

Fighting in a Safe Zone

There are two kinds of safe zones. The first kind provides respite from the battle for the participants. It fills up with winded horses, squires, wounded knights, and chirurgeons. Teams rally here, get their chains of command untangled, then re-enter the fray. Captured knights from other teams get first aid, hospitality, and a chance to promise to pay off a ransom so they can rejoin the fight. Each of these safe zones has at least one judge to make sure the boundaries are respected.

The second kind of safe zone often abuts on the first kind. This is an area designated as safe for the populace to watch the melee from, and judges supposedly enforce these boundaries. The chance that any area actually has a judge in it depends on whether the area has nobles in it. Five of six areas are filled with commoners enjoying the show. If an area has lords and ladies observing the fighting, a judge is probably nearby. [Roll 1d6. On 1-5 a judge is near enough to make an Awareness roll to see the action.] If commoners have claimed an area, it only rarely has judges protecting it. [Roll 1d6. On 1 a judge is near enough to make an Awareness roll to see the action.]

Regardless of the presence of judges, fierce fighting can carry the participants into areas filled with noncombatants. If a Battle rolls gives a result of "Fighting carries you

into a safe zone," then the knights have crossed a boundary without realizing it.

[Awareness. Success = you have left the melee field. Critical = your fighting here endangers onlookers.]

When an engaged knight realizes he has entered a safe zone, he has several options.

- Rein in, take a defensive posture and yell "PAX!" to alert all combatants they have left the field. [Horsemanship. Success = you do this without injuring any spectators] Check Honor. -5 on Unit Events Table next round.
- Keep fighting while trying to re-enter the field. [Horsemanship. Critical = you do this without injuring any spectators. Success = you re-enter the field after only lightly injuring 1d3 people. Failure = you trample 1d3 people. Fumble = you trample 1d3 people and fall off your horse.] Check Reckless. +2 on Unit Events Table next round.
- Keep fighting where they are. [Horsemanship. Success = you keep a horse without any trouble, while running down 2d6 spectators this battle round] Check Cruel and roll either Tourney or Courtesy to avoid being ejected from the melee. +5 on Unit Events Table next round.

Boundary crossers noticed by judges must roll their Tourney or Courtesy skill, -1 for each noble inconvenienced and -5 for each one injured. [Success = you are excused. Critical = Onlookers apologize for getting in the way. Failure = you are warned. Fumble = you are ejected from the melee.] Knights are ejected after three warnings.

Your Liege is captured

Cut off from the rest of his team by being knocked off his horse, the lord (or team leader or leader of an allied team) is captured by another team and carried to the "safe zone" before the player knights can intervene. Time runs out soon, so they must decide what to do right away. Some options are:

- Pay off his ransom. Check Generous and see the "Ambush!" section, immediately below.
- Capture a member of the team that caught their liege, and exchange captives. It takes a knight of at least equal status for exchange. Check Tourney and see the "Ambush!" section.
- Sneak a team into the safe zone and free their leader. Check Deceitful. Their lord may not agree to accompany them out of the safe zone. [Roll your liege's Honor. Success = he will not leave without being released from his word. Critical = he turns you in to his captors as punishment for subverting the rules.]



One of many campsites at the tournament



- Hunt down members of the other team and take them captive, without offering to exchange them. Check Vengeful.

Ambush

While negotiating on the melee field for the release of their team leader, another, larger team thunders up to attack both teams. Clearly, the negotiating knights will receive the lance charge without being able to countercharge, since the attackers are galloping toward the stationary teams. Here are several courses of action the player knights might take:

- Draw weapons and attack the ambushing team, without checking to see what the other team does. Check Trusting and Valor as they face the more numerous foe.
- Attempt to convince the other team to fight along with their team in this encounter. [Orate. Success = the first team does not attack your team in this fight, and turns to fight the ambushers. Critical = They fight alongside your team very well, + 3 to your team's Battle skill for this engagement. Fumble = the first team attacks you as the ambushers crash into your flank.]
- Quickly try to snatch their leader back from his captors. Combat as usual, with the ambushing team acting as a unit while the first team tries to organize against two foes. Lose 1 point of Honor.
- Enter the fray, but pass the word to hang back in the fight, letting the first team take the worst of it. Battle Skill +2 for this fight, but check Deceitful. The first team's Battle Skill is -2 for this engagement.
- Flee. Check Cowardly and lower any Loyalty (Liege/Leader) by 1.
- Suggest that both teams retire to the "safe zone" to conclude the deal. Check Tourney skill.



Challenges

Keeping with the theme of the Grand Tourney as a "a grand proof of the superiority of the knights of Logres," judges score the Challenge round as a whole. The total of all challenges won by Logres knights (and by declared friends of Logres) is compared against the total of all other wins in the round to determine an overall winning side.

All foreign knights may challenge before any Logres knight does so. Not all knights choose to participate in the

Sir Harant l'Hastiludier (Harant the Spear Duelist), banneret knight of the Round Table

Unless defeated in a challenge for his service, Harant always fights on the Round Table Team. He uses his Loyalty (Arthur) as inspiration in this fight, unless Arthur does not attend this year. Player knights who actually defeat Sir Harant have bitten off more than they can chew, unless they are Round Table knights or close to it.

Glory 9423

SIZ 14	Move 3	Major Wound 17
DEX 18	Damage 5D6	Unconscious 8
STR 17	Heal Rate 3	Knock Down 14
CON 17	Hit Points 31	Armor: Best available +3
APP 15		

Combat Skills: Sword 16, Lance 21 Dagger 8, Greatspear 20, Spear 24, Great Axe 17, Grapple 16, Battle 15, Horsemanship 20

Significant Traits: Sir Harant is Chivalrous. Valor 19, Reckless 16, Honest 16.

Directed Trait: Vengeful (non-Round Table Knights) + 10 (total 19)

Significant Passions: Loyalty (Arthur) 20, Honor 24, Amour (possible Jagent demesne heiress) 12

Significant Skills: Awareness 10, Courtesy 17, Heraldry 15, Hunting 15, Intrigue 4, Tourney 19, Romance 10, Flirting 14, Sing 11

Horse: The biggest Norman charger in Britain, trained to come when Harant whistles, Damage 7D6, Move 6, CON 13

challenges, though failure to do so guarantees loss of the Grand Prize.

Since many of these challengers fight with peculiar weapons, they are not rebated. Morningstars do not require sharp edges, after all! For this reason, award full Glory for all challenge bouts. For the same reason, challengers must declare terms for the bout: until first blow struck, to first blood, to knockdown, or to yield. Duels to the death may not be called for, though deaths may occur.

A challenger may stipulate the use of a rebated sword or mace. Doing so qualifies for a Cautious check. Other weapons may not be rebated. Also, jousting and lance are not weapons of the challenge round; prowess in that realm has already been proven in the Joust round.

Depending on the year of the Grand Tourney, there may be many peculiar challenges. Challenges involving weird weapon forms used by foreign knights provide tremendous opportunity for combative problem solving. Here are several different possible challenges and challengers for this round. Each knight is briefly described, followed by an example of their first challenge of the day.



Sir Harant l'Hastiludier

This Round Table knight carries a fierce reputation as a duelist with long weapons of all types, and a man to whom Honor is everything. While on his good side, those around him enjoy the company of a gentleman known for all of chivalry's virtues. His one flaw is regarded as a virtue by many: he is reckless and driven to overcome anyone who has ever defeated him. Only his fellow Round Table knights enjoy an exception to this. Some Logres knights have been rumored to strive for Round Table status just to get off of Sir Harant's "target" list.

Harant is one of Arthur's household knights, usually attendant on him at Camelot when not tourneying. Harant's father swore fealty to Arthur with the other Eager

Vassals when the king first drew the sword from the stone. His fate draws him toward death by Lancelot's hand at Guenever's attempted execution in the final phase.

Sir Harant l'Hastiludier



"I believe I may make a decent showing with my sweet glaive, if there is a gentleman who deigns to enter the lists with me. Some foreigner, perhaps, who suggests their Burgundian style is superior to the methods used here in Logres? Let us engage

demi-hache & demi-hache,* trade the grand Tour de Bra**, and determine wherein lies the strongest style! Let us drink a cup of wine together, then loose the dauges*** of war!"

* haft to haft

** "Great Overhand Blow"

*** dagger point on the butt of a great spear. Pronounced much like "dogs."

Harant leads the five Notable knights of his demesne, giving his small unit a total Knight Value of 13.

Player knights interested in fighting under Harant must have never defeated him in any combat, and must have at least 2000 Glory or roll [Honor. Success = Harant offers you a position with his unit for this tourney. Critical = he offers you and your friends a position on the team for the season.]

Sir Jean-Luc of Champagne

Well known on the Logres tourney circuit, Jean-Luc is another example of the toumeyng knight-errant. An old

Sir Jean-Luc of Champagne

Though wealthy from his consistent tourney winnings, Jean-Luc is just a single errant knight. Though very likely to fight for Logres on one or another melee team, credit still goes to whoever actually recruits him. A recruiter offering to target visiting knights from Claudas' realm would get Jean-Luc's attention.

Glory 4455

SIZ 14	Move 3	Major Wound 16
DEX 18	Damage 5D6	Unconscious 8
STR 16	Heal Rate 3	Knock Down 14
CON 16	Hit Points 30	Armor 14 (+Shield)
APP 15		

Combat Skills: Sword 17, Lance 21, Dagger 10, Greatspear 8, Spear 21, Grapple 9, Battle 12, Horsemanship 16

Significant Traits: Valor 16, Modest 16

Significant Passions: Love (secret lady) 16, Hate (Claudas) 16, Honor 19

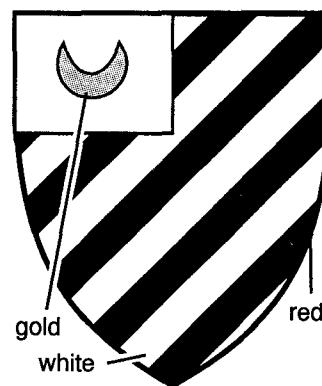
Significant Skills: Awareness 9, Courtesy 16, Gaming 9, Heraldry 14, Hunting 14, Intrigue 12, Tourney 18

Horse: A fine dapple gray charger that likes to bite, Damage 6D6, Move 6, CON 15

but friendly rival of Sir Lupin, Jean-Luc stays in Britain because the King of France holds a vicious grudge against him for a shameful joust defeat years ago. Jean-Luc maintains he simply prefers the Logres circuit "because it is sooo much more enjoyable to knock foreigners off their horses."

"Since I am come to your green but so chilly country of Logres, I am afraid that my poor joints have stiffened so that I cannot move as once I did. Is there a kind fellow amongst you who would test me with a duel to first blood, afoot, with spears? Perhaps one of you gentlemen from King Claudas' land, oui? No? Someone else, then?"

Sir Jean-Luc



Sir Galus of Lombardy

Gaius met Arthur and his knights during the Roman war. Early on he fought against the High King, but before the Pendragon crossed the Alps Gaius he signed on as a mercenary knight. He impressed several Round Table knights,



Sir Gaius of Lombardy

Sir Gaius leads a team of errant Roman knights in the melee, and entertains any non-Logres knights looking for a team. Without any player knights, the "SPQR" team has 14 knights with a total Knight Value of 21.

Glory 3426

SIZ 14	Move 3	Major Wound 14
DEX 16	Damage 5D6	Unconscious 7
STR 15	Heal Rate 3	Knock Down 14
CON 14	Hit Points 28	Armor 12 (+Shield)
APP 17		

Combat Skills: Sword 19, Lance 15, Morningstar 18, Dagger 17, Spear 13, Battle 18, Horsemanship 17

Significant Traits: Worldly 17, Proud 19

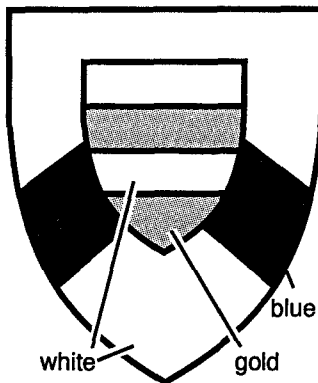
Significant Passions: Indulgent (Wine) +5 (total 21), Suspicious (Picts & Saxons) +8 (total 23)

Significant Skills: Awareness 9, Courtesy 14, First Aid 9, Heraldry 11, Intrigue 11, Romance 12, Tourney 16

Horse: Damage 6D6, Move 6

and has come to visit them and take part in the Grand Tourney's challenge. Though friendly with many of the local knights, he does not fight for Logres unless he is somehow indebted to player knights.

Sir Gaius



"In my homeland, sweet Lombardy, heart of Europe, many strange warriors have passed through. One I bested at a bridge, and wounded him sorely. While he recovered at my family's estate, he taught me this strange weapon; I understand you call it a Morningstar. Who in this noble crowd cares to test the lessons of that fine old

campaigner, as I shall explain them? Are Logres knights really the masters of all forms, as Sir Lupin's heralds proclaimed throughout the Alps?"

Sir Ulf Oswulfson

A typically huge Saxon who has made his way up from the bohorts until well enough equipped to compete with the tough guys. Stalwart enough to have been knighted by his local lord for services rendered in battle, Ulf's brashness shows his rough edges.

"In years and travels, I not to see Cymri who knows which end of an ax to use for chopping of wood. My grandmother do better with axe than these great lords here. Since she not here, who prove me wrong by dueling until one says stop with Great Axes?"

Sir Ulf Oswulfson

When facing an opponent obviously Inspired by a Hate (Saxons), Ulf uses the Berserker tactic. This does not endear him to the other knights of the circuit. Ulf happily joins the team of anyone who promises a chance to beat up on Danes, even if there are no Danes in attendance. With a Tourney skill of 4, Ulf has no idea who is here.

Glory 1125

SIZ 20	Move 3	Major Wound 14
DEX 11	Damage 6D6	Unconscious 9
STR 17	Heal Rate 3	Knock Down 20
CON 14	Hit Points 34	Armor 12 (+Shield)
APP 10 when used		

Combat Skills: Great Axe 20, Sword 14, Lance 15, Dagger 7, Grapple 15, Spear 11, Battle 11, Horsemanship 15

Significant Traits: Valor 16, Proud 16, Reckless 16

Significant Passions: Hate (Danes) 16

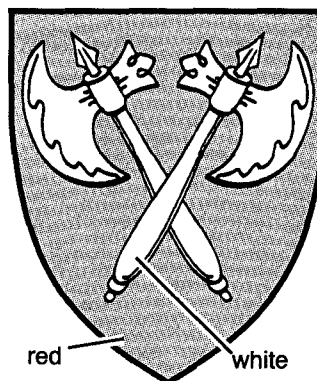
Significant Skills: Awareness 9, Courtesy 1, First Aid 9, Tourney 4

Horse: Second-hand charger, Damage 6D6, Move 6, CON 10

Challenges to the honor of Arthur's Court

Any number of foreign knights dislike Arthur enough to present provocative challenges directly to his court. This occurs many times in Malory and other sources. Normally, these challenges occur at feasts or other occasions where the main knights of the Round Table may hear the challenges and respond.

Sir Ulf Uswulfson



However, the challenge round of the Grand Tourney is huge, long, and loud. Many knights fight their challenges at once, at the very time that other knights issue other challenges. When all the great and valorous knights of the Round



Table are out in the midst of a fight, already wounded, or too meek to take up a brash challenge, then player knights may step forward. Thus, player knights might be the only possible characters to take up a challenge for the honor of Arthur, Guenever, or some other important member of the court.



The Grand Tourney as an Annual Event

Through the efforts of Sir Lupin, the Grand Tourney establishes itself as one of the premiere tournaments of Britain. Though it is not always as large as in its first year, Lupin's tournament gains a reputation for good marshaling, the finest opponents and the attention of the High King. All the best knights of the tourney circuit try to attend, to the point that only the King's business, war or injury keeps some of them away.

At the very least, this makes the Grand Tourney useful because player knights who know this realize that they can find many important knights here. If one needs to reach Sir Agravaine, he can be found at the Grand Tourney over Lammastide.

There are exceptions, of course. Very pious knights avoid tournaments, since they have been condemned by most churchmen. Very poor knights, or those without courtly skills also avoid such fancy events.

Chronology of Events at Grand Tournaments

The following chronology is not a hard-and-fast list of events that definitely take place over the years. A powerful player knight could win the Grand Tourney, especially in those years where many of the Round Table knights are imprisoned. However, without strong player knight action or gamemaster need, the chronology below can serve as a solid background to the events of the first years of the Grand Tourney.

Many of the events do not depend on a specific year to trigger them, but the various occurrences of important people like Lancelot, Gawaine and Arthur often do. Check the chronology in *The Boy King* before having one of these important characters at the Grand Tourney. Alternately,

you might decide that whatever adventure kept them busy has been concluded by Lammastide.

These events may also serve as starting points for adventure. In 530, everyone wonders where Lancelot is. The player knights might go in search of him. In 531, Agravaine might dragoon the party into the fool's chase of the false Lamorak, or Lamorak might prevail on the player knights to help him with his plan to fool the Orkney clan. If the players choose to remain uninvolved, the events may be used as background color, or a starting place for court gossip.

Knowing the list of previous winners helps to give a player knight a real sense of accomplishment if he wins the Grand Tourney of Logres. Doing so brings a character to the attention of the Pendragon, and if the knight's Glory approximates 8000, he might be inducted into the Round Table immediately after receiving the Laurel of Logres.

The year 530 is not the mandatory starting date of the Grand Tourney. Whatever year you decide Lupin chooses to begin his event, check the following chronology for what occurs. Listed victors are the knights who win if no Player knights enter or have a good chance.

530

- First year a Destrier could be given as a Joust Prize.
- Sir Lupin hosts his new Round Table brother, Duke Galeholt. The duke is as great a fan of tourneys as Sir Lupin. They travel the circuit together later in the season.
- Arthur participates in the melee, leading all the Round Table knights (except Lupin, who hosts) as a team. Galeholt's liegemen must fight for Logres.
- Gawaine is absent, having been kidnaped by King Joran at the Pentecost Tournament.
- Lamorak de Gales wins the Grand Prize. Lancelot does not attend.

531

- (If there was a Tourney in 530) A Mystery Knight delivers a sealed package to Sir Lupin, then departs before the tourney begins. The Grand Prize is inside, so everyone assumes the Mystery Knight must have been Lamorak. Agravaine leaves immediately on unstated business.
- Many Irish knights follow Arthur's men back to Logres, getting a look at the Tourney circuit for the first time. Many have to walk back after losing all their gear at one



tourney or another. Logres knights who were present at the Irish Tourney are disappointed or relieved that the new knight, Sir Tramtrist, does not attend the Grand Tourney.

- Logres knights are outnumbered by foreigners, with all the extra Irishmen in attendance and Anglian rebellion keeping some Logres knights at home. Arthur, Lancelot, and many Round Table knights missing because of Lady Camille's machinations.
- Sir Mordred, the king's nephew, has a respectable showing at the tourney. He is allowed to join the small Round Table team, and takes two Irish knights captive in the melee.
- With Agravaine and his retinue off chasing whoever they think is Lamorak, another Mystery Knight defeats Gawaine in the finals of the Joust and wins the Grand Prize. To everyone's astonishment, the Mystery Knight turns out to be Lamorak! He leaves immediately after getting the Prize. A wounded Gawaine chops his pavilion to shreds in his anger at the news.

532

- A bad tourney for Player knights traveling incognito. Members of the Orkney clan systematically pursue, capture, challenge and/or unmask every Mystery Knight in attendance. If they face a Mystery Knight in the Joust, check for Inspiration from a Hate (de Gales), even if the Mystery Knight is not of that family! None of the Mystery Knights prove to be Lamorak, and the court is aghast that the Grand Prize may not be returned.
- When Lancelot wins the Tournament, everyone is astonished that the Queen "magically" produces the Grand Prize for Lupin to present.

533

- Lancelot's steward returns the Grand Prize to Lupin at the opening procession of the tourney. Lancelot is missing, involved in a plot of Morgan le Fay's.
- Many knights speak of their preparations for travel to King Mark's Wedding Tournament in Cornwall, an exception to the usual tourney circuit. Jokes about meeting cowardly Cornish knights are all the rage.
- Arthur leads the Round Table knights in the melee, though disguised as a half-cousin of Gawaine's. The Round Table team crushes all opponents, doing so with such chivalry that there are no hard feelings.

- Tristram bests many other Round Table knights to win the Joust, but Gawaine wins the Grand Prize. The Orkney clan throw a huge celebratory feast in their camp.

534

- Mordred has a strong showing, advancing well in the Joust list until defeated by Lancelot. They laugh and joke about this later, and decide to travel together on the circuit to Peningues.
- Fresh from his escape from Morgan, Lancelot wins the Grand Tourney.

535

- Missing on the Adventure of the Dolorous Garde, Lancelot's steward again gives the Grand Prize over to the Queen, who presents it to Lupin at the start of the tourney ceremonies.
- Lamorak competes openly, and Arthur's presence contains the wrath of the Orkney clan somewhat. Nevertheless, the "special attention" given him by the Orkney clan keeps Lamorak from a strong showing. Based mostly on his stunning sweep of the Joust, Sir Haran (a Round Table knight who works the tourney circuit) upsets Galeholt to win the Grand Prize.

536

- There is a noticeable lack of French knights this year. Preparations and involvement in the French War keep many Round Table knights away.



The Tournament Circuit

"The next day, after dinner, the princes gather and take leave of each other, sometimes in good love, and sometimes with a little bitterness, which is why tournaments are undertaken. And thus, it is not many months of the year that the realm of England is not having any tournaments. So the good knights are taken by their princes from all parts with good words and gracious pleasures and other good natures. Such knights are of so high prowess that they are more worthy than any prince, and thus each one tries to do well and to be worthy at arms."

La Forme Quon Tenoit des Tournoys



The Orkney clan un-masks a mystery knight



When there is no war, knights are not left bored and listless. They go to tournaments. After Arthur's wars of unification, the central part of the realm is at peace, and many knights spend all their free time and money traveling from one tournament to another. Most of these tournaments follow the standard format explained in *Pendragon* and *Knights Adventurous*, but as shown by the example of the Grand Tourney, many tournaments have minor variations in theme, style and content.

The seasons and the king's decree determine the flow of the tournament circuit. Traditionally, no tournament larger than "Neighborhood" in size may be held before Arthur's great Pentecost tournament. This event kicks off the season, and heralds from many courts attend Arthur's tournament to cry their master's invitation to tourney.

Tirocinium

Week before Lent, at Cirencester

The only large tourney held before Arthur's Pentecost Tournament, the Tirocinium allows only new knights to enter. New knights are those who have been knighted since the last Tirocinium tournament. Many knights of the circuit attend this event even though they cannot fight, to wish their new followers well, recruit talented team members, and to enjoy the carnival. Arthur grants the Duke of Clarence a special dispensation to hold this tourney, since it limits itself to new knights. This also gives new knights a chance to try their hand in a big tournament without the pressure associated with the Pentecost jousts.

Marshaling of this tourney is done by some of the greatest knights of the realm. Woe unto a young knight who argues with a judge!

"Tirocinium" is akin to "tyro," a beginner.

Host: Duke of Clarence

Opponent: Anyone not a vassal of Arthur

Style: Full

Size: Regional

Special Events: Many knightings, Carnival

Special Teams: Clarence & Gloucester's Tyro teams

Likely Lords in attendance: Pendragon & Guenever

Famous Knights in attendance: Gawaine, Yvaine, Grieflet, Bedivere

Glory to win: Standard

Pentecost Tournament

Pentecost, at Camelot

The only annual Regal tournament in the world. Even for its size, the Pentecost tournament is a tough one, be-

cause most of the Round Table knights compete in it, and in the joust it is traditional to avoid matching Round Table knights against each other unless there is no other option. This means that an ordinary knight's chance of meeting a Round Table knight is greatly increased. "The Adventure of the Werewolf," in this book, takes place at the Pentecost tournament.

Host: Pendragon

Opponent: All non-Logres knights

Style: Most advanced in phase

Size: Regal

Special Events: Huge pageantry, Pentecost marvel, many knightings, Round Table inductions

Special Teams: Round Table Knights

Likely Lords in attendance: Most recently subjugated king

Famous Knights in attendance: Any Round Table Knight

Glory to win: + 25%

Mayor's Joust

1st week after Pentecost, at London

More a huge fair than a tournament, this event is noted for stolen horses, heavy betting on the joust, and viewing stands that collapse about one year in five. Most Round Table knights do not enter this tournament, though many come to watch the spectacles, considered the best outside of Camelot.

Host: Guilds & Mayor of London

Opponent: Sarum, Carlion or other city in Logres, except Camelot

Style: Old, then Full + Spectacles after 530

Size: Local

Special Events: Very gory & strange spectacles: terriers vs. ganders, blind cats vs. blind dogs, 20 condemned men with daggers vs. a bear, etc.

Special Teams: None normally

Famous Knights in attendance: Many Round Table Knights come to watch, but leave their ladies at home.

Glory to win: Standard

Old Anglian Melee

Summer solstice (June 21), at Guinnon

This regional tournament remains the favorite of the lower classes for many years, due to Hervis' refusal to eliminate the traditional bohorth from the proceedings. In fourth or fifth phase, this is the last place in Britain where a bohorth can be found. Keeping the old does not mean that Hervis rejects the new, so in late phases, this tournament



includes a bohorth, melee, joust, challenges, spectacles and pageantry. It makes for a long tourney.

Host: Duke Hervis

Opponent: Random adjoining county

Style: Full + Bohorth, see above

Size: Regional

Special Events: Hunt the condemned Saxon bandit

Special Teams: Hervis' best knights

Likely Lords in attendance: Earl of Beale Valet

Famous Knights in attendance: Brown Knight of the Wilds

Glory to win: Standard

Grand Tourney

Lammastide (August 1), at Castle Donnington

Regal in its first year, and occasionally Regal after that based on how peaceful the realm is. Normally the Grand Tournament is Regional in size. The Grand Tourney follows the Pentecost Tourney in adoption of new tournament styles, though it may not get rid of "out of fashion" events right away. See the main body of text for extensive details on the Grand Tourney.

Malahaut Challenge

Assumption (Aug. 15), at Eburacum

The cool uplands of Malahaut provide relief from the hot plains of Logres. This small Regional tourney is often a grudge match, pitting the best of the south against King Barant's local men. In the melee Barant's men fight as a single unit under the banner of the Order of the Golden Apple (*Knights Adventurous* page 71). This tourney is Full Style to the end, never eliminating the melee or adding the "decadent" inventions of Camelot's elegant tourneys. Many Logres knights skip this far northern trip, opting instead to go to a local Logres tourney.

Host: King Barant of 100 Knights

Opponent: Arthur's Realm

Style: Old, then Full in 535 (never adopts later styles)

Size: Regional

Special Events: Bear hunt

Special Teams: Order of the Golden Apple

Likely Lords in attendance: Unrepentant foes of Arthur

Glory to win: Standard, +20% if a knight of Arthur's realm.

Castle Tournament

Nativity of the Virgin (September 8), at Lincoln

Duke Derfel of Lindsey sponsors this Full style local tournament. Its unique feature is a spectacle called Hold the Wall. Actually more of a melee without horses, it pits all of the duke's local knights against any and all teams of knights from outside the duchy. The local knights defend a "breach" in a mock castle wall against all comers. Missile weapons are not allowed. Though it usually results in several deaths, the 2£ prize for the first knight through the wall to the "safe zone" guarantees enthusiasm.

Host: Duke Derfel

Opponent: All errant knights

Style: Full, becomes Elegant in 544

Size: Local

Special Events: Hold the Wall. See above.

Special Teams: "Errant All," Derfel's liegemen

Glory to win: Standard

Archangel Tourney

St. Michael's Day (September 29), at Bath

Like the rest of the kingdom of Somerset, this tourney has been occasionally visited by faeries. Over the years, occasional Mystery Knights at this tourney have been proven to be Faerie Knights in disguise. Sir Arphazant of the Round Table won a faerie steed off of one here. The Archangel melee is for gear or ransom.

Host: King of Bath

Opponent: Random bordering county

Style: Full, becomes Elegant in Apogee phase

Size: Large local

Special Events: Harvest festival

Special Teams: The Hopelessly Fey (*Knights Adventurous* page 117) always attend

Famous Knights in attendance: Arphazant, Gawaine, Mordred, Brown Knight of the Wilds

Glory to win: Standard, + 10% if Faerie Knights compete

"This form of tournament endured until after the death of King Arthur. Thus have you heard the manner, courteously enough, they kept until the realm was transferred to those who looked after it and devised in many parts these tournaments, not only done in the realm of England and not only in Great Britain, but also in France, and in Germany, Spain and other places. And the interest grew so much that great hatred spread with it, and many men were killed."

La Forme Quon Tenoit des Tournoys



The Adventure of

The Werewolf

by Mike Manolakes



IN LE MORTE D'ARTHUR, Sir Thomas Malory mentions Sir Marrok, a Round Table knight, only twice, but the second reference contains an intriguing description: "...Sir Marrok, the good knight that was betrayed by his wife, for she made him seven year a werewolf..." [Book XIX, Chapter 12]. Phyllis Ann Karr suggests in *The King Arthur Companion* that Sir Marrok is the same as the subject of an old folk tale, a knight who uncontrollably changed into wolf-form, and could not change back into human form unless he had his clothes to change into.

The knight's wife, who loved another knight, hid his clothes so that her husband could not return, and thus she was free to continue her secret romance. At last the King discovers that the wolf is in fact a cursed knight, and the clothes are recovered, the knight is transformed back, and the plotting lovers are executed.

Introduction

In this adventure, based upon that folk tale, player knights will have the opportunity to participate in the discovery and investigation of the mysterious wolf who may be one of King Arthur's own knights. It is set at the Pentecost feast at Camelot, and a player knight's skill at courtly Intrigue may prove more valuable to him in this adventure than his skill with weapon. This adventure can be run at one of King Arthur's Pentecost tournaments if the player knights follow the tournament circuit explained in "The Grand Tournament of Logres."

This adventure, for one to six player knights, is set during Phase Three or Four of the *Pendragon* timeline. The occasion is the high feast of Pentecost, which is being celebrated at Camelot with all of the Round Table knights in attendance, plus many other notable knights from various lands, including Duke Galahaut the Haut Prince of the Long Isles. It is easy enough to get the player knights to Camelot. The Pentecost feast is a major event, and many knights from the realm attend. Most simply, the player

knights could come to Camelot with their liege lord (if it is not King Arthur himself or one of his household knights) to take part in the feast. Equally possible is that they come on their own to attend the feast and tournament.



The Hunt

On Saturday, the day after their arrival at Camelot (if they were traveling from elsewhere), the player knights take part in a hunt. Their lord is present, along with several other notable knights. Duke Galahaut the Haut Prince of the Long Isles, one of the Round Table knights, also attends with several of his vassal knights. This is a "social hunt," as described in *Knights Adventurous* on page 120; the knights are dressed in their finery and accompanied by their ladies and servants. The weather is superb for mid-spring, and all are fully enjoying the events of the day.

The hunt can be played out according to the rules given in *Knights Adventurous*, but during what would be the second-to-last segment (hour) of the hunt, when all of the participants are spread out throughout the wooded area, the player knights sight a magnificent stag and set out in pursuit. If they are not hunting together, then through a

The Wolf

The Wolf, actually Sir Marrok cursed to remain in wolf-form, is surprisingly courteous and noble.

SIZ 6	Move 8	Major Wound 16
DEX 22	Damage 3d6	Unconscious 5
STR 15	Heal Rate 3	Knock Down 6
CON 16	Hit Points 22	Armor 2
Avoidance: 10		
Modifier to Valorous: 0		
Attack: bite @20		



Sir Guaire faces the wolf

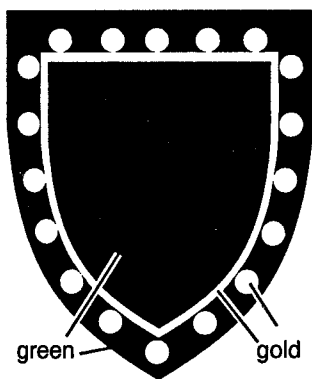


convenient *deus ex machina* they all happen to be nearby when the stag is sighted, or along the trail as it is pursued. After a brief chase the pursuit is interrupted by a leather-clad knight who rides into their path, then charges back into a thicket uttering a string of blistering invectives. Within the thicket, sounds of battle are apparent as the knight combats a creature emitting the most bloodcurdling growls, barks, and howling.

The creature's strange barks scare the horses [Horsemanship: Success = The player knight stays on the horse without difficulty. Failure = The knight is nearly thrown off and has difficulty for a moment. Fumble = The rider is thrown for 1d6 damage]. When the player knights investigate, they find Sir Guaire, one of Duke Galahaut's men, fighting a large wolf. Sir Guaire has fallen from his horse and appears wounded. The wolf also appears to be slightly wounded from Sir Guaire's sword, but it still savagely threatens Sir Guaire, who is lying on the ground, momentarily stunned from his fall.

When the player knights arrive, the wolf suddenly stops its attack and sits down like a trained dog, waiting patiently. If the player knights choose, they can approach the wolf, and it does not harm them. If they do this, Sir Guaire, who has recovered, attempts to do the same, immediately provoking the wolf to growl and bare its teeth. Sir Guaire steps back.

Sir Guire



Should the player knights be inclined to attack the wolf instead, the wolf flees from the knights, but only far enough to insure its safety. It always comes back to show itself to the knights, as if to show that it means them no harm. Only Sir Guaire's near presence is not permitted. No matter what action the player knights take against the wolf, it does not attack them.

Whatever course of action the player knights choose, they are joined almost immediately by their lord (or one of their lords, if the player knights have more than one lord). He sees what is happening and, if the player knights are trying to fight the wolf, begs them to stop. "It is a singular wolf indeed," he says, "that behaves in such a courteous manner. This is a marvel that I'd wager the King would like to see."

Sir Guaire

Sir Guaire, an Irish knight in the service of Duke Galahaut, is the secret lover of Indeg, presumed widow of Sir Marrok of the Round Table. Guaire is arrogant, deceitful, and cruel. He is not well-liked by Arthur's knights.

Glory 2,356

SIZ 15	Move 2	Major Wound 15
DEX 11	Damage 5d6	Unconsciousness 7
STR 13	Heal Rate 3	Knock Down 15
CON 15	Hit Points 30	Armor 12 + Shield
APP 12		

Attack: Sword 20, Lance 18, Horsemanship 16

Significant Traits: Lustful 17, Deceitful 17, Valorous 16

Significant Passions: Love (Indeg) 13

Significant Skills: Awareness 12, Courtesy 9, Hunting 8, Intrigue 9

Horse: Charger, 6d6 damage

Sir Guaire wants to see the beast killed, but the player knights, if they are honorable, must be obedient to their lord and spare the wolf. If they wish, they may try to devise some means for bringing the wolf to Camelot, but none will be necessary; the wolf walks alongside the horses to the castle as obediently as a hunting dog at its master's heels. This should further convince all present that this is no ordinary wolf.

Glory: 10 for bringing this extraordinary wolf into Camelot.

In Camelot

The appearance of the player knights and their lord in Camelot in the company of a wolf causes a great sensation, to say the least. Servants drop what they are doing to see, ladies scream and gasp, and knights draw their weapons to fend off an anticipated attack. The player knights should make an effort to assure everyone that the wolf is safe, otherwise it will be run out of Camelot or perhaps even killed.

News of the wolf's presence quickly reaches the Seneschal, Sir Kay. He arrives almost at once and demands, "What do you think you're doing, bringing a wild and vicious beast into the High King's keep?" Kay is, as always, rude and bullying, and even the wolf sitting on its haunches and offering a paw like a trained dog does little to change his mood. However, the onlookers are surprised and pleased by the show of courtesy from the wolf, and Kay's opposition to the wolf quickly becomes the minority opinion.



Player knights should attempt to convince Kay to allow the wolf to stay. [Orate. Success = Sir Kay is impressed, and he will allow, reluctantly, the wolf to remain in the outer court of Camelot. Critical = He agrees wholeheartedly with the knight.] If the player knights' attempts to change Kay's mind are not sufficient, other Round Table knights who arrive, including Sir Gawaine, find the wolf amusing and convince Kay to relent.

The well-behaved wolf is the center of attention at Camelot for the rest of day, and though King Arthur is not seen to take notice of it yet, more than once it is remarked to the player knights that the King has a custom that on Pentecost, he will not go to dinner until he has heard or seen a great marvel. Sir Gawaine himself makes this comment to at least one of the player knights.

About an hour after the wolf's arrival, any player knight who is nearby to notice sees that for the second time, the wolf behaves in a threatening manner toward someone. When Lady Indeg, the widow of Sir Marrok, approaches the wolf, it makes a low growl and bares its teeth. Indeg is in a group of people when this happens. [Awareness. Success = the player knight notices who it was in the group who provoked the reaction.]

Sir Marrok was a Round Table knight who disappeared seven years ago, and has been presumed dead ever since. His wife Indeg inherited Marrok's land, a manor in Silchester, though the property is controlled by Marrok's liege, King Arthur. Arthur has not permitted Indeg to remarry until it can be proven that Marrok is in fact dead, though Indeg is welcome always at Camelot, and she is close friends with Guenever and other ladies of the court. Note, though, that the preceding is gamemaster information only, and not all of it is common knowledge. Player knights would not likely be familiar with Indeg at all, and with Marrok only by reputation, unless they are also Round Table knights.

Any player knight who perceives the wolf's reaction toward Indeg may also attempt to notice Indeg's reaction. [Awareness. Success = She seems curiously interested in the wolf, and her expression combines sadness and fear, though not surprise or panic.]

During the evening meal, the wolf is the talk of all the ladies and knights, and player knights can attempt to learn what the gossip about the wolf is. [Intrigue. Success = one or more interesting rumors are heard or overheard.] Rumors range from the suggestion that the wolf is bewitched, enchanted by fairies, trained overseas, a pet for giants or dragons, or possessed by demons. Some of the more pious suggest a connection with Pentecost, when the Holy Spirit blessed the Lord's Apostles, and insist that the wolf has been blessed by the Holy Spirit to be God's messenger. But

most of the people at court are simply amused and delighted by the wolf, and they feed him table scraps and coax him into doing simple tricks. At night, it will be put into the mews with the hunting dogs, unless a player knight arranges otherwise.

Lady Indeg

Indeg is the unfaithful wife of the missing Sir Marrok of the Round Table. She has plotted with her lover, Sir Guaire, to eliminate her husband by causing him to be trapped by his family curse.

SIZ 10	Move 2	Major Wound 15
DEX 12	Damage 4d6	Unconsciousness 6
STR 11	Heal Rate 3	Knock Down 10
CON 15	Hit Points 25	
APP 16		

Attack: Dagger 10

Significant Traits: Lustful 17, Selfish 18, Deceitful 18

Significant Passions: Love (Sir Guaire) 17

Significant Skills: Awareness 6, Industry 19, Chirurgery 18



Arthur and the Wolf on Pentecost

The next day is Pentecost, and word reaches the player knights early that Arthur wishes to see this wolf immediately following Mass. Sir Kay himself comes around to see that the wolf is brought before the King at the proper time. It is the player knight's lord who escorts the wolf, but his vassals, the player knights, are also expected to be present, since they were among the first to discover the wolf.

The wolf is brought before Arthur in the King's Throne Room. King Arthur is on his throne, as are Queen Guenever and Gawaine, as heir-presumptive. The room is filled with many other knights and ladies. Sir Kay leads the wolf before Arthur, saying, "Sir, here is a strange marvel indeed. This is but a wild beast of the forest, but it is as well-mannered as any knight in England. See for yourself, this wolf as gentle and meek as a lamb."

Indeed, as if on cue, the wolf steps toward Arthur and bows its head low to the ground. A smile broadens on Arthur's face as he steps down from the throne to approach the wolf. "Tell me, who found this wolf, and how was he found?"



The player knights should relate the story of how the wolf was discovered to the King. [Courtesy. Success = The player knight has handled himself well. Critical = The speaker has impressed the King and all other listeners to an extent that a Glory bonus of 20 is awarded. Fumble = The King takes offense at something that was said, and another player knight will need to make a successful Courtesy roll to smooth over the mistake.]

Sir Guaire is present, though a safe distance away from the wolf (standing near Indeg, though no player knight would have reason to notice this at this time). He does not add anything voluntarily to this account, but should the player knights mention his role in the wolf's discovery by name and point him out, the wolf looks in Sir Guaire's direction and growls. Arthur takes note of this and asks Guaire to step forward, causing an ever greater negative reaction from the wolf. "It seems the animal does not like everybody," Guaire explains to the king, "but why it should feel ill toward me, Sire, I know not."

The king appears thoughtful for a moment, then he announces to the court, "This wolf is a strange marvel indeed, and one that I would like to know the reasons for. Therefore I ask all here assembled to endeavor to puzzle out the secret of this wolf. For whoever can unravel the mystery surrounding this beast will have accomplished a great thing, and the story of how this wolf came to be shall be remembered long in Camelot."

The Feast Begins

Soon afterwards, the feasting begins in several banquet halls within Camelot. The King and his most honored knights eat in the Great Banquet Hall, but most of the dozens of visiting knights are served in the smaller auxiliary halls of Camelot. The player knights are in such a hall, seated with several other vassal knights of visiting lords, as well as ladies of various rank. The fare on this special day is elaborate and generous, and the festive atmosphere is enhanced by the entertainment of several jesters and minstrels. Gamemasters can describe the food and events of the feast according to the tables given in "The Feast" section of *Knights Adventurous* page 113.

The wolf, by command of the King, is given freedom to rove around the many banquet halls as it will, and since it soon is overfed by the many feasters who give it table scraps, it curls up in a corner and sleeps. Of the thirty or so people who share this particular banquet hall with the player knights, six are notable because of the information that they can give the player knights, and they are described fully in the next section. They are seated closest to the player knights, and the ladies may be assigned, by the

gamemaster, a player knight with whom to share a table setting, since this is done in pairs.

The talk at the table, of course, often is about the wolf, especially now that the King has commanded that the mystery surrounding it be solved. Player knights can make Intrigue rolls to learn interesting information, and though much of it will not be usable, some of the people at the table have important information that can be gleaned with a successful roll. In any case, the player knights will become acquainted with these individuals over the course of the feast, so appropriate introductions should be made and a capsule description given for each person.

The feast is several hours in duration, and continues well into the late evening. Player knights can choose when they wish to leave the feast and how they wish to proceed for the remainder of the night. For example, they may wish to meet privately with individuals who might possess information, or even follow them stealthily to see whom they meet. Details on how to proceed are given in the next section.



Banquet Guests

These guests are present in the hall with the player knights. In total, they possess all of the information necessary to solve the related mysteries of the courtly wolf and the disappearance of Sir Marrok seven years past. Dinner conversation centers upon the King's order to solve the mys-

Sir Tathal

Sir Tathal, knight of Earl Sanam of Bedegraine, was once squire to Sir Marrok. Tathal is a young, ambitious knight who is known for his courtesy and valor.

Glory 1,265

SIZ 11	Move 3	Major Wound 10
DEX 13	Damage 4d6	Unconsciousness 6
STR 12	Heal Rate 2	Knock Down 11
CON 10	Hit Points 21	
	Armor 10 + Shield	

APP 15 Age 23

Attack: Sword 14, Lance 14

Significant Traits: Chaste 16, Honest 16, Merciful 17, Temperate 18

Significant Passions: Loyalty (Earl Sanam) 16

Significant Skills: Awareness 10, First Aid 10, Tourney 9, Horsemanship 10



What the Guests Say

This box contains a summary of what the guests at the Pentecost feast can tell the player knights.

Sir Tathal

Sir Tathal was Sir Marrok's squire. Sir Marrok never got along with Lady Indeg, his wife. King Arthur does not believe him dead because his name still appears on his seat at the Round Table. The wolf took a special liking to Sir Tathal.

Lady Alice

Sir Guaire and Lady Indeg are lovers. In fact, they were lovers even before Sir Marrok disappeared.

Dame Briant

Dame Briant knows the tale of a Saxon family, all the men of whom turned into wolves on certain nights. She believes the wolf may be one of these werewolves.

Sir Ailgel

He believes Sir Guaire killed Sir Marrok. He was told this by Sir Bledri, who dies mysteriously not long afterward.

Lady Laudine

Lady Laudine once had an affair with Sir Guaire. She knows he is in love with a widow from Silchester. Sir Guaire has a secret meeting place in a ruined castle on the Enbourne River.

Lady Glesni

She is the cousin of Indeg, and reports to her if the player knights seem close to suspecting that the wolf is actually Sir Marrok. She denounces Sir Marrok as an unfaithful husband who deserted his wife.

tery of the wolf, so it should be easy for the player knights to get these people talking about their special information. If the player knights are not forward in instigating conversation, then allow them to overhear an intriguing snippet that should draw them into the discussion. After they are involved, have them make the indicated rolls to learn the special piece of information.

Sir Tathal

Sir Tathal is a young knight who has come to Camelot with his lord, Earl Sanam of Bedegraine. He is an ordinary knight (1,265 Glory), only 23 years old, and it is obvious that he is eager to make a name for himself. He is not very much in awe of the more famous knights present in Camelot on this feast day, because he spent much time here in his youth. If questioned further by a player knight, Tathal reveals that he was once squire to a Round Table knight — Sir Marrok.

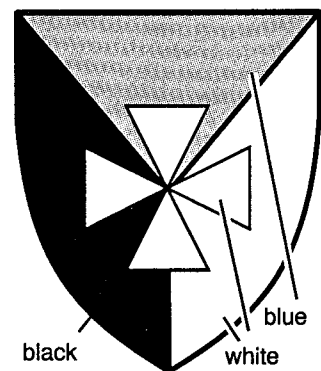
"Marrok, it is widely known," says Sir Tathal, "rode forth from Camelot one day, seven years ago, and never returned. Many stories have been told about how Sir Marrok met his end, but most have been proven false. Other Round Table knights have encountered evil knights who claimed to have slain Sir Marrok, but they are believed to be lying. Everyone except King Arthur believes Sir Marrok to be dead. To this day the King has not permitted any other knight to take Marrok's seat at the Round Table, and Marrok's name is still in gold letters on his siege. Presumably, when Arthur sees the magical writing vanish from the back of the chair, then he will know that Sir Marrok is dead.

"Such disappearances were not unusual for Sir Marrok. Quite often he would be missing for several days at a time, and not have a good explanation for his whereabouts when he returned. It has been suggested that Sir Marrok may have had a secret lover, though this has never been proven."

[Intrigue. Success = Tathal will offer his own theory to explain his former master's disappearance: Marrok was murdered by his wife, Indeg. It was obvious that the two never loved each other, and Indeg had opportunity to poison him, perhaps to enable her to take another lover of her own. But Tathal has no proof of this; it is all strictly conjecture.]

If asked about Sir Guaire, Sir Tathal says that he has known the knight for many years, ever since Tathal served as Sir Marrok's squire. Sir Guaire is known to all of the Round Table knights from his frequent visits to Camelot in the company of his lord, Duke Gala-haut of the Long Isles, who is a Round Table knight himself. Tathal has no warm feelings for Guaire, who is a very unlikable man. Sir Guaire is boastful and devious, and seems to have no real loyalty toward anyone except himself. He is, however, an excellent swordsman, and he always does well at tournament,

Sir Tathal





though he is far from a courteous winner.

Sir Tathal also has a negative opinion of Lady Indeg, should he be asked. When he was squire to Sir Marrok, Tathal observed that Indeg treated his master cruelly, and often lied to him. Though she was married to a Round Table knight, Indeg thought little of her husband's accomplishments, and instead made unfair comparisons to him with other more famous knights. Indeg also found fault with Tathal as her husband's squire, and criticized his conduct constantly for no justifiable reason. If there was one favorable point about Sir Marrok's disappearance to Tathal, it was that his unhappy association with Marrok's wife was now ended.

Tathal has only good things to say about the mysterious wolf. He reports that the wolf behaved in the friendliest manner toward him, and upon seeing him, wagged its tail and even licked his face like a favorite dog. Should the wolf remain in Camelot, Tathal would like to spend more time with it. He would like to solve the mystery of the wolf himself for King Arthur, but he has no idea where to start.

Tathal will leave the feast at a fairly early hour and go to bed, as is his custom. He is usually a very temperate man, and he would not linger at the feast long drinking into the night.

Lady Alice

Lady Alice is a young and pretty maid-in-waiting to Dame Ragnell, wife of Sir Gawaine. She is a short, slender seventeen-year-old with thickly curled fair hair. She is very outgoing and friendly to the many visiting knights at Camelot, and she is eager to hear of their exploits, as well as the latest court gossip.

Lady Alice

Alice is a young maid-in-waiting to Dame Ragnell. She has come to Camelot from Garloth in the North. She enjoys flirting, but is looking for a husband, not a passing affair.

SIZ 8	Move 2	Major Wound 10
DEX 14	Damage 3d6	Unconsciousness 5
STR 10	Heal Rate 2	Knock Down 8
CON 10	Hit Points 18	
APP 17	Age 17	

Attack: Dagger 3

Significant Traits: Chaste 13, Prudent 14, Trusting 14

Significant Passions: Loyalty (Ragnell) 14

Significant Skills: Chirurgery 12, First Aid 12, Flirting 14, Industry 10, Romance 6

Since Alice seems interested in listening to so many of the visiting knights' stories at once, it will be difficult to get and keep her attention. She enjoys flirting with the knights, and a knight will have to do likewise to have any hope of continuing a conversation with her. [Flirting or Courtesy. Success = The player knight will be able to continue the conversation with her. Failure = She pays only fleeting attention to the player knight and, moments later, begins conversing with a different knight at the table.]

If a player knight succeeds in holding Alice's attention, she will tell him what she thinks of many of the knights and ladies assembled here. [Intrigue. Success = Sir Guaire and Lady Indeg are lovers, and have been for many years. This fact is known among most of the people at the court of Camelot, though rarely spoken about. Though Indeg's husband, Sir Marrok, is considered dead, this has never been acknowledged by the King, and thus Indeg is not legally a widow. When Duke Galahaut travels to Camelot, Sir Guaire always travels with him, and it is primarily for the purpose of seeing Indeg, whose manor is not far from Camelot. Critical = Alice will add the observation that Guaire and Indeg were lovers even before Marrok disappeared.]

Alice has not met Sir Marrok, since he disappeared before she came to Camelot with Dame Ragnell, and thus, if asked, she has no opinion of him. If asked about the wolf, Alice's view is that the wolf's behavior is a holy miracle, performed by the Holy Spirit for Pentecost.

Though Alice enjoys flirting with the various knights, she is also generally chaste, and should a player knight desire a more intimate rendezvous with Alice after the feast, he would need to overcome Alice's natural coyness. [Lustful roll, opposed by Alice's Chaste. Success = Alice is willing and agreeable.] However, a player knight might also wish to court her. [Romance. Success = Alice might allow herself to be courted by the knight.]

Unless events dictate otherwise, Alice would stay at the feast several hours until she was needed to see to the needs of her lady, and then retire for the night herself.

Dame Briant

Dame Briant is one of the oldest guests at the feast, the widow of Sir Nidian, slain at the Battle of Carohaise in 510. She is white-haired and sharp-tongued, and she shows obvious disdain for younger knights who make much of the Glory won at tournaments and quests without ever having fought in a true battle. She will begin many sentences with, "When my husband, Sir Nidian, was alive..." and go on to make disparaging comparisons.



Dame Briant

Briant is the widow of Sir Nidian. She is over sixty years old, quick-tongued, and enjoys having an audience for her many stories.

SIZ 10	Move 1	Major Wound 6
DEX 8	Damage 3d6	Unconsciousness 4
STR 6	Heal Rate 1	Knock Down 10
CON 6	Hit Points 16	
APP 8		

Attack: Dagger 6

Significant Traits: Selfish 15, Proud 12, Trusting 13

Significant Passions: Loyalty (Arthur) 17

Significant Skills: Chirugery 18, Faerie Lore 11, First Aid 15, Folk Lore 9, Industry 14

If asked about Sir Marrok, Briant remembers him as a good knight, and makes a sorrowful comment about how all the best knights have passed on. She does not know either Sir Guaire or Indeg well (and either has not heard the court gossip about them, or chooses not to pass it on), but neither of them has made a good impression on her.

She does, however, show a liking toward the wolf, and she can be seen feeding it not just the table scraps, as many others are doing, but a large chunk of meat. A knight who has made a favorable impression on her may get her to tell why she likes the wolf. [Courtesy, Orate, or even Flirting. Success = Briant tells the knights the following story about the wolf.] She gives the wolf such good treatment, she says, because she believes it may be a werewolf.

Long ago, when I was a girl," Briant begins, "I was told a tale by my grandmother of a Saxon family whose men were all knights. For many generations they shared a strange curse: whenever the crescent Moon sets with the Evening Star, which the wise men call Venus, such a knight would change uncontrollably from man to wolf. As he felt the change come over him, the poor soul would have to shed his clothes quickly, so that they would not be burst by the wolf-shape. As a wolf he would still have the mind of a man, but could not speak or act except as a wolf acts. He would change back to man-form in the morning, provided that his clothes were present for him to put back on. Without his clothes (and they must be his own clothes), the werewolf was trapped in wolf-form."

Briant concludes that this poor wolf is a man afflicted with the werewolf's curse, forever searching for his clothes that misfortune has hidden from him. Briant does not know the name of the family that was afflicted with this curse; she has not always believed that the legend was based on fact. But she does insist that this animal be

treated well, for it is quite possible that it could be in fact a noble knight.

As the evening progresses, Dame Briant can be seen to be nodding off at the table. Before she falls asleep completely, a lady prompts her that it is time to retire for the night.

Sir Ailgel

Sir Ailgel is from Leinster, a knight of King Anguish, and he has come to the feast with seven other Irish knights to represent their king at Arthur's court. He is a loud, boisterous knight with a fine singing voice that he demonstrates at various times during the feasting, encouraging others to join in "Come and join me in song," he shouts, inviting friends and strangers alike. "If ye be men and call yourselves knights, then surely you can sing!" [Singing. Success = The player knight makes a favorable impression on Sir Ailgel, and he is willing to converse with the knight and answer his questions.]. He drinks considerable amounts of ale during and after the feast, and he invites all around him to try to keep up with him. [Indulgent.

Sir Ailgel



Sir Ailgel

Sir Ailgel is a knight of King Anguish of Leinster. An older man, he has won much glory in battles in years past, though in recent years he has begun to grow fat and soft.

Glory 3,105

SIZ 17	Move 2	Major Wound 13
DEX 9	Damage 5d6	Unconsciousness 8
STR 12	Heal Rate 3	Knock Down 17
CON 13	Hit Points 30	Armor 12 + Shield
APP 7		

Attack: Sword 19, Lance 16, Spear 16, Horsemanship 18

Significant Traits: Energetic 15, Vengeful 13, Indulgent 18

Significant Passions: Loyalty (King Anguish) 17, Honor 15, Hate (Sir Guaire) 14

Significant Skills: Courtesy 12, Singing 17, Play (harp) 15, Tourney 14

Horse: Charger, 6d6 damage



Success = the player knight also drinks to excess, and will need to roll on CON to see if the knight can keep from passing out.]

Ailgel enjoys tormenting the wolf, dangling food out to it and pulling it away at the last moment. The wolf endures this patiently, but some of the other banquet guests (including the player knights, if they wish), may insist that he stop. He is unaware that he is being cruel to the animal, but he is good-natured enough not to be provoked into a fight over it. If a player knight is persuasive enough, he stops teasing the wolf, and if no player-knight acts, then Dame Briant insists that he stop.

If asked about Sir Marrok, Sir Ailgel drinks a toast to his soul, may it rest in peace. If the conversation turns to Sir Guaire, Ailgel mutters an oath under his breath, the blood rising to his face and his eyes burning with fury. [Intrigue. Success = Ailgel confesses that he believes Guaire killed Marrok. He has this on authority of Sir Bledri, who saw the deed take place, though Bledri himself is dead, killed by an unknown evil knight.]

Ailgel explains, "Seven years ago, after Sir Marrok was reported missing, Sir Bledri, a knight of Earl Celyn of Sussex, confided to me that he saw Sir Guaire and Sir Marrok arguing, and then later that day, both rode off from Camelot together without their squires. Sir Bledri followed, unobserved, and watched as the two knights fought a duel that left Sir Marrok dead. Sir Bledri dared not interfere (being a much younger and inexperienced knight, and no match for Sir Guaire), but after Sir Guaire burned Marrok's body and dumped his armor, shield, and weapons in the deepest part of the river, Sir Bledri showed himself and asked Sir Guaire what he was doing. Sir Guaire lied and told him that he was doing nothing but enjoying a ride on a summer's day, yet six months later, Bledri himself was found dead, killed by an unknown knight with no device

on his shield, according to witnesses. Though I have no proof, it is my conjecture that this knight was Sir Guaire."

(This entire story is completely false, though Ailgel believes it to be true. Bledri was lying when he claimed to have seen Guaire kill Marrok; no such event took place. Bledri was a close friend of Sir Marrok's who hoped to shed some light on Marrok's disappearance by making up false rumors, perhaps to flush out the real culprit. The knight who killed Bledri was Brus sans Pitie, which can be verified by asking any of Arthur's most famous knights, such as Gawaine or Kay, who recognized Brus from witnesses' descriptions.)

Sir Ailgel is not willing to take any action against Sir Guaire, even though he hates Guaire fiercely. Ailgel has sworn an oath to his lord, King Anguish, not to accuse or oppose a knight of the king's ally, Duke Galahaut. Thus it could be considered a breach of his oath even to be making mention of his suspicions to the player knights, and he does so only because he wants to see Sir Guaire atone for the crimes that he has committed.

Ailgel remains at the banquet long after most of the other guests have departed for the night. Soon he has imbibed far more than he should have, and he needs help finding his way back to his tent.

Lady Laudine

Lady Laudine is a lady-in-waiting to the Lady of the Launds, cousin of King Anguish of Leinster. The Lady of the Launds and her ladies have come to Camelot with many of the king's best knights, including Sir Ailgel, as a gesture of friendship and fealty to King Arthur.

Laudine is most impressed by the size and scope of Camelot, and she is most eager to court the attentions of Round Table knights. Player knights who are not from Camelot will have to make a special effort to get and keep her attention. [Courtesy or Flirting. Success = the player knight may continue to converse with Laudine. Failure = she pays more attention to passing knights of the Round Table.]

If a player knight does get the opportunity to talk to Laudine, he learns that her lady, the Lady of the Launds, has been courted by many of the best knights of Ireland and Britain, though none have been successful in winning her. [Intrigue. Success = Laudine tells a player knight that Sir Guaire was one of those who courted the lady, but it is true (she blushes as she relates this), Guaire was also desirous of Laudine herself.]

Laudine says, "I would have happily become the wife of such a famous knight, but Sir Guaire was not interested in marrying me. Not long after the courtship ended, I

Lady Laudine

Laudine is a nineteen year old noble woman from Leinster, a lady-in-waiting to the Lady of the Launds. She is intelligent, beautiful, and good-natured.

SIZ 10	Move 1	Major Wound 11
DEX 15	Damage 3d6	Unconsciousness 4
STR 10	Heal Rate 1	Knock Down 10
CON 11	Hit Points 21	
APP 20		
Attack: Dagger 5		
Significant Traits: Lustful 15, Honest 16, Pious 13, Trusting 13		
Significant Passions: Love (family) 13		
Significant Skills: Faerie Lore 12, Intrigue 10, Stewardship 8		



Lady Glesni

Glesni is Lady Indeg's cousin. She is thirty years old, married to a squire, and the mother of two girls. Though she appears pleasant on the surface, a devious nature is concealed within.

SIZ 9	Move 2	Major Wound 14
DEX 13	Damage 3d6	Unconsciousness 6
STR 8	Heal Rate 2	Knock Down 9
CON 14	Hit Points 23	
APP 13		
Attack: Dagger 3		
Significant Traits: Vengeful 14, Deceitful 16, Prudent 14		
Significant Passions: Love (family) 16		
Significant Skills: Awareness 8, First Aid 15, Industry 12		

learned that Guaire actually loved another, a widow in Silchester, whom I did not know." Since then, she has harbored deep and bitter feelings toward Sir Guaire.

If the player knights press for details from Laudine, she can tell them that Guaire has a favorite trysting-place, an abandoned castle on the Enbourne River. It is that Guaire took Laudine during the brief time they were lovers, and she has no doubt that he has brought many others there as well. If asked, Laudine will willingly tell the player knights the exact location of this castle.

Laudine is not known for being particularly Chaste. [Lustful. Success = She willingly spends the night with the player knight.]

Lady Glesni

Lady Glesni is the wife of Gwion, a squire to a Round Table knight, Sir Lavaine. She is courteous and pleasant, and she listens avidly to all that the knights and ladies at the table have to say, adding her own comments only rarely.

She is also Indeg's cousin, a fact that she chooses not to speak of. She has heard all the gossip surrounding Indeg and Guaire, and she wishes to protect her cousin at all costs. If anyone speaks to her about Indeg or Guaire, she will deny that the rumors are true, and she will defend Indeg to the best of her ability. Though she does not identify herself as Indeg's cousin, anyone whom the player knights ask about her can tell him of their relationship.

[Intrigue. Success = Glesni relates a piece of gossip about any of the Camelot knights that is unrelated to the events of this adventure (depending on the year of the adventure, the gossip could concern Tristram and Isolt, Morgan le Fay and Mordred, Lancelot and Elaine of Carbonek, or the upcoming Grail Quest. This can be used to

give player knights information about events happening concurrently with this adventure that they have not had a chance to experience directly, and may become involved in soon).]

If asked directly about any of the principals involved in this adventure, Glesni denounces Marrok as an unfaithful husband who obviously deserted his wife and the service of King Arthur. Indeg is a good woman who has been reduced nearly to the status of a beggar by the disappearance of her husband. Though she does not know Sir Guaire well, she has the impression of him as being a valiant and chivalrous knight, and he is always a welcome visitor to Camelot. And the wolf, she believes, is by nature a dangerous animal that could revert to its true ways at any moment. It frightens her, and she does not think it should be allowed to remain in Camelot.

Glesni listens closely to all that is being said at the feast. If it sounds to her as if the player knights are getting close to piecing together the truth about what Indeg did to Sir Marrok, then when the feast is ending, Glesni leaves abruptly and goes to find her cousin. Glesni tells Indeg about how the player knights may be suspecting that the wolf is actually Sir Marrok. Any player knight who chooses to follow Glesni discovers that she speaks immediately to Indeg, who accepts the news with shock and dismay.



Sir Marrok's Fate

By the conclusion of the feast, the player knights should know most of the facts surrounding the true sequence of events: Sir Marrok is heir to a family curse that transforms him into a wolf during certain planetary alignments. In order to change back into man-form, his clothes must be present for him to put on, or he cannot change back. Marrok's wife, Indeg, was unfaithful to him; her lover was Sir Guaire of the Long Isles. After she had discovered the nature of her husband's curse, she decided to hide his clothes, so that he would permanently remain in wolf-form. She and Sir Guaire hid Marrok's clothes in the abandoned castle on the Enbourne River. For the last seven years, the wolf that once was Sir Marrok has wandered the countryside searching for his clothes, while Indeg plays the part of the bereaved wife. Only King Arthur's refusal to declare Marrok dead and Indeg a widow has kept Indeg from marrying Sir Guaire and inheriting a portion of Marrok's property.



If the player knights have been inventive and persistent in their questioning of the banquet hall guests, they should be rewarded with a large portion of helpful clues, regardless of how successful their Intrigue rolls have been. It is not necessary for them to receive every important clue; many of them can be deduced independently or filled in later. If the player knights choose to ask questions of other people at Camelot besides the six described above, the gamemaster can decide how likely it is for others to be able to supply or confirm the same information.

Confronting Sir Guaire

At this point the player knights probably know the truth about Sir Marrok, but it is based only on hearsay and conjecture. If they confront Indeg or Guaire with what they believe, the accused hotly deny it, and demand proof. If they bring it to the attention of their own lord, Duke Galahaut, Sir Kay, or even King Arthur (after a lengthy wait for an audience), they will be met with extreme disbelief. Presenting anything less than the complete story will result in the stern displeasure of the lord they bring it to, especially if the player knights accuse Sir Guaire of wrong doing.

Even if they have discovered all the facts and explain everything, the player knights must still be extremely convincing in their speech. [Orate. Success = The listener is convinced that there may be some validity in these tales. In that case, they will receive a pledge that justice will be done, once the player knights return with proof of Indeg's and Guaire's wrongdoing. Critical = The person who this is being presented to will become so passionate about bringing this plot to light that he will actively participate in the player knights' attempt to help Sir Marrok.]

Glory: 50 if King Arthur or the player knight's lord is told the truth about Sir Marrok and are convinced that it may be true.

Solutions

A possible course of action for the player knights would be to try to observe Indeg and Guaire stealthily and keep track of their movements. With Camelot as busy and crowded as it is on this feast day, this is not that difficult to do. The player knights could do this either directly or indirectly, relying on squires, servants, etc., to watch them and report back what they see. In either case, the gamemaster makes an Awareness roll for the person who is being watched. On a failure the observation continues undetected; on a success he or she is aware of being followed and becomes irate, demanding to know why he or she is being watched (if this is Sir Guaire and the person watching him is a player knight, this could lead to a challenge fight).

Observing Sir Guaire

Any successful observation of Sir Guaire reveals that he speaks with Duke Galahaut, early on the day following Pentecost, for permission to be absent on a personal matter for several days. The permission is granted, and Guaire spends the next few hours preparing for his departure (unless the player knights have done anything to reveal their suspicions to him, in which case he prepares with great haste and leaves much sooner). Once ready, Guaire rides to the north to the abandoned castle on the Enbourne River, intending to do what should have been done in the beginning: destroy Sir Marrok's clothes.

Observing Lady Indeg

Any successful observation of Indeg shows that she does make her way to Sir Guaire's tent that night and spends the night there. On the next day she visits several shops in the city, including an apothecary. If Glesni has told her about the player knights' suspicions, or if the player knights have done anything to make her aware of what they know, Indeg goes to great lengths to avoid the player knights and be certain that she is not followed. A player knight can try to discover what she is buying. [Awareness. Success = She is purchasing roots and herbs.] Succeeding in that, the knight may try to determine the purpose of these items. [Chirurgery. Success = These are ingredients for making poison.]

Later that day, Indeg finds a secluded spot outside of Camelot to prepare the poison, and then she returns to Camelot with the intention of poisoning the wolf.

The player knights should be given the opportunity to discover Indeg's and Guaire's intentions. If they do not find out on their own, Alice goes to one of the player knights (whoever had been the most attentive at the feast) and reports that Indeg was buying items in the city that could be used to make poison. She fears that Indeg could be capable of murder, but she does not know what she could be planning. Alice informs the player knights at roughly the same time that Indeg is returning to Camelot with the poison.

The Poisoning Attempt

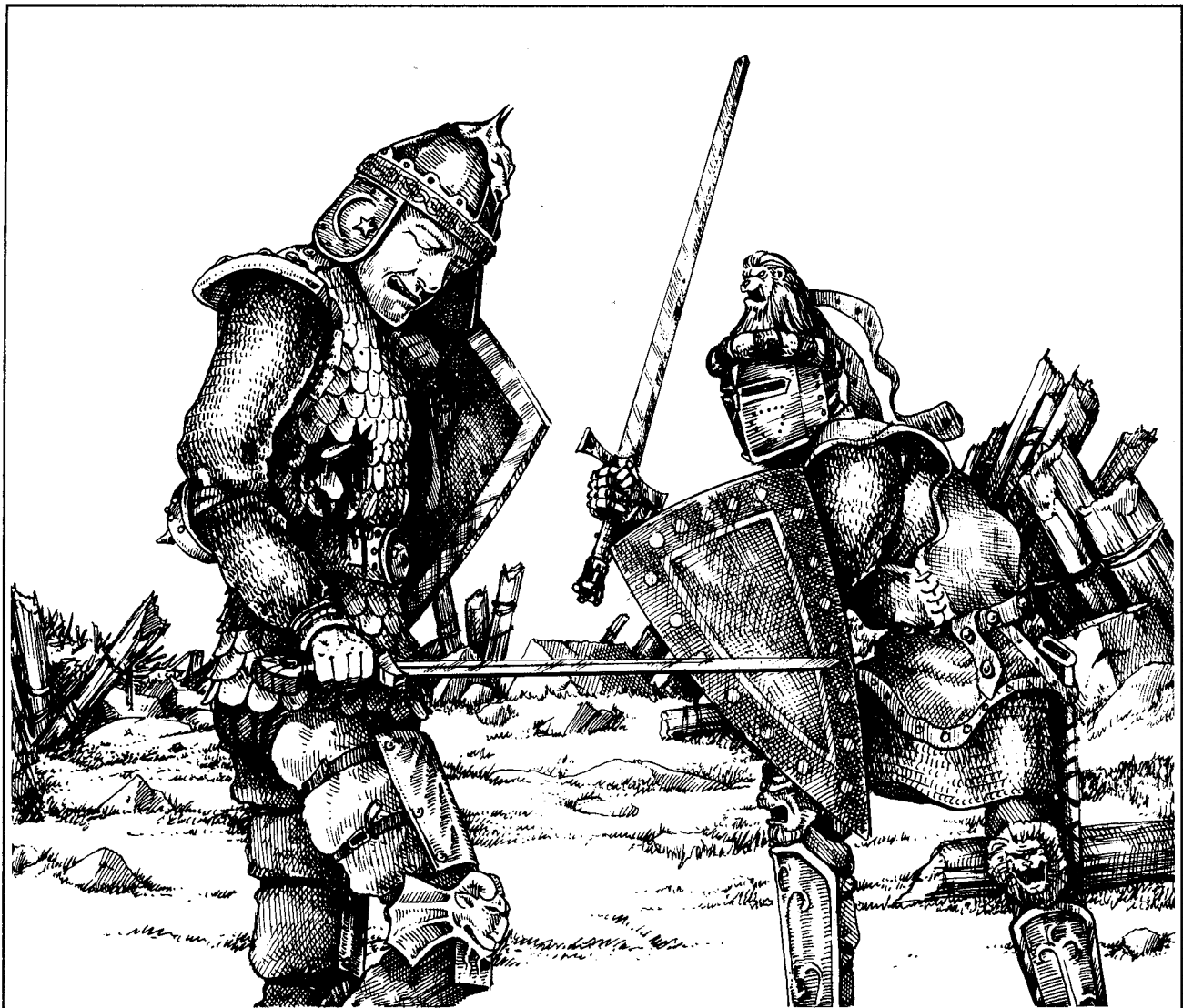
Whether they were alerted to the deed by Alice or succeeded in discovering it on their own, the player knights find Indeg and the wolf in the one of the halls of Camelot. Indeg is holding a large bowl of stew meat and is trying to entice the wolf to eat it. The wolf is backed up against a corner, growling, not wishing to eat the food that it believes is poison.



When confronted by the player knights, Indeg denies that she has poisoned the stew, and she insists that she merely was trying to do an act of kindness to the animal. If the player knights become belligerent or hostile toward her, she screams very loudly, which will bring knights of the Round Table to her aid quickly. They tend to side with the lady unless the player knights can convince them otherwise quickly [Orate. Success = The arriving knights accept that Indeg may be trying to poison the wolf]. The stew can easily be shown to be poison by feeding it to a test animal (a chicken or goat can be quickly located), which would die in a few minutes. Also, if it is suggested to Indeg that she taste the stew meat, she refuses, and if commanded to do so by a Round Table knight (not a player knight), she breaks down and confesses it is poison.

Once it is proven that she was trying to poison the wolf, Indeg is reduced to tears, and she confesses not only her involvement in the plot but Sir Guaire's. If the player knights wish to know Sir Guaire's whereabouts, or if they demand to know where Sir Marrok's clothes have been hidden, Indeg tells them that Sir Guaire has rode forth to the abandoned castle on the River Enbourne, where he plans to burn the clothing. (There are other ways the player knights could also learn this information. Guaire's squire had told other squires their destination before they left, and Duke Galahaut can also have been informed of it. Also, the player knights could deduce it from information Laudine told them.)

Glory: 40 for saving the wolf from poisoning and forcing Indeg to confess her crime.



The battle with Sir Guaire



The Battle With Sir Guaire

It is a day's hard ride from Camelot to the abandoned castle to which Sir Guaire has fled. If the player knights do not pursue Sir Guaire almost immediately, he has opportunity to destroy Sir Marrok's clothing, and the knight is forever trapped in wolf form. Therefore if the player knights do not decide at once to proceed after Guaire, they are commanded to do so by their liege lord or, if more appropriate, by King Arthur himself. Any further delay on the part of the player knights is disastrous for the unfortunate Sir Marrok.

When the player knights arrive at the castle, they find Sir Guaire making preparations for a bonfire. He has not suspected that he would be followed and has been taking his time about seeing to the clothes' destruction.

The player knights have several courses of action available to them at this point, but it is likely that they all lead to combat with Sir Guaire. Guaire resists any attempts by the player knights to persuade him to spare the clothes and return to Camelot peacefully. Once confronted by the player knights, he challenges them to meet him in combat and settle the matter though force of arms. Guaire is a desperate man at this point; he knows that he is ruined if he is returned to Camelot by the player knight, and he is also very confident of his own combat skills. He will not hesitate to fight one or two of the player knights at a time, though if more than two fight him at once he chides them for their dishonorable tactics.

Sir Guaire intends to fight to the death, for that is his only hope of escape. He gives no quarter to wounded player knights. He himself asks for mercy only upon receiving a major wound; if granted, he returns to Camelot willingly.

Glory: 150 for defeating Sir Guaire.

Locating the Clothes

Upon defeating Sir Guaire, the player knights should have little difficulty finding Sir Marrok's clothes, stored in the ruins of the abandoned castle. [Roll Awareness. Success = the clothes are hidden under some loose rocks beside the remains of what was once a chimney.]

Glory: 10 for discovering Sir Marrok's clothes and returning them to Camelot.



Sir Marrok Restored

News that the player knights are returning to Camelot with the clothes of Sir Marrok precedes them, as young men with fresher horses whom they encounter on the way speed back to Camelot to report the happy tidings. When they arrive, they are ushered into the great hall of Camelot, where King Arthur and all of the notable knights await with the wolf. The player knights are given the opportunity

here to present their tale of how they defeated Sir Guaire. Guaire, if he is still living and a prisoner, says little and does not dispute their version (unless, of course, the player knights stray far from the truth).

Sir Marrok



At the proper dramatic moment, King Arthur takes the clothes and formally presents them to the wolf, saying, "Wolf, if you truly be Sir Marrok, who served me well in past days and

may yet serve me again, accept these clothes with the apologies of all present, who allowed you to roam the forests like a wild animal. Transform yourself back into

Sir Marrok

Sir Marrok is a knight of the Round Table, who swore allegiance to King Arthur in 523 during the Siege of Silchester. A brave and honorable knight, he is the heir to a family curse that left him in werewolf form for seven years, betrayed by his wife, Indeg. He is Saxon, though Christian, and is from Silchester, where he holds land.

Glory 7,645

SIZ 15	Move 3	Major Wound 12
DEX 16	Damage 5d6	Unconsciousness 7
STR 15	Heal Rate 3	Knock Down 15
CON 12	Hit Points 27	Armor 12 + Shield
APP 16		

Attack: Sword 22, Lance 18

Significant Traits: Chaste 12, Energetic 16, Forgiving 17, Merciful 15, Pious 14, Valorous 16

Significant Passions: Loyalty (King Arthur) 16

Significant Skills: Courtesy 13, Hunting 14, Tourney 12

Horse: Charger, 6d6 damage



man-form, so you can rejoin the company of your good fellows.”

The King places the clothes at the feet of the reclining wolf, who sniffs at them. Nothing happens. The crowd of assembled knights waits in silence for a full minute. The player knights may suggest any action here, and Arthur and the other knights will try whatever they suggest.

At the point where some of the knights are ready to concede that this is but a wolf and leave, King Arthur makes the correct suggestion (unless a player knight suggests it first): Sir Marrok is too modest to transform back in front of everyone. The King leads the wolf into the nearest empty room, places the clothes in it, and closes the door on them. Again, nothing happens, this time for as much as an hour.

After an hour's time (or sooner, if a player knight insists), the door is opened and Sir Marrok is revealed sleeping on a bed, returned into his human form. When he awakens, he thanks all for their kindness to him when he was a wolf, singling out any particular player knights for their good deeds, and perhaps, if any mistreated him, forgiving them for what they did to a wolf, not knowing it was truly a knight.

Glory: 100 for restoring Sir Marrok to his human form.

The King's justice

After yet another night of feasting, this time spent giving thanks for the return of Sir Marrok, King Arthur holds court the following morning to dispense justice upon Indeg and, if he still lives, Sir Guaire.

Indeg argues before the King that she and Sir Guaire did nothing more than to hide a man's clothes, which is an insignificant offense. She begs for Sir Marrok's fellow

knights to speak up in her defense. None does so, unless a player knight chooses to.

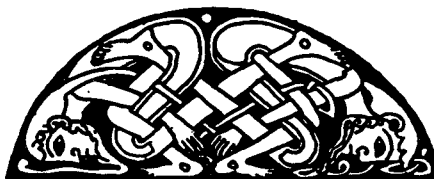
Sir Gawaine brings the accusation before Arthur that Indeg and Sir Guaire were adulterers who stole not just Sir Marrok's clothes, but his humanity. He asks the King to sentence them to death. At this, the assembled knights shout their approval.

King Arthur asks Sir Marrok to state whether he wishes Indeg and Guaire to die. Sir Marrok says, "I shall accept my King's judgment, sir. Seven years ago, I might have thirsted for vengeance. Now I am just thankful that my ordeal is over; I bear no malice against my wife, nor Sir Guaire."

At this point, the player knights have the opportunity to speak. King Arthur says, "This small band of knights, who discovered the truth that had been hidden from us, have brought much glory to themselves in this affair. I would be most interested in hearing what they believe should be done, when the guilt has been so clear and freely confessed."

One of more of the player knights can speak either in favor of mercy or severe punishment. The King listens closely and takes note of how eloquently they speak. [Orate. Success = King Arthur agrees with the player knight, and rules in favor of the player knight's position. Critical = The player knight gains 25 Glory for his words. Fumble = The player knight speaks poorly, and King Arthur rules in the opposite way from the player knight's view.]

Unless the player knights have been successful in convincing Arthur to be merciful, he will pronounce a sentence of death upon Indeg and, if he still lives, Sir Guaire. The execution is carried out at dawn the following morning. The celebration of Pentecost at Camelot has ended, and the visiting knights make their various ways back home.

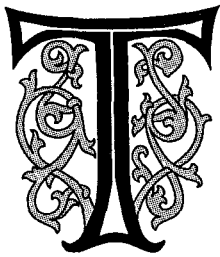




The Adventure of

The Ghost Knight

by Mike Dawson



THIS SCENARIO OCCURS in eastern Logres in the lands of Huntington and Hertford. Knights who visit Anglehearth have an opportunity to become embroiled in the strange events that grow out of Sir Ferran's accidental disturbance of ancient powers. These powers are hinted at in the release of the Green

Wyrms, which the player knights must defeat. Later, a haunting with no simple solutions sends the knights off to find out how to get rid of the Manor Ghost. The needed weapon can only be taken from another ghost in Wandlebury Fort. He must be met in battle and defeated. If successful, the player knights may provide Ferran with the weapon he needs to free his house of the haunting.

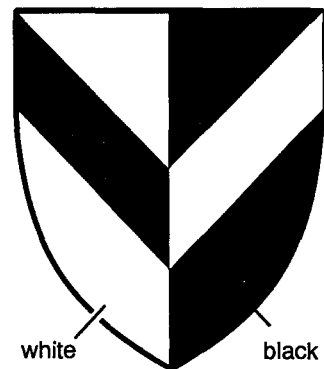
The Tourney of the Wyrms gives several opportunities for knights to come here, to meet each other, or even to be knighted. In the meantime, they have a chance to perform a valuable service for the whole fief. Once the introductory action is over, consider having Ferran speak proudly about the new addition he plans for his manor. Maybe he takes the player knights on a tour of the site, describing the wonderful new great hall, the larger kitchen, the fine sunny nursery soon to be built.

In the later action, lady Zoe is desperate for help and won't let the player knights go without trying every ploy she has. She even offers money or land (!) to knights too callous for her gentler entreaties. Would she give her daughter's hand to her husband's savior?

peace, and Sir Ferran, Lord of Anglehearth, has determined to expand the old manor building. Unknown to anyone, the proposed expansion extends over the ruins of an ancient fortification, one where the spirits do not rest easily.

Sir Ferran is a landed knight under Sir Dafydd, the Earl of Huntington. Forty-eight years old, he has been Lord of Anglehearth for 20 years. Anglehearth borders the lands of the Earl of Hertford near Anstey. It is a woody fief, still being carved out of the ancient Quinqueroi Forest. Roads from it lead directly to the intersection of the King's Road fork that leads to Anstey. Less traveled paths lead directly to Anstey and

Sir Ferran



Anglehearth

Anglehearth is a new fief, typical of those created by the High King and his vassals after the great victories over the Saxons years ago. Prosperity has come to it with Arthur's

Sir Ferran of Anglehearth

Glory 1750

SIZ 14	Move 2	Major Wound 14
DEX 11	Damage 4D6	Unconscious 7
STR 11	Heal Rate	Knock Down 14
CON 14	Hit Points 28	Armor 12 (+Shield)
APP 12	Age 48	

Attack Skills: Sword 20, Lance 15, Dagger 10, Greatspear 8, Spear 11, Battle 14, Horsemanship 15

Significant Traits: Valor 17, Proud 16

Significant Passions: Love (Family) 16, Hate (Saxons) 16

Significant Skills: Awareness 9, Courtesy 10, First Aid 9, Heraldry 11, Hunting, 14, Tourney 11

Horse: Charger, Damage 6D6, Move 6

Note: If he survives the encounters with the Manor Ghost, he gains a Fear (ghosts) of 2D6.



Royston, and into the Gogmagog hills toward Cambridge and Essex. Ferran is the only lord this fief has known.

Lady Zoe

Lady Zoe, Ferran's wife of 20 years, is unusual in that she does not hold with the new fashion of Courtly Love. She loudly and permanently rejects any who seek to woo her, and she opposes her (modified) Suspicious of 15 against any Amor (Lady Ann of Anglehearth) rolls a knight attempts while in the same demesne. This represents her interference with attempted meetings, verbal discouragement of the knight, and public mockery of his actions. Of course, if the knight and lady Ann are in another demesne, the Amor roll can be made without opposition. Aside from this peculiarity, Lady Zoe is a model hostess, steward and knight's lady.

Her mother's dislike of the customs of courtly love are not sufficient to discourage Lady Ann from a Fine Amor if a suitable knight presents himself. Lady Ann is a very marriageable young lady, as she stands to inherit Anglehearth.



The Tourney of the Wyrn

In celebration of the King's Peace and the ground breaking on his manor's new wing, Lord Ferran has declared a tournament for the first week after Easter. The tourney is also intended as a going-away celebration for his daughter, who is about to travel to Earl Dafydd's court for the season.

Lord Ferran's holdings are modest, and his heralds are not well traveled, so the tournament is not a large one. If you are starting a new band of un-associated player knights, this is a good way for them to meet. The tourney, or the Easter celebrations before it, are also good times to knight new characters who have just qualified.

At their welcome to the manor, a squire of Sir Ferran shows them around and offers whatever help he can for the knights. The squire is Paul, eldest nephew of Ferran and soon of knighting age. Use Paul as the player knight's primary contact with the manor during the pre-tourney activities.

A Chance for Romance

Interested knights may notice the young lady Ann, daughter of Sir Ferran and Lady Zoe. Only fourteen years old, she shows every sign of becoming a beauty, though she is a bit clumsy with her long legs and delicate hands. [Intrigue. Success = the knight learns that the tall and slim young woman is not yet betrothed, and stands to inherit Anglehearth. Critical = Lady Ann becomes pleasantly aware that the knight has been asking about her. Fumble = Lady Zoe also learns that the knight has been asking about her daughter.] Ann is kept apart from the crowd and is constantly accompanied, so a private meeting with the young lady is not possible without extraordinary measures.

If by some means a player knight speaks with the young lady, she acts nervous, shy and demure. She has no experience dealing with gentlemen not of her family. While her natural inclination is to take risks, Ann is out of her element in this situation. When playing the role of lady Ann, speak quietly, avert your eyes from the player, and keep your head down. Speak only when spoken to, and only to directly answer direct questions.

Before the Tourney

Extra ceremony surrounds the pre-tourney activities. A priest blesses the ground where the new building will take place. Peasant games feature a variety of contests related to building: log cutting, stake driving, sledge pulls, ladder races and the like. The height of the pre-tourney activities is the contest between two rival families to see who can pull down more of a old stone pile. This pile of large stones must be moved before ground clearing can begin.

Most knights are armored, or partially armored, because the first list of the tournament is to be announced at the conclusion of the stone hauling contest. Lord Ferran is not armored, as he is the host of the tournament. Knights and squires come out to watch the activities, and several bet on which competitors will win. Player knights may get involved in the betting by pitting their Gaming Skill against any other knight involved. The crowd is respectful, but very happy and slightly intoxicated, and this may lead to some peasants growing overly familiar with some of the knights. Even so, notably Cruel or Vengeful knights are avoided by all the commoners.

Introduce the knights to a few of the other knights who attend this tourney. Perhaps some old friends or enemies are here. Make sure they have a chance to meet (and probably be irritated by) Sir George, who becomes important in the next scene. Let them experience his boastful accounts of reckless valor.



Roleplay out an encounter with a peasant who has had a bit too much. Perhaps he offers his daughter in marriage, or just a swig from a communal cup of bad ale. Maybe someone steps on a velvet cape, or sloshes cider on a white surcoat. Let players make Forgiving and Merciful Rolls as they wish.

After a short speech, Sir Ferran signals for the starting horn to be sounded. The two opposing teams run a short distance to their tools, and then run up to the rock pile. Both teams tear into the pile as if searching for treasure. The crowd applauds, oxen bray, and the sound of digging rings over the fair. Some peasants and knights press close to follow the action, while others pull back to get free of the cloud of dust that rises up. Ask the players what they are doing.

An Ominous Note

Everyone is having a wonderful time. Laughing spectators, barking dogs, and happy musicians swarm the area around the pile. The teams burrow into the pile, hitching ropes to large stones and using oxen to pull them down. Bright sunlight makes the dust look golden. In the midst of this happy scene every knight gets a sudden shock.

The scene suddenly changes. Have the knights make an Awareness roll. {Awareness. Success = You hear an unnatural, loud hissing sound. Critical = You see tendrils of smoke among the dust rising from the stone pile and smell the faint odor of brimstone.} The peasants are still there, many still laughing, still encouraging the teams at the pile. The sun still shines and the wind still blows, but for the knights all the joy has gone out of it. For the knights, there is but a single overriding thing in the world — they recognize the overwhelming, stunning presence of evil. So close! It could be right here in the crowd. There is no comfort here, no joy, no love. Only menace.

Ask the players what their knights are doing. Anyone asking to make an Awareness roll notices something without even having to roll; Many other people in the area, knights and peasants, have the same pale, alert, distant look on them. This includes Sir Ferran, who looks is about to rush to his wife and daughter.

Knights may want to warn the crowd. Given more time, any knight could get the crowd to move, but there is not enough time. [Orate. Success = attract enough attention to explain the danger. Failure = the crowd continues to laugh and drink. Fumble = the commoners just jeer and make jokes.]

If any knight recklessly endangers his own safety to encourage peasants to leave, he gets a Merciful check. On

the other hand, any knight who rides commoners down before the Wyrms reveals itself gets a Cruel check.

Evil Revealed

This state of nameless dread lasts for only two rounds. Then the stone pile shifts and buckles, throwing some workers off, crushing others under rock and dirt. With a sudden grinding crash, the reason for the knights' premonition reveals itself. A hideous green snout pokes out of the pile, and then the entirety of a huge reptilian monster shakes itself free of the rubble. Raising its frightful head up in challenge, all the knights nearby can see the monster. Everyone near the manor hears this wyrm as it lets loose a deep, guttural hiss. This sound can even be heard on the list field, over the clang of arms from men preparing for the bohort. Smoke roils from its nostrils, filling the area with a terrible stench.

As the wyrm emerges, the crowd panics. Injured and trapped workers from the stone pile struggle to get away. Peasant animals are spooked, careening through the crowd and causing more disruption. Their panicked flight could spook horses and generally interfere with whatever the knights attempt. If the gamemaster wishes, one or more commoners could freeze in place, dangerously close to the wyrm. Their need to be saved might interfere with attempts to deal with the wyrm.

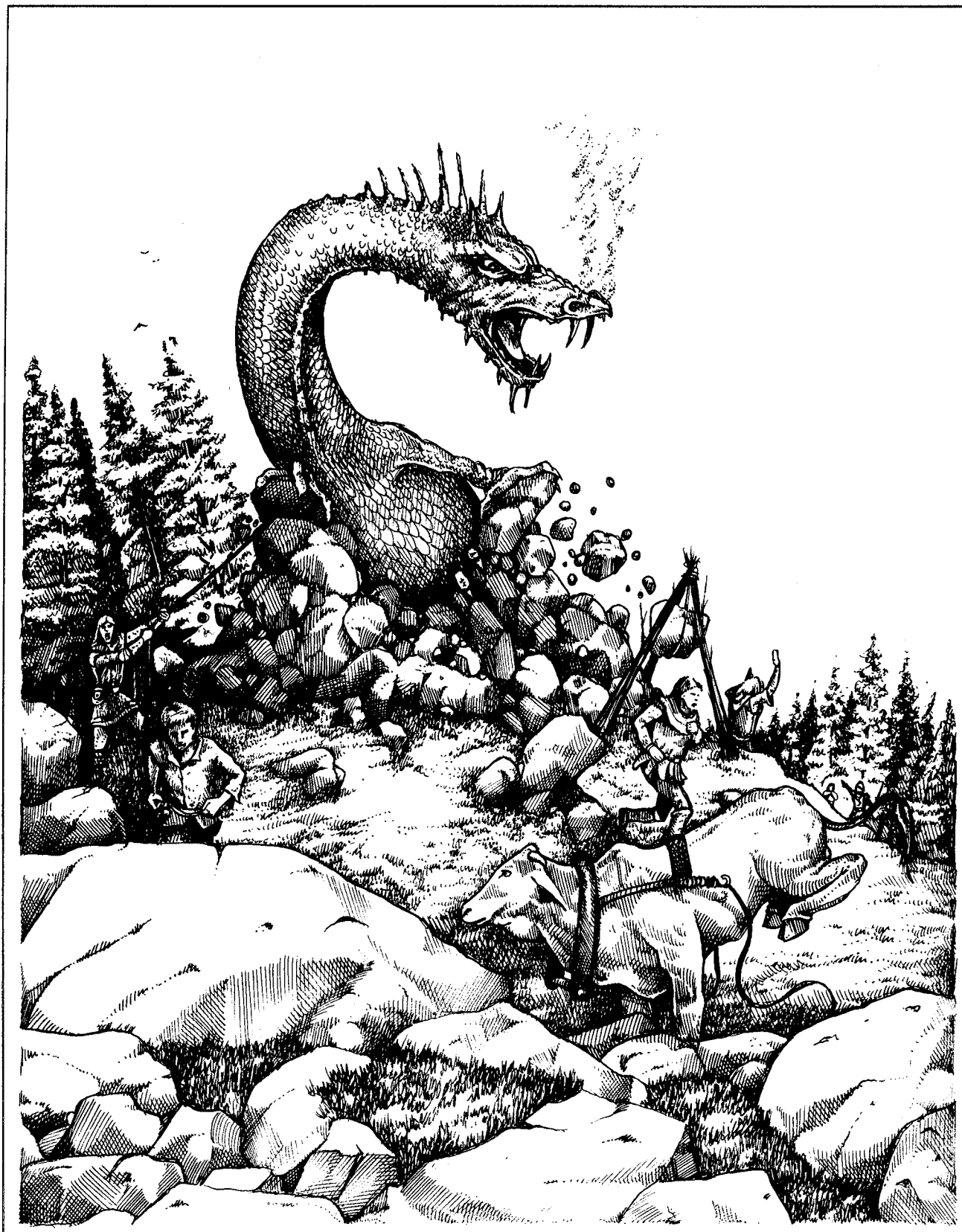
[Valor with the wyrm's -10 modifier. Success = freedom to move forward to engage the wyrm. Failure = the knight is frozen where he stands, or may retreat. Critical = no need to roll Reckless to charge up the hill. Fumble = the knight flees the scene.]

Sir George's Attempt

As if providing a lesson for the other knights, the proud and haughty Sir George cries out "By my Faith, this fell beast is mine alone, or let my life's blood be spilled!" All knights recognize a claim to single combat. Those who wish may roll [Honor vs Reckless. Honor Success = wait for Sir George to win or be badly injured. Reckless success = join the attack on the wyrm now.] Since Sir George

Sir George





The wyrm emerges



Sir George of Hertford

Glory 2192

SIZ 14	Move 3	Major Wound 13
DEX 17	Damage 5D6	Unconscious 7
STR 15	Heal Rate 3	Knock Down 14
CON 13	Hit Points 27	Armor 12 (+Shield)
APP 15		

Attack Skills: Sword 15, Lance 15, Dagger 8, Spear 15, Horsemanship 15

Significant Trait: Reckless 17, Proud 16, Valorous 16

Significant Passions: Honor 16, Amor (Lady Ann) 14

Significant Skills: Game 15, Tourney 16

Horse: Charger, Damage 6D6, Move 8

Note: When Inspired against the Wyrms, George applies the +10 to his Sword, giving him a 25. He shouts "For my Lady" when charging the wyrms.

is not tough enough to kill the wyrm, and the wyrm is tough enough to kill Sir George, this should not take long.

Sir George attempts to fight while Inspired by his Amor (Lady Anne) of 14. Make his Inspiration roll, and apply the proper modifier to his Sword skill. The good Sir begins his attack with a lance charge up the pile, then switches to sword. If his Amor roll was successful, He adds a +10 to his Sword skill, giving him a 25. His fight against the wyrm may go well, but sooner or later, he will fail a Horsemanship roll. From that point on, he cannot fare well against so dangerous a beast.

When his horse falls, ask the knights if they intend to stand by while a knight is destroyed by such a hideous monster. Indecisive player knights (and all NPC knights) may oppose Merciful against Honor to decide what they will do. [Merciful success = they enter the fray to help the overmatched knight. Honor success = deference to Sir George's claim overcomes any wish to aid the brave knight.] Some knights might start arguing about whether to intervene before one or another combatant goes down.

Fighting the Wyrms

Characters trying to reach the wyrm on foot suffer a -5 to their combat skills for being lower on the steep pile of stone. The wyrm gets a +5 for being above its attackers.

Knights who want to use their heads to defeat the monster may make a Battle skill roll. [Success = the knight recognizes the danger of attempting to fight on the top of the mound, and the need to have multiple opponents engage the beast at once.] Multiple opponents in a combined lance charge can take the beast out in short order.

Perhaps the best tactic is to lure the creature down off the pile, hopefully away from the manor. This tactic also gives time for other knights from the tourney field to arrive, assuming they have made their Valor rolls.

If the wyrm is left for 5 rounds without an opponent, it descends the hill toward the nearest moving target, be it human or livestock, knight or peasant. If no one is nearer, it heads toward the pavilion by the manor where Sir Ferran and his family watch. The wyrm is easy to distract. Anyone attacking it gets its full attention, and if possible it stays with an opponent attempting to retreat. When attacked by multiple opponents, it chooses its targets randomly, thrashing around wildly.

Charging the Wyrms

Charging up the rock pile while mounted looks very dangerous. [Horsemanship. Success = the knight knows that a mount could easily break a leg on the pile.] Anyone riding on the rock pile or making a lance charge up the pile must make a Horsemanship roll every melee round. [Failure = the horse breaks a leg and falls. Fumble = the horse breaks a leg, falls, and traps its rider under it. Trapped characters may free themselves by opposing their STR vs the downed horse's SIZ.] Mounted knights are at an even height with the wyrm, so neither suffers from a +5/-5 reflexive modifier.

Death to the Hideous Thing

With the number of knights at the tournament, the wyrm is unlikely to survive. Let the player knights into the thick of the early fighting if they have the Valor for it. The wyrm may get the upper hand, but other knights from the list

The Green Wyrms of Anglehearth

SIZ 30	Move 10	Major Wound 25
DEX 28	Damage 9D6	Unconscious 14
STR 26	Heal Rate (special*)	Knock Down 30
CON 25	Hit Points 55	Armor 13

Attack Skills: Bite 18, Breath 10 (special), Tail Lash 14

Attacks may only be used against two different foes, but may use two of them in the same round. Fire breath does normal fire damage, at a rate of 2D6 per round ignoring all armor after the first round, unless the wyrm changes targets.

Significant Skills: Avoidance 6

Modifier to Valorous -10, +10 to Prudent

*regenerates at a rapid rate, receiving 1D6 points per melee round.

Glory to kill: 400 + 40 for saving the manor and doing it with so many important witnesses.



field can arrive hastily to help turn things around. Given enough time, even Sir Ferran gets armored and leads his footmen into the fray.

If you are in the mood for an extended, wilder fight, the wurm could break for the woods as soon as it gets a taste of sword. It might even carry a captive off in its coils. Does it choose some fat and tasty merchant? A squire to one of the player knights? Or even lady Ann? Such embellishments are up to you. Whatever the case, the wurm is not too tough for a determined group of 5-6 knights to kill.

Presentation of the Victors

However the wurm is killed, Sir Ferran and his family are very grateful. Injured knights are given the best possible treatment, and allowed to stay in the hall rather than on the green in pavilions. Ferran holds a court before the tourney to thank the combatants publicly. If Ferran has witnessed or had report of any specially significant action that helped kill the wurm, he speaks of this in court. Whoever did it gets an additional 10 Glory.

Anyone instrumental in the death of the wurm starts the tourney well ahead of all other combatants in the voting for overall winner of the day. Knights too injured to fight in the tourney are invited to act as judges for the overall tourney victor. No one objects if such judges play blatant favorites.

Glory: 10 points for being a tourney judge because you were injured fighting the wurm.

Final Gifts and Invitations

As a final measure of his thanks to all the knights who fought the wurm, Lord Ferran has various leather goods made out of the wurm's hide. Each of the knights receives a belt, scabbard, reins, or other useful object made out of distinctive iridescent green leather. Addressing the knights in court Lord Ferran says "Though they cannot hope to, I wish these small gifts would serve you as well as you have served me. Let them be reminders that each of you are invited back to Anglehearth one year from now, as honored participants in the anniversary Tourney of the Wurm. And with God's Mercy, there will be no unwelcome entrants to that list!"

Back to the Tourney

Pick up the tourney where it was. Any knight who fought the wurm is favored at the outset in the voting for overall tourney winner, with the favored ranked according to the Glory they gained against the monster. Unattached knights

who fought the wurm are personally invited to join each of the jousting teams in competition, even if one of the teams is made up of Round Table Knights (though such a team is unlikely at such a small tourney). If most of the knights who fought the wurm are unattached, perhaps one of them might suggest that they form a team of their own.

Sir Ferran has declared Anstey as the opponents in this tournament. Ferran is below the rank of banneret, but is using loot gained in wars against the Saxons to pay for this Small size list. It is an Old Style tournament, with the spectacles provided by the peasant contests (and, accidentally, the wurm).

After the events with the wurm, Sir Ferran increases the tourney prize to 2£. This is in addition to the gifts he gives to the knights who helped kill the wurm.

The tournament is for Ransom Only. Glory for the tournament is standard for a Neighborhood tournament. With all the wild activity already under way, there is no need to roll on the tournament event table. But if you feel it is necessary to add more undercurrents, avoid negative ones like "grudge match."

There are 6 rounds in the Joust. Player knights are likely to joust each other, but not exclusively. In the melee, consider the captor's opinion of any knight who has been captured. Did the captive play a pivotal role in killing the wurm, or distinguish himself in some other way? If so, Generous rolls are called for on the part of the captor. Success indicates that the captor accepts only some form of token ransom payment.

Glory: 10 points for competing in the tourney, 55 for winning the Melee, 55 for champion of the joust.



The Next Year: Return to Anglehearth

The seasons roll by. As the year passes, several things occur to insure the knight's interest in returning for the second "Tourney of the Wurm" at Anglehearth. But their arrival at the manor is not what they expect it to be.

Surviving knights have the pleasure of hearing their victory over the wurm told by bards and storytellers throughout the following year. Thoughts of new Glory to be gained at the next year's Tourney should whet their appetites. At Twelfth Night, they receive personal invitations to the Tourney from Sir Ferran. In fact, they are



Lady Ann of Anglehearth

Lady Ann is the heiress of Anglehearth, and as such has the attention of many young, landless knights. Her lands are not large, and thus many young knights consider her more accessible than other ladies with more extensive wealth. Lady Ann is used to this attention, and has come to expect it. She has a good heart, but also knows that the arts of Courtly Love represent her only opportunity to affect her future. If she feels she can instill a strong Amor in a potential worthy husband, she does not hesitate to do so. The tasks she sets such a man include ones that prove his worth to her father as well. At the gamemaster's discretion, Lady Ann might have an Amor already, for any knight from a local man all the way up to a Round Table knight.

At the time of the manor ghost's appearance, lady Ann is 15 years old. This is old enough to be married off.

Her family's Women's gift is Beautiful Voice, which is reflected in her statistics.

Glory 105

SIZ 11	Move 2	Major Wound 15
DEX 16	Damage 3D6	Unconscious 6
STR 7	Heal Rate 2	Knock Down 11
CON 15	Hit Points 26	Armor none
APP 17	Age 15	
Attack Skills: Dagger 3, Horsemanship 4		

Significant Skills: Orate 14, Sing 15, Flirting 8, Romance 6, Compose 6, First Aid 11, Chirurgery 9, Stewardship 5, Awareness 4, Recognize 4

Horse: Rouncy, Move 6

Traits

Chaste	15	/	5	Lustful
Energetic	12	/	8	Lazy
Forgiving	10	/	10	Cruel
Generous	6	/	14	Selfish
Honest	10	/	10	Deceitful
Just	9	/	11	Arbitrary
Merciful	12	/	8	Vengeful
Modest	9	/	11	Proud
Pious	11	/	9	Worldly
Prudent	8	/	12	Reckless
Temperate	12	/	8	Indulgent
Trusting	14	/	6	Suspicious
Valorous	11	/	9	Cowardly

Passions

Hate (Saxons) 7
Love (Family) 14
Hospitality 13
Honor 14

invited to come early and enjoy the hospitality of Anglehearth during the Easter Season.

Well Met on the King's Road

As the knights head toward Anglehearth for the second "Tourney of the Wyrn," they meet the young Lady Ann. She travels with a small escort of footmen and a lady in waiting, heading home after celebrating the Pentecost at Huntington.

Profound changes have taken place within the lady over the past year. A few seasons away from her mother, and a year of growth, have changed her from a shy child to a lady of the court. If any of the knights had occasion to speak with Ann the previous year, be sure to emphasize the differences they notice in her now. She converses comfortably with the knights, makes eye contact, and knows how to conduct herself in a much more confident manner.

The knights may join lady Ann as an additional escort if any of the knights succeed in a Courtesy, Flirting or Romance roll. Roll Courtesy unopposed, but oppose Flirting against the chief footman's Suspicious of 15, and oppose any Romance roll with Ann's Prudent of 8. Only the first knight to obtain permission for his party gets an experience check, though all the knights may attempt to work their wiles on the young lady. Lady Ann is pleasant com-

pany on the road, and has gained some new skills in the arts of fine amor during the past year. At the gamemaster's option, she might try any of the following:

- suggest that the knights compose a poem or joust to determine who shall have the honor of riding within speaking distance of her.
- complain to one knight that another knight (who has actually paid her no attention) has been flirting with her. She attempts to Flirt with the knight she complains to.
- spook her own horse to see which knight will save her.
- dismiss her footmen at the next village so she may travel more quickly.
- gossip provocatively about goings on at Hertford, Beale Valet, Sarum and Camelot.
- attempt to instill a fine amor in the knight who is the best catch of the bunch.
- mention how favorably impressed her father is by gifts of Saxon bandit heads.

Welcome to the Manor

When the player knights return to Lord Ferran's Manor, the most obvious thing about the place is that work has

The Adventure of the Ghost Knight



proceeded on the new buildings. Knights succeeding in a Stewardship roll realize that Arthur's Peace has brought prosperity to many lords. This new-found wealth has allowed many landholders to build new manors, or build additions to old ones.

However, there is something peculiar about Anglehearth. There is no indication that preparation for a Tourney is under way. There is something unusual about the new additions to the manor as well. Simply put, no one is working! Empty scaffolding surrounds the north side of the old manor, and partially set foundations can be seen extending out over the area where the stone pile was. But no foremen yell at work crews, no oxen haul pallets of stone, no diggers extend foundations. Yet the weather is clear, and it is not a festival day.

If anything, the village around the manor seems unusually subdued. [Awareness. Success = the knight notices a funerary display hanging over the village chapel, displaying arms of a son of a local family.] [Heraldry. Success = the arms are those that would have been born by young Paul, squire to Lord Ferran.] Lady Ann looks concerned by the appearance of the town and manor.

When they arrive at the manor house, the player knights are greeted as if they were from Camelot itself. They are escorted to the Great Hall, and need wait but moments before the lady of the manor presents herself. Lady Zoe rushes to them, embraces her daughter and thanks the knights for escorting Ann. She receives them with most careful courtesy and hospitality, offering them the finest foods and wines available at the manor, even



Lady Ann and a suitor converse at the window



sitting with them and serving them herself. Her younger daughters assist while Lady Ann sits with the guests.

[Suspicious. Success = underneath this lavish attention, the knights can tell that all the residents here look haggard, worried and sad. Lady Zoe looks as if she has been crying a great deal.] Zoe tactfully dismisses any questions about problems at the manor. She maintains that everything is as it should be, and that her husband will sit with them "at meat" this evening. Questions about the tourney are also delayed until Sir Ferran can answer personally. "I am sure everything will be as it should, gentle knights," Zoe says. "My lord husband assures me he will see to everything this evening. If you please, the servants will attend to your bath before the feast."

Dinner with Sir Ferran

After their needs have been carefully seen to, the knights are called to the hall for their meal. Service is as lavish as could be arranged at this small manor, but shows some signs of being rushed. Sir Ferran does not make his appearance until after the first course has been served.

[Recognize. Success = the lord of Anglehearth has aged terribly since last year! Failure = "who is that old man? Some older uncle of Ferran?"] Last spring Sir Ferran was going a bit gray, but he was still vigorous and strong. Now he is thinner, stooped, and has deep lines in his face and circles under his eyes.

Ferran is tired, distant and vague. Anyone with a hint of suspicion in their nature can realize that he conceals something. Even so, Ferran's Pride in this matter is great, and he does not deign to ask for help. While admitting that his health has deteriorated recently, Ferran denies that anything is wrong. He insists it is a matter for his doctor, and determinedly changes the subject. Lady Zoe remains silent and tight-lipped throughout the meal, speaking only when spoken to.

If the knights try to bring the subject around to the construction, Ferran explains that there was a fatal accident that scared off many of the peasants and masons. He intends to resume work when his health allows him to oversee it personally.

It quickly becomes apparent that Ferran does not want to talk about his problems. Characters polite enough to drop the subjects of the lord's health and construction program get a Courtesy check. Ferran attempts to keep a convivial atmosphere at the table, though his weak condition makes it a strain for him. Only the most insensitive knights could remain unaware that something is seriously wrong. The pained looks on the faces of lady Ann and Lady Zoe show that plainly enough.

Before the final course, Sir Ferran falls asleep at his chair. Lady Zoe begs her guests' pardon, and helps get her husband to his chambers. Ann assists her after ordering a servant to see to their guests' needs.

Evil in the Night

The night grows old and the servants retire, looking nervous. Visiting knights are given what they need to be comfortable in the main hall. Squires and others must make do with what their wits and the good graces of the staff can get them.

Knights have the freedom of the manor. None of the doors are locked. Characters poking around nosily do not lose a point of Hospitality, if the gamemaster feels they are acting in the interest of their host.

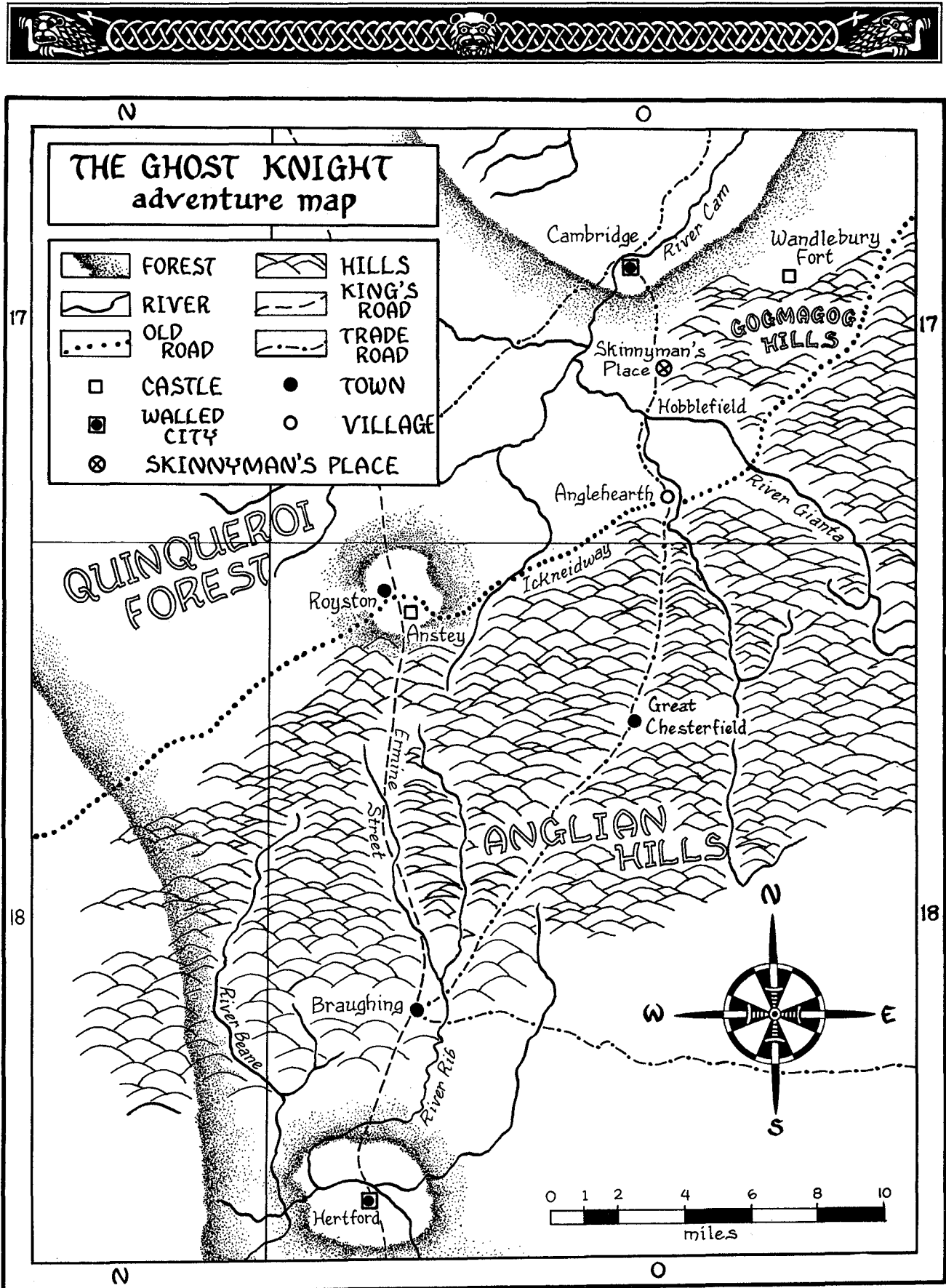
When the moon reaches its highest point in the sky, a change comes over Sir Ferran in his chamber. His breathing deepens and some of the pallor leaves his skin. He takes a deep, shuddering breath and opens his eyes. Slowly, painfully, he rises from his bed and begins to put on armor. He pays no attention to anyone around him. If he is restrained, roll [Ferran's STR vs. the total STR of whoever holds him. Success = Ferran frees himself. Failure = he begins silently weeping and gives up struggling.] Lady Zoe pleads to leave the lord free to arm himself.

If his arms and/or armor are hidden from him, Ferran makes do with whatever is about. He takes any weapon handed to him. At the worst, he goes out to face the ghost with nothing more than a pick axe from the work site.

If allowed his freedom, the lord armors completely, takes up his sword and shield and heads for the break in the manor wall leading to the new excavation. New digging has revealed old foundations running out away from the manor. The lord stands there in the darkness, looking haggard but determined.

As Ferran passes through the hall, have all players roll Awareness. [Success = the knight wakes to the sound of an armored man passing quietly through the hall.] Any awake knights may roll Energetic. [Success = the knight may rise to follow the figure moving through the shadows. Failure = roll over to go to sleep again, unless pestered by other knights.] Characters taking time to armor miss the following scene, though they can grab a weapon on the way without being delayed. The armored figure heads through a break in the wall and out to the construction area.

Knights who fail either of the rolls may still witness most of the goings on. They are roused from their sleep a bit later by the sound of grinding earth, low moans, and the clash of combat. It is a simple matter to follow the sound





out to the site of the new hall. All they miss is the materialization of the ghost.

The spring moon casts a pale yellow light over the construction site. With this light comes a chanel, rotten smell and a deep grinding and groaning in the earth. Slowly a spectral figure materializes, standing on a large cracked stone set into the earth. [Valor. Failure = a strong urge to leave. Fumble = flee the site for the chapel or other hiding place.] The immaterial spirit has the look of an ancient warrior. He wears archaic armor, bears a huge oval shield and a sword shorter than currently fashionable. Though apparently un-wounded at first glance, as the spirit and the lord begin to circle each other, a deep gash shows in the mail of the ghost's back. Through this gash, an obviously mortal wound can be seen.

Attempts to interfere with the fight have no good effect, and resolving to do so requires a Valor roll with a -5 modification. While it is possible for the player knights to accidentally interfere with Ferran's defense, no action taken against the ghost has any effect. The ghost ignores everyone except Ferran. Blows go through the ghost as if it was not there. Repeated attempts with the same weapon causes the weapon to age visibly. It loses its shine and edge, then starts to rust. The grip fittings begin to suffer from shrinkage, mold and dry rot.

Sir Ferran fights with the Defensive Option. He has learned the futility of trying to injure the ghost, and concentrates on avoiding being struck. Even so, Ferran tires as the night goes on, and the ghost does not. Ferran ends an evening of fighting with several wounds. They do not bleed much. In fact, they scab over with supernatural speed, and form nasty scars by dawn.

The Manor Ghost

SIZ 16	Move 4	Major Wound n/a
DEX 24	Damage 4d6	Unconscious n/a
STR 16	Heal Rate n/a	Knock Down 16
CON 12	Hit Points 28 *	Armor 10 point chain
APP 1		

Attack: Sword 10, Spear 10, Dagger 12,

Significant Skills: Awareness 2, Recognize 20

Note: Every 3 blows landed cleanly by the ghost count as one roll on the aging table. "Landed cleanly" means a blow that did not hit shield and penetrated armor. The Manor Ghost's armor and shield protect at the listed value against weapons that can hit him.

*The ghost cannot be hit by normal weapons.

Distinctive Features: glows, moldy armor, smell of the grave, skeletal face, mortal wound on back

Glory to destroy: 200

At the first hint of dawn, the spirit fades away and Ferran falls to the ground in a swoon. Squires rush forward to carry him to his chambers. Knights making an Awareness roll note that Ferran looks older and more frail than before, and that all wounds on his body have scarred over.

If player knights press lady Zoe for answers, she visibly strains to maintain her composure. "My lords, please! Allow me to see to the needs of my husband. Await the dawn, and I shall speak with you then. Good night!"

Sir Ferran's Secret

Lady Zoe comes to the knights as promised. She offers her most heart-felt apology for her harsh words previously. "I am so sorry to have kept the nature of things from you. Worthy men are you all, and concern shines from you. But my husband is proud and refused any aid in this manner. Only his worsening condition brings me to speak of these things to you now. In part, I think he is convinced there is no aid for him. I hope this is not the case. But let me explain...."

Zoe begins her appeal by explaining the start of work on the new manor hall. She recounts that things went well at first, especially with the discovery of old foundations and stone that could be used in the new building. But after clearing most of the old foundations, workmen began to desert the site. When hauled before his lordship, they defended themselves by claiming they felt cold hands on themselves as they worked. They spoke of whispered voices warning them to leave, unattended tools moving of their own accord, sometimes onto people working below.

Whippings failed to improve attendance at the work site. When a scaffold collapsed, killing a stonemason, the laborers fled the site en masse.

"The night the mason was killed was really the start of it." the lady continues. "A smell like something dead came blowing in off the diggings. Strange sounds from under the earth, from Hell itself I suppose, frightened the household servants so badly they cowered in the chapel. My lord husband went out to investigate, ordering me to remain in the chapel. For hours he did not return. I could not remain hidden, not knowing what transpired. As dawn approached, I crept out to search for my husband."

"From the diggings I could hear the sound of combat. There I spied him engaged in combat with a specter straight from the inferno. Barely visible in the night air, he glowed with a hellish light as he struck at my exhausted husband. My Lord's mail was torn in places, and dried blood covered him. Desperately he parried the strokes aimed at him by the fiend. This went on and on. I thought I would scream to see my lord's life blood flow on the



ground, for while wounds opened on his body, the strokes he gave to the monster might as well have been hewing into smoke. When it seemed that my lord would fall from sheer exhaustion, a cock crowed in the village, and the specter faded away with the first light of dawn."

"After that first night, my lord lay abed all day. He barely spoke, hardly ate, and seemed melancholy beyond words. Though my lord is not young, the gray that crept into his hair after one night with the spirit was more than all his previous years had gained him. Each night the spirit returns, and my husband rouses from his sick bed and goes out to fight it. As the nights have gone by, his condition worsens."

"He aged before my eyes! Each day he stirred less, ate less, said less. In my fear, I tried to prevent him from going out to meet the fiend again. I had my servants tie him to his bed. That night, the creature appeared as usual. While my lord husband cried and wailed from his bed, the fiend stalked into the house and slew my Lord's eldest squire, my nephew." She pauses, head down, and a dry wracking sob escapes her. "Then the apparition returned to his waiting place, though only for the night. Though I hate it with all my heart, I have not bound up my husband again."

"Once the supernatural nature of the problem became clear, I called for the village priest." The Lady's voice turns bitter as she continues. "I admit that he was no expert on these matters, a fact he certainly repeated to me often enough. But at my insistence, he gathered up all the relics from our shrine and the village church, and went into the excavation to confront the spirit."

"His voice quavered through the day's rituals. The ground spoke as he cast holy water around, and the priest dropped his silver sprinkler. Breezes smelling of slaughter blew out his candles. As night fell, the spirit appeared, and the priest ran screaming into the darkness. No one has seen him again."

"In my desperation, I have recalled a possibility for help, and implore you worthies to seek out the Skinny Man, who helped me once before." The lady pales as she seems to recall something from her past. "For a price. God save me, for a price."

Lady Zoe's Request

"I must ask you, brave knights, to seek out Skinny in the hills. Rumor says he keeps to his home, never wandering far. Go to him, I pray, and ask him how my husband may defeat this specter. Tell him what I have told you if he asks, but from my recollection the Skinny Man knows more than he naturally could anyway." With fear in her voice, she adds "Perhaps he and the fiend are old acquaintances.

Will you swear yourself to this task and save my husband?"

If the knights agree to seek the Skinny Man, the lady continues after a moment, rising and crossing to a table. "Old Skinny is no one's friend. He will not give you a thing for free." She picks up a small ironbound chest, brings it to the knights and removes things from it as she speaks. "I have many things I consider precious. I had such before and he wanted none of them, but one. This time I send you well equipped to buy his aid. Here," she says, laying out a necklace, "is part of my daughter's dowry: a string of pearls from Byzantium." Each pearl is the size of a cat's eye, and gleams with the greenish blue ladies find fashionable this season.

Lady Zoe's Secret

IF THE KNIGHTS PRESS the lady for how she knows the Skinny Man, the lady first politely, then flatly refuses to explain. Short of methods that break hospitality, she will not speak of it. If forced somehow to explain, she tearfully relates how the Skinny Man offered the lady a rich marriage for "a precious thing." Skinny accepted a lock of the Lady's elder brother's hair as such. Shortly afterward, the Lady's brother died at the lists from taking a lance point in the head. The lady became sole heir to the family lands, coincidentally allowing her to marry better than she otherwise would have.

The lady lays out a small fortune in unusual precious objects: cups, philters, wines from far lands. Getting to the bottom of the chest, the lady pauses, saying "Sad I am to part with these. I am torn indeed, but in truth I love my husband more than I love the Saints in Heaven. If their priest had been worth the food that filled him, I would not have need of this." With that, she removes a small, intricately ornamented gold box from the chest.

"Inside this is the finger bone of St. Prisca, beheaded by emperor Claudius' torturers." Her hand shakes as she lays it on the table.

Once again she reaches into the ironbound chest. Removing a wooden box carved with crosses and decorated with gems, she says "Here is one of the arrowheads that martyred St. Sebastian."

"What I am entrusting to you is all I can think the Skinny Man may be interested in. True, I have not given over all we have, but then in the past, there were many things Skinny spurned."

"If you think yourself so inclined, I warn you against bartering for yourselves with the Skinny Man. His tastes may be odd, his requests seemingly trivial, but I speak



from experience. I tell you, you will not miss what you give him until it is gone.”

“I urge you to leave at once to find the Skinny Man. Ride northeast along the hill road until you reach the village of Hobblefield. Once in the village, take the left fork off the road and into the hills. Whenever given an opportunity, take the left turn of the path you follow. That will take you to Skinny’s place.”



Hobblefield and Beyond

Hobblefield is an uninviting place to visit. This village of 50 peasants is on the edge of a large woods bordering the Gogmagog hills. This part of England is known as a dismal, eldritch place. The villagers here are the same; unhelpful, distant, inbred and as surly as they can be without getting beaten. No knight with a dram of perception would think of staying here overnight.

At the gamemaster’s option, the villagers might try any number of nasty tricks on the player knights, but they know better than to do anything that can be proven. Burrs under horse blankets, nettles in feed, and whispered curses are as active as the locals get, unless provoked.

Once through the wide, unfriendly spot in the road, the dirt track is easy to follow. Let each of the player knights make Hunting rolls. There are three less than obvious turns, but as long as any member of the party makes Hunting, they follow without trouble. The track winds and twists in all directions, but each left hand branching takes the group further into the woods and hills. If everyone misses all their rolls, the players may use the “Exploring the Wilderness” rules from *Knights Adventurous* page 122 to find the trail again.

The Skinny Man’s Place

There is little to warn the knights that their journey has ended. Boughs hang low all around, turning the sun’s light into a green haze. The track winds up a steep hill, suddenly ending at a tumble-down pile of stone, covered with ivy, creepers and other greenery. To the casual eye, it is nothing more than a rocky hilltop, but those succeeding in an Awareness roll recognize the stones as the remnants of a huge broken tower. Built of cyclopean blocks now smashed and eroded, the pile of stone that remains can barely attest to what must have been a grand fortification.

Smoke rises from an unseen hearth at the top of the hill. The tumbled stone and narrow path ahead makes it necessary for the knights to dismount to reach the top.

The Skinny Man

When they make it to the top of the hill, the knights find themselves looking down into the exposed basement of the ancient tower. Only a few bits of wall stick up on the hillside, all covered with greenery. A rough frame of wicker and living ivy covers most of the hole, blocking off the dim sun that peeks through the tree canopy. Smoke rises through this, bringing with it a smell of unwholesome things cooking. An ancient, worn stairway leads down to the fire.

If the knights call out, a squeaky old voice offers them welcome in slow and measured tones. “Good sir knights, come down come down come down to my fine, fine, oh so fine hall. Be welcome here, be welcome, my hearth offers welcome to those the lady has sent.”

As each knight reaches the bottom of the slick stair, the same squeaky voice greets each knight by name, even if they have not mentioned their names to him. “Welcome Sir —, anointed slayer of foes, reaver of monsters.” he says to each of his visitors.

Once the knights cross to the evil-smelling fire, they can see the Skinny Man. They should be shocked to realize that the old sack of bones hunched over the fire is nearly a giant! His bent old shoulders are broad, and hunkered down as he is, he still seems tall. Standing up, he must be over seven feet! Even so, he is cavernously thin, to the point that many corpses look healthier. Behind him in niches and piles are a weird variety of things: golden lamps, skulls, dead animals, scraps of hide, weapons, gourds, bottles and jars beyond counting.

After the knights have said any courtesies they wish, Skinny starts the following speech. If the knights just start right in on what has brought them here, Skinny interrupts with a comment about their manners, and then continues:

“Not so often it is, I get a visit from such fine gentlemen. But then I suppose it is rare a fine friend finds such sad straits. Your little old lordling has an unwelcome visitor in his hall—or is it the other way around? Does the unwelcome lord have a little visitor in his old hall? Maybe soon! Hah! I know what you think and who you want to help. Then what precious thing have you for Old Skinny, eh?”

The Precious Thing

Like a child opening presents, the Skinny Man examines each of the things the knights offer him. Most he tosses



aside with derisive comments. He shows some interest in a few. He takes the necklace of pearls, and twirling it around his finger, Skinny giggles like a child before the knights. Addressing the stuffiest of them, he smiles in a hideous, sharp toothed parody of friendliness, and asks, "Oh, sir, good sir, Sir, would such a bauble lure a lady wife to my bed, you think?"

If the knight tries to tell him yes, have his player roll his Deceitful trait. [Success = Deceitful check as Skinny preens happily and drops the pearls down the front of his filthy tunic. "Thank you, kind Sir. Let it be said throughout the world that you find me suitable for a lady! A blessing on your house, good Sir." Failure = the knight gives no answer, or his answer is not believable. Skinny tosses the pearls down with a snort. Fumble = the knight may (at the player's option) recoil with a shudder, revulsion obvious on his face, or break out in uncontrollable laughter.]

The Skinny Man reacts adversely to a fumbled Deceit, or if told "no." He balls up the necklace in his hands and crushes the pearls to dust, throwing the remnants at the scornful knight's feet. "Humph!" he snorts. "A pox on you and your taste in women."

Skinny pauses, though, when offered the saints' relics. His beady eyes light up, and he quivers like a puppy being offered a morsel. On seeing the finger bone of St. Prisca, he exclaims "Ah! Sweet, lovely, oh so charming morsel! Such a treat for one tiny lordling?" He cackles. "The deal is done! But place it here" he says as he reaches forward with a deep bowl "and hear what you must to save your little lordling." [Awareness. Success = the knight recognizes the bowl as a mortar for grinding things.] If the knights refuse to put the bone in the mortar, then Skinny won't accept the bone at all. If they do, he merrily applies the pestle, grinding the bone to powder with strong, quick strokes. He pours this powder into another jar full of liquid. Then he drinks the whole concoction down.

Christian knights who recognized the mortar as such gain a Pious check if they refuse to put the bone in, and a Worldly check if they do. Knights who do not recognize the mortar get neither.

"Ah!" he says, burping indiscreetly and giggling. "Sweet, sweet, sweet that is. Well worth a bit of story telling. A little bone, a little story."

The Story

If the knights have traded successfully with Skinny, he tells them what they want to know. "Here's what you needs must do. Speak you with the keykeeper at old Wandlebury. Your kind call it Cam's Bridge, or some such these days. 'Tis on the far side of my cousin's hills." He gestures in the



"What precious thing do you have for Old Skinny?"



direction of Cambridge, though the knights may not have their bearings. "Ask him nice to tell you the 'old tale.' He'll know what that is, I daresay, though he might not like telling it. Act as you would when you hear the tale's end. It should be clear enough from that. Look to be given what you do not want; take it and be glad enough of it. Take the gory thing, though it serves no son of Adam happily! Give that to him you would save, and let him on about his business."

If the player knight's cannot figure out Skinny's instructions, have them all make Hunting rolls. [Success = Skinny Man speaks of Cambridge, near the site of old Wandlebury Fort on the other side of the Gogmagog hills.] [Stewardship. Success = the "keykeeper" must be the seneschal or chatelaine for Cambridge Castle.] The rest must wait to be made clear when they "act as they would" after hearing the "old tale."

Skinny has no interest in illuminating his words further. If the knights have other questions, they must trade another "precious thing" for the privilege. He happily trades with each of the knights once. After that, he loses interest, and mentions that "soon it is that dark is falling, when Old Skinny sees strange things walking in the hills..."

Skinny's idea of a "precious thing" is unusual. If the player knights can convince him, as with the pearl necklace, that some rare and costly bauble makes him marriageable, he happily trades for that. (Doing so nets the knight a Deceitful check.) Skinny gladly trades for mothers, daughters, sisters or other female relatives if the knight is so callous. Otherwise, his interests are more personal. Interested in other persons, that is. He wants things like ladies' favors, family heirlooms, or significant religious paraphernalia. And just as he helped the lady, he can help the player knights, but that help comes at a price higher than the knights are likely to care for, as lady Zoe's brother found out.

If out of some sense of Christian duty the knights have withheld the saint's relics, and have failed to convince Skinny that the pearl necklace makes him desirable to the opposite sex, then the party has nothing provided by the lady that is of interest to the Skinny Man. They must provide the relic of St. Prisca or some precious thing of their own. Failing that, then they will never learn of Cambridge castle and are out of the story.

Once the player knights have gotten the information from Skinny, they may depart in peace for Cambridge. At the gamemaster's option, they may encounter any number of strange beings as they cross the ancient and haunted Gogmagog Hills. The Upland Encounter Table on page 17 of *Blood and Lust* lists many possibilities.



Welcome to Cambridge

Coming down out of the hills, the entry into Cambridge seems like a return to the real world. Forest gives way to fields, clearings are replaced by villages. The wilds are left behind as the knights ride. Following this adventure is extensive material about the city of Cambridge, including a map and a history of the university.

On the approach to Cambridge, they come to a small bridge over a fast running stream. A pavilion on the far side flies a knight's livery. Several squires bustle about, and as the party approaches, a mounted knight rides out from behind the pavilion.

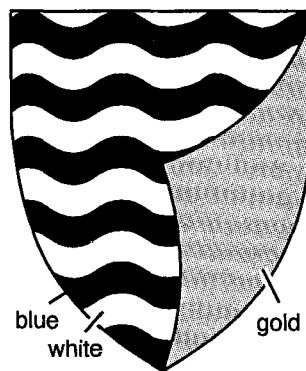
Lord Giles' Challenge

The good knight wears his heraldry proudly, but he does not identify himself unless asked. [Heraldry +3. Success = This is the famous lord of Cambridge. Critical = He is Sir Giles, a Companion of Arthur.] If the knights are not familiar with Cambridge, they may not realize who they face, though he is obviously a rich knight.

Giles' challenge is unrelated to the player knight's quest, but because of his enthusiasm for Chivalry, he has

unknowingly set himself up square across their intended path. Into their desperate duty he injects a beam of sunny good company and honorable challenge. Since he rules Cambridge, the knights' behavior in his challenge makes a good deal of difference in the reception they get at the castle. It is certainly bad luck if the player knights kill the good knight.

Sir Giles



Sir Giles stands challenges at this bridge. He greets the party of knights amicably, offering them food, a change of mounts, jousting lances, whatever they need, but he refuses to let any knight pass unless he stands a challenge of the other knight's choosing. "I care not the challenge, save it be proper and honorable. But please, by St. James, no riddles!"



If asked by what terms he fights, Sir Giles replies "Zounds, the choice is yours, brother knight, though gladly I fight for Love!"

He sadly expresses his concern if the party tries to impress him with the urgency of their quest. Nevertheless, he points out that he, too, is sworn to a duty, and counsels them that they might want to choose some challenge that does not take long if they are in such a hurry, "...though St. James knows I have crossed wits over a chessboard with a knight who preferred such to a run of lances!"

Of course, reasonable knights simply agree to a challenge and get it over with. Though the good Sir Giles is an excellent knight, the chance of his victory in all the challenges (of the player's choice, no less!) is very small.

Any knight who beats Sir Giles is welcomed to Giles' high table that night. All the knights are welcome in Cambridge Castle, as long as they behaved honorably in their challenge. Knights who refuse the challenge by any odd method (riding around to another bridge, sneaking by while others fight, etc.) are refused the hospitality of Cambridge Manor, and receive a Cowardly check as well.

If through some poor choice of challenges a member of the party kills Sir Giles, the knights may still salvage things. If they act honorably in dealing with the knight's wife and family, they are forgiven. Sir Giles has made them promise not to take vengeance on anyone who kills him in these bridge challenges, so long as the combat was honorable. Sir Giles' squires ride to the city with the news in any case, unless they are ridden down and killed. The bridge road is busy, and Sir Giles is well known for his place of challenge. If he is missing for long, word is bound to get back to Cambridge.

If Sir Giles dies through some dishonorable act, the knights are chased out of Cambridgeshire for their complicity, and they fail their quest.

Guesting at Cambridge Castle

Cambridge is a thriving walled town, originally an old Roman fort. Situated high on a hill overlooking the River Cam, it guards the highest navigable point on the river. Sir Giles resides in the proud but small castle in the town. For more information on the town, refer to the article on Cambridge found after this adventure.

Assuming that they have not killed Sir Giles or dealt with him dishonorably, the characters are honored with a fine meal. Even if badly wounded in honorable combat, Sir Giles holds no grudges. If prompted by the player knights' with requests for "the old tale," the elderly chamberlain of the manor entertains the assembly with a tale of the local lands. He begins:

Sir Giles, Lord of Cambridge

Sir Giles tries to be competent in all chivalrous forms, since he is prepared to accept a challenge of any kind. Sir Giles is a vassal of Earl Dafydd of Huntington, and is related to him by marriage. He is also a Companion of Arthur.

Glory 3500

SIZ 15	Move 3	Major Wound 15
DEX 11	Damage 5D6	Unconscious 8
STR 14	Heal Rate 3	Knock Down 14
CON 15	Hit Points 30	Armor 12 (+Shield)
APP 12		

Attack: Sword 19, Lance 16, Dagger 10, Greatspear 8, Spear 10, Morningstar 8, Mace 8, Great Sword 8, Battle 15, Horsemanship 16

Significant Traits: Forgiving 16, Generous 17, Valorous 16

Significant Passions: Honor 16

Significant Skills: Awareness 9, Courtesy 16, First Aid 9, Game 12, Heraldry 11, Hunting 10, Tourney 16

Horse: Charger, Damage 6D6, Move 6

"Truly, there is a story not often heard. Unlucky it is, I think for it to be told except to the most valorous of men. Brave you are to ask for it. Chills sit poorly on the stoutest backs, after all...."

"It was said by my elders, all wiser than I, that on nights like this a brave man could test himself against certain peril. When the full moon is low and yellow in the sky, and the loons air their plaintive cries, men may see what they cannot at other times."

"Then the cast of the moon reveals our nearest hills for more than hills only. Her luminance shines down upon those hills and shows the lay and plan of an ancient castle. It is a level place all ringed with mounds that once were walls and moats, ditches and embankments, now lost to us."

"In that ancient outline there is a single gap that was once the gateway to the hold. Clearly is it revealed on nights when the moon hangs low and round."

"Within, so said those who raised me, lies a challenge for any brave knight. Whosoever puts on harness, and rides through the moon-limned gate into the open place, lance in hand, may find an opponent there. When inside the ancient walls, he must go and call out loudly 'Knight to knight, come forth to fight!' Revealed before him is a mounted knight in full harness like himself. Then the challenge may take place, but only if the challenger enters the castle alone, else the adversary will not appear. However this is, the knight's companions may await without in witness of the combat."



"Thus was I told by my wise forebears, but never have I seen it myself, for men shy clear of that old place, where the old ones are said to rest forever."

If asked, Sir Giles sadly explains that he has not faced the Ghost Knight because prophecy says any Lord of Cambridge to do so will bring a curse on his demesne. "Faith, I can barely restrain my wish to cross lances with this fiend! But what sadness would I bring to my lands thereby?"

Who Will Challenge?

If more than one player knight wants to take up this challenge and they cannot decide among themselves, make all of them oppose their Valorous Traits to see who has the honor of going first. If two characters tie, the knight with the highest Glory may demand first try. Allowing another knight the chance earns a Modest check and no dishonor.



The Ancient Castle

Once given clear directions, the knights set off into the moonlit night. As the sounds of the manor house fade behind them, the outline of the old castle can be seen in the clear moonlight. Dew coats the grass, making all the old fallen walls and embankments shine with a silvery radiance. No two stones can be said to stand atop each other, so complete is the destruction of the old castle. Earthworks are all that remain, easily mistaken for natural hills.

The gap between the earthworks is easily found. An occasional paving stone can be seen here, but grass and brush have vanquished this castle. Inside the crumbled walls and earthworks, a flat open area large enough for a great keep's courtyard lies still and silent.

If a single knight from the party rides in to the enclosure alone, the scenario may progress. Otherwise, nothing unusual occurs.

Challenge Given

In the moonlight, the grounds seem brooding, and a feeling of being watched comes over the knight who enters the open area. The knight's horse snorts and chews the bit, stamping skittishly.

The single character knight must proclaim the challenge "Knight to knight, come forth to fight!" loudly.

The Ghost Knight Appears

Immediately upon this challenge, a knight appears opposite the challenger. The Ghost Knight is attired in black and silver, and his huge, fine destrier snorts as his rider applies the spurs. With a spirited leap, the horse begins its charge toward the character. The ghost brings his lance to bear and tucks up his shield to receive the challenger's counter charge. The player knight has no time to notice the Ghost Knight's trappings or heraldry, for he is being born down on by the fearsome sight.

[Valorous -3. Success = You bravely counter charge. Failure = You hesitate, and do not get to full charge speed on the first pass. Use your own damage bonus for Lance, rather than your horse's. Fumble = You turn and flee at the charge of this dread apparition.]

Fleeing characters are still the target of the Ghost Knight's Lance attack, but he will only attack fleeing men once. The Ghost knight gets a +10 bonus for striking from behind while chasing a fleeing character.

If the challenger flees, the ghost knight wheels his horse and rides back into the shadows of the fort after a single attack, before any onlookers can come to blows with him. Other knights may ride up to challenge the Ghost Knight in the same manner, and he will appear again.

Horsemanship Roll

Normal steeds are taken aback at the eldritch goings on, so challengers must make a urge their steed into a proper charge. [Horsemanship. Failure = You are not up to full speed when the horses meet. Use only half the horse's

The Ghost Knight

SIZ 15	Move 3	Major Wound 18*
DEX 13	Damage 5D6	Unconscious n/a**
STR 15	Heal Rate n/a	Knock Down 15
CON 18	Hit Points 33	Armor 12 (+ shield)
APP 3		

Attack: Sword 13, Lance 14, Thrown Lance 20, Spear 16, Dagger 12, Horsemanship 18

Significant Skills: Awareness 20, Recognize 15

Horse: Damage 8D6, Move 10 plus see below

Distinctive Features: Closed helm, aura of fear, dark, shadowed eyes.

* the Ghost Knight is not incapacitated by a Major Wound.

**The Ghost Knight fights until he is "dead," actually hacked to pieces.

Glory: 250 to defeat the Ghost Knight. 10 to combat him unsuccessfully. 25 to lose after wounding the ghost.



damage bonus. Fumble= You are thrown from your horse directly in front of the charging apparition.]

Combat

Resolve Lance attacks normally. If both riders remain mounted at the end of a charge, the Ghost Knight wheels his horse and begins another charge. The challenger need not make another Horsemanship roll if he made the first one, and may try to make it again if he failed before. Note that the Ghost Knight's lance cannot break in normal use. The Ghost Knight will not pause to let a challenger rearm due to a broken lance.

- If the player knight unseats the Ghost Knight, his faerie black horse continues prancing around the enclosure.

[Roll Selfish. Success = You have a mind to collect your opponent's fine horse before checking on the ghost's condition. Roll Horsemanship +3 to catch the Ghost's war horse.]

Whether the player knight makes his Selfish or not, the Ghost Knight's treachery (see below) is the same, though in the latter case the challenger does not have a chance to catch the Ghost Knight's horse.

- If the challenger is unhorsed

If the Ghost knight's lance charges succeed in unhorsing the challenger, he circles the fallen knight once. If the knight is injured enough that he cannot rise easily, the Ghost Knight turns his horse away from the downed knight. Go to the section "If the Ghost Knight is Victorious."

If the challenger shows signs of getting up and drawing his sword, the ghost knight attacks with his sword, but does not dismount first. He does not make his horse attack the challenger, or prevent the challenger regaining his own horse by blocking the way, though the Ghost Knight attacks him throughout the attempt to remount.

- If both are unhorsed

The Ghost Knight rises as quickly as he is able, and throws his lance at the player knight. Then he draws his sword and closes on the challenger. He never speaks and

The Ghost Lance

ANY WOUND caused by the ghost's lance may be treated normally, and heals at the regular rate. Normal damage rules still apply. However, at every anniversary of this combat, the wound reopens, causing as much damage as it did when it first struck. This may kill characters who are wounded at the time, though if it does not, the old wound heals normally again. Aside from some dangerous, unknown quest or the greater magics of a powerful wizard, there is no way to permanently heal this wound.

However, the recurrence of such a wound is cause for retelling of the tale of the victim's meeting with the Ghost Knight.

Glory: 10 Glory per year total for any number of reopening wounds from the Ghost Lance.

Properties of the Lance

The wounding properties of the lance are based on its ghostly user, not the lance itself. However, if the lance falls into the hands of a challenger, some unusual properties continue to manifest.

The Lance is much sturdier than a normal lance, breaking only on a fumble result.

The lance is unlucky for any but the Ghost Knight or some powerful creature of the Unseelie. Most ghosts or creatures of Faerie react to the wielder with malice. Their natural inclination toward the owner of the lance is cautious malevolence. Any of them may be injured by the Lance, and they strongly dislike it for that reason. Only strong supernatural creatures like Faerie Knights and Redcaps care to directly attack someone with the Lance. Most defer and plan other ways to destroy the wielder. These methods are likely to involve misdirection, glamours, and other tricks to get the knight into trouble without direct violent confrontations.

Bad as this is, the lance is useful. Most importantly for the lord of Anglehearth Manor, it can do damage to ghosts and all manner of spectral, disembodied figures. This may not be obvious, of course, but the Skinny Man's clues may allow the player knights to figure this out.

immediately attacks. The Ghost Knight's Horse disappears into the darkness.

The Ghost Knight's Treachery

Whenever the Ghost Knight is disengaged from lance attacks, (by being unhorsed, or when facing an opponent who is dismounting to fight him on the ground) he hefts his lance and throws it at his opponent. He even does this if his opponent's back is turned to him. This takes the challenger by surprise, since it is a very unchivalrous thing to do. So, for at least his first opponent, the Ghost Knight gets a +5 to his Thrown Lance for surprise. If he throws it from behind an opponent, he gets an additional +5, for a total +10.

Fight to the death

The Ghost Knight fights on foot until "killed," which is difficult since major wounds have effect but do not incapacitate him. The Ghost Knight always starts foot combat by throwing his lance. If he is "killed," he simply disappears into the darkness, seeming to fall into a shadow. All his gear goes with him, except the lance and his horse if it has been already been captured.



The Ghost Knight's Faerie Destrier

SIZ 42	Move 10	Major Wound 16
DEX 15	Damage 8D6	Unconscious 15
STR 40	Heal Rate 6	Knock Down 42
CON 16	Hit Points 58	Armor 5

Attack: Bite 13 2D6, Kick 13 4D6

Notable Skills: Augment Damage 20 (gives +2D6 damage to rider's attacks, so Lance = 10D6). See page 107 of *Knights Adventurous* for an explanation of the horse's attacks.

If the Ghost Knight is Victorious

If the ghost knight's adversary is killed or rendered incapable of combat, the Ghost Knight rides a widdershins circle around the weedy courtyard. He stops facing the remaining knight with the highest Glory. After pointing his gory weapon at the knight, he wheels and returns to the far end of the courtyard, mounted and lance in hand, waiting for another challenger. He repeats this until defeated or all the knights are incapable of continuing, or more than one battle-worthy knight enters the courtyard at the same time. The Ghost Knight always remounts first, unless his horse is dead.

Helping the Injured

Any knight who enters the courtyard to help the injured is immediately attacked by the Ghost Knight, even if he is dismounted and attempting First Aid.

The Ghost Horse

The Ghost Knight's stallion is certainly the finest steed any of the characters have ever seen. It is in all respects superior. First, it is a destrier, otherwise very rare in England. Secondly, all of its statistics are at maximum. No better horse condition is possible in a natural creature. It also runs perfectly well at night, because it can see in the dark. Finally, it has attack skills!

Unfortunately, this horse cannot stand the light of day. If it is not sealed completely away from the coming dawn, it uses all of its prodigious strength and wit to escape, casually killing grooms, pages and squires who attempt to stop it. It is capable of kicking down stalls and barn doors also. It can even bite through iron hobbles in order to escape. Once free, it runs at amazing speed back to the ancient castle, and disappears within. Characters succeeding in a Faerie Lore skill recognize that such a mount may have problems with daylight. Anyone who Criticals their

Faerie Lore knows that the Horse must be kept completely hidden from sunlight.

As long as the horse is kept completely away from the sun's light, it serves its rider capably.

If the player knights are very concerned about the amount of time remaining for the lord of Anglehearth, they might consider attempting a late night ride on the Ghost Horse. This tireless animal is perfectly capable of running all night to Anglehearth. In doing so the horse and rider may, at the gamemaster's option, raise the interest of any number of denizens of the Other Side. A Faerie Knight might wish to own such a fine steed, a Redcap might smell the knight's blood on the racing night wind, or perhaps some old foe from the Other Side is out and about. Riding such a steed across so much territory is likely to attract attention. Note the natural reaction of most Faerie creatures to bearers of the Ghost Lance, below.

A normal wooden barn or stable is not light-proof enough to keep this faerie horse out of sunlight. Heavy black draperies surrounding a stall, sealing it in a stone or brick room, or stabling underground could all work to keep the horse. If sunlight does hit the horse before it can escape back to the Other Side, the horse bursts into flame and is consumed in a matter of moments.

When rolling for horse survival at year end, the faerie destrier never receives benefits from its owner being rich or superlative. Thus, it always dies (from accidental exposure to light) on a roll of 1 or 2. Its chances for survival can be handicapped by being owned by a poor knight, so apply any negative modifiers from Poor status.

The destrier's inability to tolerate sunlight is a major handicap. Owners of this faerie horse might attempt to breed this mighty stallion with mundane animals to create a crossbreed with some of its worthwhile attributes. Finding someone capable of handling the unique challenges of this task is worthy of an adventure in itself. Whoever is in charge of the breeding attempt needs a Faerie Lore and Horsemanship of 16 or more each. There are dangers involved in such a project, which may only be undertaken with gamemaster approval. [Faerie Lore and Horsemanship. Critical both = both animals survive, GM special colt is born. Success in both = both animals survive, faerie monster is born. Faerie Lore success and Horsemanship failure = both animals survive, no birth. Failed Faerie Lore and Successful Horsemanship = Mare dies giving birth to faerie monster. Failed Faerie Lore and failed Horsemanship = mare dies, horsemaster must combat faerie destrier for 5 melee rounds while unarmored. Fumble Horsemanship = Mare dies. Fumble Faerie Lore = Faerie Horse dies from exposure.]



Breeding Rolls may be made once per year per mare risked in the procedure. Of course, best results come from using mares of warhorse stock, and this can get expensive if the breeding program kills many of them off. Breeding mares of warhorse stock cost 2/3 of the cost of an untrained warhorse of the same breed.

Glory: 10 every year this horse is owned, even if for only a single day of that year. 10 for personally overseeing a successful breeding. 25 for recovering the lance.

Return to the Manor

Once the party has the lance, they must return with all speed to the Manor. There is a chance they may not realize this, and the gamemaster may want to help with Faerie Lore rolls to hint that the lance is the "thing given that they do not want."

Successful Solution

Once back at the manor, the knights must replace Ferran's sword with the Ghost Lance. The lord takes this up without noticing the difference, and carries it out to face the spirit. In a battle much like the one described above, he van-

quishes the spirit. With each stab of the lance, the specter becomes more and more ephemeral, until at last he disappears. With that, the lord passes out cold. He wakes days later, all the color returned to his face, no longer preternaturally aged.

If They Are Too Late

If, in the gamemaster's opinion, the party has taken too long to achieve its task, (probably from getting lost in the woods or from being too injured to travel) Ferran may be too weak to rise on the night the player knights' return. A member of the party may go out to face the ghost and kill it. In doing this, the lord recovers, but not back to his previous health. From then on, he is a sickly, bedridden old man.

Failure

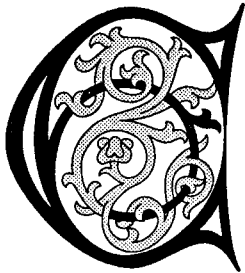
If the party really fails the quest, Ferran is killed by the ghost, and horribly, begins to haunt the dig with the original ghost. Together, they kill members of the Lord's household until exorcised by a priest brought in too late. Any Amor Lady Ann may have for one of the knights is reduced by 2D6.





Cambridge

by Peter Corless



AMBRIDGE WAS originally settled as a roman military outpost guarding the River Cam. They called the location Duroliponte, which means "The Fortified Bridge." At the same time a small town, Camboritum, was founded on the far side of the river by Romanized Britons. With the coming of the Saxons and the decline

of the Romans, the fort was abandoned, and the place names changed. The Roman fort of Duroliponte no longer exists, but the sprawl of homes surrounding it remained. This area eventually became known as Chesterton.

The adjacent river is still called the Cam by most people, but Saxons refer to it as the Granta. The Saxons also renamed the town on the opposite (south) bank Grantabrigia, which means "Bridge over the Granta." Eventually, the mixture of the Saxon and Roman languages resulted in the town's current name — Cambridge.

Cambridge lies at the hub of many secondary roads that link Anglia to the rest of Logres. From Cambridge, roads lead northwest to the Castle of Beale Valet in Huntingdon, southwest to Royston in Hertford, and south and east to the Icknield Way, the great Roman causeway that runs from Norwich to London. Cambridge also has the only road that leads through the fens to Ely Isle and the magnificent abbey found there.

Because of its position, Cambridge is a strategic base to hold during Anglian wars and rebellions. If the town were ever to fall to the Anglians, their infectious rebellion could spread south and east in many directions. However, since none of the Anglian rebellions has ever threatened this far west most people view the Anglian troubles as remote events, especially during the Pax Britannica of the Pendragon.

A Center of Commerce

In addition to its many overland highways, Cambridge is a thriving port. Downstream, the Cam joins the rivers Nene and Dubglas, which eventually meander through the Fens to empty into the Wash. The sea and riverine traffic brings

travelers and traders from Logres and beyond. The river is navigable up to Cambridge by small boat; larger ships cannot make the narrow turns easily or clear the shallows of the river. Because of this, most of the traffic on the Cam consists of rafts, coracles and curraghs, though some smaller Saxon longships have made it with difficulty. Many of the passengers are traveling to or from the famous colleges, churches and priories, as well as knights and other warriors en route to military expeditions or quests.

Cambridge is a magnet for many local and international goods — books, scrolls and other scholarly works, animals from distant lands, rare artworks and artifacts can be found at Cambridge's Market Place. Merchants also flock to the town to trade grain at Corn Exchange Place, or buy some of the finest shoes in the world made by the local guildsmen along Shoemaker Row. Because of the great spree of construction during Arthur's reign, the town has also attracted a great many architects, masons, carpenters and other craftsmen.

Population

The population of Cambridge falls into a few key categories: the collegium, the clergy, the military, guildsmen, merchants, the Jewery, and the commoners. The population varies greatly in size and composition during the reign of Arthur. Around the time of Arthur's birth, the town consists mostly of commoners, with a population slightly over 800. By the founding of the first college, the population has grown to over 1,000 due to the rise in trade and the garrison of the new stone castle. Wealthy merchants and famous knights start to call Cambridge their home. During the great period of learning and prosperity (Phase Four), the population rises to 1,600, consisting of over three hundred scholars and two hundred more learned clergy. Wealth and nobility flood the town in search of opportunity and knowledge.

By the end of Arthur's reign, Cambridge's population explodes to an insane and unsustainable 3,000 people, of which over 1,000 are students and faculty. Because of crime and general despotism, it becomes difficult to tell students from opportunistic criminals — many times they are one and the same! Knights become less common, hav-





ing abandoned the crowded town in search of battle and quests. Eventually, after Arthur's passing, the town suffers a massive uprising which reduces it to the same rustic character it had before the Pendragon Era. However, until its dramatic end Cambridge is filled with energy, ingenuity, growth, and affluence.

The Colleges

The collegium consists of the scholars, teachers, proctors, regents, chancellors and other administrators of the eight colleges in Cambridge. By the Fourth Phase of *Pendragon* (Apogee), the schools offer a full range of degrees in one of four fields: Art, Medicine, Law, or Theology. Law is further subdivided into Canon (Religious) Law and Civil Law. Cambridge's colleges offer variations in the general curriculum and different specialties. For instance, King's College emphasizes the study of the philosophy of the Round Table and the laws of King Arthur (the patron of the school), whereas Corpus Christi offers a deeper study of Canon Law and the philosophy of the Doctors of the Church (such as the works of Saint Augustine). See the chronology for a full listing of the colleges and the years they were founded.

Each of the fields of study is further divided into degrees, from Bachelor's degree, Licentiate's, Master's to a full Doctorate. A Master's degree in the Arts is usually seen as a prerequisite for enrollment into the school of Medicine, but some gifted youths are allowed into this more advanced program at the discretion of the college's regents. Depending on the period of Cambridge history, the collegiate segment represents between 10% to 50% of the town's population. See the section on "Attending College" below for a full explanation of the curriculum at the colleges of Cambridge.



Citizens of Cambridge

The Clergy

Cambridge has many different types of clergy: canons, friars, priests, nuns and monks. The city is host to over a dozen churches. Those listed on the map are only a sampling of the total number of parish churches; many other less important churches and shrines exist. All of the churches on the map are parish churches, responsible for the ministrations and sacraments for the neighborhood

around them. Holy Sepulchre is the one exception. This small circular church was founded in the year 554 by knights searching for the Holy Grail. After it was completed, the knights quickly handed it over to a small group of priests while they rode off to continue their quest.

Besides the churches, many religious orders have chapters in Cambridge: the Augustinian canons of Barnwell priory (off the map to the east), the Benedictine nuns of St. Radegund, as well as orders of Dominican, Carmelite and Augustinian friars. Each of these orders are heavily involved in the local community.

Early in the Pendragon Era, before the construction of the colleges, the religious houses and churches are used for classrooms and to house newly-arrived students. Of the religious orders, the nuns of St. Radegund have the most beautiful compound, which includes a large fish pond surrounded by a magnificent garden. Nobility from across Logres venture to the nunnery to see its beauty and meditate beside the still waters.

One last group of clergy in Cambridge are the Hospitallars of St. John. These monks have taken vows to care for and feed the sick, wounded, elderly and poor of the community. Unlike the wealthy medical doctors of the Colleges, the Hospitallars of St. John welcome anyone into their sanctuary and accept no payment for their labors. The clergy comprise between 10% to 20% of the town's population.

The Military

The King's Sheriff is the liege of Cambridge Castle, as well as the direct appointed representative of Arthur's justice. Currently this is Sir Giles. (see "The Adventure of The Ghost Knight" in this book.)

The military population of Cambridge, including the castle's knights and men-of-arms, town bailiffs, adventurers, etc., represents a small percentage of the population. Usually, the number is less than 5% of Cambridge's population. During time of war or unrest, this figure can increase dramatically. For example, in the Anglian revolt of 531 the convergence of Arthur's army almost doubles the town's population for the duration of the campaign.

The Noble and Wealthy

Many highly-ranked individuals make Cambridge their home. Most are merchants, but others are nobility with interests in the administration or endowment of the colleges. Two wealthy families of Cambridge include the Dunnings and the Blancergnons. These rival houses consistently vie for prestige and bragging rights through outrageous accomplishments.



One of their greatest contentions is over Pythagoras House, a student hostel north of the Cam. The two clans alternately buy the house from the other, each time adding their own expansions and improvements to it. They then sell the house to the other family at a profit. After the house is traded a number of times, both families find their profits illusory, and all of their money sunk into the expensive and unprofitable venture. The rivalry ends with both families bankrupt, and Pythagoras House bought up by a shrewd continental businessman, Walter de Merton. In general, the number of noble and wealthy personages in Cambridge usually represents less than 5% of the population.

Guildsmen

As mentioned above, Cambridge is a center of trade and commerce. Shoemakers, tanners, millers, masons, carpenters, bakers, storekeepers, river boatmen, scribes, architects, smiths, artists and many other professionals make up the core of the middle class.

Important business usually revolves around the events at the Guild Hall just south of Market Place. New jobs are posted, pay is disbursed, meetings are held and deals are brokered from dawn till dusk. After sundown and on holidays the hall is often used to host feasts. Depending on the period, guildsmen represent about 10% to 25% of the town's population.

Farmers

Cambridge is not a walled town. Because of this farmland, shops, animal pasture, churches, townhouses and barns often lie side-by-side

in a patchwork of the urban and the rural. Herds of pigs often hold up traffic in town. Harvest festival is celebrated by scholar and townsman alike. Many parishes are composed of strip farms, with the family home facing the street and a long field behind it for crops and animals.

This amalgam has served the town well. Produce is cheap and locally available. The farmers of Cambridge

What Have You Done to My Town?

HISTORICALLY, none of the activity presented here happened during the sixth century reign of King Arthur. In actuality, the first scholars came to Cambridge not from the Continent, but from Oxford, around the year 1209. The founding of the first college, Peterhouse, didn't take place until 1284. The strong stone castle wasn't built until the reign of Edward the First (c. 1283-99). The peasant riots occurred historically in 1381, and it took another century before the downfall of the nuns of St. Radegund. During Arthur's historical reign, the town was little more than a cluster of houses and farms surrounding the old Roman ramparts.

Therefore I have attempted to make the historical facts fit the framework outlined in the beginning of *Boy King* ("Phases and Escalation," page 6). *Pendragon* Phase One roughly maps out to the 11th century, or the Norman invasion, which is when I placed the construction of the motte-and-bailey castle. Phase Two's only activity consists of the upgrade of the castle to a stone keep. Phase Three, which corresponds to the historical 13th century, sees the arrival of the first scholars and the raising of the large castle. Phase Four is the apogee of Arthurian Britain, which perfectly corresponds to the 14th century foundings of seven additional colleges and the glorious flowering of historical Cambridge. By Phase Five, the town has grown too quickly — over four hundred years of actual history has been squeezed into 60 years in the *Pendragon* world. Therefore, the historical pressures of the late 14th and 15th centuries make a perfect backdrop for the rapid dissolution of Arthurian Cambridge.

When making this type of ahistorical-yet-historical conglomeration, I am usually careful to preserve the flavor and elements of both periods. However, since very little exists in the records of Cambridge prior to the 11th century, I allowed myself a much more liberal interpretation. The town map corresponds to the layout of the 14th century. The people, places and terminology of the 15th

century prevail over any information from the 6th century.

When creating your own adventures, consider using a similar historical framework. Adding concrete, realistic details often adds hooks into adventures. Sometimes these can be just pleasing background materials. Other times such ideas can help spur entire campaigns (such as using the historical events of Edward's campaign in Wales for the Cambrian Wars campaign in *Savage Mountains*). But remember to substitute Arthurian terms for historical ones. For instance, if a historical text calls for Knights Templar or Hospitaller, consider whether Round Table or Grail Knights would be suitable instead. Attribute historical works of William the Conqueror to his 5th century equivalent, Uther Pendragon. Mongols of the 14th century become Huns, etc.

Remember that this is in perfect keeping with medieval Arthurian literature. Geoffrey of Monmouth, Cretien de Troyes, Malory — even T.H. White — all embellished the Arthurian legends with contemporary anachronisms. Each of them believed that the people of 5th and 6th Century Briton thought, acted, fought and loved just like they themselves did. As time passed, authors continuously updated their stories to include popular themes of their time, modern weaponry and dress, and so on.

Lastly, I invite you to consider the great value of such research for your own personal edification and education. Each time I am called to write a new piece for *Pendragon*, I have found myself surrounded by the magnificent millennia-long tapestry of British, Anglo-Saxon, Roman, Scandinavian, Celtic and French history. The lives and deaths, poetry and politics of these peoples have given me thousands of true-to-life adventures to choose from. I hope my few words here help inspire you to delve into the world of *Pendragon* with a richer source of material to choose from and a deeper appreciation for the art of role playing.

-Peter Corless.



represent a good portion of the townsfolk, roughly 15%-20%. It is not until later in the Phase Three that the urban population begins to outstrip local and regional production.

The Poor

As in all towns, Cambridge has many poor. A good deal are taken care of by the Hospitallars of St. John. As time goes on, however, their numbers grow. The rise of capitalism also sees the advent of many who lose their life savings in bad investments and heavy debts to moneylenders. The poor range from 5% to 10%, depending on the year.

The Jewry

The section of town along Bridge Street between St. John's Hospital and Shoemaker Row is called The Jewry. This refers to the heavy concentration of Jews in this area. Although usually a small minority, the Jews command great influence by virtue of their activities in moneylending and mercantile speculation. They have monetarily backed many ventures in town, including the construction of the colleges. During Phase Five, the Jewry are made scapegoats for many of the town's problems. The Jewry make up roughly 5% of Cambridge's population.

Travelers

Merchants, adventurers, would-be students, and other folk often pass through Cambridge. Their numbers fluctuate greatly depending upon the time of year and the current period in the *Pendragon* chronology.

Rowdies

One miscellaneous group of outcasts can usually be found hanging around the seedier parts of town. This is the group of rowdy students. They are usually the slow learners (see "Attending College" regarding "subdeterminans") or have already been expelled, but have decided to hang around Cambridge to cause trouble for various reasons.

Many are indolent, living on stipends from their rich patrons. Others are just vicious bullies, too tempestuous for the quiet life of the scholar and unfit for any other profession. Eventually, the worst of the lot can be found south of Cambridge at the small hamlet of Trumpington Ford. Here, all forms of decadent behavior can be found — gambling, loose women, shady Saxons with illicit stolen goods, etc. As *Pendragon* time progresses into Phase Five, the rowdy students become both more numerous and bolder, until the revolt of the townspeople in 563.



Attending College

These guidelines are meant to describe the scholarly life at Cambridge, but can be used to create new characters of the Scholar class. Such characters can find many reasons for adventuring away from school — researching natural phenomena or strange tales, adjudicating or advising others regarding difficult legal issues at court, tutoring young nobles and ladies, and so on.

Enrollment

The youngest students are enrolled at the age of 15, like squires. Sometimes younger students are accepted, but they spend their early years at University acting as pages for the administrators, doctors and senior students. To enroll at a college, the prospective student must be sponsored by a knight, noble, or lady as well as pass a special review by the regents of the school. In such reviews the regents look for the qualities of a good student: honesty, energy, piety, and just. Tests are organized to determine whether the candidate has these qualities (successful trait rolls for two or more of these characteristics are required for admission).

Enrollment in the school of medicine requires an additional test for both literacy and a general understanding of anatomy (successful rolls for Read Latin and Chirurgery). If accepted, the student is given a bed in a local hospice or a room in the hall, depending upon the station of the student and the wealth of the sponsor.

Sponsorship

To sponsor a student requires 1£ per year for average or poor patrons. This covers tuition, as well as room and board at a local hospice or townspeople's home. Richer patrons can pay 2£ a year, which furnishes the student with a better room in the college hall, or in a wealthy townspeople's house, plus better clothes and furnishings. Students who enroll without the sponsorship of a patron must pay their own tuition, room and board at the above rates.

Curriculum

The school year lasts for eight months, beginning the first Monday following the Feast of St. Luke (October 18th), and ending around St. Alban's Day (June 22).

For students enrolled in a Bachelor's program, the day is divided into morning lectures and disputations in the



A Chronology of Pendragon Cambridge

- c. 500 Motte-and-bailey castle erected on site of old Roman fort to protect against Anglian incursions.
- 515 Cambridge Castle is rebuilt in stone. Chesterton flourishes as inland port under its protection.
- 516-517 Saxon raids throughout the region make the expansion of Cambridge Castle appear prudent and timely. Many outlying areas are attacked, but the town is spared. The King's Ditch is excavated to further improve the town's defenses.
- 518 Anglian rebellion put down by Duke Hervis. There is no fighting in Cambridge, but it serves as a staging area for garrisons along the Devil's Dikes.
- 520 Another Anglian rebellion. Arthur's army passes through en route to and from the Battle of Fort Guinnon. Chirurgeons and physickers of St. John care for the wounded.
- 526 First scholars arrive from the continent by invitation of the Pendragon. Hostels established for student residences. Classes are held in churches and friaries.
- 528 Many fine and rare books are brought to Cambridge when Arthur returns from his continental campaigns.
- 529 Chancellor appointed by King Arthur to oversee quality of education. Yet another Anglian revolt. Cambridge remains peaceful yet wary.
- 530 First class of bachelors graduates. School bullies begin hanging around Trumpington Ford a short ways south of town.
- 531 Major insurrection in Anglia. Knights of the Round Table use Cambridge Castle to stage their counterattack. The Anglian leader, Lady Camille, commits suicide rather than surrender. The Anglians settle into an uneasy peace.
- 532-535 Cambridge Castle is expanded to protect against further possible Anglian incursions. Many houses in Chesterton are leveled to make room for its construction.
- 534 Great disputation and debate over "The Red Dragon" (Halley's Comet). Increased interest in the sciences. Funding is mustered for a college hall and construction begins.
- 536 Proctors appointed. Quality of education improves under their stewardship.
- 537 Construction completed on Peterhouse, the first secular college in Cambridge. It offers full degrees in the Arts, Medicine, Canon and Common Law, Philosophy, and Theology. Students from across the town share the single hall, and learning improves through the increased communication of ideas.
- 542 King's Hall, the largest college in Cambridge, is built under the auspices and endowment of the Pendragon. He institutes a scholarship program to attract the best students in Logres, Cumbria, and the North. It becomes fashionable for young nobles to seek an educational vocation instead of a military one.
- 543 Michaelhouse and Clare Hall are founded. The number of students in Cambridge increases to over 400. First doctorates bestowed on graduates of Peterhouse.
- 547-548 Four more colleges are founded, being: Pembroke, Gonville, Trinity and Corpus Christi. Due to its disuse during the Pax Britannica, Cambridge Castle is raided for stones to complete construction of the halls.
- 548 Infirmary of St. John overwhelmed by those suffering the Yellow Plague.
- 551 Student population steadily increases to 700. The increased population makes Cambridge a great center for trade. River and highway traffic provides substantial wealth for merchants and moneylenders.
- 554 Church of the Holy Sepulchre founded by the last of the Cambridge Castle knights who go off in search of the Holy Grail. Shortly after their departure, the first Anglian revolt in over twenty years sends a wave of panic throughout countryside. Shocking unreadiness and disrepair of Cambridge Castle results in ouster of the town sheriff.
- 557 Overcrowding and restlessness. Over 1,300 students flood the town. School rivalries develop. Indolent scholars and rowdy young noblemen are blamed for break-ins and increased street fighting. Bailiffs, dispatched to Trumpington Ford to arrest the worst offenders, are ambushed and scattered.
- 558 Mayor of Cambridge threatened with lynching by a gang of university clerks and students. King's knights and archers arrive from the Castle of Beale Valet and restore the peace.
- 560 Disgruntled merchants and wealthy nobles blame the Jews for many problems. Benjamin the Jew's house is seized and converted for use as a tollbooth.
- 561 The Benedictine Nunnery of St. Radegund is scandalized by the "hosting" of students. The order is disbanded. Squabble over the use of nunnery lands between the colleges and townspeople polarizes citizenry.
- 563 During the civil war between Arthur and Lancelet, commoners led by the city bailiffs sack the colleges. Most scrolls and books are burned, and students flee the city.
- 567 The last of the surviving scholars flee to the great schools in Paris, Rome and Milan. The great age of learning in Britain ends.



afternoon. During the lectures, the pedagogus (teacher), usually a Licentiate, Master or full Doctor of the college, orates the lessons of the day, as well as reviewing of any open issues from the previous day's lectures or disputations.

Afternoon disputations consist of presentations by the students before their peers and faculty regarding a topic from the general curriculum. The student must show comprehension of the subject as well as expound a thesis or hypothesis based upon the subject. After the presentation, the student defends his ideas before the scrutiny of his peers and pedagogus. If successful, the student is congratulated. If not, then more studying and review is required before a subsequent attempt.

For Bachelors in the Arts, hundreds of hours are spent studying grammar from the works of Donatus, the summulista (logic) from the book of Peter of Spain, algorismus and computus (both forms of math, the latter art being used for finding the important date of Easter), sophista (debate), the Disticha Catonis (proverbs from Greek and Latin sources), as well as the Aurora (a simplified Bible). After a few years, the curriculum expands to include works on natural philosophy, ethics, speculative grammar, and metaphysics.

Bachelors of Theology study the Lives of the Saints, the great works of the Doctors of the Church, as well as thorough review of the Old and New Testaments. Generally very little discussion centers around the oral traditions of the Celtic, Wotanic or other pagan pantheons, but a few students have taken it upon themselves to begin to chronicle of the traditional tales of these religions.

Students of Civil Law spend the bulk of their undergraduate studies with a number of works including Justinian's Corpus Juris Civilis, the Digestum Vetus and Digestum Novum, plus the nine books of the Codex. Students of Canon Law read works from both the Civil Law and Theological curriculums, plus studies of the Papal Bulls.

Bachelors of Medicine study a great body of work, including De Urinis, the Chirurgia, the Antidotarium, the Viaticum, the Limium Medicine, plus the works of Isaac Israeli, Galen and Hippocrates.

Bachelor's studies usually take anywhere from six to eight years. One notable exception is for Master's of the Arts who take Medicine, who can finish their Bachelor's in as little as four years. By the last few years of study, the Bachelor's candidate is required to take on the increased responsibility of lecturing courses for underclassmen (under the careful supervision of the pedagogus, of course). At the end of each year of study, the scholar must face a final exam in the form of a disputation before the school's re-

gents. Afterwards, he must also defend his ideas before his own pedagogus.

Skill Increases

Each year that a student spends at school, he receives checks in Read Latin, plus checks in the skills listed under his Bachelor Program Requirements for his particular bachelor program, and 1D6 points to spend on skills as the player wishes. These adjustments are made in the Winter Phase before determining the outcome of the annual testing.

Annual Testing

To determine if a student passes his annual test, make a roll for each of the student's Prudent, Energetic, and Just traits during the Winter Phase. For each successful roll, add a temporary bonus of +3 to the character's Read Latin skill. To succeed in the test, the character must roll lower than the student's Read (Latin) skill. If successful, the student is awarded with an invitation to return for the following year. If a student critically succeeds in such a check, he may skip a year of study at his option, and receive a bonus +1 skill point to a skill of his choice. Failure, on the other hand, demotes the candidate to the position of "subdeterminans," or poor student. Students who fumble their role are immediately expelled for miserable performance.

Subdeterminans are still invited to participate in class, but face tougher challenges and less leeway from the faculty. They are responsible for keeping up with new studies like other students, but are faced with repeating one or two (or a whole year's worth of) courses in addition. Because of increased pressure from the faculty, as well as the student's own sponsor, many subdeterminans never finish their studies and choose to drop out voluntarily.

After successfully completing the minimum years of study, the student is faced with final disputations. Depending on the college, sometimes such exams are ceremonial, the student having long since proven his worth. Other times it is the last critical test before acceptance into the ranks of the graduates. Regardless, after completion of exams and ceremonies, a feast is held in honor the successful students. New Bachelors can either head out into the world with their increased knowledge, or enroll in a program of higher learning.

Licentiate Program

The Licentiate program is for scholars interested in being licensed to teach (hence the name). Licentiate programs take anywhere from two to five years to complete, and consist mainly of teaching courses and leading disputa-



Bachelor Program Requirements

To complete a Bachelor program, a student must have the minimum following skills:

All Bachelors

Read (Latin) 10
Orate 10

Bachelor Of Arts

Compose 10 (counts for prose, poetry and song alike)

Bachelor of Civil Law

Stewardship 10

Bachelor of Canon Law

Religion (Christian) 8
Stewardship 8

Bachelor of Theology

Religion (Christian) 10

Bachelor of Medicine

Chirurgery 10
First Aid 10

skills for his curriculum as given in the Bachelor Program Requirements box.

The Master's program extends the Licentiate into further depth of study. For example, it is not until entering the Master's program in Medicine that a scholar can first teach dissection and anatomy. Likewise, Masters in Theology must present their dissertations before the local Bishop. Successful Masters of Law likewise become prime candidates for mayoralities and chamberlains. Most Master's programs require skills of 18 or higher in Read (Latin), Orate, and the particular skills of the curriculum to successfully complete. In general, to become a Master requires 12 or more total years of study, and no master may be under 35 years of age.

Doctorates usually are conferred only to the greatest of scholars. Such people would have skills in their fields of 20 or greater. If Merlin were around, colleges would compete to confer an honorary doctorate upon him. However, the great sorcerer hasn't been seen in years, and he would probably scoff at the offers anyway.

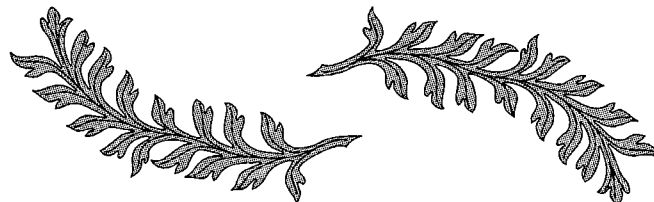


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tions for students in Bachelor programs. No student is permitted to become a full Licentiate before age 21, and the test is usually given every other year. After completing the program, the scholar is expected to have skills of 15 in both Read (Latin) and Orate, as well as the prerequisite





The Adventure of **The Helmed Knight**

by Garry Fay and Sam Shirley

IN THIS ADVENTURE the player knights are drawn into the games of love. The Helmed Knight, cursed since birth with profound ugliness, is too timid to bring himself to propose to the woman he loves. Instead he asks the player knights to carry his proposal of marriage to the object of his passion.

The first half of the adventure is set at Apper-side manor in Wensleydale, Cumbria, and then continues to castle Carrock near the wall. "The Adventure of the Helmed Knight" could easily follow after any other adventure or encounter, as it begins at an indeterminate fountain anywhere along the King's Road. Any of a number of reasons could suffice for the player knights' arriving there; among the simplest are that they are out looking for adventure, or returning home after having found one.



The Knight at the Fountain

The sun is hot and the weather warm and sticky as the knights ride along the king's highway. Several hundred yards further on, the knights spot an ancient Roman fountain beside the road. It is set back under a small overhang of trees, shaded from the noonday sun. In the center of the fountain stands a statue of a young woman. She holds a jar, from which a cool trickle of water flows into the fountain's wide basin. Have all the players roll [Lazy +5. Success = the knight would like to stop and refresh himself at the fountain.] Set off further from the fountain is a pavilion with several horses hobbled nearby.

As the knights approach the fountain, have everyone roll [Awareness. Success = the knight hears a piteous weeping and wailing coming from the fountain. Critical = it is a knight who cries so, from the far side of the fountain.]

As the player knights round the fountain, they see a knight incongruously dressed in travel clothes and a fully enclosed jousting helm. He kneels against the rim, his helmeted head resting in his hands as his tears drip into the fountain's clear water.

"Oh, I am woe," cries the forlorn knight. "If I could only speak to her, if I could ask her, then we could be married. But alas, it can never be. Better I should end now this painful life than live and know that she will never be mine."

The Helmed Knight is oblivious to the newcomers, completely absorbed in his self pity. He continues to cry out his lamentations as before, for at least as long as the player knights remain at the fountain. "If only I were brave enough. If only she did not turn my spine to jelly and tie my tongue in swollen knots. If only I were not cursed by this loathsome countenance. If only I were another and not I."

Knights typically would ask their brother knight why he laments so. Should they need prodding, have each player roll [Merciful. Success = the knight desires to ask the Helmed Knight the source of his woe.] When spoken to, the Helmed Knight looks up from his reflection in the pool, noticing the other knights for the first time. Glancing once at the maiden's statue in the center of the fountain, he tells how he came to be weeping here.

"Oh brother knights, mine is a tale of woe and sorrow. I stopped here to rest by the fountain when my sight fell upon this maiden's statue. Her face and hair reminded me of my own sweet Eleri and the love that I can never have. In my sorrow I wept, and have wept until you found me here." He does not know how long it has been.

Given the opportunity, he explains more. "I love Eleri of Wensleydale. I would ask for her hand in marriage if only I was not cursed with this awful countenance, for I cannot go to her father, my face revealed, and ask for her. If only I were not so ugly."

If there are lovers in the group, they may already have volunteered to help the forlorn knight. If not yet, have all the players make a Passion roll against a Love or Amor.

The Adventure of the Helmed Knight



Those who succeed are reminded of their own loves and Amors, and after a few moments' reflections of love's fair virtues, determine that they wish to help the Helmed Knight win the hand of Eleri. There is no penalty for failing the Passion roll in this instance, nor is there the opportunity for empassionment.

When a player knight offers to help, the Helmed Knight looks up at him, his tears of sorrow transformed to those of joy. "Oh please," he begs, "would you carry my proposal of marriage to the fair Eleri?"

Upon agreement, the Helmed Knight says, "Oh thank you kind sir. You are most generous to lovers in need. Now I must challenge you, for no knight of average ability may carry my missive. He must be a knight of skill and valor, experienced in the arts of love. Mount up noble Sir, I challenge you to prove you worth! We joust for love sir, for love."

The Helmed Knight calls to his squire to arm him and prepare his horse to joust. From the pavilion comes a squire who helps the knight don his armor. The Helmed Knight's offered terms are to joust for love, to one fall, using padded lances. Should he win, he will joust each knight in turn until one of them proves himself skillful enough to unhorse him. Should none succeed, he dismisses them as unworthy knights and searches for some others to carry his missive. A player knight may still redeem his honor and prove his worth if he challenges the Helmed Knight to combat on foot. In that case the Helmed Knight accepts whatever terms of combat he is offered, excepting a fight to the death.

Once he is beaten, the Helmed Knight struggles to his feet and rushes forward to embrace his vanquisher. "Oh, happy day! I bless this day that I met you sir knight. Now



The Helmed Knight weeping at the fountain



Asking to See the Helmed Knight's Face

ALL THROUGH this encounter, Sir Corwin has never removed his helmet. Even as the knights rest after the combat, he leaves it on. Should a player knight ask to see his face, or ask why he never removes his helm, the Helmed Knight replies, "I have sworn to reveal my face only to a knight to whom I have yielded in combat. If you wish to see my face, you must fight for that privilege. Do you challenge me to fight with real weapons, until either you or I yields?" The players need not roll to realize that such a serious combat could result in major injury or even death.

If so challenged, Corwin refuses to yield unless his opponent is by a

better and more noble knight than he. If Corwin gains the upper hand, he gives his vanquished opponent the opportunity to yield before striking a fatal blow.

Those who yield he sends to Eleri at Apperside manor bearing this message, "The Helmed Knight bids me say that his love for you outshines even the morning sun, and instructs that I should present myself to you as your prisoner by conquest of arms." The knight, however, should arrive concurrently with the player knight who carries the message of proposal from the Helmed Knight, only to find the castle raided and Eleri gone.

player roll any Passion of Amor or Love. [Success = the Helmed Knights is convinced. "You are indeed the proper messenger for my missive of love. Please come enjoy the hospitality of my pavilion before you leave." Failure = he says, "You may be skilled at arms, but you do not understand the true nature of love. I shall have to find another."] Any knight who can both defeat the Helmed Knight at a joust and succeed in the passion roll is deemed suitable to carry the message.

Corwin's Tale

If the player knights express interest, Corwin freely tells about himself. "I am Sir Corwin," he explains, "son and heir to Lord Govier of castle Elslack, in Lestroite. I have always been gro-

tesquely ugly, but I sought to make up for my hideousness by embracing every virtue and honor of knighthood. Alas, that was not enough. As a squire I was never required to serve in the great hall lest the ladies of the court take offense at my face. The other squires, and pages as well, would laugh behind my back; never would they face me with their ridicule for they feared I had the 'evil eye.' I

"But before you go, noble sir, you must prove to me that you are a true lover. I have told you of my fair Eleri. Now tell me of the woman who owns your love." Have the

swear to me, swear that you will deliver my proposal to my beloved Eleri. Tell her that Sir Corwin the Helmed Knight asks for her hand in marriage. You can attest to her father of my power at arms and my noble upbringing."

Sir Corwin, the Helmed Knight

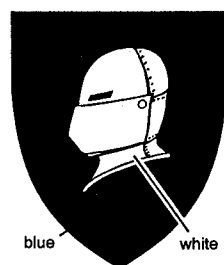
The Helmed Knight is so called because of the helm he always wears to hide his features. Were he to remove it, one would see that his nose is flat and circular like that of a pig and his tiny, red rimmed mouth is filled with sharp, yellow teeth. Only a few times in the past ten years has anyone looked upon the face of the Helmed Knight.

As the Helmed Knight is rarely seen out of his armor, there are few who know his true appearance. Around the area of Lestroite however, his exploits are famous and many a young maid sits and imagines what the mysterious knight looks like. Some of these descriptions may have filtered to other courts.

The Helmed Knight appears to be a large, well muscled man in his mid 30's. He is well spoken and possesses a deep, eloquent voice. The helm which he wears is beautifully crafted and highly polished.

Sir Corwin's ugliness is a result of a curse placed upon his father,

Sir Corwin



Lord Govier of castle Elslack, by his wife, the Lady Chamire. Chamire grew weary of her husband's many lovers and cursed him for his infidelity. Any child fathered by Sir Govier in an adulterous union would be horrendously ugly until such time as a pure-hearted maiden declared her love for him in spite of his disfigurement. Though he has kept it secret for most of his adult life, Corwin has not allowed his ugliness to sway him from achieving knighthood. He is a Pagan knight.

Glory 6,670

SIZ 17	Move 3	Major Wound 17
DEX 14	Damage 6d6	Unconscious 9
STR 17	Heal Rate 3	Knock Down 17
CON 17	Hit Points 34	Armor 12+3+shield
APP 5	Age 40	

Attacks: Sword 22, Lance 20, Spear 16, Dagger 13, Battle 18, Horsemanship 20

Significant Traits: He is Chivalrous. Forgiving 16, Just 18, Modest 16, Valorous 17

Significant Passions: Love (Eleri) 29

Select Skills: Courtesy 16, First Aid 12, Orate 14, Singing 16, Tourney 14

Horse: Destrier, Move 7, damage 8d6



would have given all I had for one soul to call me friend, alas it was not to be."

"Only the fact that I was the son of a noble allowed the tutors and instructors to tolerate me. Yet each task that was set before me brought on a desire to attain perfection. To accomplish through my deeds what I could never attain with my appearance. Every task, no matter how menial, I completed faster and better than any other, but still I strove. Boys, younger and far less capable than myself, began to train for knighthood. That was the only time I ever used my birth-right to achieve my desires."

"I ordered my father's men to begin my training. It shamed me that I should need such methods to gain that which I had earned. I then vowed to be the best knight I could be, no matter what obstacles were placed before me. When the others were abed, I would train long into the night. There were those that sought to stop me by having me perform tasks far beneath me, but my inner strength and burning desire saw me through. I overcame everything that they threw at me until they could hold back my knighthood no longer. But it was a hollow victory. I still believed in a boyhood dream. I believed that once I had gained my spurs, life would be different. How wrong I was. The stares, the whispers, the turning of heads. It was all the same ... nothing had changed."

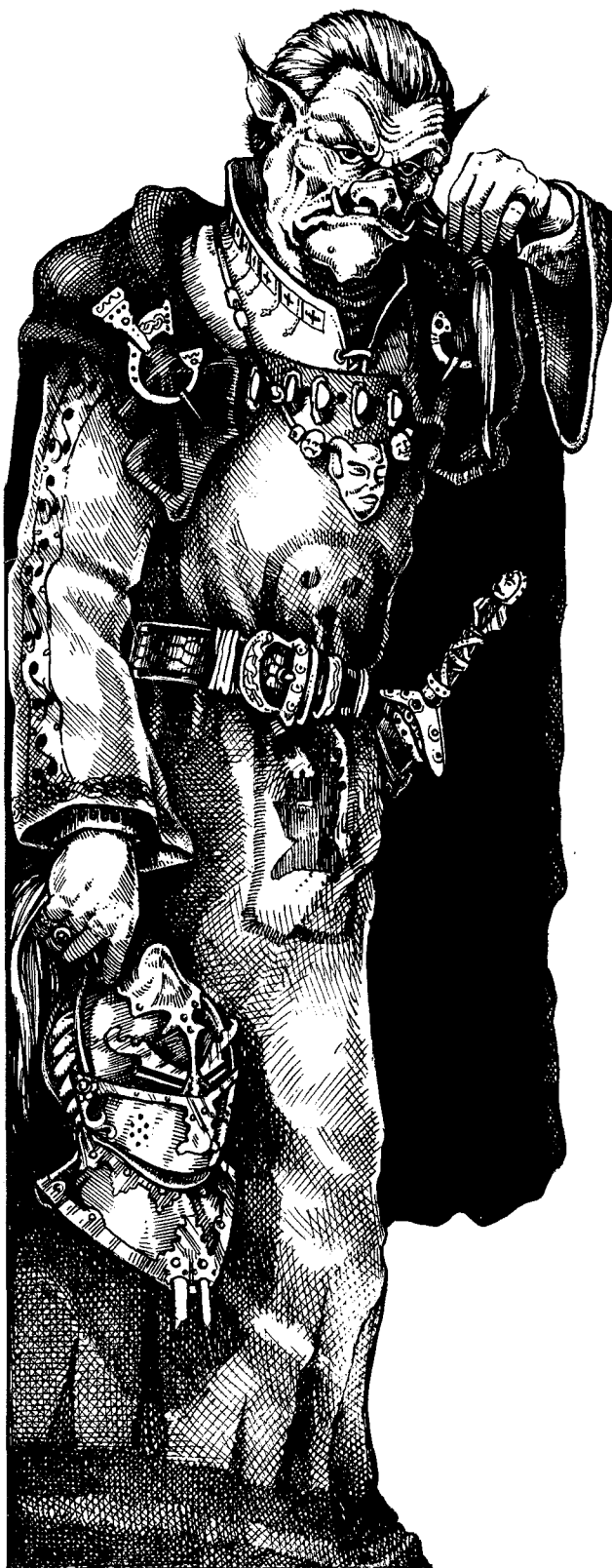
"Once I was knighted I set off to wander the land. Many questioned my right to wear the spurs of knighthood, and often were the times when I was called upon to defend my honor solely because of my appearance. I tried to set up a home for myself once, but no servants would work for me. Not even the peasants of the fields could bear to be seen with the loathsome knight of Elslack. Finally I had a blacksmith fashion me this helm, and now I wear it always. But what was once my refuge has become my prison. What father would give away his daughter to a knight who refuses to show his face, and what maiden would dare to bear a child to such a loathsome knight as I?"

Glory: 25 for defeating the Helmed Knight in a combat for love. 10 for passing the test of love.

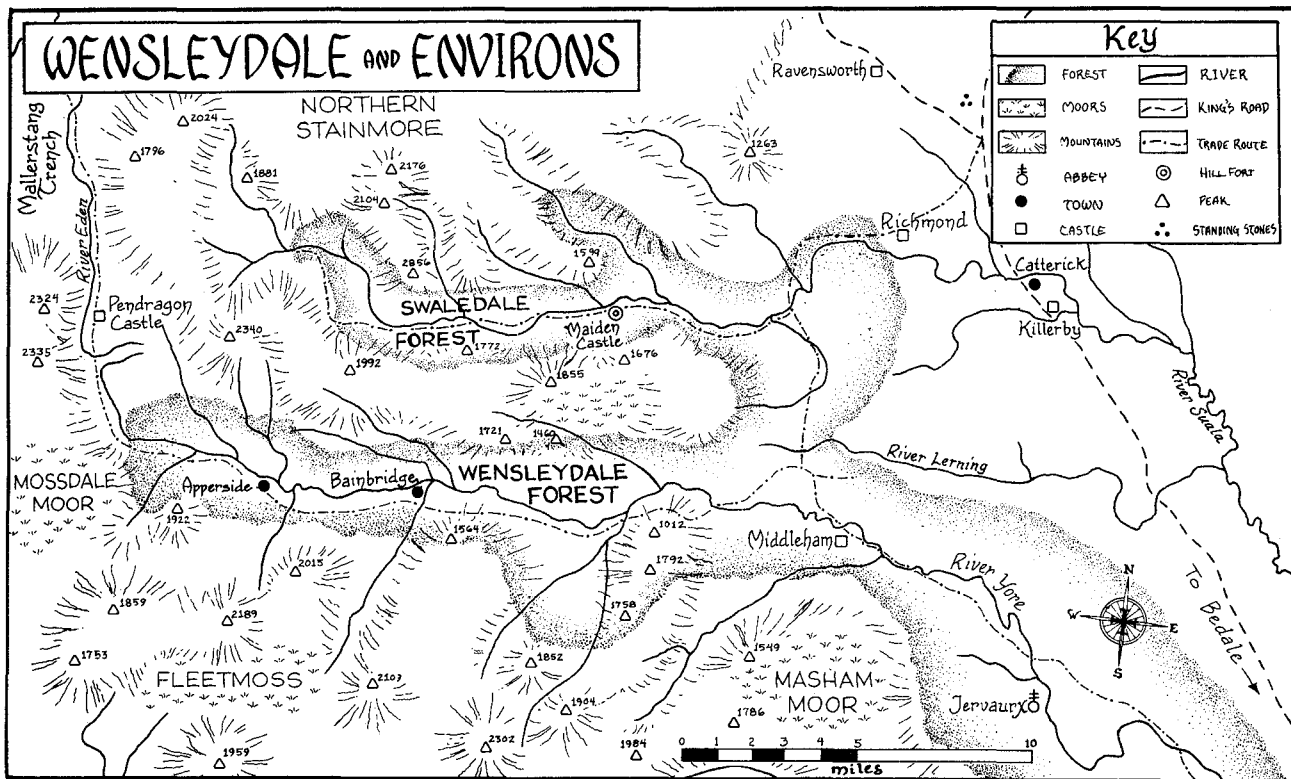
How to find Eleri

The Helmed Knight makes sure the player knights know how to find Eleri. If they are in the south, he tells them to ride to Bedale, then turn up the River Yore through Wensleydale. Then pass Bainbridge and continue on until they come to Apperside manor near the source of the river.

If they ride from the north, Sir Corwin cautions the player knights to avoid the Mallerstang Trench and Pen-



The Helmed Knight



dragon castle. "For the lord there is hostile to the High King. He would just as well throw you in his dungeon as pass you through. No, it is better that you ride around the mountains past Ravensworth and take the trade road southwest at the intersection of the King's highway. Follow the road heading south until you reach the river Yore, then travel up the River Yore to Apperside manor."

Some of the interesting sights along the way are:

Pendragon Castle: Pendragon castle is a small castle built by Uther Pendragon to protect the Mallerstang Trench, one of the three southern routes through the Pennine mountains. Brian of the Isles, lord of Pendragon Castle, is vassal of the Duke of Rouse, and thus hostile to knights of King Arthur adventuring in his territory. Any knights who ride by this way are met by a group of knights from the castle and escorted to see the lord. He questions them, and throws knights loyal to King Arthur into his dungeon. They may eventually be freed by a sympathetic maiden or a famous knight of King Arthur, but that is another story. For now, they are out of the adventure.

Bainbridge: Traveling to Bainbridge, it is easy to become lost in the thick woods surrounding the village. Every evening during Autumn and Winter, a horn is blown on the green to guide lost travelers to the village. [Hunting roll.

Success = the knight finds his way to Bainbridge.] If all fail then roll [Awareness. Success = the knights hear a horn blowing as night begins to fall. They can follow its sound to the village.]



Apperside Manor

Eleri lives at Apperside manor with her father, Sir Owain. Apperside manor is a fortified manor house built along the river Yore. Nearby is the peasant village of Apperside.

The time it takes the player knights to arrive depends upon where they met the Helmed Knight. The only reasonable route is to follow the road down the river Yore. Wensleydale Forest grows thick in the valley, and the high moors can be seen to either side as the player knights ride westward. The travel is pleasant. About a day after entering the hill country the player knights near Apperside.

As they ride close to the manor, they may notice something is amiss. [Awareness. Success = There are no men-at-arms on duty, and the main door is ajar.]



The knights draw closer to the manor and see the tell-tale signs of a recent battle. Fresh blood stains the entry hall of the main building. Beside one wall of the manor house lay a few discarded spears, swords and shields, a lonely reminder of men no longer alive.

As the knights reach the gates of Apperside manor, Gale, a young squire, runs out and bows before them. "Oh sir knights," he says, "you are too late to save the lady. It was Sir Neilyn who did it my lords. He has always coveted Lady Eleri, although she has done nothing but spurn him."

Even if interrupted, he excitedly blurts out the rest of the story. "Sir Neilyn came to the manor to demand lady Eleri be turned over to him. When Sir Owain denied him, Sir Neilyn was inflamed with rage and attacked the men at arms who stood between him and the lady. His lordship Sir Owain, old as he is, donned his armor and faced the man. Alas his age betrayed him, for Neilyn cut him down and rode off with the lady. Now the old man lies dying within, and the daughter has been taken away, and there is no one left here to save her."

"The last we saw of them," he continues, "was when they rode west down the river toward Pendragon Castle. He carried the still form of the Lady Eleri with him. That was only a few hours ago. The lady must be slowing his travel. If you hurry you may be able to catch them."

"But before you go," he adds, "the lord of the manor wishes to speak with you."

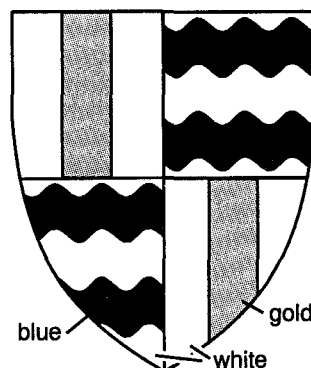
Sir Owain

Gale tells the player knights that Sir Owain still lives, though barely, and is calling for the visitors to be sent to him.

Sir Owain is severely wounded and confined to his bed. Rowena, a young servant girl who is very loyal to him, has taken charge of his care. She is always near at hand. Her manner tends to be officious, but her concern is genuine.

The abduction of Sir Owain's daughter has added to the seriousness of his condition as he appears to have lost the will to live. It is only the hope for rescue that has kept him alive this long. When the player knights enter his chamber, Sir Owain bids them welcome. As they enter,

Sir Owain



Rowena whispers that the lord is only lucid for short periods and is easily fatigued.

Owain grasps the hand of the most glorious player knight and says, "Sir Neilyn did this. I wounded him, but he has wounded me more so. My son died in battle, my wife died bearing my only daughter, and now she has been taken by Sir Neilyn. Please, promise me you will seek her out and return her to me. Please." He releases the hand and falls back into bed, gasping shallow breaths.

Have the knight sent to propose in the Helmed Knight's stead, along with any others sent to deliver themselves to her, roll their Honor Passion. [Honor. Success = the knight realizes he is honor bound to seek her out and fulfill his promise to the Helmed Knight. Those who fail to go lose a point of honor.] Other knights may also choose to go, but will receive no Honor check for volunteering.



Riding after Eleri

Riding out west from Apperside, the player knights give pursuit to Sir Neilyn and Lady Eleri. The trail is easy to follow, since the common folk point out the way they took with comments like, "He took her that way, sirs," or, "Sir Neilyn will rue the day the Helmed Knight learns of this."

While the player knights leave several hours after Sir Neilyn, in less than an hour they spy the knight and the lady in a clearing near the edge of the forest, unexpectedly close-by. He is lifting her up onto the horse as she struggles against him, her hands bound behind her back. Seeing the player knights as they enter the clearing, Sir Neilyn dumps the lady on the ground and mounts his horse, turning to challenge the approaching knights.

"You have no part in this," shouts Sir Neilyn. "This is between the lady and myself. Now be gone and leave us, or I shall defeat you as I have her father and his guards."

Undoubtedly the player knights do not let this challenge stand unanswered. Sir Neilyn will fight any knight who comes forward. He follows the chivalrous conventions, and expects the player knights to do the same in facing him one by one. Sir Neilyn only intends to yield if given a Major Wound, or if brought to unconsciousness. Defeated player knights he will allow to yield as well, in return for the promise not to interfere with his affairs.

Whatever the outcome of the fight, Sir Neilyn will not last through the encounter. He has already received a serious, though not major, wound from Sir Owain, and now the player knights' blows aggravate his condition. Depend-



ing on their skills, he may have to fight several knights, but after one of them delivers a blow doing significant damage, Sir Neilyn staggers to his knees. "I yield to you, sir, but I will swear no prisoner's oath, as I do not believe I will live to keep it." Thus said, he collapses and dies.

The Lady's Honor

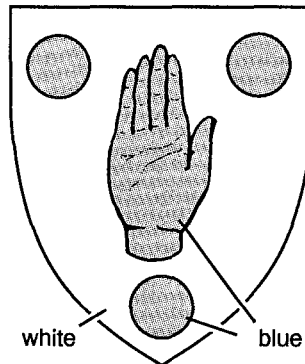
Closer inspection of Lady Eleri reveals that her clothes are loose and disheveled, as though Sir Neilyn may have had his way with her. She cannot account for the hour, or longer, delay in their flight, since she had swooned when captured and only recently recovered, although she is certain Sir Neilyn had not taken unfair advantage of her. "He is rash, certainly, but even he would never be so dishonorable."

She explains that when she came to, Sir Neilyn was applying bandages to the wounds he had received in the fight at Apperside. Sir Neilyn is unfortunately unable to defend the lady's honor. Perhaps to the player knights this is not a significant matter, but to her father and the local priest it shall prove very important.

Eleri helps the knights who have been injured, tending to their wounds with her First Aid skill. She insists that knights who need Chirurgery be taken back to the manor house where they can be properly treated.

Knights who present themselves to her as ones defeated by the Helmed Knight and sent as her prisoner are met with mixed confusion and pleasure. "I don't know quite what to say. Certainly you can help at the manor

Sir Neilyn



house until Sir Corwin arrives, for there are no healthy fighting men left there."

Eleri's conversation turns to the Helmed Knight. If they have not already mentioned him, she asks the player knights if they know of him. Upon hearing that the Helmed Knight has sent someone with a message of proposal, she grows flustered, and

asks, "But why did he not come himself to propose? You must tell my father of this immediately." She calms down after a few moments and tells the player knights that the Helmed Knight is the only man she shall ever love or marry. She runs a hand through her disheveled hair and thanks them once more, then asks them to take her back to her father's manor.

Glory: 100 for defeating Sir Neilyn in combat. 30 for bringing the lady back unharmed.



Return to Apperside

The knights return to the manor house with Eleri and are met with cheers and praise. The folk of the manor have been working hard during the player knight's absence to clean up following the earlier combat. Owain's squire, Gale, greets the knights in his lord's stead, saying, "My Lord has commanded a feast be held tonight in your honor, although he is still too wounded to attend. He asks that you attend him in his chambers, and that Eleri be brought to him immediately.

Already the food is being set out in the main hall as the player knights pass through to Sir Owain's chambers. The maid Rowena greets them at the door, and shows him in for their audience. His daughter's rescue has given Sir Owain added vigor. He is sitting up in bed as the visitors enter.

Eleri kneels at her father's side and takes his hand, saying, "These are the knights who saved me, father." She introduces them to him, pointing out the one who defeated

Sir Neilyn

Sir Neilyn is a knight errant from Roestoc, whose Passion for the beautiful Lady Eleri has driven him to abduct her against her will. Before this adventure is finished, he will pay the price. When the player knights encounter him, he has already been wounded by Sir Owain; in his injured state, his next battle will surely be his last.

Glory 2,100

SIZ 14 Move 3 Major Wound 11

DEX 11 Damage 5d6 Unconscious 6

STR 16 Heal Rate 3 Knock Down 14

CON 11 Hit Points 25 (*10) Armor 12+shield

APP 12 Age 22

Attacks: Sword 15, Lance 13, Battle 11, Horsemanship 13

Significant Traits: Selfish 15, Valorous 17

Significant Passions: Amor (Eleri) 17

Horse: Charger, Move 8, Damage 6d6

*Note: Sir Neilyn has already taken several injuries, reducing his hit points to ten for this encounter.



Sir Neilyn, "... and this good knight is the one who slew Sir Neilyn."

Before the knights have the chance to tell Sir Owain of the Helmed Knight's marriage proposal, Sir Owain says, "Excellent, young sir. Obviously you are a knight of noble upbringing. My daughter is of marriageable age, and it is time she took a husband. How about it — would you like to marry her? She has an excellent dowry of 16£, and as I have no male heir, you stand to gain this manor house as well."

Eleri is shocked at her father's unexpected offer, but her love of family and sense of duty keep her from objecting to her father's wishes. Her only hope is that the player knights keep to their mission, and keep their promise to the Helmed Knight.

Let the player make up his mind whether he wants to accept or refuse the offer. Should he choose to refuse, the knight to whom Sir Owain makes this offer can do so politely if he makes a Courtesy roll. [Courtesy. Success = the knight explains that he and his companions come bearing an offer of proposal in another's stead, and thus it would be dishonorable for him to wed the lady himself. Failure = Sir Owain is offended at his refusal.]

If the player knights tell of the Helmed Knight's proposal to marry Eleri, she speaks up, "Oh yes father, yes! I love him, and he loves me."

If events turn out in the helmed knight's favor, Sir Owain says, "Splendid, Let's celebrate this at the feast. Then you can ride to find Sir Corwin and bring him to his wedding."

If the Knight Agrees to the Marriage

Selfish or greedy knights may decide to accept Sir Owain's offer of marriage to his daughter, even though they know that she and the Helmed Knight are in love. The feast (below) becomes an engagement feast, and the two are wed in a month, once Sir Owain has recovered sufficiently. Eleri will never love the player knight, and will always pine for her lost love. If this was the player knight who agreed to represent the Helmed Knight's proposal to Sir Owain, he loses one point of Honor.

Marrying Eleri will make a permanent enemy of Sir Corwin, whose Passion of Love (Eleri) of 29 makes him a formidable foe. He develops a 3d6 Hatred for the player knight who betrayed his trust.

When Sir Corwin hears of Eleri's marriage, his heart is broken, and he wanders the countryside a madman for a year. Finally, after the couple has settled into the manor, the Helmed Knight recovers and comes back to take Eleri away with him.

Lady Eleri

Eleri is a young woman of gentle manner. She has long cascading locks of red hair, emerald hued eyes and white alabaster skin. While there are some suitors among the local nobility, her heart belongs to the mysterious Helmed Knight.

Glory 250

SIZ 9 Move 3 Major Wound 12

DEX 16 Damage 3d6 Unconscious 5

STR 10 Heal Rate 2 Knock Down 9

CON 12 Hit Points 21 Armor none

APP 17 Age 17

Attacks: Dagger 4, Battle 3, Horsemanship 7

Significant Skills: Chirurgery 10, Compose 11, First Aid 14, Falconry 7, Industry 9, Singing 13

Significant Traits: Chaste 13, Merciful 15, Reckless 14

Significant Passions: Amor (Helmed Knight) 17

This adventure is over for the player knights, but another of continuing conflict with Sir Corwin has just begun.

The Feast

Assuming the player knight refuses Sir Owain's offer of marriage to his daughter, the adventure continues as written. A feast is held at which the player knights are guests of honor. His daughter returned, Sir Owain has recovered sufficiently to sit at the head table and preside over the event. No other knights are present, although Luciens, the village priest, is here.

Favorite Dish: Honey glazed chicken with pine nuts.

Favorite Entertainment: A local minstrel sings love songs in honor of the Lady Eleri and the Helmed Knight.

If the player knights have not yet related Sir Corwin's proposal, have them roll Courtesy. [Courtesy. Success = This is an good time to tell Sir Owain of the Helmed Knight's proposal of marriage to Eleri.]

Sir Owain bangs his cup on the table for attention, and says, "Forgive me if I do not stand, but my injuries are still fresh. I am pleased to announce the engagement of my daughter Eleri to Sir Corwin, whom many of you may know as the Helmed Knight of Lestroite. They shall be wed in one month's time here at the manor..."

"One moment my Lord if you may," interrupts father Luciens, the local priest, "Rumors of your daughter's disgrace at the hands of Sir Neilyn already begin to spread through your land. It is not fit that a sullied woman such as she marry and raise the future lords of this demesne. For this reason I say that the lady Eleri should be sent to a



nunnery and you, Sir Owain, should find another to marry and carry on your line."

Sir Owain looks at his daughter with sad eyes and slowly shakes his head. "Alas, it cannot be. The priest is right. It falls upon me to preserve the noble name of our family. I decree that the lady Eleri shall spend the rest of her days in a nunnery."

Eleri stands, outraged by her father's decree. "How dare you do this, when I say that I am as pure now as the day that I was born. This priest is a fool, and I shall prove my chastity before any who doubt me."

"And how would you do this?" asks her father.

Rowena's Tale

The maid Rowena approaches the lord's table and asks permission to speak. It is granted. "This priest is a hateful misogynist as are all his kind, and his council should not be taken so earnestly in matters of this type. Before I came into your service, my Lord," she says, "I lived up north near the great wall of Hadrian. My mother told me a tale of a woman there that owns a bed that only those that are pure and unspoiled may sleep in. If any who is not chaste were to spend a night in the bed, then she will awake in madness. It was to pay for their sins my mother said. She also said that the woman that owns the castle asks a terrible price of those who wish to spend the night in the bed."

Lady Mhyrra

The Lady Mhyrra is loyal to no-one except her son. Everything she does is to further his cause, even to the extent of making pacts with Faerie to the detriment of her own health. Mhyrra dotes upon Larras, treating him like a little boy and never allowing him far from her sight. He accepts this situation willingly.

Mhyrra has had the bed for many years and has made no secret of it. She uses it to test the purity of the blood of her victims. Several daughters of kings have come to use the bed to prove their virtue to their husbands-to-be, others have been merely tricked into spending a night in the bed. Mhyrra hopes to find one of these king's daughters worthy of her son. Eleri is safe from this fate as she is not of royal blood.

SIZ 8	Move 1	Major Wound 5
DEX 9	Damage 2D6	Unconscious 3
STR 4	Heal Rate 1	Knock Down 8
CON 5	Hit Points 13	Armor none
APP 9		

Attacks: Dagger 6

Significant Traits: Vengeful 20, Cruel 18, Worldly 15

Significant Passions: Love son (Larras) 22

Significant Skills: Faerie Lore 14, First Aid 15, Folk Lore 14

Distinctive Feature: Sickly looking

Upon hearing the maid's tale, Eleri declares her intention to test her chastity in the bed. Sir Owain agrees to this test. He turns to the player knights and says, "You are all knights of chivalry and valor. As you have once already saved my daughter, I ask that you ride with her on this quest and watch over her." Knights who have already sworn themselves to her service by virtue of losing to the Helmed Knight are honor bound to accompany her. Others may choose to go as well. Any who stay are pleasantly cared for, but are out of the adventure until the others return.

Arrangements are made for Eleri and the player knights to leave in the morning. Rowena gives them directions on how to find the castle. "It's in Gilsland up north near the wall. Follow the King's Road north to the wall. Then turn east on the wall road until you come to Irthington. There you should look for a guide to take you south past castle Hayton to castle Carrock. There you will find the leprous lady and her bed of virtue."



The Castle of the Leprous Lady

Castle Carrock (J10) lies five miles south of Hadrian's Wall, and about four miles east of Eden River. The journey there from Apperside is about sixty miles if the King's Road is followed north from Killerby to Carduel, and then east to Irthington and south to Castle Carrock. A peasant guide can easily be found in Irthington to take them to castle Carrock. The trip should take about four days traveling at a leisurely pace for the comfort of the lady. No significant encounters are planned for the trip. Gamemasters may wish to look at the King's Road section of *Perilous Forest* (pp. 35-41) for some encounters along the road, or refer to the "Royal Roads Encounter Table" on page 16 of *Blood and Lust* for suggested encounters.

It is early afternoon when the player knights first see the dwelling that Rowena spoke of. It is a small, old style motte and bailey castle surrounded by a moat. [Awareness. Success = the castle is in a severe state of disrepair. Critical = a graveyard lies to one side of dwelling.]

Player knights that take the opportunity to inspect the graveyard will find that all the graves belong to young women. There are twelve graves in the graveyard. [Recognize. Success = two of the graves belong to the daughters of kings.]

As the player knights and Eleri approach the castle, an old man dressed in dirty clothing hobbles out to meet them. He stops and stares the player knights up and down



before spitting upon the ground. "What do you want?" he asks. No Courtesy rolls are required to determine that the old man is not impressed with the arrival of the knights.

The old man's name is Dirk. He is the only retainer of Lady Mhyrra, the lady of the castle. Dirk is less than courteous, answering questions with questions of his own. When asked if his mistress is in, he answers, "who wants to know?" When asked if he will fetch her, he answers, "what do you want her for?"

Dirk keeps up this line of conversation until the player knights grow angry. At such time he says, "Very well, very well, no need to get upset. I'll take you to her." He turns his back on the knights and heads into the castle, without looking back to see if they're following, or making arrangements to have their horses seen to.

A musty smell infests the interior of the castle, perhaps coming from the thick layers of grime that lie upon everything. There are no torches or candles burning here, so everything is gloomily lit by light filtering through the high windows. Dirk leads the player knights into the great hall.

The great hall, though as dirty as the rest of the castle, offers slightly more light due to a single candelabra resting on a long table in the center of the room. Seated at the head of the table is the Lady Mhyrra. Standing by her side is her son, Sir Larras. The lady appears very pale and weak; her pallor is white as chalk and her hands are twisted and shriven. Her son, by contrast, appears the picture of robust health.

The Lady's Request

As Lady Mhyrra stands to welcome the player knights, she is overcome by a severe bout of coughing. Her son steps to her side and offers her the support of his arm. When her coughing has stopped, the lady addresses the knights. "Be welcome brave knights," she says, her soft voice unable to disguise the scorn in her voice, "what brings you to my home?"

If the player knights hesitate in telling the lady of their quest, Eleri speaks up with the reasons for their visit. Mhyrra's interest attracted, she eagerly awaits the revelation of the entire story.

When the player knights or Eleri finish their tale, Lady Mhyrra turns to Eleri. "So you wish to spend a night in the Bed of Virtue, do

Sir Larras



Sir Larras the Robust

Glory 4,860

SIZ 16	Move 3	Major Wound 25
DEX 16	Damage 6D6	Unconscious 10
STR 18	Heal Rate 4	Knock Down 16
CON 25	Hit Points 41	Armor 12+ shield
APP 15		

Attacks: Sword 17, Lance 18, Spear 19, Mace 21, Battle 16, Horsemanship 15

Significant Traits: Energetic 20, Proud 17

Significant Passions: Loyalty (Lady Mhyrra) 17

Significant Skills: First Aid 14, Hunting 17, Tourney 13

Horse: Charger 6d6

Note: Before Larras attacks, he begins a long, boring litany on his own prowess. This will continue until his opponent either interrupts him or begins the combat by striking at him.

you? Well there is a price. Do you think it not strange that a woman cursed with this wretched body should have a son as healthy as mine? Do you know why? It is because I give him the health and vigor of two. I forsake my own health so that my son can be as you see him. While I live, my son shall be the healthiest knight in all Britain. All that it takes to keep me alive and my son healthy for a year is a bowl of blood from the arm of a virtuous maiden. The bed will prove your virtue." Mhyrra smiles to herself at the double-edged enchantment of the bed.

Eleri tells the old woman that she is willing to pay this price. Have all the players make a [First Aid roll. Success = If the silver bowl Lady Mhyrra has on the table before her is the one she intends to fill, then such a price could be fatal.] Mhyrra confirms that it is indeed the bowl in question.

If the player knights agree to this arrangement, then Eleri sleeps in the bed, proving her chastity. Lady Mhyrra appears in the morning to demand her bowl of blood. Denying the blood now would be dishonorable, costing the player knights 2 Honor points each. If Lady Eleri gives the blood, go to the section titled, "Giving the Bowl of Blood."

More likely though is that the knights won't allow Eleri to agree to give the bowl of blood, and instead demand to fight for the right to sleep in the bed, or make some other disagreement.

Challenging Sir Larras

If the player knights come to Lady Eleri's defense, then Lady Mhyrra agrees to let her son fight the girl's champion to decide the issue. Her offer is this:



Sir Larras' Taunts

BEHOLD AND BE AWED SIR KNIGHTS, for the Bear of Bresquehan stands before you. Tremble at my magnificence and shudder at my skill. Five hands of hands of men have come to do battle with me, he who is also named the Lion of Gilsland, and all have faltered. My words are my roar, my sword my claws. Not only am I bear and lion, but wolf as well ... the Wolf of the Great Wall. With cunning I shall outwit you. I shall predict your every move and counter it with grace and speed. You shall pale before me. I will humble you and show you for the fool you are, for none that are wise would dare to battle me.

I am bear, feel my strength. I am lion heed my claws. I am wolf, hear my taunts. I am Larras, lord of man and beast. Many are those that have fallen before me like the wheat before the scythe. They kneel before the swift blade and humble themselves before me. So too am I the scythe. Like bear, lion and wolf before me, the Scythe of, ah, let me see. Ah yes! The Scythe of silent, speedy death shall reap and sow death here today. I shall be as a farmer or gardener weeding out the frail and unworthy. I...etc.)

- One player knight shall represent all the others and the girl. All shall agree to abide by the results.
- The challenge begins on foot with each knight choosing his preferred weapon. (Larras' is the mace.) The loser is the first to yield or be slain.
- Whatever the outcome, the girl may spend a night in the bed.
- If Eleri's champion is the winner, then she does not need to give a bowl of blood in return.
- If Larras the Robust is the victor, then Eleri must give the bowl of blood in the morning. *And* the player knights must bring another maiden next year to give another bowl of blood. If they fail to bring the maiden, they lose one point of Honor per year until they fulfill their promise.

Fighting Sir Larras

A small area of flat ground near the graveyard will act as the field.

Should Larras win the combat, he gives the player knight the option of either yielding to him or dying. Larras extracts a promise from yielding knights that they will speak loudly of Larras' prowess to any knight that he, the yielding knight, should meet for the next year and a day.

If the player knight wins the combat, the Lady Mhyrra races to her son's side to fuss over him. Through bitter tears she tells the player knights, "The girl may spend the night and sleep in the bed as we agreed." Then she focuses all of her attention upon her son.

Dirk leads Eleri and the knights to where the bed is located. He takes a large iron key from his pocket and unlocks the door to a small tower room. "There it is," he says, indicating the interior of the room with a small toss of his head. "Enjoy your stay." He turn and leaves without a word of good-by.

Inside the room is a large four-poster bed covered in white samite. The room is unlike the rest of the castle as it is clean and well lit. A wash basin filled with clean water stands in one corner of the room and an empty, dark stained set of drawers stands in another. A cluttered table stands beside the bed. The player knights may remain here, or sleep in the great hall.

Eleri falls asleep. Come morning, she is fine.

The Bowl of Blood

The next morning, if the agreement has been made to give the bowl of blood or if Eleri's champion lost the battle, Lady Mhyrra enters the room to take her bowl of blood. She goes to Eleri's side and tightly grasps the wrists of the young girl, pulling her toward the cluttered table. With a swipe of her arm, she sweeps a pile of debris off the table to make room for her silver bowl. The old crone then draws a long, sharp fingernail across Eleri's wrist. A flow of crimson blood falls into the bowl.

Roll Eleri's CON of 12 [Constitution. Success = she is merely weakened by the loss of blood. Failure = a player knight must make a First Aid roll. If he fails, Eleri dies of blood loss.]

If Eleri dies, the player knights may take her body back to Apperside Manor or have her buried here. Honor demands that they must inform her father and the Helmed Knight of their failure.

Glory: 300 For defeating Sir Larras in earnest combat.



Return to the Manor

When the player knights return to Apperside manor, Sir Corwin the Helmed Knight is there waiting for them. If Eleri is alive, then all are overjoyed and Sir Owain declares another feast that night in honor of the player knights and the pending marriage of Eleri and Sir Corwin. Eleri retires to her apartments to ready herself for the feast.



If Eleri died giving blood at castle Carrock, then refer to the box titled "If Eleri Died." Otherwise, continue on to the celebratory feast.

If Eleri Died

IF THE PLAYER KNIGHTS RETURN with Eleri's dead body, then all at the manor house are grief-stricken. Sir Owain's health takes a turn for the worse, and he dies shortly after. The Helmed Knight mourns the loss of his love for one year, then joins a monastery to live out the rest of his days.

Finally, Apperside Manor reverts back to Lord Govier of Lestroite, since Sir Owain dies without an heir.

The Feast

Favorite Dish: Almoundyn Eyroun — Almond omelet with currants, honey and saffron.

Favorite Entertainment: Hearing the player knights tell of their exploits at the castle of the leprous lady.

During the dinner, Eleri presents herself to her father and asks the player knights to acknowledge her chastity before the court. They may speak as they wish, hopefully relating her successful night in the bed of Chastity. Whoever tells the story may roll [Orate. Success = the knight tells the story well and gains 10 Glory.]

Once the knight has told the story, the Helmed Knight stands before Eleri. "You have never had need to prove your worth to me, my lady," he says, "When I hear of your



Lady Mhyrra takes the bowl of blood

The Spectre King



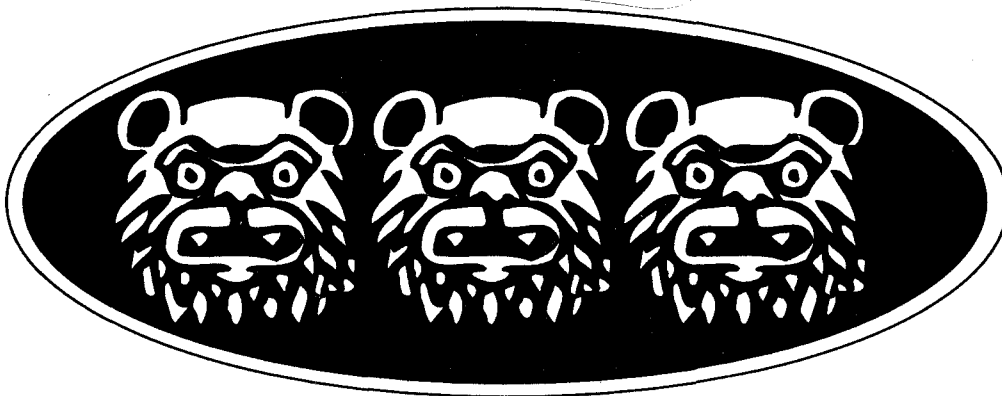
capture by Sir Neilyn I was overcome with anger, and then apprehension when I heard of your travel to castle Carrock. I can only thank these knights for the great service they have rendered you, and thus me. To each of them I pledge my friendship and my sword, should he need it. To the one who slew Sir Neilyn, I offer the honor of best man at our wedding. To the rest of you, I hope you will stay as our guests."

Kneeling in front of his betrothed, Sir Corwin says, "To Eleri, I offer my heart. Now that we are to be married, there should be secrets between us no more." A gasp rises from the assemblage as the Helmed Knight removes his helm, revealing his loathsome, pig-like face. "Now you see the true Sir Corwin, and know why I have always worn this helm. Now that you know my secret, I give you the

chance, my lady, to choose another as your husband. I would rather lose you than shame you by my hideousness."

Eleri grasps Sir Corwin's hand. "Never before have I gazed upon your face sir knight," she says. "but I love you still. It is your heart and spirit that talks to my heart, not your appearance." The young maid places a hand on either side of the Helmed Knight's head and kisses his brow. The curse is broken before the player knight's eyes. Gone is the loathsome face of the Helmed Knight, what remains are the features of a handsome man who has discovered true love. (Sir Corwin's appearance is now 15.)

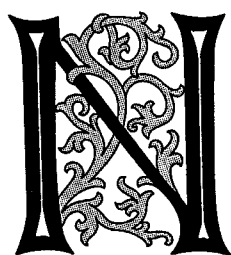
Glory: 10 for successfully retelling the tale of Sir Larras the Robust and the Leprous Lady.





The Adventure of **The Horned Boar**

by Martin Bourne



ORTH IN THE LAND of Cumbria, in what was the ancient territories of the Brigantes, lie the remains of a Roman villa. It was once a home, rich and prosperous, but now lies abandoned for several generations. It holds a secret of great importance to the folk who once called it home, but have now fled to West-

gate on the river Wir.

"The Adventure of the Horned Boar" is a *Pendragon* adventure for a party of player knights seeking adventure in the central northlands, where the sparse mountains begin to replace the richer lowlands of the south. It is a wild and strange place, full of mysteries and forgotten tales. Travel is generally slow along trails winding through forested river valleys cut into the Pennine Mountains. Roads are few and far between, and all are in poor repair, with the exception of the King's Road to the east. Further east are the lands of Nohaut, populated by Anglia tribesmen. To the west lie the darker lands of the Perilous Forest. Gamemasters interested in the that forest should look at the *Pendragon* supplement *Perilous Forest*.

A constant threat to the Roman heritage of the area is the continuing encroachment of the tribe of Angles from their coastal strongholds in Nohaut. Much tension is generated by the resultant clash of culture. Angles are similar to the Saxons of Malahaut and Deira. To outsiders the two varieties are difficult to distinguish, although the Angles and Saxons have no such problems.

The adventure can be used whenever a party of knights enters the area. It is designed to test their honor and knightly virtues more than their prowess at arms, but skill with weapons is certainly important. Beginning characters, freshly knighted, might find it a little difficult. Essentially, the adventure consists of a series of encounters with a Angle robber baron named Wilfrith. He is using his military might to terrorize a comparatively defenseless neighbor. The player knights undertake a quest to aid this neigh-

bor, involving searching for some horns that have the magical power to rally forces that will oppose Wilfrith.



Meeting the Hermit

The player knights are out riding in Weardale, perhaps seeking adventure, when the action starts. It could be that they have traveled to Rantherly Hill in Weardale for the sword hidden within it (see "The Adventure of the Sockburn Wurm," in *Perilous Forest*), or they may have heard of the adventure of the boar with the golden tusks from someone they have met in their travels.

As they lead their horses along the trail, an easterly wind blows up, not very strong, but steady and at times growing gusty. Have everyone roll [Folklore. Success = the knight identifies the sudden blast of air as a Saxon wind, one that brings the longships to Britain. For non-Saxons, it is considered an ill omen.]

As the player knights crest a small hill they see three men by the entrance to a cave. Two of them are assaulting the third, a tall fellow simply dressed in the garb of a monk or hermit. He does not resist, or even call out in pain, though the blows fall very heavy. At the clatter of horses and the clank of armor, the two men stop, and stare at the newcomers. They are obviously Angle warriors, broad-shouldered men with pale complexions, dressed in sheepskins, hands never far from weapons.

Should the player knights choose to ignore the conflict, the Angles return to beating the hermit. More likely is the possibility of their intervention, in which case the Angles warn the player knights off, "This is none of your affair, be gone before we beat you like this stinking hermit." The Angles harass and bully the player knights, but don't strike the first blow, preferring to intimidate the knights into leaving rather than risk combat against so many armored foes.

The Spectre King



Should a fight ensue and the Angles fare poorly, they will yield, promising whatever the player knights require of them, with no intention of keeping their word. Once freed, they report these foreign knights to Wilfrith at his castle. Their statistics are as for Saxon Warriors (page 159 of the *Pendragon* rulebook).

Rescued, the hermit is fulsome in his thanks, but does not give his name, evading their questions with puzzled smiles and stammered apologies for his failing memory. He has been driven mad by an unfortunate past, and can no longer remember the salient facts of his prior life. He looks somewhat deranged, a youngish man with a nervous twitch and a monk-like tonsure, now partially grown in. Around his neck he wears a rawhide thong with a simple wooden cross. His injuries are not serious, but he could still benefit from First Aid. Whoever sees to his injuries can roll [Awareness. Success = the front of his jerkin sports a badge of a charging boar.] He is in fact Sir Busulius, son of Sir Colius, Lord of Westgate, although he no longer remembers this fact.

The hermit welcomes the player knights into the cave, his home. He is accomplished at First Aid, and offers to bandage up any injured people — knights or Angles. The cave is filled with artifacts that should seem strange to the player knights: A carved marble statuette of an eagle, a strange helmet of exotic design, etc. If asked about them, the hermit says he got them on a pilgrimage to Rome. "The seat of civilization and learning, the heart of the Empire itself!" From the way he says these words it is apparent that he fancies himself Roman, although if pressed he ad-

mits that he does not recall. For the curious, he does appear to be of Roman blood.

The player knights may choose to spend the night in the cave, warm and dry, though the ramblings of the hermit detract from his hospitality. The next morning the player knights can be on their way. The hermit elects to remain in his cave, should the knights offer to take him with them.

Glory: 30 for rescuing the hermit.



A Lady in Distress

As the player knights continue along a trail they come across a clearing. Have everyone make an opposed Awareness roll. The highest success hears the cry of a woman on the breeze. After a few minutes an Angle knight on horseback, dressed for the hunt, rides out from the trees. Across his saddle is slung a Lady in obvious distress. Behind the knight is a troop of mounted Angle warriors double in number to the player knights. They are uncouth but well armed, with patched leather armor, poor clothes and a generally surly and unpleasant manner. All are armored in three point hunting leathers.

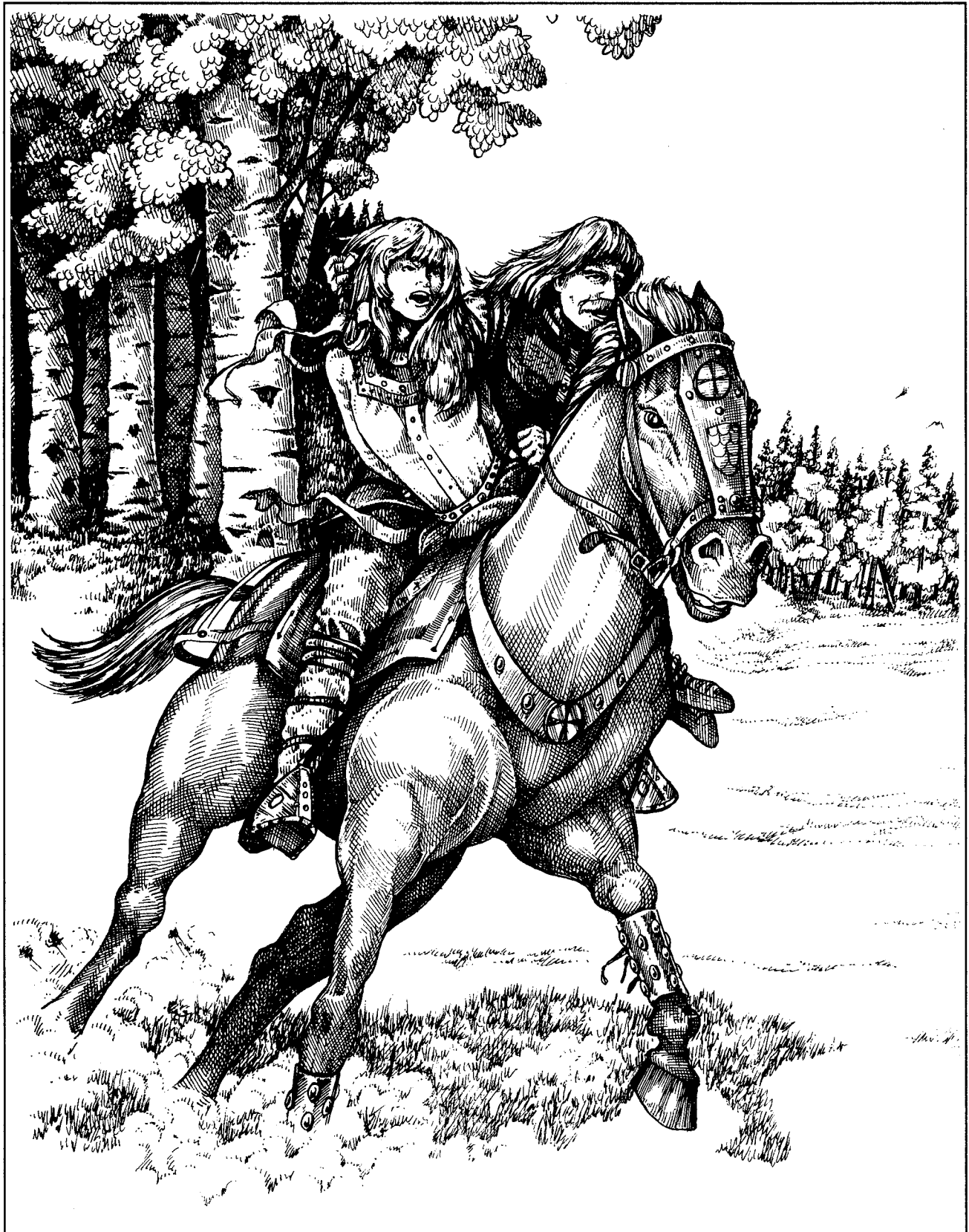
This is the player knights' first direct clash with Wilfrith's troopers. The knight is Sir Beomart, one of Sir Wilfrith's most trusted followers. [Heraldry +2. Success = Sir Beomart is an arrogant Angle knight from these part.] He rides up to the player knights, gives a perfunctory nod, and then demands an explanation as to why the player knights are harassing his master's peasants. His tone is proud and arrogant. The player knights may attempt to counter his arrogance with some boasting of their own (Proud versus his Proud of 16), or they can sting him with their humility (Modest versus Proud).

Beomart is in no way defensive about his own actions. "The woman, Sir Knights, is a legitimate prize of conquest, which I intend to carry back for my master's pleasure." He cares nothing for the king's law either. "Baron Wilfrith is my master. He rules here. I recognize no other authority."

The maiden tells a different story, "That is not so," she cries, slung over the Angle's horse, "I was set upon and seized while out riding on my father's property. Help me, please, these men are villains!"

"Shut up!" yells Beomart, slapping her hard across the mouth, "or I will have you gagged." Most player knights should have already made up their minds. For those who





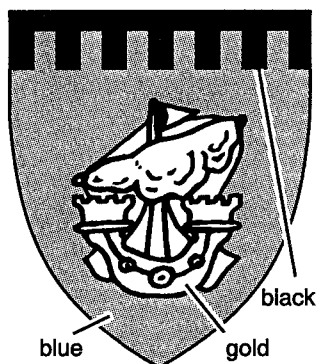
Lady Albia in distress



are indecisive, have them roll [Justice or Romance. Success = The knight knows this is no way to treat a lady, regardless of whose property this is.]

Most likely the player knights attack the Angles to rescue the lady. Failing that, Beomart orders his men to "drive these foreigners off," a rich comment coming from

Sir Beomart



a Angle. Either way a fight ensues. The sergeants gallop forward, thrusting with their spears in a lance attack. Beomart lowers the lady from his horse and draws his sword, but hangs back (he is not wearing armor) from the main fight. If the battle turns against his side, roll his Reckless, remembering to add his +10 directed trait of Reckless (in combat). If he criticals he joins the

fight. Otherwise he attempts to flee on horseback, swearing vengeance. For the benefit of the adventure, allow him to escape this time.

Sir Beomart

Beomart is a hot-blooded warrior, short on finesse. Though proud, arbitrary and vengeful, his most noteworthy trait is recklessness, especially in combat. When pressed he fights as a Berserker, preferably on foot.

Glory 2064

SIZ 20	Move 3	Major Wound 14
DEX 9	Damage 6d6	Unconscious 9
STR 16	Heal Rate 3	Knock Down 20
CON 14	Hit Points 34	Armor 12 + shield
APP 10		

Attacks: Great Axe 18, Lance 15, Spear 7, Sword 12, War-flail 14, Battle 15, Horsemanship 11

Significant Traits: Lustful 15, Vengeful 16, Arbitrary 16, Proud 16, Reckless 17, Indulgent 14, Suspicious 14, Valorous 12

Directed Traits: Suspicious (Nohaut) +5, Reckless (in combat) +10

Significant Passions: Loyalty (Wilfrith) 15, Honor 9, Hospitality 10, Hate (Westgate) 16

Significant Skills: Awareness 12, Gaming 15, Intrigue 11, Religion (Wotanic) 8

Horse: Charger, Damage 6d6

Lady Alba

Lady Alba's women's gift is the ability to brew healing potion, and she has two doses ready made. She is also a skilled chiurgeon, and will be able to patch up knights who are injured during the course of the adventure.

Glory 375

SIZ 10	Move 3	Major Wound 10
DEX 17	Damage 3d6	Unconscious 5
STR 9	Heal Rate 3	Knock Down 10
CON 10	Hit Points 20	Armor none
APP 17	Age 19	

Attacks: Dagger 6, Battle 2, Horsemanship 8

Significant Traits: Chaste 15, Lazy 12, Forgiving 15, Merciful 15, Modest 17, Temperate 17, Trusting 15, Valorous 10

Directed Traits: Suspicious (Non-Romans) +3

Significant Passions: Loyalty (Lord) 16, Love (Family) 14, Hospitality 14, Honor 10

Significant Skills: Awareness 4, Chirugery 16, First Aid 16, Flirting 7, Industry 12, Intrigue 7, Read (Latin) 5, Romance 4, Stewardship 6

In the event of the most likely outcome, that the player knights win the fight and rescue the maiden, she thanks her rescuers warmly and introduces herself as Lady Alba of Westgate. She asks if they would be so kind as to escort her to her father, Sir Colius, at Westgate manor. She is certain he would also like to express his gratitude, and he would be very interested to hear their report of Angle troubles in his land.

Should the player knights be unfortunate enough to lose the combat, then Beomart gives a contemptuous laugh as he departs with the Lady and all their horses and valuables, leaving the wounded or dead player knights on the grass. The Hermit finds the survivors later and brings them back to his cave, where he attempts to heal them. Once they have healed, or if some are in immediate need of Chirurgery, he directs the player knights to Westgate. "For it seems to me that I know this lady, and I believe that is her home."

Glory: 50 for rescuing the lady.



Arrival at Westgate

Westgate is a fortified wooden manor house nestled in the Pennine mountain range at the western end of Weardale. This region is un-navigable except by road or river valley. Weardale can only be reached by following the King's

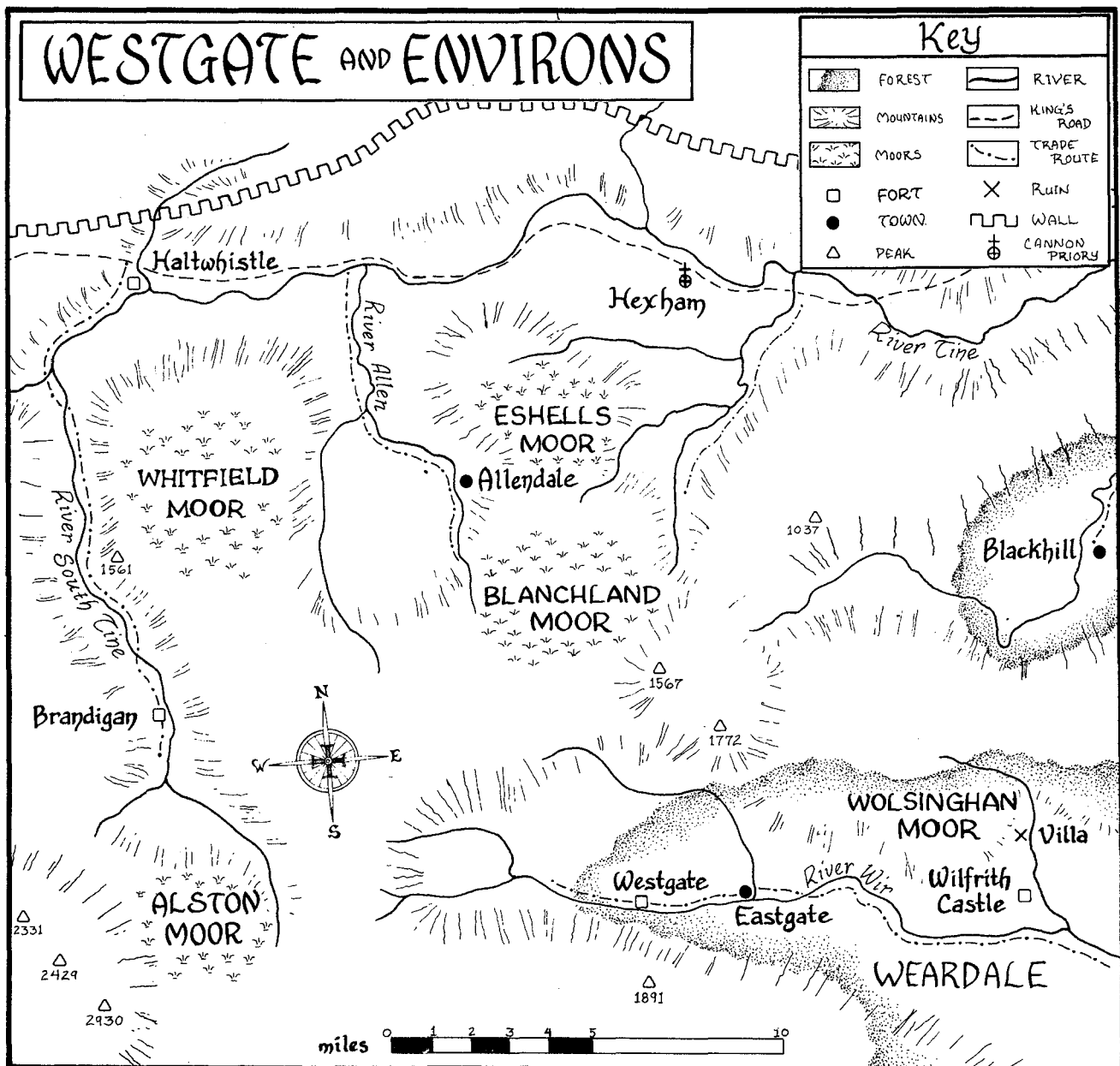


Road to Bowes, then taking the secondary road northwest to Barnard, then north to the river Wir. Follow the river Wir west along the trade road to Westgate.

As the player knight arrive they see the manor house and the small village, also called Westgate, a short distance upriver from it. Passing by the village, the player knights can see that it is an un-inspiring place. There are signs of decay and poverty everywhere. Peasants huddle in the shelter of collapsing buildings. They are thin, dirty and covered in rags. Children and women wail, men's eyes are

always cast to the ground. They have the look of the defeated about them.

The Porter takes the horses to the stables. The steward greets the Lady Alba and conduct everyone to the great hall to freshen up. Inside the great hall the standards are fading, the Roman style plaster is cracked and coming off the walls. Evidently the manor is understaffed, as few retainers are visible. At the head of the table sits Sir Colius. [Heraldry. Success = Colius is a knight of Roman descent, holding property here under the Duke of Rheged.] He is an





old man, gaunt from the disappointments fate has recently brought him.

Colius rises with considerable dignity and greets the visitors. Lady Alba describes what has happened, carefully highlighting the actions of player knights who distinguished themselves. "Thank you for rescuing my daughter," says Colius, "Wilfrith is an enemy of mine, an arrogant man who is seizing my lands and murdering my vassals. He covets the lands of Weardale and sees marriage to Lady Alba as an easy means of acquiring them."

About Busulius

Colius has a son, Busulius, valiant and noble, but also headstrong. When Arthur set out to conquer Rome, Busulius was one of the many that answered the call of foreign adventure, taking most of Colius's knights with him. He has not been seen since. Desperate for information about his son, Colius questioned any returning veteran he

could find, and emptied his treasury searching. Some said Sir Busulius was now a king in Armenia, others that he had been spurned by the Pendragon and had gone mad. One testified the knight had died on some unnamed battlefield in Gaul.

Then a year ago a traveling holy man prophesied that the Glory of Weardale would return when the horns of the Valera Vic-

trix were sounded. "Valera Victrix, 'Courageous and Victorious' — the name of the twentieth legion, awarded by the Emperor for meritorious service. The horns the holy man referred to were the signaling horns of the twentieth legion. They were kept at our old Villa. My family always held that they led the Legions into battle in days gone by."

Colius shows them a Roman standard on which can be seen a picture of a charging boar. His voice turns reflective. "My son was much taken with the charging boar emblem of the twentieth legion. He used it on his own coat of arms. I sent out men to recover the horns. The first could not find them. The second did not return. I sent a third, and he also failed to find them. My son must have taken them to Italy."

Over dinner, Colius asks the player knights to help him locate the horns, if they are indeed still here. He promises

Sir Colius

Colius' statistics represent an aging knight well beyond his prime. The family characteristic is natural healing.

Glory 4152

SIZ 10	Move 2	Major Wound 13
DEX 10	Damage 4d6	Unconscious 5
STR 12	Heal Rate 3	Knock Down 10
CON 13	Hit Points 23	Armor 12 + shield
APP 8	Age 54	

Attacks: Lance 18, Sword 21, Battle 15, Horsemanship 14

Significant Traits: Chaste 16, Generous 14, Just 16, Modest 14, Prudent 18, Valorous 17

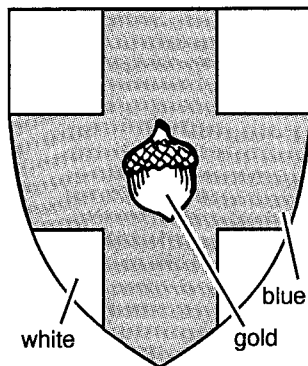
Directed Traits: Suspicious (Non-Romans) +3, Suspicious (Wilfrith) +8

Significant Passions: Loyalty (Lord) 18, Love (Family) 16, Hospitality 12, Honor 12, Loyalty (Vassals) 18

Significant Skills: Awareness 11, Courtesy 10, First Aid 11, Orate 13, Religion (Wotanic) 12

Horse: Charger, Damage 6d6

Sir Colius



a reward for the return of his son, even up to his daughter's hand in marriage. Lady Alba is loyal to her father and is not above flirting to help persuade reluctant player knights. Player knights can make a Just roll to confirm the rightness of Colius's cause. [Just. Success = The knight knows that Colius is the rightful heir to this Land.]

If the player knights agree to assist him, Colius outlines directions to the villa. "Follow the trail eastwards two thirds of a day until you reach a tributary to the river Wir, then turn north up the tributary, and the villa lies at the bottom of the rising mountains, past a small ridge."

If the player knights do not offer their assistance, they are free to leave in the morning. The next two events happen to them anyway, giving them a chance to change their

Roman Cornu Horns

HORNS WERE USED by the Roman army as signaling devices. The one the player knights search for is a Cornu, a kind of large French horn in which the expanded mouth curves over the shoulder. As such, it resembles the coiled tusk of a large boar.

The Charging Boar

THE CHARGING BOAR was the emblem of the Roman Twentieth Legion, a long standing part of the Imperial garrison in Britain. Detachments of the unit served all over the island, but most especially in the north. The exact significance of the emblem is unclear.



minds. If they still do not wish to help, the adventure is over and Westgate is conquered.

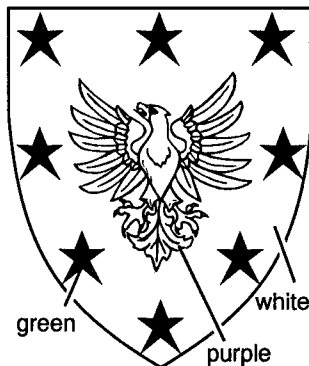


Border Clash

The main hall in Westgate is bare and uncomfortable, but warmed by the fire. Breakfast is a sorry affair; apparently food is in short supply as well. By early morning the player knights may set off.

Following the directions is simple, although progress is slow through the broken ground typical to this area. Gamemasters may like to provide some wilderness encounters at this point (see the Woodland Encounter Table in *Blood and Lust*, page 17), as the journey will certainly take two days in this mountainous terrain.

Sir Etherem



Then as they go over a ridge the player knights can see below them a clearing and a large number of peasants energetically at work. Have everyone watching roll [Folklore. Success = The peasants are constructing a village, mostly by dismantling a nearby stone building.] As the player knights watch, a party of five horsemen canter to-

wards them, led by another of Baron Wilfrith's Knights, Sir Etherem (Heraldry +1 to recognize). The other four count as young knights (Page 159 in the *Pendragon* rulebook).

Etherem lifts his visor when he gets close enough to hail and gives them a friendly enough greeting. He wants to know their intentions and purposes in being here. He explains that he is surveying the area with a possible view to developing the site. There has been a recent boatload of colonists from Frisia who have sworn loyalty to Wilfrith and are to be settled here.

Have everyone roll their [Honest versus Etherem's Deceitful of 13. Success = the knight knows Etherem is lying. The area is well within the Westgate estates.] However, Etherem is a much more intelligent and sly opponent than Beomart. "Oh no, my friends. Surely you are mistaken.

These fields have always belonged to Baron Wilfrith". He attempts to reason with the player knights rather than fight out a dispute, using his strong Orate skill and even higher Deceitful trait.

If that fails Etherem resorts to threats. He has many men here besides himself and four other fully armed knights. From among the colonists can be found another fifteen men who count as Angle Warriors. (Use the Saxon Warriors statistics from *Pendragon* page 193.)

There are several ways to resolve this. Firstly, have the players roll [Awareness. Success = the structure being demolished is an old Roman Altar.] If the origin of the stone is pointed out it causes a considerable amount of consternation among the superstitious Angles. The men stop work immediately, and start to back away. Etherem has to fail a roll on his special Fear (Divine Wrath) Passion of 12 to avoid doing the same. Astute Player knights who pick up on this and can successfully Orate upon the possibilities of divine repercussion may cause the superstitious peasants to evacuate the site.

If the player knights elect to fight, they are in for a hard time. Etherem has no qualms about committing his superior numbers. He could be challenged to combat by champions if the player knights can win an opposed Just roll against his Arbitrary of 16. In this case he selects one of his followers as his champion.

Sir Etherem

Etherem is Beomart's opposite. He is devious and sly, and extremely suspicious of that which he does not know. He has an interest in Religion, but has not been able to develop it much. The Fear (Divine Wrath) passion is meant to represent superstition and could come in useful to the players when they first meet him.

Glory 1444

SIZ 15	Move 3	Major Wound 13
DEX 12	Damage 5d6	Unconscious 7
STR 14	Heal Rate 3	Knock Down 15
CON 13	Hit Points 28	Armor 12 + shield
APP 12		

Attacks: Great Axe 8, Lance 9, Sword 16, Battle 13, Horsemanship 11

Significant Traits: Vengeful 16, Deceitful 19, Arbitrary 16, Cruel 13, Worldly 15, Trusting 16, Valorous 9

Directed Traits: Suspicious (Nohaut) +4, Suspicious (non-Angles) +7

Significant Passions: Loyalty (Wilfrith) 18, Love (Family) 15, Hospitality 6, Honor 12, Hate (Westgate) 14, Fear (Divine Wrath) 12

Significant Skills: Awareness 11, Courtesy 10, First Aid 11, Orate 13, Religion (Wotanic) 12

Horse: Charger, Damage 6d6



Alternately, the player knights could just leave. Their quest is, after all, for the horns of Valeria Victrix. In this event Etherem gives a snort of triumph and goes back to supervising construction, but he will be sure to mention the incident during the subsequent encounters.

Glory: as per individual combat.



The Storm Rising

The player knights make fair progress until late evening when a terrible storm darkens the sky, and a deluge descends, obliterating landmarks and confusing directions. The storm is extremely intense, the wind howling, the rain lashing down and through clothing and tack. It is quite apparent that shelter must be sought. Unfortunately the villa is nowhere in sight, and in the dark it would be quite easy to miss. Suddenly, a ferocious flash of light reveals a small castle ahead. It does not look much like a Roman villa, but at least it will be dry.

The porter can hardly be heard above the storm but the opened door is eloquent enough. Past the gates is an empty courtyard. Heavily clothed servants, hooded against the downpour, take the horses to the stables. The steward,

similarly attired, beckons the party into the great Hall, where sounds of feasting and merrymaking can be heard. All such sounds cease when the player knights enter, shaking the water from their bedraggled clothes. As their eyes become accustomed to the light, they can see that the hall is quite large but rather shabbily furnished by the standards they are used to. Unfamiliar banners and standards hang from the walls, and every single guest, male and female, is staring at them, blue eyes framed by pale faces and blonde hair. About fifty people are present, and the stares are quite disconcerting, though few are openly hostile. At the high table is a grizzled old veteran, finely dressed after the manner of his people. [Heraldry. Success = This must be Baron Wilfrith himself.]

The steward asks all knights their names so he might introduce them to their host. His speech is broken and his accent strange. He announces these strange guests in the Angle tongue. Wilfrith considers the party for a moment, then motions with his hand. The court resumes its normal buzz of conversation.

The player knights are seated at the very lowest table. Moreover they are seated in reverse order of precedence. Is this Angle custom, or are they being deliberately slighted? It is difficult to start any kind of conversation with anyone close by; everyone confines themselves to one word answers. Food is brought for the visiting knights at the behest of the steward. It is plain homely stuff, cold beef and coarse bread, all washed down with a watery ale. [Hospitality. Success = Wilfrith is satisfying the requirements of Hospitality, but by a thin margin.]

The player knights now have to interact with this situation. They may want to do all manner of things, but there are several mandatory considerations. The most important question is whether Wilfrith will continue to honor the laws of Hospitality. Everyone should make opposed rolls of Trusting and Suspicious, plus any appropriate directed trait modifiers. Those who are Suspicious note that almost everyone present gives them sidelong glances every now and then. One fellow stares directly at them, never looking at his plate as he stuffs food into his mouth. [Recognize +5. Success = he is Sir Beomart, who the player knights met earlier during the abduction of Lady Alba.] He does not look well pleased.

At several points during the evening the player knights are directly challenged. If they backed down to Etherem during the border clash, he rises and relates the tale as part of after dinner entertainment, to some mirth and resulting embarrassment for the player knights. If they lost to Beomart during the abduction of Lady Alba, he does the same, with similar results. Insulted player knights should roll their Proud versus their Modest, if the player has not al-

Baron Wilfrith

The self-proclaimed Baron is the old dogged warrior. His statistics reflect that he is well past his physical prime but still a formidable opponent. Though proud, valiant and vengeful, his ambition is restrained by a decidedly cautious streak. His skills emphasize the hunt, a clash with Faerie some time ago and a preference to fighting on foot. His arms and Boating skill reflect his earlier piratical career.

Glory 5,560

SIZ 11	Move 2	Major Wound 9
DEX 8	Damage 4d6	Unconscious 5
STR 13	Heal Rate 2	Knock Down 11
CON 9	Hit Points 20	Armor 12+ shield
APP 9	Age 49	

Attacks: Great Axe 19, Lance 5, Spear 7, Sword 12, Battle 16, Horsemanship 11

Significant Traits: Honest 14, Proud 18, Prudent 15, Valorous 16

Significant Passions: Loyalty (Lord) 1, Love (Family) 17, Hospitality 20, Hate (Romans) 16, Fear (Supernatural Beings) 10

Significant Skills: Awareness 12, Boating 16, Faerie Lore 11, First Aid 17, Gaming 13, Hunting 13, Recognize 12.

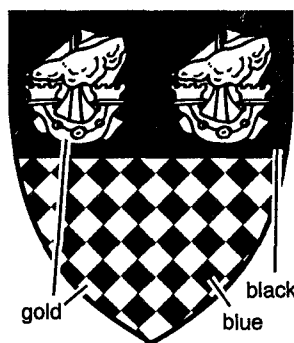


ready settled on an appropriate response. Should Proud win, the knight may wish to challenge one or the other of these two men to honorable combat in the morning.

Later on, Beomart looks pointedly at the player knights, then stands and bangs his goblet on the table and proposes a toast to Wilfrith "Lord of all these lands, master of Weardale." All the Angles in the room rise (apart from the Baron). Allow the players to determine whether they drink to such a toast, rewarding a check in Prudent to those who do. If a player knight subsequently rises to toast Sir Colius as the master of Weardale, award a Valorous check. None of the assembled Angles will drink to such a toast.

Beomart is very angry if this happens. He approaches the character who dared to make such a toast, muttering threats and offering challenges. Wilfrith does not actually allow any hostilities under his roof. He restrains Beomart with harsh words when he starts to get out of hand. Wilfrith prefers to deal with his enemies differently. "Sir Knights, I have extended my hospitality to you this night, but come morning you will find there is no more to be given to you." with that he rises and retires, followed by a few of his retainers. Etherem smirks and leaves into the storm. Beomart and about a dozen others elect to stay and sleep in the great hall.

Sir Wilfrith



awakes in the pre-dawn to the sound of the Angles around him quietly leaving the hall.] If questioned, the Angles have no words for the player knights, but continue exiting, leaving the player knights alone in the hall. Whether they are awakened early, or at dawn, the player knights have sufficient time to arm themselves. A look out the door tells them that many Angles have gathered outside.

Should the player knights decline to exit, Wilfrith and the Angles taunt them, calling into question their Valor and Honor. The player knights must then make a Proud roll. [Proud. Success = the knight cannot accept this taunting, and exits to face the Angles and prove his worth as a knight.]

Baron Wilfrith and his men look very confident in the early morning light. It has stopped raining and the day is clear and warm. There are upwards of one hundred warriors here, far more than the player knights had been led to expect. Perhaps Wilfrith has indeed received colonists from Frisia. Laughing, joking and ridiculing the player knights, they form a large semi-circle around them as they exit.

Baron Wilfrith speaks. "As these men have abused my hospitality and threatened my subjects, I extend that hospitality no more, and declare each of them my enemy." He then turns to the player knights. "Choose a champion to fight for your freedom, and let the fight be until one yields. The victor need not accept his opponent's surrender, and gains no dishonor in slaying him. If you win, you may all go. If you lose, you must acknowledge my claim to this territory, and give your word that you will no longer interfere with my affairs." If Lady Alba is in his possession at this point, she is added to the stakes. "This unworthy woman you can set free as well if you win."

Sir Beomart steps forward to champion Wilfrith's cause. "You'll get no mercy from me, foreigner." he snarls at his opponent. The fight is on foot. Beomart chooses a great axe; the player knight may choose as he wishes. Before engaging, Beomart attempts to inflame his Passion Loyalty(Lord) of 15. The player knight champion may likewise choose to inflame a passion, if he is to survive this. His Honor Passion would be appropriate, as may some others.

The Angles ring the combatants as the fight begins. The audience is biased in the extreme, shouting encouragement for their men and derision for the player knights.

Should Beomart prove the victor, he does not accept the surrender of his opponent, slaying him instead. Wilfrith turns to the player knights and says, "By right of combat, I require that you swear to leave this area and never again interfere with my affairs."

Some knights may not accept this, and demand an individual combat to decide their own fate. Considering

The Challenge

Unless they are exceptionally thick-skinned, the player knights have at least one, and possibly more, challenges to face in the morning. There are other choices, although less honorable. The player knights could attempt to leave now, but their horses are in the stables and well-guarded, and a storm still rages outside. Ducking a challenge in this way would cost a knight a point of Honor. They could try and sneak out at night, but this is worth a cowardly check along with the loss of 1 honor, even if they make it. Besides, it is impractical with so many others sleeping in the hall.

The most honorable and likely course is to wait out the night and see what the morning brings. The player knights are housed in the great hall with a large number of Angles. Eventually they drift off into a fitful, tossing sleep. Have the players make [Awareness rolls. Success = the knight



the result of the prior combat, this is a difficult decision. Any of the player knights can issue a counter challenge to one of their three main enemies. Sir Beomart, if he yet lives, accepts such a challenge, fighting on foot with a Great Axe; Sir Etherem will if insulted enough; Wilfrith does not. If instead they abide by the result of the combat and leave, they are out of the story. Without their further help, Westgate is sacked by the Angles. The player knights may hear of this over the winter.

Should the player knight win, he may make his own decision concerning the fate of Beomart, receiving a Mercy check if he spares his opponent. There is no dishonor in killing Beomart, and no Cruelty either. In the event the player knight wins, the crowd reacts with stunned silence, followed by a growl of anger and a brandishing weapons. Baron Wilfrith holds them back, saying, "No. Let them go. I have given my word."

Glory: 150 for defeating Beomart in the challenge. 100 for defeating any other knight in a challenge. As per combat for mass melee, if any.



The Villa

Assuming the player knights continue to pursue the adventure, the group finds the going easier in the morning light. All make an opposed Awareness roll. The highest success notices a movement in the forest about one hundred paces to their left. [Awareness. Success = it is a boar, keeping pace with them. Critical = the boar is unusual in that it appears to have large golden tusks that curve up and back over its head.] No matter which way they turn, it matches its path to parallel theirs. If they turn directly towards or

A Villa

A VILLA IS, by Roman law, a building in the country. However by this they seem to have meant the center of an agricultural estate that had the amenities of a town house, i.e. central heating by means of a hypocaust. The outer buildings would have been used as stables, coops, feeding pens etc. Villas range in size from simple 4-5 room blocks to very large complexes enclosing ornamental gardens, but the most common form of the 1200 or so that have been discovered in Britain is of an intermediate size with projecting wing rooms. This is the type that the villa in this adventure is modeled after.

The Inscription

Roman inscriptions on monuments, tombs, altars etc. follow a set pattern, making them fairly easy to decipher. Roman words tend to be long, so abbreviations were commonly used. The inscription on the tomb at the villa would actually read:

G.FAVON.CIVIS.EBURUCUM.LEG.XX.VV
VIX.AN.XL.STIP.XVI.H.S.E

H.S.E stands for "Hic Situs Est" (here he lies). A kind of Roman equivalent to R.I.P.

away from it, it disappears in the undergrowth before returning to pace them on their left. Someone may suggest a Faerie Lore roll. [Faerie Lore. Success = the knight knows that if this is a supernatural creature; the fact that it is on its own means that it has some purpose for them.]

After some time, the beast vanishes from sight. After only a few more minutes of travel a series of wrecked buildings can be seen alongside the river ahead. They are of typical Roman construction in an all too familiar state of decay. This must be the villa that Colius's family used to live in.

The villa is a wrecked but still awe-inspiring sight, heavy with memories and past glories. There is a central house, surrounded by a series of outbuildings. Most of the stone is tumbled, and the wind whistles through the ruins.

If the player knights search the central buildings, they find nothing of any great interest. Columns and statues lie broken or toppled. Mosaics and arches are cracked and sundered. Pools and fountains are choked with weeds and moss. The splendors of the ancients can only be glimpsed here now. There is no sign of any horn.

If they search the outbuildings they discover they are generally much cruder than the main house. Some have obviously been used for agricultural use, as warehouses, stables etc. They find one well made piece of masonry, a gravestone. Anyone can attempt a Read Latin roll to decipher it. It reads, "Gaius Favonius, citizen of York, centurion of the Twentieth Legion. He was 40 years old, with 16 years service." At the bottom of the inscription is a bas-relief of a charging boar, identical to the one on the standard which the player knights saw in Westgate.

As the player knights stare at the gravestone have them each roll [Awareness. Success = the knight hears the sound of a snorting boar, almost as if the image on the gravestone were alive. Critical = the sound is not coming from the stone, but from behind the player knights.] Knights who



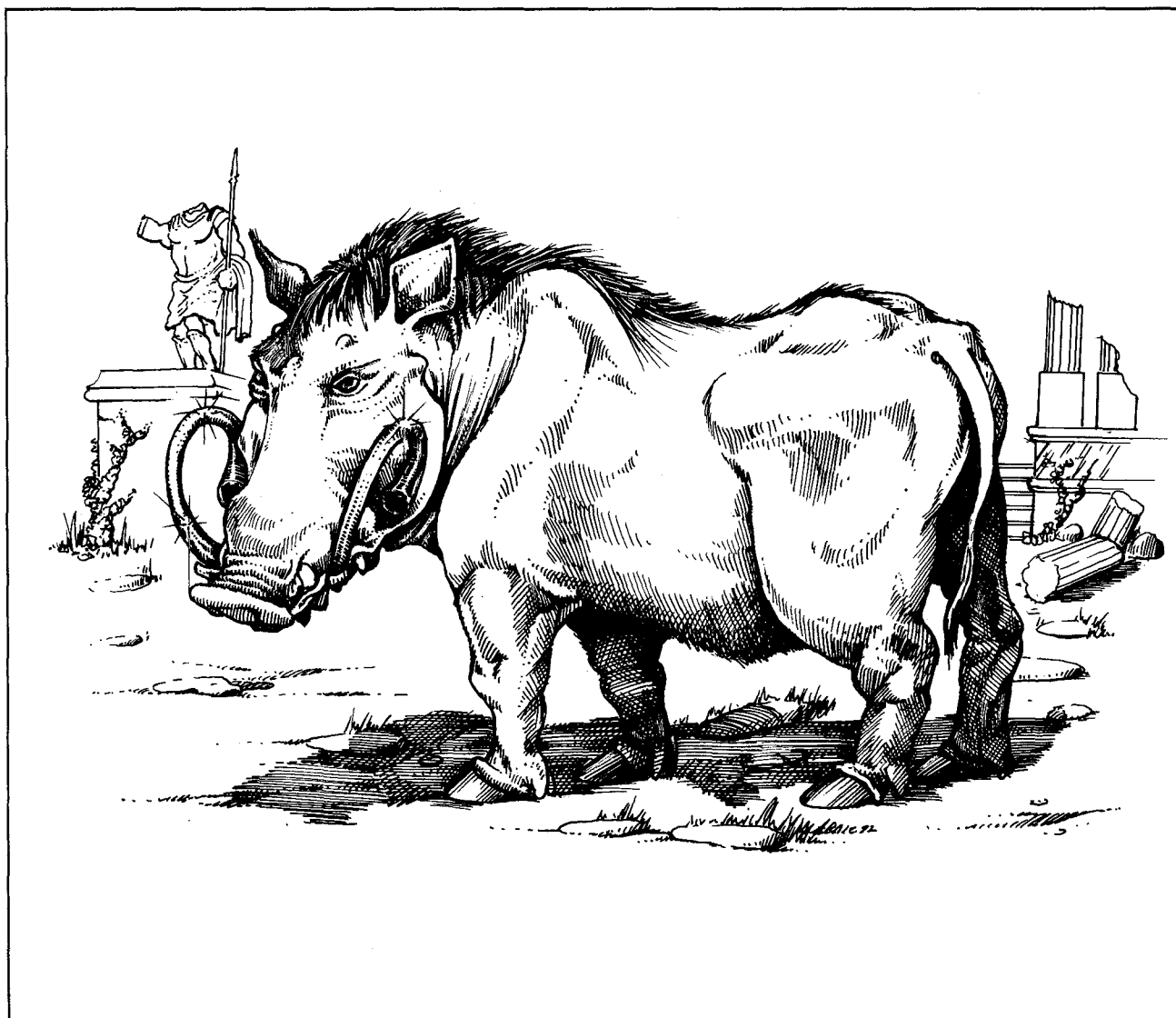
are savvy enough to look behind them see the same image from the gravestone, but this time embodied in a fleshy form as the boar charges at them. The boar makes one charge at any knight who made a critical Awareness roll (and is thus able to draw a weapon in defense), or at a randomly selected unfortunate (who may not defend himself).

From this distance it is obvious that this boar does indeed sport huge, curved, golden tusks. [Awareness. Success = the tusks are almost horn-like in appearance. Critical = they are horns — the legionary horns they are looking for!] The boar is large, probably the largest any of the knights has seen. It whirls to stand facing the knights, snorting and pawing the ground (long enough for all to get a good look at the golden horns) and then dashes off into the woods at the outskirts of the villa.

Hunting the Boar

Use the short hunting system given in *Pendragon* on page 171. For the forest, the terrain modifier is 0. This boar has an Avoidance of 15. Start the hunt out directly with the Chase, as the knights already have the trail in sight. For each round of the hunt before the boar is caught, an hour passes. If they did not tarry, the player knights arrived at the villa in the early afternoon, so they have another five hours in which to track down the boar before the day grows too dark. If need be, they can try again the next day.

When the player knights finally slay the boar, its tusks can be wrenched from the carcass. They magically transform into a pair of legionary signaling horns, which the player knights can carry back to West Gate.



The horned boar



Legionary Boar

The legionary boar is an uncommon creature, partly of the fey. It is exceptionally large, and has an unusually high Avoidance factor.

SIZ 25	Move 8	Major Wound 25
DEX 20	Damage 8D6	Unconscious 13
STR 35	Heal Rate 6	Knockdown 25
CON 25	Hit Points 50	Armor 5
Avoidance 15		
Glory 100		
Attack: tusk slash 15, trample 18		



Return to Westgate

Carrying the two large curved horns, the player knights can now return to Westgate. The journey will take two days, and as they camp for the night they can see a dull orange glow in the sky to the south-west. Have them roll [Battle. Success = the knight realizes it must be the campfires of Wilfrith's army.] Speed in returning to Westgate is imperative! For game purposes, allow the knights to arrive just ahead of Wilfrith's army. If they tarry too long and arrive afterward, then more gamemaster improvisation will be required in the final scene.

It is dark by the time the party arrives at a changed Westgate. Large numbers of commoners are in the streets, many of them armed. The look of dejection is no longer in their eyes, and many cheer as the player knights sweep past, holding aloft their trophies.

Glory: 100 for returning with the horns.

The Horns Are Blown

Colius' steward directs the player knights to the manor yard where his lord awaits the player knights. Colius is fulsome in his praise and gratitude when the horns are presented to him. Hands shaking, he lifts each of them in turn to his mouth and sounds them long and hard, then settles back with a smile of satisfaction. Moments pass, then minutes—fifteen, twenty. A lookout announces the approach of several armed men, and they don't appear to be English. Colius swiftly orders them to be brought to him. Five knights enter, each bearing the badge of the charging boar. Interested inspection reveals them to be of

Roman descent. In unison they address Colius, "Ave, Tribune!" and kneel before him.

A gasp is heard from the lookout as he stares, open mouthed, at the next arrival. It is the hermit, no longer wild, bearing himself nobly with the badge of the charging boar and a shield with the same design. Colius stumbles towards him, "My son, my son!" and embraces him. All player knights who witness this scene receive an automatic check on [Love Family].

Colius is still embracing his son when his steward interrupts with more news. "My Lord, there are many men outside, begging leave to fight for you! Some I have known for many a year, others are strangers, but all bear the emblem of the charging boar!" Busulius nods his head knowingly. "They are the seed of the Legions. The horns of the boar rally them as they did these five knights."

Colius is filled with wonder and emotion. Many men are gathered there, their torch-lit faces filled with grim determination. All are armed, some with improvised weapons such as pitchforks, but many with bows, some with spears, and others with ancient Roman style shortswords. When they see him, they all cheer and call his name out loudly. Intermingled are shouts of "Busulius!", "The Boar," "Valeria Victrix!," as well as the occasional name of a player knight, whoever has performed well in the adventure. (The names of leaders were commonly shouted as battle cries by common soldiers during the middle ages.

Sir Busulius

Busulius is Colius' lost son. He has been driven mad as a result of multiple fumbled passion rolls of Loyalty (Arthur), and Love (Family). Consequently he is wandering throughout Weardale as a hermit and can only be brought to remember his past when the horns are sounded. His skills are unremarkable, but he is not a bad soldier. He is a chivalrous knight and gets the +3 natural armor bonus.

Glory 2086

SIZ 14	Move 3	Major Wound 9
DEX 14	Damage 5d6	Unconscious 6
STR 15	Heal Rate 2	Knock Down 14
CON 9	Hit Points 23	Armor 12+3
APP 14	Age 25	

Attacks: Sword 14, Lance 13, Battle 13, Horsemanship 12
 Significant Traits: Energetic 18, Forgiving 15, Just 15, Modest 14, Pious 17, Temperate 17, Valorous 16
 Significant Passions: Loyalty (Lord) 20, Love (Family) 14, Hospitality 13, Love (God) 9
 Significant Skills: Awareness 8, First Aid 13, Heraldry 12, Intrigue 13, Play (Lute) 4, Religion (Christian) 9, Romance 7



It is quite an honor for a knight for his name to be used this way.) Have those mentioned make opposed Proud and Modest rolls. Those who are proud play up to the praise of the soldiers, those who are modest merely acknowledge it. Either way, being named in this way is worth 10 Glory.

Colius makes a short speech in which he re-affirms his son as his heir and appoints him to command the vanguard. "Tomorrow we shall erase the evil blight of Wilfrith from this land!" More cheers and cries of "Colius!", "Westgate!"; "Death to the Angles!". All player knights that witness this scene of feudal loyalty receive an automatic check on Loyalty (Lord).

For simplicity's sake, the player knights fight in one unit, with the most Glorious among them as their leader. Colius will act as Army Commander.

The total forces available to Westgate are approximately 200 descendants of the Boar legion. In addition Colius has a few knights and retainers, and there are the player knights. The men are poorly equipped and trained, but their lineage and Colius's stirring speech combine to make them worth one fifth of a knight-value. Grand total, about 60 knight values.

Wilfrith has about the same number of fierce Angle warriors, but they are better trained and equipped. However, they are unaware of the new strength of their opponents. The battle qualifies as a skirmish only, with few knights present.

Colius' Plan

Colius has a plan to capitalize on their sudden support. He decrees that only a skeleton crew will remain in the fortified manor house. The remaining army will stay out of sight in the trees that surround the village. When Wilfrith's troops are fully committed to an attack, the loyal fighters will attack them by surprise. The player knights may elect to stay in the manor, or participate in the surprise attack.

The enemy arrives just after dawn and draws up in front of the south gate. Colius' stratagem works well, and Wilfrith does not expect the true size of the defending

forces. Two or three knights ride out from the enemy ranks, with Etherem (if he is still alive) leading them. They demand the surrender of the manor, issuing dire threats if resistance is offered. Etherem tries to dishearten the defenders by using his oratorical skills. Any player knight in the manor can try and counter by opposing with his orate to Etherem's Orate of 13. [Opposed Orate. Success = Etherem gives up the debate in disgust. Fumble = many in the manor feel that Colius may still lose, even with the added help. Colius' men receive no inspiration modifier for the battle.]

Unable to convince the manor to surrender, the parley withdraws and Wilfrith prepares to commit his forces. He has no siege engines, but his men are well equipped with scaling ladders. All of them dismount and their horses are led away. With a mighty shout they surge forward, looking unstoppable.

Colius waits to give the signal until after the first Angles have scaled the walls of Westgate. Have any player knights with the hidden forces make an opposed Prudent/Reckless roll to see if they can control the urge to intervene immediately. [Opposed Prudent/Reckless. Reckless wins = the knight charges to the attack before the signal is given. Alter his first melee battle modifier by an additional +5 if he has a zero or positive modifier, -5 if he has a negative modifier; for example, a -5 becomes a -10, a +10 becomes a +15.]

As the first warriors scramble up the ladders, Colius gives the signal and with a great shout his army pours from the forests and falls on the surprised attackers. Battle is joined!

The battle can be fought out according to the battle rules in the *Pendragon* rulebook, pages 159 to 166.

Battle of Westgate

Before the Battle

Commanders

Sir Colius (Battle = 15)

Baron Wilfrith (Battle = 16)

Battle Size

Skirmish

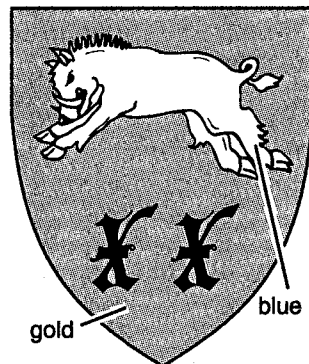
Modifiers

Colius has inferior troops, -5; Colius's men are inspired, +5; Colius surprises the enemy, +5. Since the Angles are all on foot, all mounted knights get an extra +5 bonus.

Length of Battle

Four rounds.

Sir Busulius





The last round is pursuit. Mounted knight hidden in the woods may engage in a first charge.

The fight

The sudden onslaught of soldiers hearing the boar emblem gives Colius a swift victory. Use the special Westgate Enemies table below to replace the Random Enemy table in the *Pendragon* Rulebook.

After the Battle

Victor: Colius, decisive.

Plunder: 1£ of goods.

Glory: 15 per round, x2 for decisive victory.

Follow up

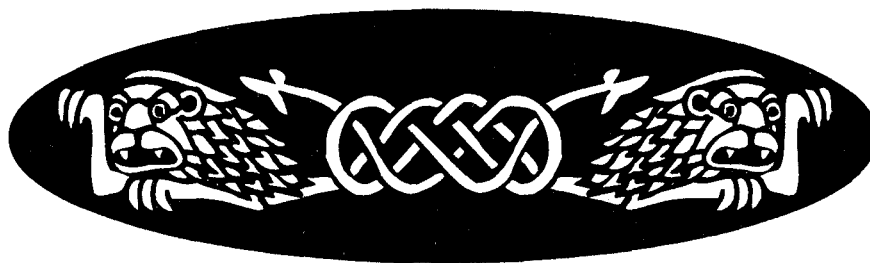
After the battle, Sir Colius feasts the player knights as his guests of honor and the heroes of the fight. Should they escape, Wilfrith and his men return to his castle further downstream. They prove a continuing nuisance to Busulius, who decides to besiege them in their castle. Given time, the Angles are eventually defeated and driven from this section of Weardale. The gamemaster may want to play out the siege of the castle, or allow the player knights to continue on in search of new adventure, their

Westgate Enemies

1d6	Enemy
1-4	Angle Peasants (use Bandit statistics, <i>Pendragon</i> page 193).
5	Angle Archer (use Archer statistics, <i>Pendragon</i> page 193).
6-17	Angle Warriors (use Saxon Warrior statistics, <i>Pendragon</i> page 193).
18-20	Angle Leaders: Beomart, Wilfrith, and Etherem — in that order.

work finished here. Once the castle is taken, Colius has it pulled down stone-by-stone, and the building material carted to Westgate to fortify his own manor house.

Lady Alba is available as the source of an knightly Amor, and perhaps even eventual marriage. As the savior of her family estates, any player knight courting her benefits form a -1D6 modifier to her starting Reluctance value. With Busulius returned she is not the heir of Westgate, but her dowry would still be significant.



Pendragon

KING ARTHUR

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 [.....Librumvalue]

☐ 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 ☐

Falconry ☐

First Aid ☐

Flirting ☐

Folk Lore ☐

Gaming ☐

Heraldry ☐

Hunting ☐

Industry ☐

Intrigue ☐

Orate ☐

Play (.....) ☐

Read (.....) ☐

Recognize ☐

Religion (.....) ☐

Romance ☐

Singing ☐

Stewardship ☐

Swimming ☐

Tourney ☐

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Squire

Name

Age

First Aid ☐

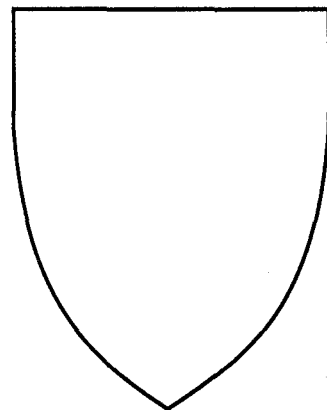
Battle ☐

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

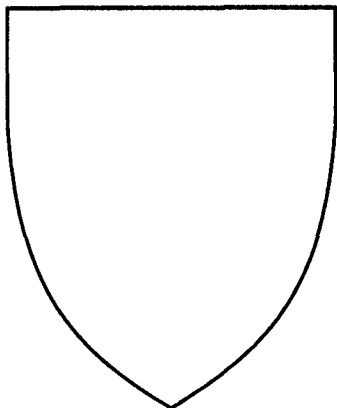
Other Horses

Own Riding (#2) Move

Squire's (#3) Move

(#4) Move

(#5) Move



Family

Year Wed..... Spouse Name Status

Will

Children Born.....

..... Family Characteristic

Annual Glory Rewards

Traits **Chivalry** **Holdings**

Passions Religion **Total**

History

Glory

<i>Date</i>	<i>Important Event</i>	<i>New</i>	<i>Total</i>
-------------	------------------------	------------	--------------

Selected Events

Born Ennobled

Squired Landed

Knighted

Member of Round Table

Died

Holdings

Annual Land Glory

Equipment at Home

Denarii

Libra

Army

Old Knights.

Middle-Aged Knights

Young Knights.

Total Family Knights

Vassal Knights

Other Lineage Men

Levy

FINDS

Sir Beomart



Sir Busulius



Sir Colbert



Sir Colius



Sir Corwin



King Eifion



Prince Ennor



Sir Ferran



The Spectre King

Sir Giles



THE SPECTRE KING contains six adventures for the PENDRAGON roleplaying game. All are of medium length, requiring several sessions of play each.

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Also included is a chapter of information on the university city of Cambridge, with details on creating a university-educated character. Finally, there is background and a map given for the Abbey of La Beal Adventure.

Sir Guire



Sir Larras



Sir Lupin



Sir Marrock



Sir Neilyn



Sir Owain



Sir Wilfrith



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Pendragon is a roleplaying game wherein you and your friends participate in heroic adventures. One player, the gamemaster, presents the story. Everyone else creates knight-characters -- the heroes of the tale. Each player verbally responds to the gamemaster's plot and the actions of the villains, and describes how his or her character reacts. You can face the same dangers that Arthur and Lancelot encountered, but this time you decide your knight's actions!

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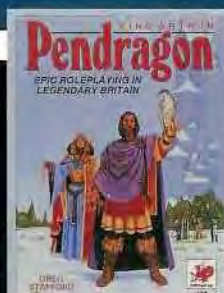
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