

TOURNAMENT OF DREAMS

PENDRAGON



by Les Brooks, Sam Shirley, and Greg Stafford



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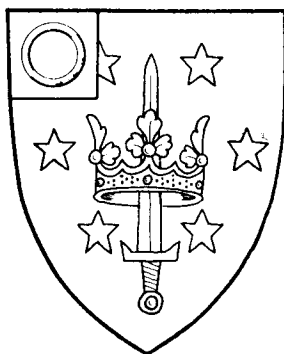
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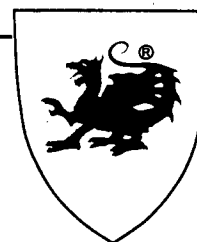
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The Adventures

The two adventures in this book present a number of novel situations for **PENDRAGON** gamemasters. The first adventure puts great emphasis on the player knights' personality traits. The second confronts the player knights with a series of increasingly difficult but formal, chivalrous combats, which all must be sustained within a limited period of time. The passages below discuss certain **PENDRAGON** rules relevant to the scenarios.

Personality Traits & Passions

During the first adventure your players may be surprised to find that their combat skills, while still vital to success, are overshadowed during the initial sequences by their personality traits. Some players may even complain that control over their characters has been unfairly lost. Therefore, have a clear understanding of the personality traits and passions system before you run the adventure.

Why not let the players run their characters as they see fit? Why burden roleplaying with rules? Essentially, because authenticity would be lost without some structure to your players' roleplaying. Roleplaying in other games is often just an intrusive interlude between combats. In **PENDRAGON** a character's personal behavior is almost as important as his skill in war.

Behavior, passions, and personality traits are an essential component of the Arthurian legends. Tests of a knight's love, courage, honesty, etc., are common. Such tests can only be handled in a game by quantification of characters' behavior patterns, or by letting every knight pass every serious test. A player is unlikely to say "my knight decides to be cowardly" when he knows that the consequences of cowardice will be negative.

Players of other games who try hard to have their characters act realistically usually keep some form of notes on their characters' personality. The **PENDRAGON** rules provide a standard format for these notes. Consistency and accuracy are enhanced by keeping a written record of the characters' patterns of behavior.

Some players misunderstand the system, claiming that it reduces their characters' patterns of behavior and decision-making to random dice-rolls. It was never the intention of **PENDRAGON** to make behavior random.

If there is a logical choice between, for example, honesty and deceit in a situation, apply a modifier, e.g. +5 to the common-sense choice of action, -5 to the illogical choice. Such a modifier could conceivably be as great as +15/-15 under extreme circumstances. This still gives a knight with a trait of 18 a 15% chance to take his customary course of action even in the face of common sense ($18-15 = 3$).

Glory

The two scenarios in this book include a great deal of formalized combat (e.g. jousting, duels to first blood, etc.) Glory for such combats is handled in a particular way in this book. The rule is as follows: when a player knight defeats

How To Use This Book

Tournament of Dreams includes two adventures appropriate for both beginning player knights and for player knights of great Glory and rank. The two scenarios are unrelated in terms of plot, but share the same theme: chivalrous challenges offered to all knights of Britain.

The recommended time period for the adventures is Phase Two of *THE PENDRAGON CAMPAIGN*. Improvements to armor must be made if a Phase other than Phase Two is selected.

Tournament of Dreams is presented in a unique format to maximize ease of use for you, the gamemaster. Familiarity with this format will make your job simpler. Components of this format are as follows:

THE MAIN TEXT is given in a continuous wide column running the length of the book. Read this text to be familiar with the details of dialogue, plot, and events.

MARGINAL NOTES appear in a narrow column to the side of the main text. They are given whenever points of importance raised in the main text need to be addressed. For example, information about gamemaster characters appear in the marginal notes. The marginal notes take precedence over the glosses (see below).

THE GLOSSES are incomplete sentences set in larger, bold type alongside the main text. They appear when space permits. The glosses are intended to remind you of two things: significant plot events and all situations where game mechanics are used. Check the glosses, if available, to ensure that you have covered each important event, dice roll, and other use of game mechanics before going on.

COATS OF ARMS in the margins mark the first appearance of each knight. These arms are shown in black and white, using shading for colors, and are also reproduced in full color on the back cover of this book, without identification (so as to offer no special knowledge to your players). Whenever a knight makes an entrance, show the players the set of arms on the back cover that corresponds to the black-and-white set appearing in the margin. Player knights wishing to identify the owner of the arms may make a Heraldry roll using the Heraldry skill modifier for the knight or lady's Glory that is given. See below for explanations of the various black and white shades corresponding to colors on the arms.

GLORY AWARDS in this book are based on the alternative Glory system published in the *NOBLE'S BOOK*. However, in *Tournament of Dreams*, the Glory gained for defeating knights is reduced whenever it is simply a knockdown or other formalized, courtly victory. See the marginal notes for this section.

GAMEMASTER CHARACTERS AND MONSTERS are presented in a number of ways. The simplest form of description is a all-caps reference to an AVERAGE, GOOD, or EXCELLENT knight (as above). This refers to the three standard knights given on the back of "The Characters" folder included in the *PENDRAGON* game. You must use the statistics given in the folder to run the bandits and footmen that appear in the two adventures.

As an alternative, or in combination with the knights given in the folder, you can use a set of gamemaster knight statistics provided at the end of the pullout section. These knights are considerably more powerful than those found in the *PENDRAGON* game.

The second description for gamemaster characters is a short paragraph of statistics and skills found in the text where the knight encounters the player knights. This is the way all monsters are described.

The third and most detailed descriptions, given for those characters who may interact with the player knights in important ways, are the complete *PENDRAGON* character sheets, reduced in size, that can be found inside the pullout section of this book. Four major characters from *The Tournament of Dreams* and two from *The Circle of Gold* are presented in this format. In addition to these characters, four special knights with unfixed names and arms are available in this format. Use one of these knights when the player knights wish to roleplay their interaction with an unspecified gamemaster knight in a scenario.

Arms

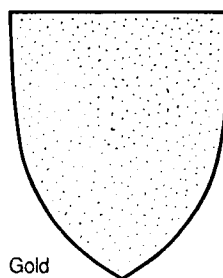
There are several methods to describe the colors used on a knight's coat-of-arms. Three of these methods are used in *Pendragon*.

The first method is simply to write down the proper colors and then draw lines from the name of the color to that portion of the arms design rendered in that color.

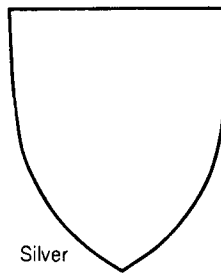
The second method is used on the back cover of this book — the use of actual colors to fill the proper areas.

The final method is to use a system of *hatching* to indicate the various colors. *Pendragon* utilizes seven colors in its shield designs. The types of hatching and the actual color equivalents are listed to the right and along the bottom of this page.

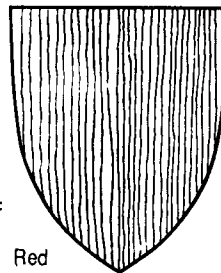
Use whichever method you prefer when creating knights for use during *Pendragon* roleplaying sessions.



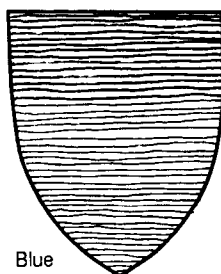
Gold



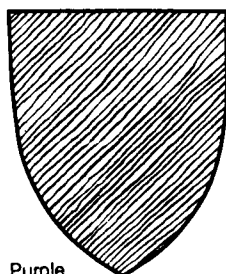
Silver



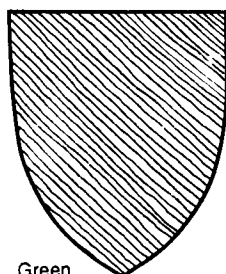
Red



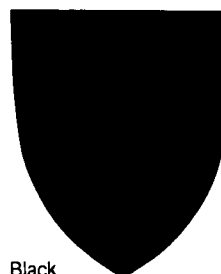
Blue



Purple



Green



Black

an opponent in formalized combat, rather than an all-out fight to death or surrender, Glory gained for the victory is half the amount given in the NOBLE'S BOOK. Thus defeating an EXCELLENT knight in a duel to first blood would yield the victor only 1/20th of the loser's Glory rather than 1/10th (50 Glory, not 100).

The higher award represents the great renown that accrues to those knights brave or angry enough to participate in full-fledged combat. Even if the victor of a courtly combat accidentally killed his opponent, or forced him to yield because of injury, he would still only gain 1/20th of his opponent's Glory, since he undertook the combat with the expectation of avoiding serious risk.

The Rewards of Glory

Glory can be gained during an adventure, not just at the conclusion, but the rewards of Glory are applied during the winter, not in the middle of an adventure. If any of the player knights pass a 1000 point threshold during one of the adventures in this book, they gain nothing until the adventure is over.

The gamemaster may find it easier to award any new Glory gained or lost during the adventure, rather than keeping a record and applying Glory during the conclusion of the session. However, if a knight reaches a 1000-point Glory threshold at some point during the adventure, it does him no good.

The one point add for accumulating 1000 points of Glory is always applied to one's character during the winter. To put this into non-game terms, it takes a certain amount of time for ladies, bards, and courtly society to hear of a knight's exploits and render him full honor. Until that point, his heroic nature is not augmented, although his Glory may have gone up by a massive amount.

Once the winter has come, the knight must spend his Glory-bestowed point immediately. This brings up another aspect of Glory that may be unclear. The first 1000 points of Glory often come before a knight has brought any of his numbers to their maximum. This is why a knight with over 1000 Glory sometimes does not have any "heroic" numbers (a skill of 21 in his sword, a *SIZ* of 19, etc.). He has to put the point into a skill, personality trait, passion, or statistic immediately, but he has not had the opportunity to raise any numbers high enough for the point to bring a skill or statistic into the heroic range.

Note that if a character loses Glory, his various values are not changed. A character with 500 Glory could conceivably have a Sword skill of 25. People might point to him as the knight who lost 4500 points of Glory for his evil deeds, of course!

If that character acquired a full 1000 new points of Glory, he could bring his Sword skill up to 26 that winter. Simply bringing his current total from 500 up to 1000+ would not be enough: he must discount all previous Glory if he takes a loss that brings his total down by one or more digits in the thousands column. Otherwise a knight could gain 1000 Glory, add a point somewhere, then lose 10 Glory, gain it back, add another point, and so on. A new total should be started after such a loss.

Overview of the Scenario

The adventure of the Tournament of Dreams is a test of the player-knights' loyalty, chivalry and skill at arms. Much more is going on in Sugales and at Castle Rhun than is apparent.

Behind most of the intrigue is the beautiful and treacherous Queen Elidia. She is not only Belinans' youthful queen: she is a powerful and plotting enchantress, who deals with the Unseelie Court of the elves. Though Belinans is deeply in love with Elidia, and although she has borne Belinans a son, she has never loved him or the child. She seduced and married Belinans for the power and protection that came with the title of queen.

Elidia privately hates Belinans for his alliance with King Arthur, whom she detests. She would prefer Sugales to resist the ideals of tolerance and mercy that Arthur advocates. Queen Elidia sees the boy king as a threat to the ancient ways and beliefs of her homeland. Most immediately, she sees Arthur as a threat to her future scheming.

For almost a year, Elidia has been actively plotting regicide. She has decided that a regent (appointed while her son is in his minority) could be manipulated more easily than Belinans himself. Through seeking fell oracles and studying the heavens she has determined the proper time and date for this evil deed. She was instrumental not only in convincing Belinans to have a tournament, but also when to have it. Elidia is planning to have the king slain on the final day of his tournament, after the last of the events.

Among the loyal knights of Sugales exists the queen's secret sect, "The Order of the Wreath." By way of her sorcery they are utterly devoted to her service. To them Elidia is their true liege. For her they will forsake all others, even the king.

Though Elidia has a powerful base of support in Sugales, she has decided that the blow should be landed by a visiting knight to turn eyes toward other kingdoms, and away from the court in Castle Rhun. Using black arts and her own seductive talents she hopes to ensnare more members for her "order" from among the visiting knights. Elidia will besiege them in their dreams, and in her arrogance she will try to turn them against their own liege, and hers. From among the slumbering visitors she hopes to find several to perform a dire act of devotion and murder.

Gamemaster

Character Descriptions

These descriptions are included to allow insight into the personalities and motivations of characters with whom the player knights are likely to interact.

King Belinans of Sugales

King Belinans is a handsome, older man in his forties. He was the firstborn son of old King Allyn. His early years were spent in and around the court, learning the craft of royal office. He loves a good hunt. In his early years before becoming king, he spent much time in the

THE ADVENTURE OF THE TOURNAMENT OF DREAMS

by Les Brooks and Sam Shirley

The Adventure of the Tournament of Dreams is a scenario for a group of three to seven player knights. It is important that at least one of the player knights be Christian. The adventure must take place after Arthur becomes king and while Belinans is king of Sugales. Phase Two of *THE PENDRAGON CAMPAIGN* supplement is the recommended time.

Common Knowledge

King Belinans of Sugales has sent news throughout the kingdoms of his first tournament. The word is sent in the form of a challenge. Belinans thinks the knights of his realm are the bravest and strongest in all of Britain. Now he is challenging all other worthy knights to try their strengths and skills against his own knights on the tournament field.

This challenge is not to be taken lightly. The rustic folk of Sugales can be savage foes or potent allies. Though they cling to their ancient ways, they are strong of body and spirit. Even the awesome Romans never truly conquered this land.

The tournament will be held in Sugales at the castle Rhun, Belinans' ancestral keep high in the Cambrian mountains. Many knights who have heard of this challenge have sent return messengers to Sugales to accept. Here is a chance for stout knights to defend their honor and prove to King Belinans that bold and chivalrous knights can be found in other realms as well as his own.

Organization

This scenario is composed of seventeen scenes and a concluding section. The first fourteen scenes comprise the main storyline, while the last three are temporary side branches of the story that the characters may take during the adventure. The first group of scenes deal with the journey to the tournament (#1 through #4 and #15). The other scenes deal with the tournament itself and include several scenes contingent on the player knights taking particular courses of action.

1: Waiting For The Ferry

Only one decent route runs to Castle Rhun in the heart of Sugales. It is the Roman road branching west from Watling Street at the small city of Orquelenes. The road is known to be in disrepair. The Romans never finished it and Sugales can only maintain portions of the nearly forty-mile span. The roadway ends suddenly when it reaches the mountains, within sight of Castle Rhun.

The player knights do not travel far before reaching the banks of the Severn River. They have left the woodland canopy of the Forest Sauvage behind them. It is early evening when they hear the river ahead. The sky is overcast, and rain is beginning to fall.

At the bank is a shelter, actually just a roof on poles, with a fire pit in the center. It isn't much, but it will shelter the knights and their retinue should they be forced to stay the night. If some of the player knights have not yet met each other, this is a perfect time for introductions.

Where the road meets the river is a stout oaken post. Thick woven rope is attached to the pole and stretches across the river to a ferry on the far bank. No one is in sight on this or the other side of the river. The Severn is two hundred feet across here and too swift and deep to ford. Player knights will have to wait until morning when the ferryman comes across to pick up fares.

The night passes uneventfully. The player knights are awakened early by the creaking rope. They can see a figure in the predawn glow poling the ferry toward them. "Haloo," he shouts, "Good morning to you. It looks like a fine day we'll be having." He poles the ferry to the bank and unties a rope from across the front. "As soon as you are ready we can be going across to the other side. Only one Denarius for each of you." The ferryman helps the knights lead their horses onto the ferry.

As the knights load their gear they will have time to study the ferry. They can see that it is a framed log raft with planks laid on top. The up and down river sides are closed by wooden rails, while the east and west ends have ropes tied across them. The up river rail has three large iron rings attached, through which the thick rope passes as it stretches from one bank to the other.

When everyone is aboard the ferryman begins to pole the ferry across. "Are you going to the tournament at Castle Rhun then?" asks the ferryman, "I've seen many knights heading into Sugales these last few days. Indeed, many people have been going back and forth here of late."

As he pushes hard against the pole, walking back and forth along the length of the ferry, he begins telling tales of gossip. On each key word or juicy bit he pauses for emphasis, looking furtively for the player knights' reactions. Most of it sounds pretty far-fetched, but he seems to be enjoying himself whether or not the player knights are listening.

Before his monologue become completely tiresome, he begins to speak on more interesting matters, "You know sirs...strange rumors seem to accompany strange happenings. Just a few days ago I gave a ride to one of the castle's servants. He told me that the queen thinks someone is plotting against the king's life, but the king just treats it as an idle rumor."

"A while before that a knight told me that if this tournament goes well the king will host a tremendous one next year. He says that the king favors Gwaid, the queen's champion, to take the glory for this time around. Gwaid's a tough one. Killed four lions barehanded a few years back. Everyone is still talking about it."

The ferryman continues to babble for the full quarter hour until they reach the western bank. Here the knights can disembark and be on their way to castle Rhun. "Well, sirs, here we are," he gestures toward the road ahead. "Before you lies the hill country of Sugales. Keep to the road and you'll be at castle Rhun by tomorrow evening. A day west of here is the Red Castle, where you should find lodging for the night. Good luck at the tournament, sir knights."

As the knights ride away the ferryman begins to sing loudly. Soon, his voice fades away behind them.

The morning sun shines bright, cutting the cool, crisp air as the player knights enter the heart of Sugales. Flocks of small black birds can be seen silhouetted by the still dark blue morning sky. The Roman road leads upward, ever higher into the Cambrian Mountains and ever deeper into an untamed tribal land. Often the road forks, offering well-worn paths into grasslands or forests, branching away from the main road. The player knights make good time during the morning, riding about ten miles.

If the player knights succeed in a Battle roll they can soon surmise the tactical situation as follows: the Roman road, while apparently safe and passable, occasionally leads through ominous ravines perfect for ambush. A company of knights could capture the interest of any large band of brigands with more brawn than brains who choose to prey on the

Sauvage Forest hunting great and mythical beasts.

Once, while in pursuit of an enormous stag, he came across a most beautiful woman seated by a brook. He reigned his horse to a stop. Quitting the chase, he dismounted and spoke to the woman. The woman was the enchantress Elidia. When his father died, Belinans became king. He took his beautiful lover as his queen.

Belinans is fair and just, genuinely concerned for the welfare of the kingdom. His reverence for the pagan traditions of Sugales is only the minimum engendered by his culture and upbringing. He feels deeply in love with Elidia, and suspects nothing of her plotting and intrigue.

See the character sheet for Belinans in the handouts section.

Queen Elidia

When Elidia was born, she was by given her shepherd parents to an old reclusive crone by the name of Credhe (pronounced Crae-a). Credhe had saved the shepherd's eldest son from a terrible fever, in return she demanded that his pregnant wife's unborn child be given to her three days after the birth. Elidia never knew her true parents.

Credhe was old. She knew she was not long for this world. Just as her own mistress had done for her many years before, Credhe would pass on her magic and enchantments to the young girl she named Elidia. Credhe died when Elidia was only fourteen, but not before teaching her in the ways of the old religion and casting of faerie magic.

Elidia traveled often in the faerie realms and was tutored in the ways of greater enchantments by the elves of the Unseelie Court. While Credhe may have been unsavory, Elidia grew to be truly wicked. She was proud, and determined to gain power and authority in the world. When she heard that the crown prince of Sugales was hunting in the Sauvage Forest not far from her hermitage, she saw her chance.

Weaving spells of passion, she found him easily seduced. Soon young Prince Belinans was utterly enamored of his beautiful sylvan lover. Elidia had him right where she wanted him. When Belinans was crowned king, he took her as his Queen. She soon bore him an heir to the throne.

Elidia has no real affection for King Belinans. As Queen, she quietly gained personal power and the devotion of her subjects, who call her "Elidia the Fair." Though she holds Belinans in a thrall of passion, she has found him stubborn regarding affairs of state. When he allied with Arthur of Logres despite all of her efforts to the contrary, she soon grew to despise him. Elidia hates and fears the boy king. She senses a growing separation between Faerie and the material world. Elidia blames Arthur for this.

Queen Elidia is as beautiful as she is treacherous. She will stop at nothing to further her own ends. She has decided that Belinans must die to allow her to gain political power. In preparation for this malefic end, she has used enchantments to seduce several of the king's best knights into her service. They

clandestinely do her bidding as part of her secret knightly order (see "The Order of the Wreath" below). By the end of the tournament she hopes to dispatch Belinans as well as gain foreign converts for her order.

See the character sheet for Elidia in the pullout section.

The Lady of the Rock

The Lady is devoutly Christian, as are most of the residents of the Red Castle and surrounding estates, all of which she inherited after her father's death. Her intelligence and quick wit have enabled her to hold the estates so far, although there are some who would have them as their own. While she is not a frequent guest at Belinans' court, she is still abreast of the major happenings in Sugales. Thus her assessment of court intrigue is the most accurate of those made by the informative gamemaster characters.

The Lady always provides visitors with the best hospitality possible, often sharing her healing gift with those in need. She is pleasant company and plays the harp with artistry.

Tanicus the Holy Man

Both Tanicus and his acolyte Polayne are dirt poor. They wear dirty rough woven robes and travel barefoot. Neither has bathed in recent months, nor can they recall their last competent haircut.

Tanicus originally studied magic within a secret catholic monastery. He has spent the last ten of his forty years following his visions across Britain in search of the Sword Hand of St. Albans. The visions occur so reliably that he has come to depend on them, taking no actions except those directed by God. Eventually he came to Sugales, finding the hand about four months previous to the adventure.

Tanicus is obsessed with the life of St. Albans, praying and meditating constantly on the first martyr of Britain. His paramount objective is to protect the holy relic of St. Albans. See the character sheet for Tanicus in the pullout section of this book.

Polayne, the Holy Man's Acolyte

Polayne is fourteen years old. He is strongly devoted to Tanicus, whom he believes will someday achieve the status of a saint. When Tanicus is captured, Polayne's only motivation is to free him; he will quest untiringly to find a method of releasing his master.

Polayne hopes some day to go in search of his own Christian relic or artifact, but has yet to experience the necessary visions. For now he is content with his life with Tanicus.

Sir Gwaid

Gwaid is the son of a banneret knight, born and raised in the environs of Llyn Barfog, the bearded lake. Fantastic creatures, faeries, and magic are first nature to him. Elves were his childhood companions, and he once visited their realm on the Other Side. He was impressed by that domain, whose denizens he considered wise, indeed superior to mortal man.

As a squire, he so impressed his family with his courage and skill at arms that before his

well-traveled Roman road. However, the more promising secondary roads seem to lead into rolling grasslands. And travelling back roads as strangers in a land of tribal customs and strange loyalties could be as dangerous as following the primary road.

The knight have the rest of the day to travel. They must make a choice as to their route from here. The player knights may decide to stay on the Roman (primary) road which leads to #2, or opt to follow the most well travelled side (secondary) road, which leads to #15.

2: The Ravine

The player knights choose to stay on the Roman road. The sun, now overhead, shrinks the once lengthy shadows of the knights and their horses. The road ahead cuts into a hill, forming a sharp-sided ravine running straight for at least a quarter mile. The ravine slope is obviously too steep for a horse and rider, and even an armored man on foot would find it difficult to climb. Any character succeeding in a Battle skill roll can determine that the ravine is an excellent ambush sight. To go around would require backtracking nearly an hour and taking the side road they passed earlier (which eventually leads to #15).

One of the knights may wish to ride forward to check for an ambush. The slope has a difficulty factor of 5. A horse or knight climbing the slope must achieve a success of 6 or more from a DEX roll to get to the top. A knight attempting to climb on foot must subtract 1/2 his armor points from his DEX. A knight attempting to ride up the slope must make a successful Riding roll, then subtract his size from the horse's DEX before rolling to see if the horse makes it. An ordinary charger has a DEX of 15, and a typical destrier has a DEX of 10. A fumbled riding or DEX roll indicates that the climbing knight falls back to the base of the slope, taking 1d6 in falling damage.

One hundred yards into the ravine the player knights have the chance for an Awareness roll with a -5 modifier. Those who succeed earn a check on the skill and notice motion atop the sides about 15 yards ahead. They have one round to take an action.

Moments later, huge boulders crash to the ground in front of the player knights, blocking the path for the horses. Seconds after the din subsides, the player knights hear scrambling as 12 bandits drop to the road 50 yards behind them. They are scruffy and of poor breeding. They bear spears and have no armor, except for the leader, who wears leather armor.

The bandits block the way back down the road. The one in the center, apparently the leader, growls "So, ye be knights of another land by the look of ya shields. I have ne spilt a foreigner's blood afore this!" Four more bandits at the top of the ravine will loose arrows at the player knights until they reach the bandits on the road, then join the melee.

Use the BANDIT statistics provided with the *PENDRAGON* game, and use the REGULAR FOOTMAN's statistics for the bandit leader. They will dodge if attacked, while the others make unopposed attacks. When the bandits have lost four or more men they will all try to flee, scrambling up the cliff sides if no knight is near. Roll their Dexterities of 12 versus the slope's difficulty factor of 5. Defeating all 16 bandits is worth 48 Glory (divided up as the player knights see fit).

After the fight it will take 1d3 hours for the squires to clear the road of debris. If the player knights decide to backtrack and take a secondary road, go on to #15. Otherwise continue to #3. In either case, the afternoon of the second day passes without further incident.

3: The Red Castle

The player knights choose to continue along the Roman road after their encounter with the bandits of the land. The afternoon passes quickly as the party continues into Sugales, travelling about ten more miles.

It is evening and nearly time to stop for camp when the knights crest a hill. Ahead they see a castle made of red stone. The sunset softens the hard lines of stonework, backlighting the central keep as the knights approach. A successful Heraldry +5 roll will show that this is the Red Castle, home of the Lady of the Rock.

The castle heralds ride out to greet them and ask their business here. They request that the visiting knights wait while the heralds convey the knights' greetings to the Lady. In a few minutes they return to bid the knights enter and accept the Lady's hospitality.

The Lady is in the courtyard, accompanied by ladies in waiting, squires, and a few knights. She sends the castle squires to care for the horses and offers the player knights the hospitality of her home for the night. Ask for Courtesy rolls. Success gives Glory equal to the success value. Then she sends her ladies in waiting off to see to the preparation of a supper, and has a servant lead the characters to their apartments to make ready for the meal.

During dinner the Lady of the Rock discusses the upcoming tournament with the knights. After hearing what they have to say, she tells them what she thinks of the situation. "King Belinans is holding the tournament to test the knights of other kingdoms. I think there is more to behind the tournament than this, though, for I have heard unusual rumors. The queen may have convinced him to hold the tournament at this time, for reasons I do not know."

"The king is a just man," she continues, "but he does not always know what is happening in his own house. Elidia would do anything to keep Sugales adherent to the old ways, even commit treason. I think there is more to this tournament than meets the eye."

eighteenth birthday he was brought for a special audience with King Belinans. After meeting him, the king acknowledged his excellence, knighting him on the spot. When Gwaid was 25, he fought and single-handedly killed two lions rampaging in a coastal village. For this he was granted a fief in Orofoise, making him a banneret, and first among knights of the king.

Gwaid could have been a great knight, but soon after his increase in rank he was approached by Elidia in his dreams. Within a year he had cuckolded his liege, becoming head of Elidia's secret order as well as her lover and champion. He is deeply in love with her and would do anything she asked.

See the character sheet for Gwaid in the pullout section.

The Order of the Wreath

These are a group of the king's best knights who have been seduced into Elidia's service and fealty. She uses her sorcery to both aid and control them. All wear a wreath bracelet through which the Queen can project her magic. The bracelet also serves as a means of communication with Elidia. No member of this order ever fulfills a behest of the king without first getting approval from the Queen. The knights gain +5 to their Sword skill from Elidia's magic. They are all EXCELLENT knights from "The Characters" folder in the PENDRAGON game box, or if you prefer, they can be Praiseworthy knights from the Gamemaster Knights page provided at the back of the pullout section of this book.



The Lady of the Rock

**CHIRURGERY and a healing
potion are available**

the third day of the journey

noon: an encounter on the road

Tanicus, a Christian holy man

a remarkable artifact

**PIOUS rolls for Christians:
possible checks, +1d6 add to
PIOUS and WORSHIP**

non-Christians sense power

will the Christian knights pray ?

**the prayer takes an hour:
PIOUS or WORSHIP rolls with
checks if successful**

If any of the player knights showed signs of injury, the Lady will visit them that night in their chambers, attended by a maiden. She performs Chirurgery on those who need it, and gives each injured knight a cup of bitter oily soup, explaining that it will make him feel better. The soup heals 1d3 points of damage as the knight sleeps.

In the morning the Lady of the Rock bids the knights farewell. Castle Rhun is only a day's ride away. Continue to #4.

4: The Holy Man

The knights continue along the Roman road for about eight miles. At noon, a few hours ride east of Castle Rhun, the knights come across two wanderers, who hail the knights from the roadside. The older one, barefoot and dressed in rough woven robes, has the unsettling eyes of a mage or holy man, while the younger one looks to be either his apprentice or servant.

The holy man calls the knights over, then looks them up and down before speaking. "I am Tanicus, mage and servant of Jesus. I already know of you. I had a vision telling me to travel west on this road, looking for a group of foreign knights. When I found you I was to hail you and show you what I carry in this box."

The boy, who introduces himself as Polayne, acolyte to Tanicus, lays out a purple carpet upon which he places a mahogany box bound in gold. The holy man opens the box, revealing a skeletal hand on a black velvet pillow.

Christian player knights who make their Pious roll are awestruck by the palpable holy aura that emanates from the hand, and have 1d6 points temporarily added to their Pious trait and Worship skill for the duration of the encounter. Those who fail the roll are still amazed, but not as strongly. Non-Christians sense an emanation of powerful magic from the relic.

"This is the sword hand of Albans the saint, the first martyr in Britain," he tells the party, and then asks them to join him in prayer.

Player knights not participating in the prayer find that the ceremony lasts for a full hour. They may be surprised to see their comrades kneel and stay almost motionless for the entire period. Those Christians who make a successful Pious or Worship roll during the prayer feel their



Elidia and Belinans

knightly virtues lifted, infused with magnificent grace (add 1d3 to each chivalrous personality trait for the duration of the adventure). Then Tanicus close the box. The uplifting sensation slowly fades. Those who prayed and who make an Awareness roll will notice from the position of the sun that an hour has passed, although it seemed like only minutes to them.

If he is questioned, Tanicus explains that he has searched this kingdom for the artifact and has only recently found it. He believes he will soon be called upon to lend his aid in a worthy cause. Now he is waiting for some sign from his Lord, and until then will continue his slow trek west along the road. He does not wish to travel with the player knights, preferring to be left to his visions.

Tanicus will refuse to give the artifact to the knights. Any unchivalrous churl who would actually take the artifact against the holy man's will (earning himself a Selfish check) is not virtuous enough to evoke its powers. Touching the artifact unbidden will point this out, as the character is flung to the ground by the manifest scorn of God (taking 1d6 damage).

5: Castle Rhun

By evening of the third day in Sugales, the knights can see Castle Rhun outlined on the horizon. Its stone walls and squat, powerful towers contrast starkly against the crude peasant huts nearby.

A trumpet fanfare welcomes the approaching knights as heralds ride out to greet them. They show the player knights to their place outside the castle where their squires can set the tents. Spread about the grass are the tents of about 20 knights. Further off, viewing stands and jousting lists can be seen. The heralds tell them that the king is ready to receive guests, and that afterwards they may see the Herald of the Lists to sign up for the events of the tournament.

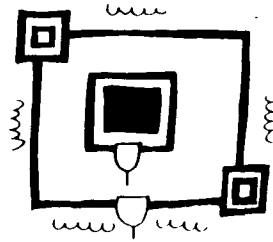
The heralds direct the player knights to the huge audience hall of the castle. Thousands of candles illuminate a scene of great pomp and power. King Belinans, a burly and congenial-seeming man, is conferring with three Cymric knights. Queen Elidia sits beside the king. Her champion, a tall, pale knight, stands silently at her side. The queen, a beautiful, full-figured woman, listens attentively to the three knights

PIOUS or WORSHIP checks and +1d3 to all chivalrous traits

possible AWARENESS rolls

**do the knights steal the relic?
if so, a SELFISH check and a possible 1d6 damage**

evening of the third day



Castle Rhun, summer palace of King Belinans
DV: 32/19



Castle Rhun

COURTESY rolls before the royal court**Glory from Courtly Situations**

Combat is not the only way to receive Glory in **PENDRAGON**. Knights can also gain Glory from refined and dramatic behavior: for example, the 100 yearly Glory for chivalrous behavior. Any courtly skill or Personality Trait roll can conceivably gain Glory in the right circumstances. The standard rule given in the **PENDRAGON** Player's Book is 100 points of Glory for a critical success in a courtly skill roll. Fumbles lose the knight 100 Glory. These rules apply only to rolls in the court of a king or the Pendragon.

Here are less "all-or-nothing" optional rules for courtly Glory. In an ordinary courtly situation (e.g. at a baron's court), award an amount of Glory equal to the success value (1-20 Glory) for a courtly skill roll (or a Personality Trait roll, if you choose). For example, a character with an Oratory of 22 who rolled an 17 would achieve a success of 19, and would gain 19 Glory. Double the value for a critical success (2-40 Glory).

In a king's court, a courtly skill success gains double the success value (2-40). A critical success in a king's court still gains 100 Glory, as above.

Fumbling important rolls in serious courtly situations means that the character is humiliated. In a king's court, a fumble costs 100 Glory. If you are using the optional rules suggested here, a fumble loses the character 10 Glory (at a normal court) or 100 Glory (at a king's court).

HONEST or MODEST rolls, with a check if successful

TEMPERANCE rolls, with a check if successful

possible 5 Glory

an announcement: a dance will be performed by the queen

standing before her. Some 40 finely-dressed men and women attend the king and queen or stand talking among themselves in quiet voices. At the door, a king's page records each player knight's name and rank, and directs them to enter and wait upon their introduction.

In a few moments the three Cymric knights are excused and leave. The page calls out each player knight's name and rank, and bows that character forward. A Courtesy roll before the court must be made. Success gains the player knight Glory (see the marginal notes). A fumbled Courtesy roll at this point loses the player knight 100 Glory, and makes a very poor first impression on the king and his court.

After their introduction the king greets the player knights warmly. In discussion Belinans shows himself to be an honest and just king, a man of clean spirit concerned about the future of Sugales. He wishes the player knights well in the tournament, confiding that he hopes to glean much from it. Then he dismisses the knights, saying that they will have time for more discussion at the feast. The player knights will have a few hours free time to do as they wish, including seeing the Herald of the Lists.

The Herald is a kindly older man. He informs the player knights that the schedule of events at this tournament is as follows: on the first day, jousting; on the second day, the Grand Melee; on the third day, the challenges. Besides the player knights, 20 knights from other lands have arrived to take up King Belinans' challenge, and the king's best household knights, some 15 in all, will compete with them in the tournament.

The feast begins at nightfall. The heralds greet the player knights at the door, informing them that local custom dictates they should present themselves to King Belinans before seating themselves at a table. When they arrive before his table Belinans greets the knights and asks them to mingle with the other participants, many of whom have never met knights from foreign lands.

In their tour of the feasting hall the player knights come across a group of revelers drinking from great flagons and boasting of outrageous feats: "...but as soon as I had killed every knight in the courtyard, the great bird swooped down and carried her off. To this day I haven't laid eyes on my betrothed." A blustering knight by the name of Sir Marsden notices the player knights and calls them over. "So, sir knights, you've spoken with the king now. From the looks of you I'd say it was the first time you've ever seen one up close. But we're all friends here. Come tell us of your exploits, if you've any to speak of, that is. What do you say?" The player knights need to make an Honest or Modest roll. Success indicates that the player knight's honesty or modesty permitted him to ignore Sir Marsden and his boastful friends. Those who fail must make a roll on the opposite trait. Those who succeed are compelled to uphold their own honor with equally outlandish tales. They may attempt Oratory rolls.

Next the player knights should roll their Temperance. Those who fail must make Indulgent rolls. Success indicates that the knight is overcome by the reveling mood of the evening, joining in colossal drinking bouts, singing ribald songs, and generally carrying on. Any player knights who engage in drinking bouts receive a check on their Indulgent and must make an opposed CON roll vs. the other contestants. When they fail a CON roll they become intoxicated and are out of the contest. A fumbled CON roll indicates that the knight has passed out and sleeps the rest of the night. If they win five opposed rolls vs. the other contestants, one per hour of feasting, they receive 5 Glory and a reputation for intemperate behavior. Use CONs of 17 for the other contestants.

An hour after the knights arrived the pages announce dinner. Musicians play and acrobats leap about while course after course of sumptuous food is paraded through the hall, presented to the king, and distributed. After the meal, King Belinans announces a special treat for the visiting knights: his queen, Elidia, "the most beautiful woman in all the

Cymric kingdoms," will dance for them, something she rarely does anymore, as the player knight's neighbors are quick to whisper while voices drop to a hush.

The drums of the musicians beat out a compelling rhythm. Liting harps and the willowy call of recorders join the tune. Queen Elidia, lightly clad in veils that lift and swirl with each step, appears. She glides lasciviously past the visiting knights, pausing to dance for each one personally. Each player knight must make an opposed resolution of his Chaste versus Queen Elidia's Lustful of 21. Those who lose are enthralled by her grace and beauty, never long taking their eyes from her for the rest of the feast. They will also have a -5 modifier to their Chaste virtue and a +5 modifier to their Lustful each time she attempts to seduce them in the future.

As the feast continues, each player knight is propositioned by a lady of 3d6+6 Appearance. Knights who attempt to resist the invitation must roll an opposed Chaste resolution versus a 15 Lustful. Those who fail will have a pleasant evening's entertainment. See #6 for the penalty.

The Queen's Champion is also present. He bows politely to any player knights of over 1000 Glory. On his shoulder is a golden wreath. If any inquiry is made the king's knights will graciously explain that it is the queen's personal device.

6: The Dreamjoust's First Night

That night all the visiting knights in Castle Rhun have an unsettling dream. The player knights find themselves, along with the 20 other visiting knights, fully awake and standing in their nightclothes in the depths of a primeval forest. "This is a dream like none I've had before," says one of the knights in a nervous voice. Before anyone can respond, Queen Elidia's silken laughter rings out. There, where before was impenetrable forest, is a wide glade, at one end of which Elidia reclines naked on a divan of rich furs and pillows. "Come," she says "join me, sir knights. Am I not beautiful to you?" She smiles and beckons to each knight.

Each player knight must make an opposed resolution roll of his Chaste versus Queen Elidia's 21 Lustful. Those who were tempted by Elidia during her dance, or were unchaste earlier that night with one of the ladies of the court, have a -5 modifier to their Chaste.

Those who are defeated in the opposed roll are overcome by their passion and rush forward to the divan, ecstatic at this chance to spend the night with lovely Elidia. Five visiting knights (see the Gamemaster Character Descriptions) are overcome by the queen. Any player knight who voluntarily goes forward gains a Lustful check. All player knights who fail to resist will spend an ecstatic hour with the queen in a private bower.

The knights who managed to control their lust will have another occupation tonight. "If you will not accept my hospitality, then you must prove yourselves to me," states the queen. "I will show you just how weak your touted knightly virtues really are. Look behind you and prepare to fight. It is a joust, gentlemen, to one fall. You must use real lances, not the toys you often wield for such challenges. The first to be dismounted loses the joust. If the loser wishes, he may draw his sword to continue: the other knight must then dismount. You must fight on foot until the first telling blow is made; the victor is the first to draw blood or fell his opponent."

Behind each knight appears a silken tent. Before each tent is a stand of armor, a sword, a lance, a shield, and a saddled horse. Each tent and shield bear the arms of the nearest knight, and there is a tent for each knight who did not succumb to Elidia. The armor, weapons, and horses are of widely varying quality. Much of the armor is badly dented and worn, and many of the weapons are rusted and chipped. A few of the swords and lances are mere broken stubs, and a few are shining and superbly

the crowd is hushed

Queen Elidia entrances the visiting knights: CHASTE vs. LUSTFUL rolls, with a CHASTE check if successful, and a penalty for defeat

another CHASTE vs. LUSTFUL roll, with a check or penalty

the Queen's champion



another CHASTE vs. LUSTFUL roll with a possible -5 modifier

knights whose CHASTES are defeated must go to the queen

possible LUSTFUL checks

the queen's penalty for chaste knights: a tournament to truly test chivalry

the rules of the tournament

a tent and equipment for each knight is provided

describe the equipment

the queen's knights

faerie knights of great power

let the faerie knights win

*the equipment for each knight
must be used by him*

*examining the equipment:
chivalrous virtues have
magically replaced mundane
skills and values!*

wrought. The horses show the same variety: a few are huge and glossy, with fine saddles and harness, while others are spavined and dwarfish, with broken saddles. Inside each tent is a cot, bandages, etc.

"Arm yourselves, noble sirs, for here are my knights," cries the queen. Anyone who looks back sees that Queen Elidia and the knights defeated by her lust are gone. In their place stand ten-foot tall knights in gold armor. On the left shoulder of each grows a changing, living wreath. The golden knights, one for each remaining player knight, mount giant black chargers. Each rides to the far end of the glade and waits silently. Any player knight who attempts to flee into the forest at this point find that his way leads him back to the clearing within a moment.

These are not the knights from Elidia's secret order, but faerie knights encountered within the faerie realm. They are very difficult to defeat without the holy man's aid (see #16). The player knights' probable defeat here will make their later victory more sweet. Remember, what happens in the land of Sidhe need not be true on the other side.

Each knight must use the equipment and horse available at his tent. Attempts to take equipment from other tents are fruitless; the items and horse cannot be moved.

As the knights don their armor and weapons, they make a strange discovery. While each item is normal in design, the knights can sense a magical change; each item is forged and wielded with a Chivalrous virtue (those traits with a dot to their left on the character sheet). The sword is not made of steel but of Justice. The armor is forged of Mercy. The shield is made of Modesty. The lance is made of Valor. The horse is born of Energy, and the horse's saddle and tack is made of Generosity.

Valorous replaces each knight's Lance skill, and each knight finds that his Sword skill is now replaced by his Just trait. His armor points are equal to his Merciful trait. The value of each character's shield is equal to half his Modest trait. The character's Energetic trait is halved to yield the damage (in d6s) that his horse does in a Lance charge. His Generous replaces his Ride skill. Ask each character to note these values at

Faerie Knights



the bottom of his character sheet (Sword = x where x = Just, etc.). Before the challenges take place, give the player knights a few minutes to glance at each other, and blush at the poor condition of their equipment, or take pride in the superior condition of some items.

When a knight enters the list, the opposing faerie knight lowers his lance and charges, hoofbeats thundering. The player knights must oppose their Valorous traits to the Lance skills of the faerie knights. A player knight who takes damage equal or over his Knockdown must make a Generous roll. If he fails he falls, taking 1d6 damage in bruises in addition to lance damage. If the player knight dares, he may continue the fight on foot, using Chivalrous traits as listed above. The victor in the fight on foot is the knight who first wounds his opponent with sword or knocks him to the ground.

The fight seems real. When a victor is determined for a pair of combatants, either by lance knockdown, or first blood or knockdown by sword, both knights fade from the field. For the visiting gamemaster knights, just assume that they all lose the combat (by far the most likely outcome).

The Faerie Knights

SIZ	25	Move	4	Major Wound	18
DEX	18	Damage	7d6	Unconscious	11
STR	18	Heal	3	Knockdown	25
CON	18	Hit points	18	Armor	15

Attacks: Sword 21, Lance 21, Ride 21, Battle 15. Horses do 8d6 damage.

7: The First Day Of The Tournament

The player knights awaken, aching and bathed in sweat. To each, it seems that his dream has only just ended. They all remember exactly what transpired and feel as if they have been fighting or making love all night. Their pages and squires are disturbed by how bedraggled their masters look and ask if they feel well enough to joust today. Every player knight who lost the combat or was seduced feels unnaturally fatigued.

If a player knight resisted seduction by the queen and defeated a faerie knight, he suffers no serious ill effect. Seduced or defeated knights are not physically harmed, but are drained of willpower and strength. All Combat skills and Joust skills of these knights are reduced by -5 for as long as they remain in the land of Sugales (however, see #11 and #16).

If a player knight describes his dream of the previous night to anyone, there will be varying results. The other foreign knights will be supportive but inclined to keep the experience a secret among themselves. The king will consider it an accusation (go to #17). The queen will be amused and state that her dance of the previous evening may have been unwise, since it seems to have inflamed the player knights to an unseemly degree. Any of the king's knights will tell them to watch their tongues lest they besmirch Queen Elidia's honor. Other knights and guests will listen attentively and be willing to discuss the dream, yet they will be unable to offer any real advice other than for the player knights to be on their guard.

Ask for a Cymric Custom roll. Any player knight who succeeds realizes that a complaint against the queen will have to be accompanied by substantial evidence. Otherwise the king is sure to dismiss the charge and become quite angry with the accusers for questioning the honor of his lady over such a foolish and presumptuous nightmare.

If the player knights go to the king to complain about Elidia or otherwise seek an audience at this time, go to #17. If they leave in search of the holy man, go to #16 (they will miss the Joust).

Once the castle is awake and the knights have broken their fast, the tournament begins. They are summoned by the heralds for the Joust.

let the knights examine each other's equipment

each player knight must enter the list and fight

as victors are determined, both knights disappear

all gamemaster knights lose

the morning after: fatigue

the penalty for seduction or defeat in combat: -5 to JOUST and all combat skills

reactions to a description of the dream

CYMRIC CUSTOM rolls:
success gains a check and indicates that evidence is needed

possible courses of action

the tournament begins

*the royal couple arrives and
foreign knights act oddly*

*King Belinans opens the
tournament*

the rules of the joust

*AWARENESS rolls for the
enfeebled knights*

the other competitors

*6 rounds of jousting will be
done*

Glory for the winner = knights

running the joust

*Glory for a victory = loser's
skills or 1/20th Glory*

is Gwaid unchallenged?

*possible courses of action at
this point*

*are the player knights at the
feast? Why not?*

The crowd gathers early, greeted by multi-colored banners fluttering in the gusty breeze. It is a perfect day for a tournament: the weather is cool and dry and the sun is shining. In the field of tents, servants and squires scurry about making final preparations. Soon the sound of trumpets announces the arrival of the king and queen.

King Belinans and Queen Elidia take their places in the royal viewing stand amidst cheers from the assembled crowd. Player knights notice that many of the other foreign knights sigh and eye the queen wistfully. The king raise his arms to quiet the guests and onlookers.

"Greetings and welcome to all of you. I have waited expectantly for this day for many weeks. I will not forestall it with a lengthy speech, for there will be plenty of time for that at tonight's feast." There is scattered laughter as Belinans turns to the assembled knights. "This is a joust to the first fall, using jousting lances. The unhorsed knight may leave the field honorably and accept defeat or he may draw his sword. The contest is then personal melee; the still mounted knight must either yield or dismount and join the fight on foot." After a pause, Belinans continues. "The melee will be until the first telling blow. The victor will be the first knight to draw blood or fell his opponent. My marshals will see that it gets no further than that." A broad smile crosses his face. "Let the joust begin."

If any of the weakened player knights succeed at an Awareness roll at this time, they each notice that Elidia catches their glance with a mocking wink that seems to show her amusement at their condition.

There are 35 other knights in the tournament. 15 of them are the king's personal knights, the rest are the 20 visiting knights invited from several other kingdoms throughout Britain who appeared in the player knight's dreams last night. The Herald of the List has posted the schedule for today's joust. The joust consists of six rounds. If a player knight wins a round he advances to the next. There are 64 slots in the first round, 32 in the second, 16 in the third, 8 in the fourth, 4 in the fifth, and 2 in the final round, which will determine a winner, who gains Glory equal to the number of knights (player knights + 35).

Player knights face an AVERAGE knight in the joust. If a knight advances to the third round he will face a GOOD knight. A knight who advances to the fourth round faces an EXCELLENT knight. See the back of the pullout section for some alternative gamemaster knight statistics. If a gamemaster knight is unhorsed, he will opt for melee. Glory is either a value equal to the loser's Joust and Sword skills, or 1/20th of the loser's Glory, depending on your preferences.

If more than four player knights make it to the fourth round, or more than two player knights make it to the fifth round, two or more will have fight each other rather than a gamemaster knight. Gwaid, the queen's champion, makes it to the fifth round and must be paired against a player knight, if any made it that far. Unless one of the player knights defeats Gwaid, he will win the joust.

After the tournament go to #8, The Second Day's Feasting, unless player knights choose to seek out the holy man (go to #16) or appeal to the king (go to #17). If they do, resolve the scene before continuing with the feast that ends the day.

8: The Second Day's Feasting

The reddened disk of the sun disappears behind the battlements of Castle Rhun. Lights from the main hall spill into the ward, illuminating a throng of knights, squires, and ladies, all in fancy dress, moving even now towards the feast beginning within.

If the player knights don't attend the feast, the king will be indignant and send a messenger who will find them before they retire if they are within the castle. The king will send word of his disappointment, and ask them to come to him if there is some problem.



*more riotous behavior and
TEMPERATE rolls*

*Queen Elidia is even more
radiant than usual*

the king's praise

*rewarding the winner of the
joust*

*possible generous action by
Gwaid*

a request for entertainment

**ORATE, PLAY (INSTRUMENT),
or SING rolls: possible Glory**

encourage roleplaying

*if the player knights resist
sleep: **ENERGETIC** rolls vs. a
spell of sleep: victory gains a
check*

The Boy King

Both adventures in this book take place during the time when young Arthur's power is still contested and not fully proven. Many traditionalists in Britain view the idea of a "beardless boy" taking the crown of the Pendragon at age 18 as anathema. For fifteen long years Arthur fights to unify Britain (510 to 525). Even later there are many who hope to bring back the dark and ruthless ways of life that Arthur sought to change. Queen Elidia resists the boy king with intrigue and treachery. King Farion (see The Circle of Gold) uses loyal retainers and chivalry. Both rulers must use strong magic to resist the power of Arthur.

*a request: help Elidia restore
the old pagan ways in her land*

This evening's celebration is rivaled only by last night's feast; the reveling begins well before the meal or the arrival of the king and queen. Ask for Temperate rolls. Failure requires an Indulgent roll, and a successful Indulgent roll indicates that the knight behaves in a gluttonous and drunken fashion during the course of the evening.

After everyone arrives, and before the merry-making can reach a fevered pitch, a few blasts by brassy horns blaze the arrival of the king and queen. They are clad in an opulent manner befitting their office. The queen is resplendent in the finest ermine and samite, which augments her already ripe beauty. As they take their places at the high table amidst cheers and applause, Belinans lifts his hand for attention and Elidia smiles, demurely hazarding a nod at the player knights and the other visiting knights.

A broad smile crossing his face, the king waits patiently for an end to the shouting. He lifts his goblet and begins, "My congratulations to all of the contestants in today's joust. It was indeed a thrilling event. All of you, winners and losers alike, made a fine showing of yourselves. I propose this toast to you, noble knights." He drinks deeply as a roar of agreement and a round of drinks follows.

The king goes on to personally congratulate the winner of the joust, and award him a beautiful golden torque. The winner may now make a speech. If no player knight was the joust winner then the winner was Sir Gwaid. Gwaid offers thanks to Llew, his patron deity, and the other pagan gods. He then dedicates his victory to Elidia as her champion. Gwaid will then generously commend the visiting knights for making a fine showing of themselves (whether they made a "fine showing" or not).

After the sumptuous meal, Belinans again stands and calls the attention of the assemblage. "I would like to give the musicians and jongleurs a respite, for now I desire to hear from those of you who come from far away. Don't be shy. If you have no skills of performance or verse, then just do as I do, make a speech!"

At this time several knights volunteer a song or story, while others take the king's advice and offer a few words. The player knights are also expected to make a contribution. This is their opportunity to use any oration or other courtly performance skills they may have. Permit only one roll per player knight (due to the crowded conditions). A critical success yields Glory equal to the success value.

The festivities conclude in the early hours of the morning. The gamemaster should encourage roleplaying during this scene, requiring rolls for personality traits as appropriate conflicts arise. If the player knights decide to stay awake all night to avoid a repeat of the previous night's dreams, they soon find themselves growing irresistibly tired, drifting into an enchanted slumber. They may oppose their Energetic trait to the enchantment, which has a power of 10. The knights must succeed every hour of the night. Failure indicates sleep. Successfully resisting the spell even once earns an Energetic check.

9: The Dreamjoust's Second Night

The player knights have another vivid and unsettling dream tonight. They are back in the forest glade with the other visiting knights, and again Queen Elidia is there, reclining with sensual abandon on the fur and pillow divan, wearing nothing but perfume. Describe this sight to the players.

"I have only one request," she says softly. "Join me, join my knightly order, the noble Order of the Wreath. I can give you powers such as you have never dreamed. Be my ally, not my enemy. Help me restore magic in the world. Help me lift the yoke of the boy-king so that we can be one with the living soil again."

Before each knight a vine grows miraculously from the earth, twisting and entwining itself into a living wreath. Elidia stands up and sways

forward. "If you accept my offer, take your wreath and come stand by my side."

Those knights who succumbed to her Lust or her faerie knights in the previous dream must roll an opposed resolution of their Lustful versus their Loyalty (liege). If their lieges have acknowledged Arthur as High King, then they may choose to use their Loyalty (Arthur). If Lust wins over Loyalty, they are compelled to do as Elidia asked, enthralled by her spell. If Loyalty wins, they resist her and gain a Loyalty check.

Those knights who did not succumb to Lust and were victorious in combat against the faerie knights last night may choose without a roll.

Of the visiting knights, four pick up their wreaths and walk toward Elidia. Any player knight who voluntarily takes the queen's wreath gains a check on each pagan religious virtue.

Any player knights who pick up a wreath discover that it boosts their pagan virtues by 5, as well as giving 2 extra points of magical armor protection. The wreath acts as a focus for Queen Elidia's magic. She can cast through it, and it enables the owner to commune with her on nights when he is in unsettled forest. The knight gains a new passion of Love (Elidia) at 1d6+13 points. The fatigue and -5 combat skill modifier are also lifted.

Elidia kisses each knight who joined her. As she releases her embrace the knight fades from view. See below. She then turns to the remaining knights, her face dark with anger, "Now go put on your armor if you will not side with me." She vanishes.

Behind the knights is each man's tent, with weaponry, armor, and horse, same as the night before. When the knights next look the queen is gone, replaced by the tall golden faerie knights, one per remaining knight. Knights who have not experienced the replacement of their skills and equipment with Chivalrous virtues (due to seduction by the queen) now have their chance.

The faerie knights ride to the far end of the field and wait. There is no escape from the field. No tilting list appears in the glade, and the player knights may realize that the fight this time will be a grand melee.

When the human knights are ready, the melee begins. Have the player knights choose a battle leader. Use the small skirmish rules from the *PENDRAGON* Player's Book (modify the player knights' Lance skills for the first round based on the leader's Battle roll, determine gamemaster characters' fates from the Follower's Fate Table, etc.). The gamemaster knights are willing to follow whomever the player knights choose. The combat lasts until one side vanquishes the other. The faerie knights will not yield; they must be incapacitated or slain for the player knights to be victorious. There are no rules of chivalry at this melee.

Oppose each player knight to a faerie knight. When a knight is slain, his crumpled body remains on the field for the rest of the tournament. If the visiting knights defeat the faerie knights, the ones still alive vanish from the field. Defeating the faerie knights will break Elidia's spell for those who fought and lived through the melee. They will wake completely rested and without the -5 modifier placed on their combat skills after the previous dream combat.

The player knights who were slain still suffer from the immense fatigue caused by the spell. They still have the -5 modifier on Joust and all their combat skills.

Meanwhile, each knight who accepted the queen's offer finds himself alone with her in a small forest glen. He lays with his head in her lap as she reclines against a giant oak. She softly strokes his hair and whispers to him, "My love, I am yours, but you must prove you are mine. Tomorrow at the end of the tournament you will go to the king. The other foreigners who now serve me will be with you. You will act as thought to offer him praise, but instead you will murder him. Once he is dead I will protect you

**LUSTFUL vs. LOYALTY rolls,
LOYALTY checks for victories**

possible decisions and checks

the power of the wreath

a new passion

the seduced knights disappear

**the second phase of the dream
tournament**

**explain the mystic nature of the
equipment once more**

**a grand melee must be
undergone**

running the melee

the reward for victory

the penalty for defeat

**the queen refuses her favors
tonight: love must be proven**

a powerful compulsion

*resisting Elidia's power:
possible VALOROUS check*

possible results of resistance

*the morning of the second day
of the tournament*

*what is the situation for each
player knight?*

a visitor

the player knights meet

a strange story

the boy's wounds

*Polayne senses magic and
suggests a cure*

possible COWARDLY checks

choosing a course of action

and take you from there. You will speak of this to no one. Now awake, my love, and wait for the tournament."

Each of these knights feels an overwhelming urge to do as the queen bids. Each knows that this is unnatural magic, and he can strive against it if he wishes. This means that he can do indirect things such as look for a way to break her spell.

In order to do something directly contrary to a command of the queen's he must attempt to fail a roll on his new passion, Love (Elidia) of 1d6+13. Knights attempting this can sense that they risk magical harm by resisting their compulsion. To continue earns a Valorous check.

Failure indicates that the knight may take one action directly against orders, and the passion is reduced by one point. A fumbled roll indicates madness, lasting one day. A success results in a roll on the Aging Table. A critical success results in an Aging Table roll and indicates an urge to report the planned transgression to the queen.

10: The Acolyte's Plea

At dawn, the player knights are wakened by their squires. "Sir, sir, can you hear me? You must have had another nightmare. I tried to wake you but nothing worked." Ensorcelled knights who failed to join Elidia sense the same feeling of exhaustion as before. Any who joined the queen find they now wear an arm bracelet of gold in the shape of a wreath. It cannot be removed without severing the arm. See above for the powers of the wreath and the only way to evade them.

Select one player knight who has not joined the queen. The knight looks up and can see a silhouette at the door. "Sir, there's someone to see you. It is the boy we met on the road, old Tanicus' servant."

If the player knight allows Polayne to enter, the distraught acolyte tells him of the holy man's capture by "golden demon knights." The boy asks that the knight summon his comrades and have them listen to his story. A squire or two may be sent to gather all interested player knights together.

The golden knights apparently have the holy man guarded in a cave just a few miles north from Castle Rhun. Polayne barely managed to escape and come back here to find help for Tanicus. He has several wounds from swords on his body to prove his story. "Only the hand of Saint Albans has kept him alive this long. Please help him," he begs, "you are the only knights I know."

It is necessary that the player knights attempt to free the holy man at this point. If they are reluctant to do so then Polayne sits silently for a moment, looking closely at each player knight. "Some of you do not look well," he says, glancing at the knights who have the spell of the queen on them. "I can tell from my master's teachings that you are suffering from some form of evil magic. Is this not true, sir knights? If my master was free, he could help you, I'm sure."

If they still resist then Polayne leaves to ask help of other knights in the castle. All the knights who saw the boy's wounds and still refused help gain a Cowardly check.

The second day's events will not begin until after breakfast. The player knights therefore have two hours before they will be missed when the tournament begins at 10:00 a.m. If any player knights are willing to aid Polayne, go to #11.

If the player knights want to appeal to the king for help before rescuing the holy man, go to #17. In this case Polayne will accompany them to make sure they rescue the holy man as soon as possible. The king, having seen the boy's wounds, will accompany them to rescue the holy man. Go to #11.

11: The Monster

The party rides for twenty minutes, going deeper and deeper into the dark, heavily-forested hills north of the castle. The forest grows even wilder as they near the cave. The ashes, giant ferns, and huge primeval oaks of the area are untouched, as though these woods had never been visited by man. "There," says the boy, "on the far side of that glade is where they put Tanicus." No racks of armor or blood-stained grass can be seen, but this is the same glade where the knights have spent their dreams.

In a knoll across the empty glade is a yawning hole larger than a peasant's hut. No sound is heard except the far off cry of a hunting falcon, or perhaps a lion's rumbling roar. As the moments pass the sounds gradually intensify until a rumbling shriek fills the air and echoes from the trees. The sound is coming from inside the cave. The player knights have one round to take an action.

Suddenly, from the mouth of the cave emerges a massive eagle's head. Its unblinking eyes stare at the knights across the glade as it slowly walks forward. As the knights prepare to attack, the beast leaps in the air, flying quickly upward. Its body and hind legs are those of a great horse and its tail is that of a lion. Any knight who rolls his Folklore will recognize a hippogriff, and gains a check on the skill.

The monster circles, swooping down to strike any knights in the clearing. Behind it Tanicus stumbles into sight, holding the sword hand of St. Albans before him like a shield. He falls to his knees in the mouth of the cave and begins chanting a prayer in a resounding voice.

Any of the player knights who still suffer from the queen's spell of seduction, Christian or pagan, recover immediately as they are

19

a journey into the dark hills

a familiar glade

*a dark
cave and
odd
sounds*

*the holy
man still
lives!*



powerful magic: all chivalric virtues = 25

Hippogriffs

Most dictionaries define a hippogriff as a combination of a horse with a griffin, thus its interesting name. The exact nature of the combination is subject to interpretation, and artists and writers have depicted the hippogriff in several ways. For the purposes of PENDRAGON there are many forms of hippogriff. As in all things magical, there are no certainties that can help a knight predict what he will be up against. One mild form of the beast is described in THE PENDRAGON CAMPAIGN supplement. That form is primarily horselike. The monster here is far more fearsome, combining the strength and power of a griffin with the speed and agility of a horse.

Gwaid's shoulder wreath

possible 15 Glory

Tanicus' story

if the king is not present

foreign vs. local knights

all overwhelmed by a surge of magnificent grace. They feel completely rested, no longer suffering the -5 combat modifiers, and their chivalric virtues are temporarily bolstered to 25 for the rest of the adventure. They are no longer compelled to follow the commands of the queen.

If King Belinans is present (from #17), he orders two of his knights to protect the acolyte while he and the other two help defeat the monster.

The Hippogriff

SIZ 35	Move 18 (fly)	Major Wound 25
DEX 65	Damage 7d6	Unconscious 15
STR 35	Heal 6	Knockdown 35
CON 25	Hit points 60	Armor 14

Attacks: 2 claws @ 20 each, against one target. This agile creature simultaneously attacks and dodges, opposing its DEX against its foes' attacks. Split DEX as necessary. It always attacks while flying, swooping down on its foes. See sidebar.

Directly inside the cave mouth, fastened to the roof, is a golden wreath. It was the focus Elidia used to bind the beast in the clearing to guard the holy man. If Belinans is present, he will accept this as proof of his wife's treachery. If he is not present, the player knights are well advised to take the wreath and the head of the monster back as proof. If a player knight suggests this, rather than Tanicus, give that character 15 Glory for a valuable idea.

On the way back to Castle Rhun, Tanicus recounts the story of what befell him today. "I was sent a vision telling me that the queen plotted to sacrifice King Belinans for her vile ends just hours after our meeting. Immediately I set out to warn him, but just as I and Polayne drew near the castle we were set upon by five demons. In my apprehension I prayed to St. Albans, allowing me to see through their glamor and recognize them as ordinary knights cloaked by a witch's enchantments. I could see that each wore a wreath symbol like the one left in the cave. When we arrived at the clearing, the leader performed a ceremony to summon the hippogriff. He left his wreath there to hold the beast in the glade. Then they rode south through the forest. Polayne managed to escape to find help, but I was trapped by the wicked monster. Only by the power of God did I manage to keep it at bay."

If the king is not present Tanicus continues, "We must hurry back and convince the king of the plot against him. It is his only hope. I have seen the future; he will be slain at the end of the tournament if we do not aid him." The player knights may wish to redeem themselves in the tournament before telling the king of the plot on his life. If so then Tanicus can be persuaded to wait until the end of the grand melee to warn him, but no longer. The player knights arrive back as the tournament is just beginning. Go on to #12.

12: The Second Day Of The Tournament

The grounds are being readied for the day's events. The lists have been removed leaving the field open. Knights prepare in the field of tents, donning armor and discussing tactics. The sky is overcast, yet the threat of rain doesn't seem to dampen the enthusiasm or the spirits of the assembled guests. An air of expectation has the crowd loud and rowdy, broken by shouts and chatter.

The first event scheduled is the grand melee pitting a Sugales team led by Gwaid against a visiting team led by a player knight. All the player knights are designated to fight on the foreigners' side.

Several events are possible in this scene, depending on previous decisions and actions of the player knights.

If the player knights don't immediately approach the king with a warning after returning from freeing the holy man (#11), the day's events will begin normally. They ride up as the tournament is about to begin.

The knights make ready for melee, assisted by their squires. The king and queen have arrived, and are in attendance on the royal viewing stand. Belinans stands up, lifting hands for attention, "Today's events should be most exciting. First is the grand melee between my knights, led by Sir Gwaid, and the visiting knights led by (the player knight with the highest glory total). It will be a battle with padded weapons. After a knight has fallen he must leave the field. Excessive force will be cause for disqualification, so restrain yourselves, sir knights."

The king pauses as a herald hands him something. "Following the grand melee will be the challenge competition. The herald of the list has recorded your challenges." He examines the parchment, then continues, "I approve them. It appears that we will all have a very exciting day. Now let the melee commence." As the king takes his seat the knights approach one another on the field.

Each team has fifteen members. The gamemaster should use the small skirmish rules given in the *PENDRAGON* Player's Book.

After the battle, the king congratulates the winning team. The winning leader is awarded a trained hunting falcon (+3 to hawking skill), while each member of the winning team is given a fine silver torque worth 1 Librum. Each member of the winning team receives 25 Glory.

If the player knights have not spoken up by this point, and Tanicus has been rescued, then as soon as the gifts are presented Tanicus steps onto the field and approaches the royal viewing stand. He raises his arms, and the crowd hushes as they feel his mystic powers build. Even the king's men at arms are too stunned to move in time to stop the holy man. "King Belinans," his voice rings out, "I, the mage Tanicus, have come to warn you. Your life is threatened; you will die before this tournament ends if you do not heed me. The queen plans to murder you. Listen to my story and the stories of these knights."

When they go to the king, he will hear their accounts at his viewing stand on the tournament grounds. Belinans listens intensely to the story. His incredulous gaze slowly becomes one of anger. Belinans will ask for some proof of their claim if they have not already presented any. Proof would consist of the testimony of Tanicus combined with the sight of his acolyte's wounds, and either Gwaid's wreath or the head of the hippogriff.

If they don't have convincing evidence, the king calls for a party of his knights to accompany the player knights to the scene of the conflict. By the time they arrive the queen has already sent her fairie allies to dispose of any evidence. Upon their return Belinans cancels the tournament and calls for a special audience. Go to #14.

If sufficient evidence is given in support of their claims, Belinans believes them. White with fury, he stands and turns to Elidia, his queen, "Could this be so? Did you betray me with this treachery?" His voice cracking, he shouts, "You will answer these charges!"

"I did it for Sugales!" she answers back, turning to address the crowd. "We cannot allow these men to spread their alien ways. We can only fight them, we must never accept them. We must preserve our own ways, our heritage!" Several voices from the crowd cheer this speech.

King Belinans interrupts Elidia's words, "Silence, woman! The tournament is cancelled: knights, take custody of Sir Gwaid and your former queen!" The crowd erupts into chaos, screams and shouts are heard as several of the king's knights move toward the divan, and toward Elidia. Gwaid and the other wreath knights draw their swords before Belinans' other knights can get near him. Elidia, now on her feet, cries to them, "Kill this traitor to Sugales, my faithful ones. A curse on you all! The old ways will never die, and you have not seen the last of me!" A bright

if the knights wait to warn the king until after the grand melee

a chivalrous grand melee with jousting lances and padded weapons (1/2 damage)

the king reviews the challenges

prizes and a possible 25 Glory

do the knights speak up?

the holy man interrupts the proceedings

the knights and Tanicus (if present) tell their tale

the king grows angry

if the knights give no proof

if the knights have proof

Queen Elidia's speech

the king interrupts Elidia

chaos ensues: Elidia orders her minions to attack and vanishes

*if the king went to free the holy
man*

*the king rides onto the field and
makes an announcement*

AWARENESS rolls

treachery!

*Elidia defies the king and
orders an attack*

she vanishes

*the crowd blocks movement
on the field*

*the king is briefly separated
from his knights as Sir Gwaid
leads an attack*

BATTLE skill rolls reveal a crisis

*Elidia proves to have many
other supporters*

*a general melee breaks out and
Sir Gwaid rallies the enemies of
the king*

*the knights on either side of the
skirmish*

*the surviving wreath knights
are magically rescued after 15
rounds*

flash replaces Elidia on the divan, and gasps can be heard amidst the turmoil. She is gone. Go to #13.

If the player knights were accompanied to the rescue (#11) by the king (due to success in #14), then they are met upon return by heralds and knights who ride out from the gate-house to greet them. The king waves aside hurried queries and puzzled looks. Without breaking stride the king and company rides through the field of tents and onto the tournament ground through a gap in the crowd. The king reigns his horse to a stop amidst the knights already assembled on the field. Player knights succeeding at an Awareness roll will notice the queen's fury.

"The tournament is cancelled," Belinans shouts. "There is dire treachery about. I want you, Elidia, and all of my knights and sergeants to come to the great hall immediately." The crowd falls silent as the king dismounts and crosses the field toward the main hall, followed by the player knights. Queen Elidia springs to her feet and throws her arms over her head with an accompanying peal of thunder. "There will be no audience, fool! The time of reckoning is now!" She turns to the knights on the field, "Kill them, kill this unworthy king and all who aid him!" Suddenly, she vanishes in a blinding flash, and from among the assembled knights five of the king's best, including Gwaid, draw swords and charge as men possessed. Go to #13.

13: The Battle Of The Wreath

The audience surges back and forth in chaos. Shouts for and against the queen erupt as the mob spills onto the field. Many faces show hatred and others terror, still more show only bewilderment as they are swept helplessly forward.

Belinans' loyal knights try to push through the hysterical crowd, but the player knights and Belinans' four men at arms are the only ones between the king and the charging wreath knights. Everyone hears Sir Gwaid shout, "Don't spare the king: he is a traitor to Sugales!"

Have the player knights make a Battle skill roll to realize that the men at arms are no match for the wreath knights, who are EXCELLENT knights, now with +5 magic enhancement to their Sword skills. See King Belinans' and Sir Gwaid's character sheets in the pullout section of this book. The player knights must hold back the wreath knights for four rounds until more of Belinans' knights can reach his side, or else the king will be slain. Five of Belinans' best knights will move up in four rounds (they are EXCELLENT knights). The four footmen are equipped with light chain and great spears. Use REGULAR FOOTMAN statistics.

The crowd surges forward like a stormy sea, then washes back again when they meet the armor and naked steel of Belinans' loyal knights. Still other knights and sergeants turn traitor, attacking Belinans' supporters. All able fighters join in the fray on all sides.

"To me," shouts Gwaid, "for the wreath!" Gwaid and the wreath knights fall back to regroup with their supporters, then charge en masse at Belinans and his knights. "Meet their charge," shouts Belinans, "slay the traitorous bastards."

Use the small skirmish rules in the PENDRAGON Player's Book to decide the outcome of this battle. Sir Gwaid leads one side of 15 knights, while 20 have rallied to Belinans, plus numerous sergeants, servants, and peasants fighting for either side (see the Gamemaster Character section for those knights who join Gwaid). The player knights may join whichever side they choose.

If the wreath knights start to lose they will break for open ground, trying to out-distance their pursuers. The battle rages for 15 rounds until all the living knights of the Order of the Wreath suddenly disappear in a golden

blaze. Elidia has summoned them to her secret sanctuary on the Other Side through the wreath symbol that each carries.

The battle quickly dies when the mob realizes that Elidia's knights have deserted the fight. Those who turned traitor yield to the overwhelming odds. The other visiting knights who supported Gwaid also drop their swords, looking at each other in stunned bewilderment. In all, two of Belinans' loyal knights were slain, while two who turned traitor were also killed. When the final reckoning is done three sergeants, two squires, some servants and a handful of peasants also turned traitor and finally yielded. "Hang them all at sunup!" orders King Belinans.

"Have mercy, Lord Belinans!" begs a visiting knight from Estragales, "I was overcome by an unreasoning hatred. I know not from where it came, if not from the power of the queen's magic." "Aye," says one of the others, "'twas the queen witch. She laid an enchantment afore she left. I do swear it by me honor and holy Jesu!" The player knights may wish to speak up at this point as well. Oratory rolls are possible.

"So be it," says Belinans, "free the visiting knights." To his loyal knights he says, "Bring the rest to the dungeon to await trial, for I know there are traitors among them."

He turns to the player knights who fought on his side. Blood trickles from his wounds as he claps one on the shoulder. "I owe you all the deepest gratitude. It shames me that I ever doubted you. You may stay here as my most honored guests until you are fit to travel." He turns and shouts across the field, "An audience in one half hour, and get those peasants out of here." Continue to #14. If the wreath knights win the skirmish and slay King Belinans, see #18, Epilogue.

14: The Audience With King Belinans

King Belinans sits rigidly in the great hall, his stern countenance turned toward an advisor. On his head is the golden crown of kingship. Around him his knights and sergeants privately discuss the events of the tournament, arguing the merits of favorites or analyzing the action of the player knights. All turn to watch as a herald presents the player knights to King Belinans. "Sir knights, the tournament is ended. Now is the time for the reckoning" says Belinans. The crowd becomes silent.

From here there are two possible outcomes for this scene, depending on whether the player knights had sufficient evidence when they warned the king of the queen's treachery.

If they did not have sufficient evidence of Elidia's treachery (see #6, 9, 11, and 12), Belinans denounces the player knights. His veins bulge at his temples as he bellows, "You, sirs, are unchivalrous churls who would besmirch the honor of my queen to conceal your own incompetence. You will leave Castle Rhun by sun-up. If your shadow ever falls on my kingdom again be assured it will also fall on the base of my gallows."

If, however, the player knights returned from freeing the holy man to prove the queen's treachery (see #11), or if the king went with them, or if the skirmish has been fought (#13), Belinans will be deeply grateful for the elucidation. Speaking before his court in a voice tinged with sorrow he says, "I invited you to this tournament to test your virtues and your knighthood. Instead you tested mine, finding corruption in my own court, even in my family hearth. I thank you sincerely for the service you have rendered me." Each player knight who did not attempt regicide and receives the king's thanks before the court gains 100 Glory.

The scenario ends here, for the player knights will find it impossible to find Elidia, who has escaped into the realm of faerie with her minions (see #18). The player knights may stay at Castle Rhun if they are still in Belinans' good graces. Otherwise they had best leave by the morning as he has commanded. On their way back home they may choose to rest at

*the other supporters of Elidia
surrender: any enchanted
foreign knights drop their
swords*

the regicides are sentenced

*the foreign knights beg for
clemency for their actions*

*player knights may speak:
ORATORY rolls*

the king shows his mercy

*the player knights who avoided
Elidia's compulsion are praised*

establish a serious mood

*if this scene occurs after
unproven accusations*

*if this scene occurs after
proven accusations or after the
battle of the wreath*

*the king's sincere thanks and
100 Glory*

possible end for the adventure

the aftermath: Glory gains and losses as the tale is told

the knights decided to follow a secondary road

the knights may stay for the night at the manor

a cheeky commoner

CYMRIC CUSTOM rolls

information about the queen of Sugales? The information is not free

react by making a MODEST or PROUD roll, with checks if successful

bribe must be 1 L. or more

the power of the queen

back to the main road or out of the kingdom

the knights seek out the holy man before his capture

the Red Castle. If the referee wishes he may roll travel encounters from *THE PENDRAGON CAMPAIGN* supplement for the return trip.

All characters who participated in the mysterious events of the dream joust or dream grand melee, and who fought in the battle of the wreath, whether they were seduced, defeated, or victorious, gain 25 Glory for association with such a dramatic story. If they defeated a faerie knight in the joust, they receive 200 Glory. If they successfully resisted the seductions of the queen, they receive 100 Glory. If they defeated one of the wreath knights (knights under enchantment) they receive 1/10th of their Glory + 50 more for the enchantment. If they were seduced by Elidia and attacked the king or his men they lose 50 Glory.

15: The Highland Village

The player knights have ridden for five or six miles along a secondary road into forested countryside when they come across a valley. The day is growing late as the player knights see a village ahead, a cluster of about 20 simple huts. Other huts are spread across the remaining valley. On a rise to one end of the valley is the manor house, which flies a banner.

At the manor they are greeted by Perewain, the chief valet of the manor. He tells them that Sir Glyn, holder of this fief, has left for the tournament, but they are welcome to stay for the night. Sufficient lodging is available for the knights in the manor, but their retinues will have to stay in the barn. Perewain invites the knights in for supper, and has the servants take food out to those in the barn.

While the characters are eating they are approached by a commoner wishing to speak with them. His good clothes and confident bearing indicate a man who has travelled more widely than most simple peasants. Have the player knights roll their Cymric Custom to realize he is a merchant. "I can tell that ye be knights of other lands, sirs," he says. "Are ye perchance goin' to the king's tourney? I be familiar with this land and do believe I know something to interest ye. On occasion we see the queen here 'bouts. Perhaps ye'd be interested in what she does here." The merchant looks at the knights expectantly and chinks his coin purse.

Ask for Modest or Proud rolls, at the players' choice. A successful Modest roll indicates that the knight accepts the indignity of having to bribe the merchant in order to learn his information. Successful Proud rolls indicate anger at the merchant's presumption. Check the trait.

It will cost at least a Librum before the merchant continues. If the knights ply him with money he talks a bit more. "She comes with her knights to cast enchantments in the woods near here." Leaning closer he whispers, "Some say she's a faerie queen, but I don't think I'd believe that. Although...." He trails off, looking disinterestedly into his mug. If more coin is produced he continues, "Although, not to be slighting our good king any, but it's said that Elidia actually rules the kingdom, and that ye can believe." He then quickly leaves.

The valet of the manor tells the player knights that they should keep following this road tomorrow when they leave. About a mile up they will find a small trail branching west, which eventually ends back at the main road.

If the knights follow his directions they'll end up on the road to Castle Rhun without losing much time. The next scene is #4. If they do not take the trail branching west, they will eventually discover that the main trail leads into southern Gomeret.

16: The Search For The Holy Man

Tanicus is captured by the wreath knights on the morning of the second day of the tournament. The player knights may search for the holy man anytime before that. He can be found about a mile east along the Roman

THE WILD WOMEN OF THE LAND OF THE CIRCLE OF GOLD

A short version, as told by the Valet of the Circle of Gold

"When King Fallagantis de la Fontaine was killed his wife had already retired to the woods. The old wildness took over the rule of the land. Then the invasion of the wild women began. Who can say what they were? Various survivors claimed with equal certainty that they were faeries, witches, succubi, and crazed farm wives!

"Prince Farion was only sixteen, but with his childhood companions he sneaked out one dark moonless night when no shadows were cast, to stalk the wild women in their own domain. I, a mere man-at-arms, was one of his friends.

"When the giant bats struck, I was foremost in the fight. I was unwounded by the skeletons. When the blue women came among us I alone gave away all my weapons to one of them, and in return was granted an unspecified pledge. Later when most of our companions were killed or helpless I alone was rescued by the blue woman. I do not know if she was one of the wild women or not.

"I freed the prince, and when we went up the valley I plunged my spear into the huge toad's heart and slew it, but was so burned by its blood that I was left behind when the prince went on. The last of the prince's companions, young Sir Dordracole of Malahaut (nephew to the king of that land) was the only one to accompany the prince from that point. We don't know what they did.

"Prince Farion returned alone, took the crown from the treasure room, and summoned the bishop to make him king. Afterwards all the wild women were gone, and King Farion rewarded me with knighthood, this manor, and the title I now bear."

Pullouts

How to Use This Section

Remove this section from the book, and refer to maps, handouts, and character sheets as needed. Dotted lines indicate pieces to separate. The layout of this section assumes you will be running the scenarios in order of appearance. If not, see below.

Handouts

The two stories on this page are handouts for the players for the Circle of Gold scenario. The tale of the Wild Women is available if the player knights make a good impression on the Valet, or get him drunk (#5). The Baron's Secret is available if the player knights meet the Baron's conditions (#9).

Maps

The map of Sugales can be shown to your players. The maps of the land of the Circle of Gold are for the gamemaster's eyes only. Note the changes in elevation.

Reduced Character Sheets

The small sheets for characters in the scenarios are provided for all the gamemaster characters whom the player knights are likely to interact with in non-combat situations, or who play a major part in the adventure. They are also examples of certain general types of characters (a king, a kindly old baron, etc.) and may be used in other adventures under different names.

BARON VARNANGIS' SECRET

"Gentlemen," the baron explains, "the final encounter in the challenge of the Circle of Gold is a fight to the death. No one who challenges the King of the Circle of Gold to a fight may leave the city, unless he is the new king. King Farion will not accept any defeat except death. Furthermore, the victor must become the new king and either uphold the adventure, as before, against all challengers, or else lose all the magic of the land.

"Worse yet, if the first challenger defeats the old king then he must immediately meet the next challenger. Victory may be bitter, and although success would surely grant you all regal pleasures, it also means a lifelong obligation. I have no idea of what would happen if the requirement to meet all challengers was ignored by a new king, for no challenging knight has even come close to success as yet.

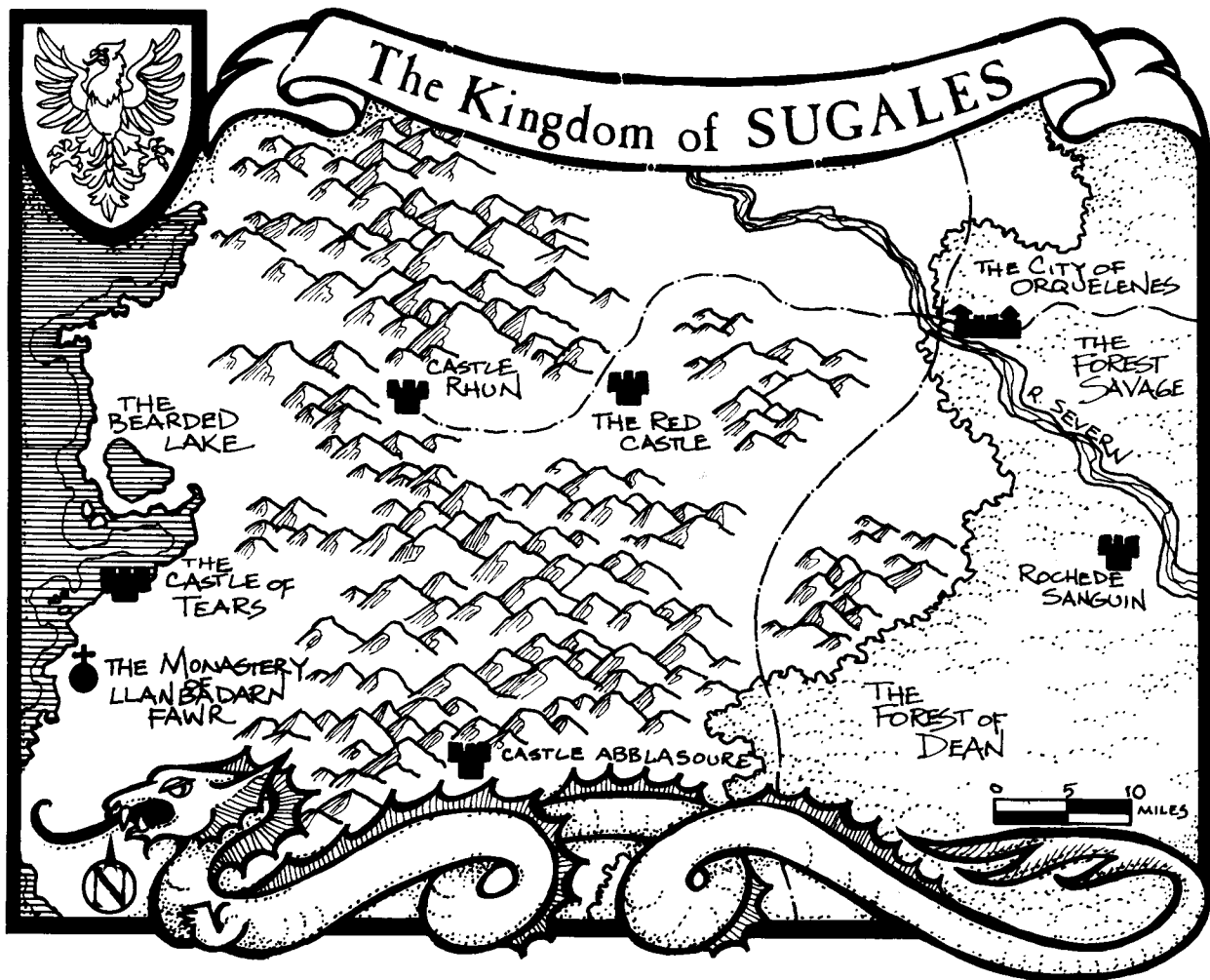
"One possible escape exists. My men can escort you through a hidden pathway that, I believe, will permit you to leave this land. I will tell everyone that the Yellow Ghost of this castle has, once again, taken victims to its unknown lair. The creature is not real," explains the baron, "but it has been used since the time of King Fallagantis as the reason for knights disappearing this way.

"The hidden pathway leads to the Rose Bower, a place full of women where chaste knights need not worry, and where others will certainly not worry." The baron smiles, perhaps at some private recollection. "Once there you will be free of any demands that you continue the adventure. From the Rose Bower one may pass out of the land of the Circle of Gold, though I know not the exact manner of this escape."

Do not show the sheets to your players. Separate the map of Sugales from the sheets for the king and queen of that land before you hand the map to your players.

Your players will find the character sheets for the king and queen of Sugales on the back of "The Baron's Secret" handout when you run Circle of Gold. If you have already run Tournament, there is no problem. If you are running the scenarios out of order (Circle of Gold first), a potential problem exists, since the players will receive information they should not have about the next scenario. Ask them not to look at the other side of this sheet, or make them a copy of this sheet.

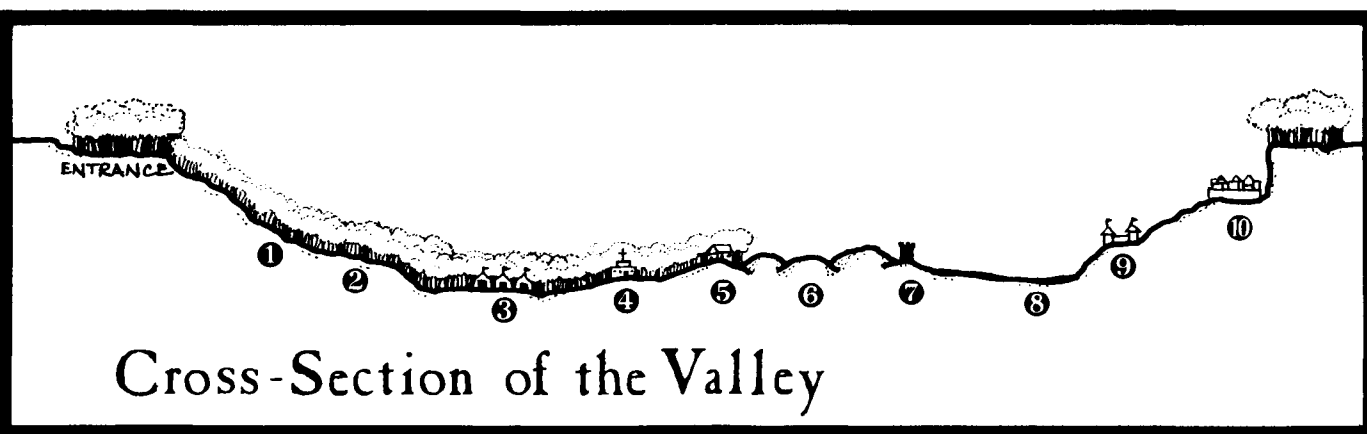
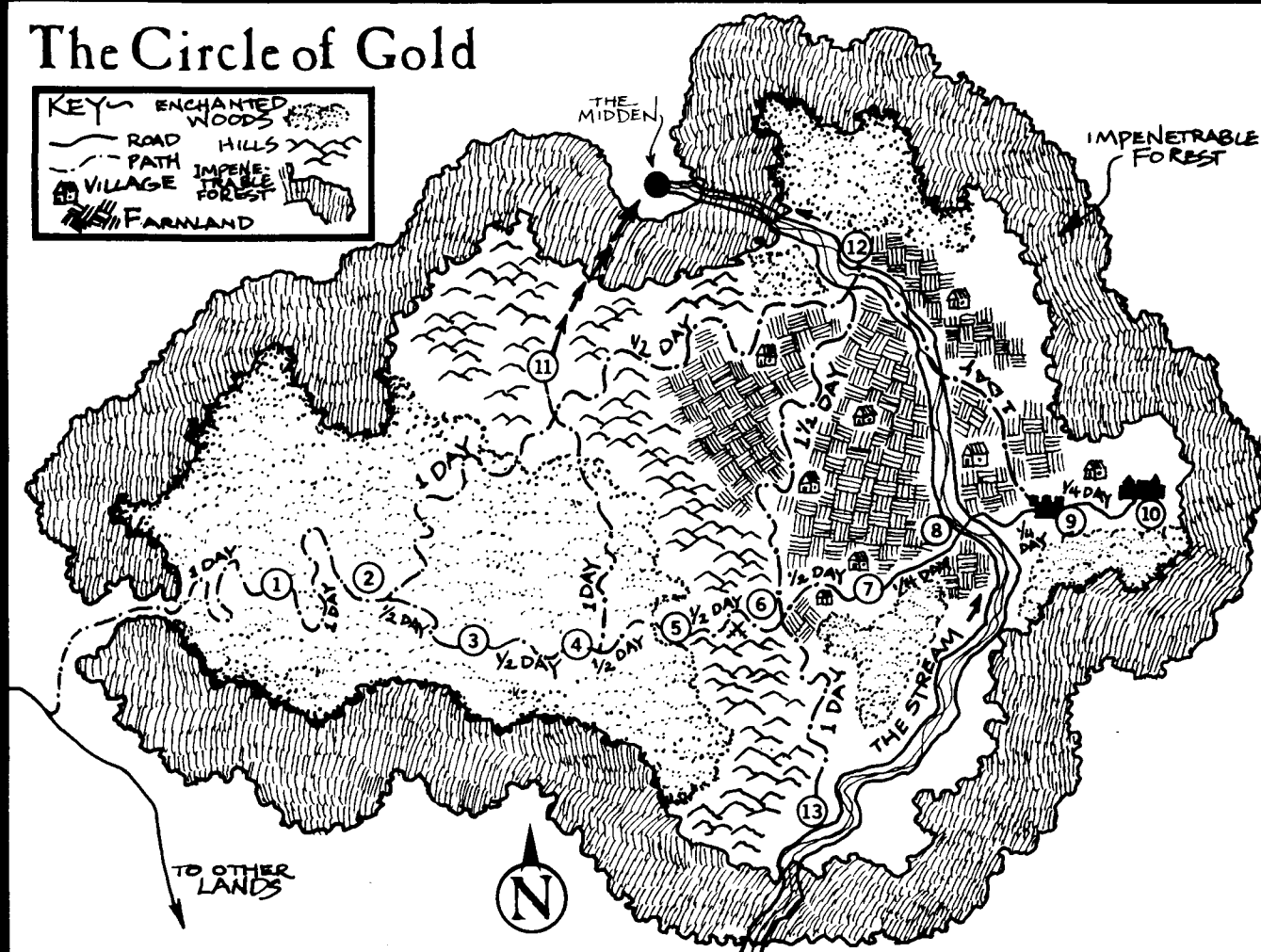
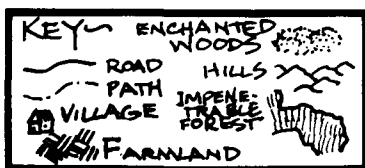
The four sample knights (the Bumpkin Knight, etc.) are included for your use in the two adventures, whenever you need an interesting gamemaster knight to interact with the player knights. They can also be used in your own campaign. Note that designing their shields is up to you. Thus you can have these knights appear several times, with different arms and names (feel free to use names other than those suggested on the sheets).



PENDRAGON		Statistics		Glory Total
Player		SIZ	14	4,620
Personal Data		DEX	11	
Name: BELINANS		STR	14	
Homeland: SUGALES		CON	11	
Culture: CYMRIC Religion: PAGAN		APP	15	
Father's Name: ALLYN		Total Hit Points	25	
Father's Class: NOBLE Son Number: 1		Major Wound	11	
Liege Lord: ARTHUR		Knockdown	14	
Current Class: KING OF SUGALES		Unconscious	6	
Current Home: CASTLE RHUN		Move	3 yards/round	
Age: 45 Year Born: _____		Damage	5	
		Healing	3 points/week	
Personality Traits		current hit points		
Religious Bonus: NONE		Distinctive Features: BURLY, CHEERFUL, GRAY HAIR		
Chivalry Total: 84				
- Chaste 4 - Energetic 16 - Forgiving 14 - Generous 16 - Honest 17 - Just 15 - Merciful 15 - Modest 7 - Pious 10 - Temperate 7 - Trusting 16 - Virtuous 15		Skills Awareness 10 Boat 5 Chirurgery 5 Courtesy 17 Cymric Custom 19 Cymric Literacy 5 Dance 13 First Aid 10 Folklore 2 Game 10 Heraldry 15 Intrigue 8 Irish Custom 15 Joust 15 Latin Literacy 5 Orate 16 Pictish Custom 2 Play (LUTE) 10 Recognize 10 Roman Custom 5 Saxon Custom 5 Sing 5 Speak Cymric 13 Speak Irish 13 Speak Latin 2 Speak Pictish 1 Speak Saxon 1 Stewardship 5 Swim 17 Worship 10		
Passions Loyalty (liege) ARTHUR 15 Love (family) LOVE 18 Loyalty (vassals) LOVE 14		Combat Skills Battle 15 Lance (horse) 17 Ride 20 Sword 23 Spears 5 Boarspear 13 Dagger 10		
Equipment Armor Type: HALF-PLATE 12 SUPERB COURT CLOTHES WORTH 8 LIGRUM JEWELLED SWORD WORTH 4 L.		Joust Wins _____ Losses _____ Horse Type: KING'S CHARGER Damage: 7 db. Move: 9 Equipment Carried: _____ CON 16 5 TO RIDING ROLL Squire Name: AERON Age: 16 Horse: CHARGER Notes & Equipment: _____		

PENDRAGON		Statistics		Glory Total
Player		SIZ	8	3,200
Personal Data		DEX	17	
Name: ELIDIA THE FAIR		STR	10	
Homeland: SUGALES		CON	16	
Culture: CYMRIC Religion: PAGAN		APP	23	
Father's Name: BARTLE		Total Hit Points	24	
Father's Class: PEASANT Son Number: _____		Major Wound	16	
Liege Lord: KING BELINANS		Knockdown	8	
Current Class: QUEEN OF SUGALES		Unconscious	6	
Current Home: SUGALES		Move	3 yards/round	
Age: 36 Year Born: _____		Damage	3 db	
		Healing	3 points/week	
Personality Traits		current hit points		
Religious Bonus: NONE		Distinctive Features: VOLUPTUOUS FIGURE, APPARENT AGE 25		
Chivalry Total: 84				
- Chaste 0 - Energetic 16 - Forgiving 3 - Generous 2 - Honest 1 - Just 2 - Merciful 10 - Modest 4 - Pious 19 - Temperate 8 - Trusting 5 - Valorous 15		Skills Awareness 17 Boat 2 Chirurgery 10 Courtesy 15 Cymric Custom 12 Cymric Literacy 1 Dance 20 First Aid 15 Folklore 2 Game 5 Heraldry 7 Intrigue 16 Irish Custom 1 Joust 0 Latin Literacy 0 Orate 16 Pictish Custom 0 Play (FLUTE) 4 Recognize 12 Roman Custom 1 Saxon Custom 1 Sing 8 Speak Cymric 15 Speak Irish 1 Speak Latin 1 Speak Pictish 1 Speak Saxon 2 Stewardship 10 Swim 10 Track 20 Worship 10		
Passions Loyalty (liege) BELINANS 9 Love (family) LOVE 10 Love (horns) LOVE 18 Hate (Arthur) HATE 16		Combat Skills Battle 0 Lance (horse) 0 Ride 0 Sword 5 Dagger 5		
Equipment Armor Type: _____ MAGIC - CONTROL, DREAMS, SEDUCTION, VANISH, RAISE COMBAT SKILL, SUMMON MONSTER REVEALING PINK & ERMINE COURT GOWN WORTH 10 LIGRUM		Joust Wins _____ Losses _____ Horse Type: WHITE PALFREY Damage: 5 db. Move: 9 Equipment Carried: _____ CON 16		

The Circle of Gold



Cross-Section of the Valley

PENDRAGON

Player

Personal Data *BUMPKIN KNIGHT*

Name: *CUTHBERT*

Homeland: *SUSSEX*

Culture: *SAXON* Religion: *WICANIC*

Father's Name: *EGBERT*

Father's Class: *NOBLE* Son Number: *1*

Liege Lord: *Duke of SUSSEX*

Current Class: *NEW KNIGHT*

Current Home: *SUSSEX DOWNS*

Age: *21* Year Born:

Statistics

SIZ: *18*

DEX: *6*

STR: *10*

CON: *15*

APP: *9*

Total Hit Points: *33*

Major Wound: *15*

Knockdown: *8*

Unconscious: *8*

Move: *2* yards/round

Damage: *5* d6

Healing: *3* points/week

current hit points

Glory Total: *100*

Distinctive Features: *CHUBBY AND HOMEY, FOOLISH GRIN*

Personality Traits

Religious Bonus: *+14.3 DAMAGE*

Chivalry Total: *64*

Chaste: *9* Lustful: *11*

Energetic: *7* Lazy: *13*

Forgiving: *15* Vengeful: *5*

Generous: *17* Selfish: *3*

Honest: *10* Deceitful: *10*

Just: *10* Arbitrary: *10*

Merciful: *10* Cruel: *10*

Modest: *4* Proud: *16*

Pious: *3* Worldly: *17*

Temperate: *2* Indulgent: *18*

Trusting: *18* Suspicious: *2*

Valorous: *16* Cowardly: *4*

Skills

Awareness: *4*

Boat: *1*

Chirurgery: *1*

Courtesy: *2*

Cymric Custom: *2*

Cymric Literacy: *4*

Dance: *4*

First Aid: *2*

Folklore: *4*

Game: *4*

Hawking: *4*

Heraldry: *4*

Intrigue: *4*

Irish Custom: *4*

Joust: *4*

Latin Literacy: *4*

Pictish Custom: *2*

Play (DRUM): *2*

Recognize: *2*

Roman Custom: *1*

Saxon Custom: *10*

Sing: *1*

Speak Cymric: *3*

Speak Irish: *1*

Speak Latin: *1*

Speak Pictish: *1*

Stewardship: *3*

Swim: *4*

Track: *1*

Worship: *0*

Drink Ale: *10*

Combat Skills

Battle: *7*

Lance (horse): *8*

Ride: *8*

Sword: *8*

AXE: *8*

GREATAXE: *12*

Passions

emotion subject intensity

Loyalty (liege) *DUKE* *15*

Love (family) *16*

LOVE (GROOMING) *14*

LOVE (CHOR) *15*

Equipment

Armor Type: *LIGHT CHAIN* [*8*]

RECENTLY KNIGHTED UPON REACHING AGE 21.

ALWAYS TRYING TO PLEASE HIS FRIENDS.

RIDICULOUS, OUT-OF-STYLE PURPLE VELVET COURT CLOTHES.

PENDRAGON

Player

Personal Data *BOOKWORM KNIGHT*

Name: *LIBRIX THE COURTEOUS*

Homeland: *YORK (MALANAVT)*

Culture: *ROMAN* Religion: *CHRISTIAN*

Father's Name: *ULPRUS*

Father's Class: *NOBLE* Son Number: *6*

Liege Lord: *BERRANT LE APRES*

Current Class: *KNIGHT*

Current Home: *YORK*

Age: *29* Year Born:

Statistics

SIZ: *12*

DEX: *7*

STR: *9*

CON: *13*

APP: *16*

Total Hit Points: *25*

Major Wound: *13*

Knockdown: *12*

Unconscious: *6*

Move: *2* yards/round

Damage: *4* d6

Healing: *2* points/week

current hit points

Glory Total: *1,162*

Distinctive Features: *NEARSIGHTED, SMALL MOUSTACHE*

Personality Traits

Religious Bonus: *NONE*

Chivalry Total: *73*

Chaste: *18* Lustful: *12*

Energetic: *8* Lazy: *12*

Forgiving: *16* Vengeful: *4*

Generous: *14* Selfish: *6*

Honest: *15* Deceitful: *5*

Just: *17* Arbitrary: *3*

Merciful: *16* Cruel: *4*

Modest: *8* Proud: *12*

Pious: *10* Worldly: *10*

Temperate: *18* Indulgent: *2*

Trusting: *12* Suspicious: *8*

Valorous: *10* Cowardly: *10*

Skills

Awareness: *4*

Boat: *0*

Chirurgery: *0*

Courtesy: *18*

Cymric Custom: *5*

Cymric Literacy: *15*

Dance: *10*

First Aid: *10*

Folklore: *8*

Game: *4*

Hawking: *4*

Heraldry: *11*

Intrigue: *8*

Irish Custom: *4*

Joust: *17*

Latin Literacy: *21*

Orate: *10*

Pictish Custom: *1*

Play (LUTE): *13*

Recognize: *2*

Roman Custom: *10*

Saxon Custom: *2*

Sing: *5*

Speak Cymric: *5*

Speak Irish: *3*

Speak Latin: *15*

Speak Pictish: *3*

Speak Saxon: *3*

Stewardship: *2*

Swim: *0*

Track: *1*

Worship: *5*

HISTORY: *12*

COMPOSE POETRY: *5*

Combat Skills

Battle: *10*

Lance (horse): *10*

Ride: *12*

Sword: *12*

DAGGER: *4*

Passions

emotion subject intensity

Loyalty (liege) *BERRANT* *15*

Love (family) *14*

LOVE (CLASSICS) *16*

Equipment

Armor Type: *SHINING CHAIN* [*10*]

ALWAYS OFFERING TO WRITE POETRY FOR FRIENDS.

FINE BLACK SILK COURT CLOTHES WORTH 3 LIBRUM.

ANTIQUE SWORD WITH JEWELLED HILT WORTH 2 LIBRUM.

PENDRAGON

Player

Personal Data *THE HUNTER*

Name: *MACWID THE PICT*

Homeland: *ESCOCE*

Culture: *PICT* Religion: *PAGAN*

Father's Name: *CIAN*

Father's Class: *KNIGHT* Son Number: *1*

Liege Lord: *KING MAILCON*

Current Class: *BANNERET*

Current Home: *COURT OF KING MAILCON*

Age: *27* Year Born:

Statistics

SIZ: *15*

DEX: *20*

STR: *15*

CON: *18*

APP: *11*

Total Hit Points: *33*

Major Wound: *18*

Knockdown: *15*

Unconscious: *8*

Move: *4* yards/round

Damage: *5* d6

Healing: *5* points/week

current hit points

Glory Total: *2055*

Distinctive Features: *VERY HEAVY AND FIT, SCARRED*

Personality Traits

Religious Bonus: *+2 HEALING*

Chivalry Total: *82*

Chaste: *4* Lustful: *16*

Energetic: *19* Lazy: *1*

Forgiving: *8* Vengeful: *12*

Generous: *16* Selfish: *4*

Honest: *16* Deceitful: *4*

Just: *15* Arbitrary: *5*

Merciful: *10* Cruel: *10*

Modest: *4* Proud: *16*

Pious: *17* Worldly: *3*

Temperate: *15* Indulgent: *5*

Trusting: *9* Suspicious: *11*

Valorous: *18* Cowardly: *2*

Skills

Awareness: *20*

Boat: *2*

Chirurgery: *2*

Courtesy: *2*

Cymric Custom: *1*

Cymric Literacy: *0*

Dance: *1*

First Aid: *15*

Folklore: *15*

Game: *2*

Hawking: *15*

Heraldry: *5*

Intrigue: *1*

Irish Custom: *3*

Joust: *3*

Latin Literacy: *3*

Orate: *3*

Pictish Custom: *12*

Play (FLUTE): *12*

Recognize: *12*

Roman Custom: *1*

Saxon Custom: *1*

Sing: *2*

Speak Cymric: *2*

Speak Irish: *2*

Speak Latin: *1*

Speak Pictish: *10*

Speak Saxon: *1*

Stewardship: *18*

Swim: *21*

Track: *5*

Worship: *10*

SET SNARES: *10*

Combat Skills

Battle: *10*

Lance (horse): *10*

Ride: *20*

Sword: *16*

BOARDSPEAR: *21*

DAGGER: *20*

BOW: *19*

AMBUSH: *16*

Passions

emotion subject intensity

Loyalty (liege) *MAILCON* *17*

Love (family) *17*

LOVE (HUNTING) *18*

LOVE (WIFE) *15*

LOVE (GODDESS) *13*

Equipment

Armor Type: *HEAVY CHAIN* [*10*]

ALWAYS TELLING STORIES OF PAST HUNTS USING ORATORY.

VERY PROUD OF ARMOR.

WEATHERED LEATHER CLOTHES, GOLD TORE (WORTH 2L) FROM KING.

SEVERAL KNIVES, VERY SHARP.

PENDRAGON

Player

Personal Data *THE POOR LOSER*

Name: *VICTOR*

Homeland: *IRELAND*

Culture: *IRISH* Religion: *PAGAN*

Father's Name: *PADRIAC*

Father's Class: *SQUIRE* Son Number: *5*

Liege Lord: *KING ANGUISH*

Current Class: *KNIGHT*

Current Home: *LOBBES*

Age: *34* Year Born:

Statistics

SIZ: *9*

DEX: *12*

STR: *18*

CON: *20*

APP: *13*

Total Hit Points: *29*

Major Wound: *20*

Knockdown: *9*

Unconscious: *7*

Move: *2* yards/round

Damage: *5* d6

Healing: *4* points/week

current hit points

Glory Total: *380*

Distinctive Features: *VERY SHORT, HOT EYES, RED FACE*

Personality Traits

Religious Bonus: *NONE*

Chivalry Total: *46*

Chaste: *3* Lustful: *17*

Energetic: *17* Lazy: *3*

Forgiving: *1* Vengeful: *13*

Generous: *4* Selfish: *16*

Honest: *12* Deceitful: *8*

Just: *2* Arbitrary: *18*

Merciful: *7* Cruel: *13*

Modest: *2* Proud: *19*

Pious: *8* Worldly: *12*

Temperate: *17* Indulgent: *3*

Trusting: *2* Suspicious: *18*

Valorous: *14* Cowardly: *6*

Skills

Awareness: *15*

Boat: *3*

Chirurgery: *0*

Courtesy: *5*

Cymric Custom: *3*

Cymric Literacy: *0*

Dance: *2*

First Aid: *10*

Folklore: *3*

Game: *2*

Hawking: *2*

Heraldry: *4*

Intrigue: *10*

Irish Custom: *10*

Joust: *10*

Latin Literacy: *0*

Orate: *12*

Pictish Custom: *1*

Play (HARP): *2*

Recognize: *4*

Roman Custom: *1*

Saxon Custom: *1*

Sing: *5*

Speak Cymric: *10*

Speak Irish: *10*

Speak Latin: *1*

Speak Pictish: *1*

Speak Saxon: *2*

Stewardship: *2*

Swim: *8*

Track: *8*

Worship: *2*

Combat Skills

Battle: *10*

Lance (horse): *11*

Ride: *12*

Sword: *15*

AXE: *7*

MADE: *5*

SPEAR: *8*

DAGGER: *8*

Passions

emotion subject intensity

Loyalty (liege) *ANGUISH* *13*

Love (family) *3*

HATE (COWARDLY KNIGHTS) *16*

HATE (RICH KNIGHTS) *15*

Equipment

Armor Type: *RUSTY CHAIN* [*8*]

ACQUIRES VICTORIOUS OPPONENTS OF CHEATING, USING ORATORY AND INTRIGUE.

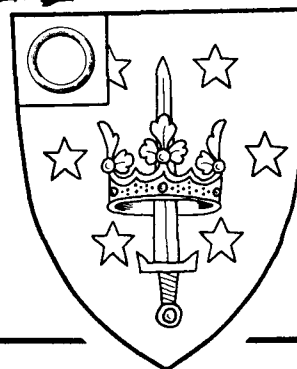
HIDDEN DAGGER IN BOOT.

THREADBARE COURT CLOTHES.

Pendragon Land Record


SIDE 1

 (From) **KING FALLAGANTIS**

 Pledges protection, sustenance, and livelihood in return for unswerving loyalty, military aid, counsel in all matters, and these other things: **UPHOLD THE CHALLENGE OF THE CIRCLE OF GOLD AGAINST ALL WHO COME, TO THE DEATH**

 On this day _____
 hereby ☐ Gifts or ☒ Grants to:
HIS SON FARION
 the following fief: **THE LAND OF THE CIRCLE OF GOLD**

Description:

•PENNATH'S DEMESNE•

150 HYDES	=	150 F
CITY (POP 17)	=	17 G
7 VILLAGES (POP 30)	=	30 G
HUNTING RIGHTS	=	4 F
TOLLS	=	2 G
TOTAL	=	

•BARON'S FIEF•

40 HYDES	=	40 F
TOWN (POP 10)	=	10 G

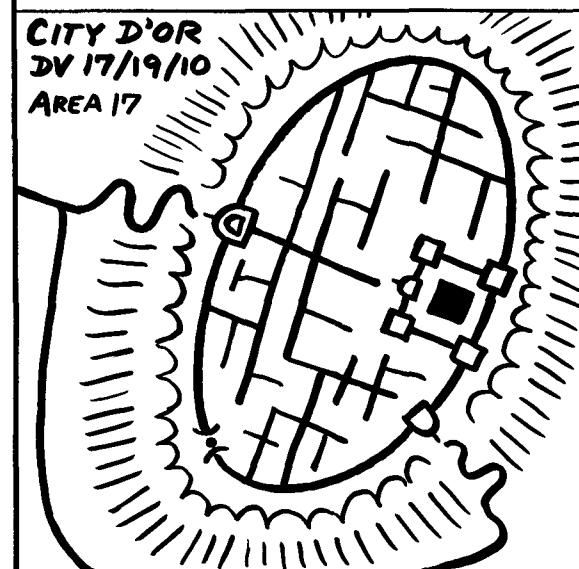
•BANNERET'S FIEF•

15 HYDES	=	15 F
VILLAGE (POP 5)	=	5 G

Vassals:

	Loyalty (Liege)
BARON VARNANGIS (1S, 9K, 15M)	(16)
SIR PATRIDES (1R, 3K, 10M)	(17)
VALET AU CERCLE D'OR (1R)	(18)
KNIGHT OF THE ORCHARD (1R)	(15)
SIR DORGANE (1K)	(15)
	()
	()
	()
	()
	()
	()

FIEF MAP

CASTLE DIAGRAM


Pendragon Land Record SIDE 2

Standards of Living		Loyalties	
level	state of the land		
0	Wasteland	Knights' (to Liege)	<u>17</u> ☐
1	Impoverished	Men-At-Arms (to Liege)	<u>15</u> ☐
2-3	Poor	Peasants' (to Liege)	<u>12</u> ☐
4-7	Normal		
8-9	Rich		
10	Sumptuous		
Peasants			
Hate (Liege)	<u>0</u> ☐	Liege's (to Vassals)	<u>19</u> ☐
Love (Liege)	<u>12</u> ☐	Liege's Liege (to Vassals)	<u>—</u> ☐
Steward:		(FARION'S WIFE)	
Battle	<u>3</u> ☐	Energetic	<u>14</u> ☐
Stewardship	<u>15</u> ☐	Just	<u>12</u> ☐
	☐	Arbitrary	<u>8</u> ☐
	☐	Cruel	<u>10</u> ☐
	☐	Generous	<u>8</u> ☐
	☐	Valor	<u>12</u> ☐

Fief Income: **PENNATH'S DEMESNE**

Average Income = 154 Food + 49 Goods = Total 203
 Income x 1.5 = 231 Food + 74 Goods = Total 305
 Income x 2 = 308 Food + 98 Goods = Total 406

Fief Expenses: **PENNATH'S DEMESNE**

33 Knights' Fees = 33 food + 33 goods
175 Men-at-arms = 35 food
 Own Rank Expenses = 50 food + 25 goods
 2 RICH KNIGHTS Other Expenses = 6 food + 6 goods
TOTAL EXPENSES = 124 food + 64 goods

SUPPORT KNIGHTS: Impoverished < 1 L; Poor 1-2 L; Ordinary 2-4 L; Rich 4-8 L; Superlative 8+ L. **SUPPORT 5 MEN-AT-ARMS:** 1 F. **SUPPORT SELF:** Banneret 10 L; Baron 26 L; Count 72 L; Duke 164 L; King 216 L.

YEAR	SOL LEVEL	STEWARD ROLL	INCOME MODIFIERS	EVENTS	+2 BLESSING ON LAND	ARMY S R K P M	+/- TREASURY	TREASURY FOOD GOODS SE
—	8	✓	+1+2+2	EXCELLENT HARVEST		2 3 46	200 231F+74G	270 80 50
				PAY EXPENSES			-124F-64G	146 16 50
—	9	—	+0+2+2	GOOD HARVEST		2 3 46	200 154F+49G	300 65 50
				PAY EXPENSES			-124F-64G	176 1 50
—	9	✓	+1+0+2	GOOD HARVEST		2 3 46	200 154F+49G	330 50 50
				GREAT HUNTING			+8F	338 50 50
				CONVERT F→G @ 2-1			-100F+50G	238 100 50
				PAY EXPENSES			-124F-64G	114 36 50
—	8	✓	+1+0+2	EXCELLENT HARVEST		2 3 46	200 231F+74G	345 110 50

PENDRAGON

Statistics

SIZ 16
 DEX 18
 STR 23
 CON 21
 APP 17

Glory Total

6,324

Personal Data

QUEEN'S CHAMPION
 Name: **SWAID**
 Homeland: **SUGALES**
 Culture: **CYMRIC** Religion: **PASAN**
 Father's Name: **PERTAX**
 Father's Class: **WRIGHT** Son Number: **2**
 Liege Lord: **MING BELLINANS**
 Current Class: **BANNERET**
 Current Home: **OROFISE**
 Age: **31** Year Born:

Personality Traits

Religious Bonus: **NONE**
 Chivalry Total [+]: **63**

☐ Chaste	4	16	Lustful	☐
☐ Energetic	18	2	Lazy	☐
☐ Forgiving	7	13	Vengeful	☐
☐ Generous	16	4	Selfish	☐
☐ Honest	3	17	Deceitful	☐
☐ Just	5	15	Arbitrary	☐
☐ Merciful	4	16	Cruel	☐
☐ Modest	2	18	Proud	☐
☐ Pious	14	6	Worldly	☐
☐ Temperate	10	10	Indulgent	☐
☐ Trusting	6	14	Suspicious	☐
☐ Valorous	18	2	Cowardly	☐

Skills

Awareness: 17
 Boat: 10
 Chirurgery: 0
 Courtesy: 14
 Cymric Custom: 15
 Cymric Literacy: 0
 Dance: 10
 First Aid: 10
 Folklore: 16
 Game: 4
 Hawking: 5
 Heraldry: 10
 Intrigue: 10
 Irish Custom: 10
 Joust: 17
 Latin Literacy: 0
 Orate: 12
 Pictish Custom: 10
 Play (RECORD): 3
 Recognize: 10
 Roman Custom: 5
 Saxon Custom: 5
 Sing: 7
 Speak Cymric: 13
 Speak Irish: 3
 Speak Latin: 2
 Speak Pictish: 2
 Speak Saxon: 3
 Stewardship: 10
 Swim: 0
 Track: 9
 Worship: 3
 Seduction: 10

Combat Skills

Battle: 10
 Lance (horse): 20
 Ride: 20
 Sword: 21
 Spear: 10
 Dagger: 15

Distinctive Features

VERY TALL & SLIM
SUPERIOR EXPRESSION

Passions

Loyalty (liege): 0
 Love (family): 15
 LOVE (ELIDIA): 19
 LOVE (HORNED GOD): 15

Equipment

Armor Type: **ENGRAVED HALF-PLATE** [12]
GOLDEN WREATH BRACELET ON UPPER ARM - GIVES +5 TO SWORD SKILL IF ENCHANTED BY ELIDIA
GOLD WREATH BROODEN ON SHOULDER [EXEMES 1-10]

PENDRAGON

Statistics

SIZ 9
 DEX 11
 STR 12
 CON 12
 APP 7

Glory Total

4,205

Personal Data

HOLY MAN
 Name: **TANICUS**
 Homeland: **CORNWALL (CYETER)**
 Culture: **ROMAN** Religion: **CHRISTIAN**
 Father's Name: **ULPRUS**
 Father's Class: **PEASANT** Son Number: **3**
 Liege Lord: **WHATEVER VISIONS LEAD**
 Current Class: **WHATEVER VISIONS LEAD**
 Age: **40** Year Born:

Personality Traits

Religious Bonus: **+3 ARMOR**
 Chivalry Total [+]: **95**

☐ Chaste	19	1	Lustful	☐
☐ Energetic	14	6	Lazy	☐
☐ Forgiving	14	4	Vengeful	☐
☐ Generous	17	3	Selfish	☐
☐ Honest	16	4	Deceitful	☐
☐ Just	15	5	Arbitrary	☐
☐ Merciful	16	4	Cruel	☐
☐ Modest	16	4	Proud	☐
☐ Pious	19	1	Worldly	☐
☐ Temperate	19	10	Indulgent	☐
☐ Trusting	10	10	Suspicious	☐
☐ Valorous	17	3	Cowardly	☐

Skills

Awareness: 9
 Boat: 2
 Chirurgery: 9
 Courtesy: 5
 Cymric Custom: 2
 Cymric Literacy: 0
 Dance: 0
 First Aid: 15
 Folklore: 10
 Game: 10
 Hawking: 10
 Heraldry: 10
 Intrigue: 5
 Irish Custom: 10
 Joust: 10
 Latin Literacy: 0
 Orate: 15
 Pictish Custom: 10
 Play (): 10
 Recognize: 12
 Roman Custom: 10
 Saxon Custom: 10
 Sing: 12
 Speak Cymric: 8
 Speak Irish: 10
 Speak Latin: 10
 Speak Pictish: 10
 Speak Saxon: 10
 Stewardship: 10
 Swim: 0
 Track: 2
 Worship: 24

Combat Skills

Battle: 0
 Lance (horse): 0
 Ride: 0
 Sword: 0
 CUDGEL: 5

Distinctive Features

ERECT BEARING
GAUNT

Passions

Loyalty (liege): 0
 Love (family): 3
 LOVE (JESUS): 20

Equipment

Armor Type: **WOOLEN ROBES** [1]
HOLY RELIC - SWORD HAND OF ST. ALBANS - CHIVALROUS INSPIRATION, MAGIC
PERSONAL MAGIC - VISIONS, PROPHECY

PENDRAGON

Statistics

SIZ 17
 DEX 14
 STR 18
 CON 23
 APP 14

Glory Total

9,300

Personal Data

MAGICAL KING
 Name: **FARION**
 Homeland: **LAND OF CIRCLE OF GOLD**
 Culture: **CYMRIC** Religion: **CHRISTIAN**
 Father's Name: **FALLAGANTIS**
 Father's Class: **NOBLE** Son Number: **1**
 Liege Lord: **NONE**
 Current Class: **PENNATH**
 Current Home: **LAND OF CIRCLE OF GOLD**
 Age: **35** Year Born:

Personality Traits

Religious Bonus: **NONE**
 Chivalry Total [+]: **97**

☐ Chaste	14	6	Lustful	☐
☐ Energetic	15	5	Lazy	☐
☐ Forgiving	11	9	Vengeful	☐
☐ Generous	16	4	Selfish	☐
☐ Honest	15	5	Deceitful	☐
☐ Just	17	3	Arbitrary	☐
☐ Merciful	16	4	Cruel	☐
☐ Modest	15	5	Proud	☐
☐ Pious	12	8	Worldly	☐
☐ Temperate	13	7	Indulgent	☐
☐ Trusting	14	6	Suspicious	☐
☐ Valorous	18	2	Cowardly	☐

Skills

Awareness: 20
 Boat: 5
 Chirurgery: 5
 Courtesy: 20
 Cymric Custom: 18
 Cymric Literacy: 15
 Dance: 16
 First Aid: 16
 Folklore: 16
 Game: 10
 Hawking: 15
 Heraldry: 15
 Intrigue: 5
 Irish Custom: 3
 Joust: 20
 Latin Literacy: 15
 Orate: 15
 Pictish Custom: 16
 Play (LUTE): 16
 Recognize: 12
 Roman Custom: 15
 Saxon Custom: 15
 Sing: 10
 Speak Cymric: 10
 Speak Irish: 5
 Speak Latin: 5
 Speak Pictish: 5
 Speak Saxon: 5
 Stewardship: 10
 Swim: 10
 Track: 10
 Worship: 10

Combat Skills

Battle: 16
 Lance (horse): 21
 Ride: 35
 Sword: 20
 AXE: 20
 GREATSPEAR: 10
 SPEAR: 10
 DAGGER: 12

Distinctive Features

MAGIC EXPRESSION
MANY SCARS

Passions

Loyalty (liege): **NONE**
 Love (family): 15
 LOYALTY (VASSALS): 19
 LOVE (WIFE): 15

Equipment

Armor Type: **HALF-PLATE** [12]
MAGICAL SKILLS & STATISTICS
CAN USE SWORD & AXE IN COMBINATION, 2 ATTACKS/RND
+3 ARMOR
+146 DAMAGE
+1 DAMAGE WITH SWORD
+146 DAMAGE IN JOUST

PENDRAGON

Statistics

SIZ 13
 DEX 8
 STR 7
 CON 12
 APP 11

Glory Total

3,200

Personal Data

GENEROUS OLD BARON
 Name: **VARNANGIS**
 Homeland: **LAND OF CIRCLE OF GOLD**
 Culture: **CYMRIC** Religion: **CHRISTIAN**
 Father's Name: **BLEDIG**
 Father's Class: **NOBLE** Son Number: **2**
 Liege Lord: **KING FARION**
 Current Class: **BARON**
 Current Home: **CATTLE OF THE YELLOW GHOST**
 Age: **51** Year Born:

Personality Traits

Religious Bonus: **NONE**
 Chivalry Total [+]: **78**

☐ Chaste	14	6	Lustful	☐
☐ Energetic	11	9	Lazy	☐
☐ Forgiving	12	8	Vengeful	☐
☐ Generous	17	3	Selfish	☐
☐ Honest	16	4	Deceitful	☐
☐ Just	13	7	Arbitrary	☐
☐ Merciful	14	7	Cruel	☐
☐ Modest	16	12	Proud	☐
☐ Pious	10	10	Worldly	☐
☐ Temperate	10	10	Indulgent	☐
☐ Trusting	12	8	Suspicious	☐
☐ Valorous	13	7	Cowardly	☐

Skills

Awareness: 10
 Boat: 2
 Chirurgery: 6
 Courtesy: 15
 Cymric Custom: 15
 Cymric Literacy: 8
 Dance: 10
 First Aid: 10
 Folklore: 10
 Game: 16
 Hawking: 10
 Heraldry: 10
 Intrigue: 12
 Irish Custom: 4
 Joust: 8
 Latin Literacy: 15
 Orate: 15
 Pictish Custom: 12
 Play (HARP): 12
 Recognize: 12
 Roman Custom: 3
 Saxon Custom: 2
 Sing: 15
 Speak Cymric: 15
 Speak Irish: 15
 Speak Latin: 1
 Speak Pictish: 1
 Speak Saxon: 1
 Stewardship: 5
 Swim: 2
 Track: 1
 Worship: 2

Combat Skills

Battle: 15
 Lance (horse): 15
 Ride: 16
 Sword: 22
 GREATSPEAR: 5
 SPEAR: 5

Distinctive Features

TWINKLING EYES

Passions

Loyalty (liege): **NONE**
 Love (family): 18
 LOYALTY (VASSALS): 15

Equipment

Armor Type: **HALF-PLATE** [12]
ENJOYS GAMBLING & CHESS
BLACK & GOLD COURT CLOTHES
WORTH 3 LIBRUM

Characters

How do PENDRAGON characters evolve? Some players enjoy a technique for planning their character's development that Chaosium calls the "Mini-Max" system. Players of this persuasion obsessively create and foster characters that have all the maximum or minimum traits and skills necessary to be as strong and successful as a game permits.

The knights here are more reasonable, though they certainly are not weak. They are created with the assumption that the characters were rolled using 3d6, not allocated, and that they were not able to increase SIZ every year until age 35. It is suggested that characters stop growing after age 21, unless you like campaigns where all player knights do 6d6 damage.

These knights also show a variety of development strategies for the earlier years of a knight's career. The Notable knight chose to concentrate on his Sword skill, while the Famous knight chose to increase his Statistics during that period.

Extraordinary Knights (the most exalted category on the Glory Ranking Table) must have a character sheet to themselves: they are too complex and unusual to be listed as a simple set of generic statistics. If most of the player knights in your campaign are Extraordinary Knights, and you are not to Phase Four or Five, you may have a Glory inflation problem. Remember that an adventure takes up at least one year, often two.

Format for these knights is the same as that for other statistics given in this book. All knights are of Cymric stock. Statistics would be different for other cultures. Armor values are for Phase Two of the PENDRAGON CAMPAIGN supplement.

POWERFUL GAMEMASTER KNIGHTS

Based on Glory

This set of combat statistics for gamemaster knights is offered as an alternative to the much weaker generic knights described on the back of the PENDRAGON Characters folder. These knights are based on the Glory Ranking Table in the PENDRAGON Player's Book, one of the most important tables in the game. It is suggested that you substitute the one set of knights for the other, as follows:

Normal Campaign: Average knight = Ordinary knight; Good knight = Praiseworthy knight; Excellent knight = Notable knight.

High Level Campaign: Average knight = Ordinary knight; Good knight = Notable knight; Excellent knight = Famous knight.

For variety, intersperse both kinds of knights in a group of gamemaster knights (e.g. three Good knights and two Praiseworthy knights out of a total group of five).

Ordinary Knight: 500 Glory, age 23

SIZ 11	Move	2	Major Wound	14
DEX 11	Damage	4d6	Unconscious	6
STR 11	Heal	3	Knockdown	11
CON 14	Hit points	25	Armor	8

Skills and Traits: Awareness 8, Joust 10, Battle 10, Lance 10, Ride 12, Sword 16, Valorous 12.

Praiseworthy Knight: 1500 Glory, age 26

SIZ 16	Move	3	Major Wound	19
DEX 10	Damage	5d6	Unconscious	9
STR 12	Heal	3	Knockdown	16
CON 19	Hit points	35	Armor	10

Skills and Traits: Awareness 10, Joust 18, Battle 15, Lance 12, Ride 15, Sword 21, Valorous 14.

Notable Knight: 3500 Glory, age 30

SIZ 13	Move	3	Major Wound	17
DEX 16	Damage	5d6	Unconscious	8
STR 14	Heal	3	Knockdown	13
CON 17	Hit points	30	Armor	10

Skills and Traits: Awareness 15, Joust 15, Battle 20, Lance 18, Ride 18, Sword 23, Valorous 16.

Famous Knight: 6500 Glory, age 35

SIZ 19	Move	3	Major Wound	23
DEX 13	Damage	6d6	Unconscious	11
STR 15	Heal	4	Knockdown	19
CON 23	Hit points	42	Armor	12

Skills and Traits: Awareness 18, Joust 18, Battle 20, Lance 20, Ride 20, Sword 23, Valorous 18.

road. Tanicus and Polayne are there at the roadside picking apples. They wave as they recognize the player knights. Tanicus offers them some apples and asks how the tournament goes, his face growing stern as the knights recount the dream and the fatigue which weakens them.

"I have studied the magic arts. I think I can help you," says Tanicus. "If you join me in prayer you will be set free of this wicked curse." He takes the skeletal hand of St. Albans from the mahogany box. The hand feels warm and alive as Tanicus touches it to each knight's head.

"With the blessings of St. Albans I free you from this curse," he says to each knight. Then he begins a prayer, asking each knight to join in. The prayer is brief. As it ends, an energetic glow fills each player knight who was willing to pray, lifting the fatigue and infusing each knight with holy power. The curse is broken: the -5 combat modifier is eradicated and each knight's chivalric virtues (those with dots to the left) are bolstered to the level of 25. They will remain so until the end of the tournament.

"Now that you are free of the spell," he says, "you should return to the tournament." As before, he explains that he awaiting a vision here and cannot accompany the player knights. "I feel as though something is about to happen." Return to the scene they left to search for the holy man.

17: Appeal To The King

The player knights may decide to appeal to the king about Queen Elidia's dream magic and her plotted regicide anytime from #7 to #10 (although they won't be sure about the regicide plot until #9). He will be happy to speak to them, even arranging a private audience if they please. If they appeal to him in public he will still listen, but will rebuke them more forcefully when they fail to bring proper evidence.

There are only two possible outcomes of their appeal to Belinans: If the holy man has not been captured yet (#10), then there is no evidence or prospect of evidence concerning treachery. Belinans rebukes their claims. "You talk too much with peasants. Never bring such claims in my court without proof. I will hear no more of this." Return to the scene from which the accusation was made and continue the adventure.

If the knights come to the king after the acolyte awakens them (#10), then the injured boy will plead to the king for help. Belinans is moved. He insists on accompanying them to free the holy man so that he can assess the situation for himself. Continue to #11.

18: Epilogue

Elidia and the Order of the Wreath should not be forgotten. An enchantress controlling a powerful order of knights would make an excellent recurring nemesis for the player knights. Elidia could harass the player knights with fairie monsters like the hippogriff, or send her knights to make things difficult for them in future adventures. This could spark an adventure of its own when the player knights decide to hunt down her and the Order of the Wreath.

If the player knights were unable to produce proper evidence of the queen's treachery, then she and her order are still at Castle Rhun. The player knights managed to foil this attempt on the king's life, but the queen is sure to try again once they leave. If she succeeds, a possible adventure could be formed around the player knights trying to convince the regent for her son that the queen is a murderess and is up to further evil.

If Elidia manages to kill the king, she takes over Sugales and harries any surviving player-knights out of her kingdom. The old ways strengthen.

the knights tell their tale

will the knights join Tanicus in prayer?

the curse is broken and all chivalric virtues = 25!

Tanicus is still waiting for a sign

if the knights have no proof

if the knights ask for audience after #10

Elidia's revenge on these meddling knights

further adventures

if the knights failed to prove her guilt

another regicide attempt?

Overview Of The Scenario

The scenario is divided into thirteen primary encounters, listed below. Four of these encounters are with guardians of the Circle of Gold (keep this secret from your players). Once these four increasingly powerful guardians have been defeated, the King of the Circle of Gold himself will expect to be challenged. It is possible to retreat at any time.

The adventure is straightforward in its events, circumstances, and sequence. There are no items or secrets that must be obtained before the player knights can go on to the next part of the adventure, although items and secrets do exist for purposes of entertainment. The enchanted wood that the party passes through in the first part of the adventure harbors many minor encounters with magical beings and monsters.

PRIMARY ENCOUNTERS

1. The Fountain (first guardian).
2. The Goblin Trap, first fork.
3. The Orchard (second guardian).
4. The Hermitage, second fork.
5. The Manor of the Knight (third guardian).
6. The Other Trap, third fork.
7. The Tower of the Banneret (fourth guardian).
8. The Field of Discord, fourth fork.
9. The Castle of the Baron (special information).
10. The City of the Circle of Gold (the King).
11. The Cave of the Hag.
12. The Bower of Maidens (a test of willpower).
13. The Gryphon Pit.

The other numbered sections (#14 through 19) concern the results of various player knight actions during the scenario.

Designer's Notes

You, the gamemaster of this scenario, deserve some understanding to exploit this scenario to its fullest.

The Circle of Gold is a straightforward scenario designed to test characters' chivalry and combat ability, plus give the players a chance to exercise their own knowledge and perception. Being clever will gain nothing of value. Hostility will breed only greater violence. I do not expect anyone to succeed the first time — perhaps no one will ever succeed! The Circle of Gold is a scenario which will draw the player knights back again and again.

The creation of the scenario began when I was reading the *D'Armagnac Armorial*, the 15th century source for the coats of arms in *KING ARTHUR PENDRAGON*. In the list were many knights new to me, including many with very evocative names like *Synades de sept fontaines*, *Le Chevalier des sept voyages*, and *the Valet au Cercle d'Or* and *Sir Patrides au Cercle d'Or*. My curiosity was piqued and my research turned up no one with these names in the usual sources. It has been suggested that the author of the list made up many of the names in order to fill out the 150 names of Round Table knights.

THE ADVENTURE OF THE CIRCLE OF GOLD

by Greg Stafford

Introduction

This scenario is designed for three to six typical player knights. Alternately, it works very well as a solo adventure.

The precise location of the land of the Adventure of the Circle of Gold is open. It is a small, self-contained geographic unit which can be placed almost anywhere.

The adventure is intended to be run several times. If not resolved on the first attempt it can be tried again and again until it is.

The adventure can occur at any time after King Arthur has come to power, and chivalry is in flower (the middle of Phase Two or later in *THE PENDRAGON CAMPAIGN* supplement).

Common Knowledge

The Adventure of the Circle of Gold is known to everyone in the neighborhood. They are happy to send adventure-seeking knights to its challenge. Many knights failed in the past, and some of them have returned and told their tales of woe, thus enlarging the general knowledge of the place and its problems.

This adventure began in the time of Uther Pendragon, a former High King who sought to unify the whole land. King Fallagantis de la Fontaine resisted the Pendragon's efforts, claiming that his land was safe and secure without a High King. He set up the Circle of Gold to prove his boast.

He placed a large circle of gold, unattended, atop a plain wooden pole in the square of his city, which was afterwards called the City au Cercle d'Or (Circle of Gold). No bandits have stolen the wonderfully wrought ornament. No outsiders have succeeded in coming to take away its pearls. The natives of the region all recognize the honor and peace which it brings their land.

The wife of King Fallagantis was a sorceress. She cast a spell on the ring so that all who swore fealty to the King of the Circle of Gold gained magic powers to defend the ring. King Fallagantis was among the rebels who fought against the Boy King. Like the others he was killed, and now his son Farion is the King of the Circle of Gold and maintains the challenge.

Only one trail is known to enter the Land of the Circle of Gold. All else is surrounded by impenetrable forests devoid of road or path.

Whoever removes the circle of gold from the center of the city succeeds at the adventure.

The challenge consists of a series of combats with guardians who await such an occasion. The first encounter with a guardian is at a fountain, and at least two other encounters exist. No one has gotten further past to count the total number of guardians. Each of the combatants seems to be assisted by a magic ring of gold. Even without the magic assistance they are good, and get better deeper into the territory. The climax of the adventure is the entrance into the City of the Circle of Gold, which is permitted only if one can defeat all the guardians and master the other hazards and tests that the land is known to contain. What test the city contains is unknown.

Ending The Adventure *(Secret Information)*

A New King: The player knights may eventually find that there are four encounters with guardian knights to be won. If a player knight wins all four encounters, he gains the right to fight the current King of the Land of the Circle of Gold at #10, the City. The fight is to the death, and if the player knight kills his opponent, he becomes the new king. However, the winning player knight may then find himself involved in a new adventure See #10 and 19 for more ideas on the consequences of a new king.

Defeat and Retreat: All characters have been defeated by the defenders. At that time they will continue to be entertained, but refused permission to travel any further into the Land of the Circle of Gold.

Disqualified characters may accompany their party inward until everyone is disqualified, but at that point they must all retreat back to their starting point outside the kingdom (see #16). All player knights who fought at least one challenge receive 25 Glory simply for attempting this chivalrous and difficult adventure.

Unchivalrous Behavior: If the knights take one of the magical golden bands from a group of guardians, or they persist in pushing inward after they are all defeated in chivalrous combat, they will be warned off, watched by scouts, and finally ambushed by the King and his forces (see #18). The King will capture or, if necessary, kill those who have violated his hospitality. All captured knights are imprisoned without chance of ransom. They are kept in the Castle of the Yellow Ghost (#9) and not allowed to leave its safety. They must remain imprisoned until freed by someone who succeeds at the adventure.

The Rules Of The Challenge

The rules below will be stated by the squire or dwarf who greets the player knights at each encounter with guardian knights.

THREE COMBATS MUST BE UNDERTAKEN: The guardian knight will fight three one-on-one combats with each challenging player knight: Joust, Sword on horse, and any weapons on foot. Lance combat is not a part of the challenge, since the damage inflicted by a lance is more appropriate to a battlefield than to a chivalrous fight to first blood.

Only one combat takes place at a time. Each challenger must take his turn fighting the guardian knight until that guardian can no longer continue due to wounds. At that point the first guardian will be replaced by another guardian knight and the combats will continue until the challenger has won or lost the first two, or completed all three.

WINNING THE COMBATS: Jousting winners are determined normally. Winners for the second and third challenge are determined by first blood. For the challenger, quitting the fight due to wounds or cowardice is a loss.

Whoever wins two of the three challenges is the winner of the encounter and may continue along the path towards resolving the contest. If the same knight wins the first two combats, the third is waived.

CHOICE OF WEAPONS: Jousting lances must be used for the first combat. The loser of the Joust takes 1d6 damage from the fall, ignoring armor. Swords on horseback must be used for the second combat. Riding rolls, not DEX rolls, must be made to avoid Knockdowns in this combat. The guardian knights of the Circle always use sword and shield in the third combat, but player knights may pick a weapon of choice for this combat.

WOUNDS AND ENDURANCE: If a visiting knight or guardian knight requires First Aid or Chirurgery after any of the three combats, the women

I determined to utilize the evocative name of the Circle of Gold in a scenario. Thus was born my initial inspiration.

I wanted to design a "typical" Arthurian adventure for my game KING ARTHUR PENDRAGON. I wanted it to have all the parts: combat, challenge, tests of virtue, a dreamlike air of images, and an underlying mystery, the magic of the Circles of Gold, whose solution is not even important to win the scenario.

Roleplaying games are a type of entertainment. The gamemaster and players must entertain each other or the game does not work, but much of the burden falls upon the gamemaster. As a scenario writer, I have always felt it to be part of my job to entertain the gamemaster.

Part of the entertainment is provided by making the gamemaster's job easy. The maps, descriptions, handouts and full color coats of arms are designed to reduce the bottleneck of communication which impairs the adventure. If I can give you enough hints to entertain your players I know you will be happier. But I will go further, and ask a question which your players will probably never ask: "Where are the Wild Women?" and leave the solution to you.

Some little things to watch and remember to make your job easier:

Note the progression of improved living standards from army tents to pavilions and so on. You do not need to point out that everything gets better. Just describe the things, and let the players discover it.

Use the coats of arms to say, "You see this." If the player recognizes it, give the character a Heraldry check. Note that a normal success in a Heraldry roll does not justify a check.

Ironically, I have since discovered and read the source of these knights: Perlesvaus, which is a very unusual version of the Arthurian legend. Some parts of that story conflict with mine, others might not.

One of the unspoken, but underlying, mysteries of the Arthurian material is that it accepts and integrates the old pagan ways with a Christian veneer. Sorcery is not evil, though certainly unusual. And while some of the characters in the legends are said to be pagan, evil, etc., it is not so common outside the Grail Quest. Further, at least one churchman is said to use sorcery (perhaps even necromancy), and is never condemned in the story. Magic does not mean bad, or evil. Magic means spooky, uncertain, and tricky.

Do not look too closely at mileage or where the Land of the Circle of Gold can best fit into your map of Britain. It is a magical land and does not necessarily follow normal rules of geography. The only certainty for the player knights is the time it takes to travel from point to point. Explain to the players that the path meanders and sometimes seems to disappear, requiring everyone to stop and look around, etc. Wandering through the Enchanted Forest also seems to take an abnormal amount of time.

The settled area of the Land of the Circle of Gold is not a big deal. It is less than one day's ride across the settled lands, from the Tower to the City. Events may slow the travellers down.

The Golden Circles

Each of the four guardian knights has been given the honor of wearing a magic item in the form of a gold circle worn somewhere on the body. Whenever a guardian knight is reduced to less than half of his hit points he will stop fighting and pass the honor to another waiting guardian knight, who will continue the challenges in his stead. Player knights who make Awareness rolls notice that a ring of gold is passed on by each individual.

If the initial defender is killed, and the visitors later talk with the knight who received the gold ring, they will learn that the knight is very excited about the fact that he is now a ring-wearer and will be able to augment his arms with the heraldic canton which denotes a ring-wearer.

Should an unchivalrous player knight take one of the circles from a defeated guardian, its magic will not function.

Chivalrous Combat

The knights of the King of the Circle of Gold are chivalrous fellows. They live a secure life in a bountiful land and are good natured and generous. Although pledged to defend their magical land to the death, they are not murderers.

The guardian knights will be as chivalrous as they can. They will salute their opponent before each combat. If a challenger drops or breaks his weapon the knight of the Circle of Gold will allow him to recover it before continuing.

After the three combats are completed, the defending knights will be happy to let wounded player knights rest in their quarters for a week or two, especially if one or more of the player knights were victorious and are continuing forward. During this time the guardians and their ladies will ask for tales of adventure in the world outside their land.

Player knights may remain in their hosts' pavilions or rooms as long as they wish, probably to heal. It is typical to leave behind anyone who needs Chirurgery because they need so long to heal that the adventuring season (about 15-25 weeks per year) could be over before a severely injured knight is healthy again. See "The de Ganis Clan," below, if your player knights are spending too much time sitting around.

a forest

a narrow path to follow

slow progress

AWARENESS rolls

a distant sight of the city

present will volunteer. (They are 15 in those skills, though they will describe themselves as only moderately skilled healers.)

The rule for whether or not further First Aid can be received is simple: each wound can be treated only once, regardless of success, failure, or even fumbles in the First Aid roll. First Aid is not available in the middle of a combat, but it may be given as soon as a combat is over.

For both the player knights and the defending knights, the challenge of the Circle of Gold is a test of endurance. The guardian knight will be relieved by a comrade when down below half his hit points, but the player knight will be expected to continue without calling for a relief knight, possibly fighting as many as three separate opponents.

On the other hand, the guardian knight, if successful in defeating the first challenging knight, is expected to continue fighting all comers until badly injured or out of opponents. Thus he takes a greater long-term risk than the challenging knights, who are only expected to fight a maximum of three combats, none of them to yield or death.

Outcomes of a Challenge Encounter: Three likely outcomes are possible. If the challenger wins the fight (is victorious in two of the three combats) he is honored and praised by all present. He gains 1/20th of each defeated guardian knight's Glory (this value is given for each guardian knight; also see "How to Use This Book"). The knight(s) he defeated will tell him which direction ahead leads towards the City of the Circle of Gold. He may not take any spoils from his defeated opponent.

If the challenger loses the fight his shield is taken away and hung upside down on a nearby tree for a year. Losers may not reattempt the challenge for a year. Losers may continue their journey deeper into the kingdom as long as they accompany a victor. Once everyone is defeated the whole party is turned back. See "Ending the Adventure," above, for the consequences of ignoring this rule. If you intend to run the adventure again, you may wish to take the trouble to add 1/20th of each loser's Glory to each guardian knight's printed Glory.

If any challenging player knight kills his opponent the remaining knights and ladies will always instruct the challengers to take the more dangerous, indirect route at the next fork of the trail.

Accidental killing is mourned greatly, but no pillage is attempted or allowed. The friends of the dead respectfully carry away the body and belongings. See "Ending the Adventure," above, for the consequences of pillage or theft.

The Entrance To The Land Of The Circle Of Gold

No signs mark the cart-path which leads to the adventure, but if the knights received directions from the locals they can find the correct fork. It is quite ordinary. The path is badly overgrown, as if little used. It passes through untilled fields and enters a forest.

As the player knights continue along the little path, the trees become huge and closely packed. There is barely enough room for a mounted knight to pass, and the horses cannot travel faster than a walk. The dense forest crowds in on the sides, and branches stretch overhead like a roof. The path meanders through the woods, gently descending. Odd rustlings and cries occasionally are heard from the depths of the forest.

Suddenly the trees open out, and the player knights can see out across a small, deep valley. Ask the players to make Awareness rolls. If they succeed, they can make out some of the details of the valley. At the far end, to the east, can be seen a beautiful city, shining in the sunlight. Around the city are rich farmlands. A powerful castle can also be seen, some miles before the city. A road runs from the castle to the city.

Between the party and the settled area of the land of the Circle of Gold is a large area of woods and rough terrain. Certain glints of light indicate that the woods and rough terrain are not entirely uninhabited.

When the knights have seen what they can from this point, they can continue onwards at the same slow pace. The trail goes back into the forest and continues to wind around, gradually going down into the valley. At times it almost disappears, and the party must stop to reorient themselves. At other times the way is blocked by fallen tree limbs.

1: The Fountain Of The Circle Of Gold

The trail continues to wind its way down to the valley floor. At the end of the day the party arrives at a wide glen which is mostly overgrown with the weeds of summer. In the center of the glen can be seen an elegant marble fountain. Across the field stand several army tents.

Players should attempt Awareness: success indicates that they see one knight, armed, atop his steed, and several squires dashing about arming more knights. A mounted figure in a uniform, apparently a messenger, can also be noted, riding off briskly down the trail to the east.

A squire, dressed in homespun and riding a donkey, approaches the visiting knights. Behind him two more squires trot along on foot, each carrying a half dozen jousting lances.

"May God bless you, Sir," says the squire. "My lord sends you greeting and a challenge. No one may pass this place without fighting my master for love, not for hate." He will explain the rules for combat, as discussed above. If questioned about his lord's identity the squire says, "I can not reveal that, but you may ask him afterwards."

The defending knight takes his position and salutes the first challenger. Players may make Heraldry rolls: success indicates they recognize the arms as belonging to the Land of the Circle of Gold; critical success gives his identity: Sir Dorgane of the Fountain, an Ordinary Knight. Defeating Sir Dorgane yields the winner 35 Glory. A success here yields a check.

Sir Dorgane Of The Fountain

SIZ	13	Move	2	Major Wound	14
DEX	11	Damage	4d6 (+1)	Unconscious	7
STR	12	Heal Rate	3	Knockdown	13
CON	14	Hit Points	27	Armor	10

Glory 700: Awareness 10, Joust 17, Sword 10, Courtesy 18, Proud 16, Valorous 13

Magic: each hit he scores with a sword does 1 point of magical damage to his opponent, ignoring armor

The other knights here are AVERAGE KNIGHTS (see the back of "The Characters" folder from the *PENDRAGON* game). Defeating such a knight under the terms of the challenge gains the victor 25 Glory.

The players must choose who among themselves will ride first. The knight of the Circle of Gold lowers his jousting lance and charges. Combat ensues. Each player knight must wait his turn to fight.

The guardian wears a golden thumb ring which gives him a magical power: every time that he wins an opposed resolution using his sword he will do at least one point of magical damage to his opponent, even if his rolled damage did not penetrate armor. This damage does NOT count as "first blood," and creates no visible wound.

If this first knight is forced from the fight all the visiting knights should attempt Awareness. Success indicates they saw the wounded man remove a gold thumb ring which is passed on to the next combatant.

After combat player knights notice that everyone in camp is a young man. Sir Dorgane of the Fountain is the leader, a son of the baron of the

continuing down the narrow trail

a glen in the forest

AWARENESS rolls

the conditions of combat are explained

HERALDRY rolls

the first guardian knight



35 or 25 Glory for the victors

the player knights each take their turn at the three combats with the guardian

magical damage

possible AWARENESS rolls

*an encampment of knights and
squires in training*

flattery?

*a MODEST roll and a check if
successful*

the knight's song

*seven evil fiends, now
conquered*

a warning

back on the winding trail

*half a day's ride: AWARENESS
rolls to hear cries for help*

*special information for the most
successful knight*

possible VALOR rolls

AWARENESS rolls

continued cries for help

*FOLKLORE rolls to determine
the nature of the creature*

*an opportunity for Mercy, with a
check*

if the knights annoy the goblin

Castle of the Circle of Gold. He introduces himself and his comrades with a bow and flourish. There is one lady here, an old healer, who Dorgane also introduces.

The young knights are on bivouac here, learning the hardy tasks of guarding their realm. Fare is plentiful and simple: roast beef or venison, fresh bread, and plenty of ale. Everyone lives in small tents.

The Knight of the Fountain is a gracious host. Although of noble blood he is far from the title and identifies himself with knights rather than kings. He is the fourth son of baron Varnangis, vassal of the King of the Circle of Gold. He is ready to spend all his days living in a tent defending the realm. His weakness is his vanity, and if a player thinks to flatter his host the player must make a successful Modest roll, which indicates that Sir Dorgane of the Fountain has been convinced of his own superiority over the player knight.

If the Knight of the Fountain is flattered he will sing a song of his own composition. His Sing skill is 12. It is a dull epic about his grandfather's conquest and enslavement of the seven fiends which once inhabited the valley. If anyone asks what a fiend is the Knight of the Fountain will give only vague answers (see *THE PENDRAGON CAMPAIGN* supplement). If anyone asks, one of the knight will explain that the ultimate fate of the fiends is unknown, but they were probably sent back to Hell. Sir Dorgane also quietly warns his humble friend (see above) against a place he calls "the Garden."

2: The Goblin Trap

Past the clearing of the Fountain the path is again enclosed with dense woods which confine the route. Only occasional animal tracks fork off the trail, which winds its way around and around, still descending.

About half a day's ride from the glen the knights players ought to make an Awareness roll. Success indicates that they heard a THUD and a cry of distress from the brush nearby. A scream of "Help" pierces the air. A critical success (or the best roll, if no one rolled a critical) indicates that the listener knows the cry was not human. Ask the player if he wishes to share this information with the other players.

Everyone who knows it was not a human must make a Valor roll. Failure indicates that the knight makes an excuse to remain behind. Another Valor roll may be attempted each round. Success indicates they may move forward into the forest.

Among the brush off the trail, everyone must attempt Awareness: success indicates seeing the trap. Just off the trail, amid the brush about an animal path, is a deadfall trap. Pinned in it is a fat, ugly, little monster squirming and squealing in a high-pitched voice. Its pitiful cries for help ring in everyone's ears. It is black with a yellow band about its middle, pot-bellied with spindly legs and a scrawny neck holding up its large, round head. It has staring yellow eyes, big jug ears, a flat nose, and a slit mouth which continues to mew out tiny cries for help. Ask for Folklore rolls. The creature is a goblin. It speaks in Faerie language, which means that every listener hears it in his native language.

Will the players help the goblin? If so, the knight who does or orders the freeing of the creature gets a Merciful check. The goblin peers intently at his benefactor, studying the coat of arms, then speaks. He tells them that the safest choice at the upcoming fork in the trail is the one to the right, for the one to the left goes to his mistress' abode. He vanishes.

If the player knights release and then annoy the goblin, he vanishes, then lames the horse of the knight(s) who mistreated him with thrown elf-stones. See *THE PENDRAGON CAMPAIGN* supplement for more information on goblins. Killing the goblin is worth 15 Glory. Ahead the path forks right to the Orchard (#3) and left to the Cave (#11).

3: The Orchard Of The Shields Of Shame

The pathway leads to a wide glen which is mostly overgrown with the weeds of summer. Across the field stand many pavilions, decorated with pennants and banners.

Players should attempt Awareness. Success indicates that they see: many men and women among the tents; one knight, already armed, atop his steed; and many shields, hanging upside down, among the trees around the glen. This collection of loser's shields are the "shields of shame."

A squire, brightly dressed and riding a stout cob, approaches the visiting knights. Behind him two more approach on foot, each struggling to carry a bundle of long jousting lances.

"Good day and Godspeed," says the squire. "No one may pass this place without answering the challenge of my master." He will explain the rules for combat, as discussed above. If questioned about his lord's identity the squire says, "I can not reveal that, but you may ask him afterwards."

At the other edge of the glen, a mounted and uniformed messenger can be seen riding off down the trail.

The defending knight takes his position and salutes his first challenger. Players may make Heraldry +1 rolls: success indicates they recognize the arms as belonging to the Land of the Circle of Gold; critical success gives his identity: the Young Knight of the Orchard of Shameful Shields, a Praiseworthy knight and a son of the king of this land. Defeating the Young Knight under the terms of the challenge yields the victor 90 Glory.

The Young Knight Of The Orchard Of The Shields Of Shame

SIZ	14	Move	3	Major Wound	17
DEX	15	Damage	5d6	Unconscious	8
STR	15	Heal Rate	3	Knockdown	14
CON	17	Hit Points	31	Armor	10

Glory 1800: Awareness 12, Joust 17, Sword 21, Ride 15, Courtesy 12, Valorous 13, Merciful 13

Magic: +1d6 Jousting damage.

The other knights at the glade are AVERAGE KNIGHTS. Defeating one of these guardians gains the victor 25 Glory. The players must choose who among themselves will ride first. The knight of the Circle of Gold lowers his jousting lance and charges. Combat ensues.

The combatant wears golden spurs which gives him a magical power: in Jousting the wearer will do 1d6 magical damage to his opponent even if he loses the joust (in winning his opponent takes 2d6 damage: 1d6 magical damage plus another 1d6 damage from the fall, as usual).

If this first knight is forced from the fight all the visiting knights should attempt Awareness. Success indicates they saw the wounded man remove his spurs which are passed on to the next combatant.

After combat, among the pavilions, player knights may notice that everyone here seems to be young, just as in the first encounter. Many maidens accompany the camp, and pages and varlets scurry about the camp. The general air is one of a summer picnic. Only the death of one or more defending knights will dampen the festive mood.

During the evening's stay with the knights and ladies of the Orchard, the player knights can attempt Courtesy, Dance, Game, or other courtly skill rolls. There is only time for each character to attempt two rolls.

From here the knights may move ahead (to #4) or Retreat Back (#16). They can also explore the area: see Wandering Around (#17).

AWARENESS rolls

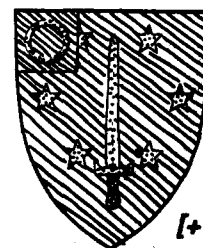
Experience Checks

When is a check deserved? As a general rule, award an experience check only when a significant success was achieved. A critical success, the best the character can do, is always grounds for a check. A normal success justifies a check if it occurs in a situation where conditions are difficult or unusual (an opposed roll, or a situation with a negative modifier).

again, the rules of the challenge

HERALDRY +1 rolls

the second guardian knight



[+1]

90 or 25 Glory

the player knights take their turn

magic jousting damage

AWARENESS rolls

two courtly skill rolls

AWARENESS rolls**WORSHIP rolls for Christian knights****a silver cross****do the knights stop or pass on?****the hermit ignores the knights while he finishes****if the player knights are polite: the hermit's reaction****the hermit's story****possible opposed HONEST rolls****information for polite knights**

4: The Hermitage

The path is again confined by the forests closing about. The trail winds slowly downhill. Turning a corner the knights come upon a crude wooden cross planted into a mound of stones. Ask for an Awareness roll. Success indicates that they heard someone singing nearby. A critical success indicates they recognize the language as Latin. Christians who heard the Latin may attempt a Worship roll. Success indicates they recognize it as a Mass being sung. A critical success indicates that they recognize it as the *introit*, at the very start of the ceremony.

With no trouble the knights can discover the priest, a hermit, celebrating the Mass alone in a small hermitage. The priest ignores the player knights while he performs the ceremony. Above the altar is a cross apparently made of silver.

Pious Christian knights may wish to stop and participate (gaining a Pious check). Pious Pagans probably will not. Worldly knights may wish to plunder the site (gaining a Worldly and Cruel check). Most knights are neither pious nor worldly, and their actions may decide the outcome.

The hermit will continue, uninterrupted, even if the knights quarrel, mock him, or do anything short of grabbing him or knocking the altar about or stealing the cross.

The Hermit Priest

Chaste.....3/17.....Lustful

Energetic.....13/7.....Lazy

Forgiving.....16/4.....Vengeful

Generous.....11/9.....Selfish

Honest.....12/8.....Deceitful

Just.....12/8.....Arbitrary

Merciful.....16/4.....Cruel

Modest.....23/0.....Proud

Pious.....16/4.....Worldly

Temperate.....8/12.....Indulgent

Trusting.....12/8.....Suspicious

Valorous.....17/3.....Cowardly

Skills: Latin Literacy 15, Worship 20, Oratory 18, Hit Points 25, Major Wound 13

Magic: Christian virtue yielding increased Modest trait

If most of the knights participate or, at least, remain quietly nearby for the Mass, the priest is in good humor when he finishes. He lives in a mud hut with only wooden utensils and no furniture. The only things of value are his religious artifacts. He offers to share his bread and water with everyone, and although he accepts any food offered to him he places it carefully aside, not eating any. If questioned, he says he is saving it for the poor.

He speaks a little of his personal history. He is from this land, the second son of a knight, and was sent to the church at age 13. He began his hermitage four years ago after he found living in the City of Gold unbearable. He will not state what made his life unbearable unless defeated in an opposed Honest roll by a player knight, whereupon he blushes and says it was the "temptations of the material life."

He is knowledgeable of the land, and shares his information with the knights. He tells them that they must meet two more challenges before arriving at the City of the Circle of Gold. All are, to his knowledge, similar to those already met. He also affirms that the land is a healthy Christian land, and that the king is not perfect but does as much as any rich man could be expected to do. The hermit relates how the king drove away the wicked wild women of the land.

If the player knights have been polite, and ask directions from the hermit, he will say that both paths ahead lead to their goal. "The one to the right is easier and more direct, gentle sirs. The one to the left is evil and should be avoided at all costs."

If the player knights are hostile or unfriendly the hermit priest will try to ignore them. Knights who dislike priests or Christianity may verbally attack the priest. Although he is extremely humble (Modest = 23) he is also Valorous and does not shirk any verbal challenge, meeting it always with this virtue. As can be seen from his relevant stats, a band of knights are unlikely to tempt him at all.

If physically molested, the hermit makes his Modest, Merciful, and Forgiving rolls. He asks God to save the ignorant wretches who threaten him and will not resist in any manner, accepting even martyrdom without fear.

If asked directions by unfriendly knights the priest will tell them to take the left path, "because you will find your kind there." If forced to tell what the right hand path has he replies that it is "the path of Justice."

Past the hermit's hut the path forks right to the Manor (#5) or left to the cave (#11).

5: The Manor Of The Knight

The dense, impenetrable forest thins gradually. The sloping hillside is gone. Fields appear beside the road: signs of civilization. A town looms, clustered about a poor wattle church. A manor house stands nearby, tall and proud, but unwallled. Drawing closer to the manor the players should attempt Awareness rolls. Success indicates they see a squire galloping towards them. Critical success means they see the knight in the yard of the hall, being armed by squires.

A burly squire rides forward upon a fine cob. He is well dressed, and shows streaks of grey in his black hair. With him are two men-at-arms on mules, each carrying a bundle of long jousting lances.

"Sir, I bring you greetings from the knight yonder," says the squire. "No one may pass this place without answering the challenge of my master." He will explain the rules for combat, as discussed above. If questioned about his lord's identity the squire says, "I can not reveal that, but you may ask him afterwards." The usual uniformed messenger leaves as soon as the challenging party arrives to the manor.

The defending knight takes his position. Players may make Heraldry +3 rolls: success indicates they recognize the arms as belonging to the Land of the Circle of Gold; critical success gives his identity: a Notable knight, the Valet of the Circle of Gold. Defeating this knight yields the victor 165 Glory.

If a player knight questions whether it is correct for him to fight a mere valet (or servant) the older squire explains that the defender is the servant of the king of the Circle of Gold, not of any lesser man, and is a fully qualified knight, "as you will soon discover, Sir."

The Valet Of The Circle Of Gold

SIZ 16	Move 3	Major Wound 18
DEX 14	Damage 5d6 (+1d6)	Unconscious9
STR 15	Heal Rate 3	Knockdown 16
CON 18	Hit Points 34	Armor 10

3300 Glory: Awareness 17, Joust 18, Sword 23, Ride 20, Valorous 16, Merciful 15

Magic: +1d6 damage

The other knights at the Manor are GOOD KNIGHTS. Defeating these guardians yields 38 Glory. The players must choose who among

if the knights are hostile: the hermit's reaction

theological arguments?

attacking the hermit

information for unfriendly knights

a change in the terrain

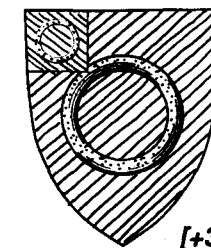
AWARENESS rolls

again, the rules of the challenge

HERALDRY +3 rolls

fighting a valet?

the third guardian knight



[+3]

165 or 38 Glory to the victors

magical melee damage

AWARENESS rolls

a tale of the "wild women"

themselves will ride first. The knight of the Circle of Gold lowers his jousting lance and charges. Combat ensues. This guardian wears a golden arm band which gives him a magical power: in melee, he will do an extra 1d6 damage with any weapon.

If the Valet of the Circle of Gold is forced out of the fight all the visiting knights should attempt Awareness. Success indicates they saw him remove his arm band, which is passed on to the next combatant.

The knight of the manor is, as usual, a friendly guy once the fight is over. The food and drink and he serves is good and plentiful, and he is full of stories of how peaceful the land has been. He is glad that the visitors came by to give him some action.

The Valet of the Circle of Gold is a good knight and a self-made man. That evening he tells a short version of the story of the wild women of the Land of the Circle of Gold. See the pullout section of this book. After finishing his story the knight retires to bed with his young wife.

From here the knights may move ahead through the hills to (#6) or retreat (#16).

6: The Fachan Trap

Moving downhill from the manor, the party moves through some rough, wooded country. Hills loom on either side, cliffs rise and fall. The trees are alternately dense and scarce.

Ask for Awareness +5 rolls. If successful, the knights hear loud groans and growls of distress from the brushes nearby. A critical success indicates they also hear clanking noises, thudding, and grinding of teeth. The noise is obviously not human.

Investigation requires only turning the corner. All knights must succeed in a Valorous +5 roll, or their horses skitter about while the more valorous among them move forward. If the roll is failed, roll Cowardly -5. Success indicates that the knight stays put and receives a Cowardly check.

By the trail, pinned beneath a huge log, with its one foot caught in an iron clamp trap, is a big brown monster. The ruined carcass of a rotten cow, apparently used as bait, is still clutched in its one great clawed hand. It is wrinkled, smells like vinegar and barnyard, and tufted with snarls of coarse hair. Ask for guesses or successful Folklore rolls. It is a Fachan. It sights the knights at the same moment they sight him. A look of terror crosses its face, and it lets go of the cow to cover its eyes. It speaks faerie language, which is heard as the native tongue of all listeners. In a broken voice it says, "Mercy, spare me!"



The Valet
of the Circle of Gold

Will the players help it? If so, the knight who helps or orders the freeing of the creature gets a Merciful check. The Fachan peers intently at his benefactor, snuffing loudly and moving downwind to get a sure scent. Once he is sure of his benefactor's identification he will tell them to take the central path ahead if they seek the "iron man's place." To the right, he says, is the "terrible monster place." To the left is the "bright magic place." He himself departs into the woods (#15) with the remains of the cow.

If the knights do not wish to aid the Fachan they can attack it at will. It is worth only 25 Glory (due to its incapacitated state). Alternately, they may just leave it unbothered to die a slow death.

The Trapped Fachan

SIZ 15	Move 3 (0)	Major Wound 30
DEX 15	Damage 7d6	Unconscious 11
STR 25	Heal Rate 6	Knockdown 15 (already prone)
CON 30	Hit Points 45 (-20)	Armor 20

Attacks: fist @ 5, doing 4d6 damage, flail @ 18 if released. Fist skill is reduced because the Fachan is prone, and its hit points are reduced by 20 points due to the damage done by the trap (and subsequent blood loss and exposure). If it is released and then attacked, it will leap into the woods. Oppose the Fachan's hide of 20 to the player knights' Awarenesses if they pursue.

At the place where the Fachan pointed the road forks. The right fork goes on to the Gryphon Pit (#13); the central to the tower (#7); and the left to the Bower (#12.) Or, of course, the player knights can retreat (#16).

7: The Tower Of The Banneret

The trail passes a couple of peasant huts, then a village. The path widens to be a cart trail, passing among plowed fields and more villages. Ahead a tower is visible above some trees. Drawing closer the knights can see a handsome three-story square tower sitting atop a motte. A palisade surrounds a town at the base of the motte. A gallant banner flies from the top of the tower.

A richly dressed dwarf, straddling a donkey, clops forward. Behind him come the inevitable squires, these riding fine palfreys and carrying jousting lances. "God bless you, Sirs," says the dwarf, "My master bids you good day, and sends a challenge." He explains the circumstances, as usual. The player knights also notice a messenger riding off to the west soon after they arrive at the tower.

A large knight in fine armor soon appears and salutes the player knights with a flourish. Knights who succeed at their Heraldry +6 recognize this to be a knight of the Circle of Gold. A critical success indicates knowledge that he is Sir Patrides, a Famous knight. Defeating this knight in formalized combat yields the victor 360 Glory.

Sir Patrides Of The Tower

SIZ 18	Move 4	Major Wound 22
DEX 17	Damage 6d6	Unconscious 10
STR 16	Heal Rate 4	Knockdown 18
CON 22	Hit Points 40	Armor 10 (+3)

Glory 6200: Awareness 17, Joust 21, Sword 24, Ride 20, Courtesy 19, Valorous 16, Merciful 16

Magic: +3 armor

The other knights here are EXCELLENT KNIGHTS. Defeating one of these knights, should the knight of the tower be too wounded to continue, gains the victor 50 Glory.

possible MERCIFUL check

remembering a friend

information for merciful knights

25 Glory for the killers

*refer to THE PENDRAGON
CAMPAIGN supplement if
available*

*a dwarf and several
well-equipped squires*

again, the rules

HERALDRY +6 rolls

the fourth guardian knight



360 or 50 Glory to the victors

AWARENESS rolls*magic armor**a tale of gryphons**two courtly skills may be attempted**marriageable damsels**a well-travelled path***AWARENESS rolls***an angry crowd blocks the road**a plea for judgement**mud to both sides of the road,
no other ford over the stream**if the knights render judgement,
the peasant tell their tale**opposed JUSTICE rolls**possible ARBITRARY rolls**the highest success wins**the winner receives a check to
the winning trait**reaction to a Just ruling**suggested routes**reaction to an Arbitrary ruling
or a refusal to judge*

Awareness indicates that the player knight sees that the guardian knight wears a gold torque about his neck. The torque gives the magical power of an additional three points of armor.

The knight invites all survivors, as usual, to his luxurious tower to dine and to rest. His wife will perform any Chirurgery needed with a skill of 18. That night, after a superb feast, a bard sings a song which tells how King Farion tricked a pack of wild gryphons into an enchanted trap where they have remained ever since.

The player knights may each attempt two courtly skills (Courtesy, Cymric Custom, etc.) during the evening, and one during each day that they continue their stay with Sir Patrises. His daughters, lovely and intelligent maidens of marriagable age, live at the tower.

The cart path widens and continues onward through increasingly planted fields to #8.

8: The Field Of Discord

The cart trail past the tower of Sir Patrises is crowded with peasants on foot, peasants on ox carts, and peasants driving their livestock to field. Gradually the fields are less common. Villages are smaller and farther apart. A commotion is visible ahead. Awareness shows that it is a crowd of peasants and animals, stopped near a ford over a stream.

Closer inspection shows that the roadway and ford are completely blocked by a milling herd of sheep, bleating and dodging among angry people as herd dogs nip their heels. An ox, its flank streaked by blood, bellows in anger. A dozen men and women of all ages swarm about, each yelling and gesturing like his life depended on volume.

As the knights draw closer one of the men sees them and shouts out, pointing to their approach. "At last," they say, "here is come a gentleman who can settle our quarrels. Surely they know what is right and wrong."

If the player knights wish to refuse the request and bypass the crowd, they find that the fields to either side of the road are extremely muddy. Their horses are soon stuck. Escaping the mud requires a successful opposed STR roll against the mud's difficulty factor of 10. The player knights' horses must subtract the SIZ of their rider from their STR roll. Knights on foot must make STR rolls minus half their armor points.

If the player knights are willing, the peasants humbly present their story. Eagerly, without malice or guile, the wronged parties explain their sides of the incident, which involves a skittish cart ox, a belligerent herd boy, a borrowed axe and whetstone, a sister-in-law, and a comment which either was or was not made. The player knights must attempt a Justice roll to settle the argument. If more than one wish to debate it all must make an opposed Justice roll. As usual, failure indicates the opposite virtue, Arbitrary, must be attempted, and in this case a successful Arbitrary roll counts as a point being made in the argument.

The highest success from rolls on both traits wins the opposition. Thus it is possible that an Arbitrary roll might win the argument. The winner receives a check on the winning trait.

The peasants will sense whether the final judgement is Just or Arbitrary. If it is Just they will be pleased, including the one with the wounded bull. If asked, they will warn about the fork in the road ahead saying the central fork leads to the baron's castle, the right fork leads to the monster pits, and the left fork leads to the Rose Bower, where no chaste knight ought to go.

If the judgement is Arbitrary or the player knights refuse to judge the quarrel, the knights will sense hostility and uneasiness from the peasants. The herd boy leaps forward and says, "I hope the devils of the castle take you all: take the path straight ahead and begone!" He whistles to call his

suggested routes

a decision

a road

AWARENESS rolls

a special offer is made by the baron of the castle

an invitation

a warning

an opportunity: a challenge to a chivalrous mounted melee

jousting lances and blunt weapons are suggested

selecting a group

no connection to the challenge of the Circle of Gold: to learn the secret only

AWARENESS rolls

the other team

HERALDRY +3 rolls

dogs with him. The sister-in-law spits on the ground and says, "They deserve the deadly sisters instead, to the left." The cart driver, frowning and watching his wounded ox, says, "The gryphons are to the left. Take the right fork, sirs."

A short distance away, the road forks into three. The left fork goes to #12. The right one goes to #13. The left goes to #9.

9: The Castle Of The Baron

The cart path widens to a wagon road, beaten into dust by the feet of pedestrians and animals and the wheels of wagons and carts. A castle looms ahead. A large town walled with stone stands nearby.

As the knights approach the castle a trumpet blares from the watch tower. Players attempt Awareness, wherein success indicates the knights saw a rider (critical success indicates it is a herald) ride from the castle towards them. The rider meets them at the edge of a wide field which is farthest from the bright, white painted castle.

"Sir knights," he says quietly upon reaching them, "My lord, baron Varnangis of the Castle of the Yellow Ghost sends welcome, warning, and opportunity. Your journey has been arduous and with pain, and to honor you he pledges that you shall have lodging and safety here in his castle tonight, even were you his sworn foes. He welcomes you with baths, fine clothing, feasting, and excellent company.

"Warning he sends too. The path ahead is deadly, and none has yet to return from it. Pass only at mortal peril.

"Opportunity is offered as well. The baron knows a secret which he will offer to you if you can best his men in battle. His champion will lead a number of knights equal to your party. Whichever team has the last knight is the winner. If you win, you learn the secret.

"Choose from among your party all who would support your success by fighting in battle. The fight will be for love, using only jousting lances which are not always deadly. We will lend you blunt weapons, if you wish (blunted weapons do normal damage, but the victim halves the damage that gets through armor). Everyone fights until they are knocked down off their horse, then knocked down onto the ground. Judges will witness events closely and keep records.

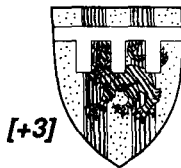
"No one is required to fight except those who would gain the baron's aid. One of you must be the leader. Choose others capable of helping in this fight."

If asked why the qualified knights should have any assistance at all the herald will point out that those who can pass onward might be unhorsed in the first charge, but can be rehorsed by another, or otherwise aided.

In no way may the knights disqualified for the Adventure of the Circle of Gold re-qualify in this fight. They can only assist their companions' success. Losing in this fight does not disqualify a knight either. The fight is simply to see if the knights are worthy of the baron's secret.

The herald waits patiently until a decision is made. He then returns to the castle at a gallop. Ask for Awareness rolls. All successes reveal that many people have gathered around the field to watch, including many people watching over the castle wall.

The troops ride forth, one per player knight fighting. The leader is an imposing figure in fine armor. Heraldry rolls +3 may be attempted. Success indicates only that it is a knight of the land of the Circle of Gold. Critical successes indicate the identity of the lead knight to be Sir Maristone, a Notable knight, eldest son and heir of the baron.



[+3]

**first round opposed BATTLE
rolls**

**continue the melee until all but
one are on the ground**



[+3]

**COURTESY rolls
possible Glory**

a Grand feast

**the baron shows his knowledge
of the player knights**

**praise for the victors
a possible 5 Glory**

the baron's tale

does the party dare go forward?

a wide highway

**a crowd of gawkers
accompanies the player knights**

Sir Maristone Of The Castle

SIZ 15 Move 3 Major Wound 20
DEX 12 Damage 5d6 Unconscious 9
STR 17 Heal Rate 4 Knockdown 15
CON 20 Hit Points 35 Armor best available for Phase
Glory 3600: Awareness 18, Battle 16, Joust 21, Sword 22, Ride 19,
Valorous 17, Merciful 14, Courtesy 17
Magic: none

All of the other knights in the melee are EXCELLENT knights. The melee is fought as a skirmish. The leader of the player knights must make an opposed Battle resolution against Sir Maristone. The winning side gets a +5 to their Joust skill for the first charge. A failure vs. a fumble yields no winner, but the fumbling side is -5.

The fight continues until one side is victorious. If the player knights are victorious, each combatant receives 55 Glory, and the leader receives an additional 20 Glory.

After the fight is settled the trumpets sound again and a herald bawls, "Presenting the baron of the Castle of the Yellow Ghost!" The baron, atop a black charger and surrounded by lavishly dressed young women, rides down to the victor and presents a rich furred cape, clasped with a brooch of worked gold. It is not magical, but the cloak is worth one Librum in value, and the brooch worth five. Ask for Courtesy rolls as each player knight presents himself to the baron and the ladies. A critical success gives Glory equal to the success value.

Afterwards everyone retires to the castle for the promised hospitality. The ensuing feast should be lavish, especially in giving characters a chance to experience courtly skills such as Dance. In game terms, it is Grand (see the *PENDRAGON* Gamemaster's Book).

During the feast the baron exhibits considerable knowledge of the player knights, and makes a big show of it, calling upon them with praise for the deeds done since entering the land. He expounds the victories of every visitor present. Sometimes he calls on the defeated among his knights to speak praise. If the player knights' team was victorious the qualifying knights get seats at the high table with the baron and his courtiers. If not, they sit above the most honored knights of the household. Sitting at the high table yields 5 Glory.

If the player knights' team was victorious in the melee Baron Varnangis reveals his secret during the height of the festivities. He shares it only with the qualifying knights, speaking very quietly, but does not try to exact any oath of secrecy. Player knights are welcome to share it with their fellows. See the handout "Baron Varnangis' Secret" in the pullout section.

From here the path can go forward to the City of Gold (#10) or by the secret path to the Bower (#12).

10: The City Of The Circle Of Gold

The road between the Castle of the Yellow Ghost and the City of the Circle of Gold is wide and well beaten. Knights heading for the final confrontation are escorted by the baron and his knights, most of whom are in a festive mood. The group grows quickly larger as more peasants join the procession. Soon a huge mob trails the knights on their way. Although the people are friendly, none will reveal the nature of the final challenge to the player knights.

The City of the Circle of Gold is surrounded by earthworks and a tall curtain wall, but the wide doors of the main gate stand open to greet the challengers. Already people line the battlements to glimpse the challenger,

and the streets are crowded elbow to elbow. Merchants families lean out windows, tossing flower petals and shouting wishes for luck.

A wide city square, lined with the soldiers of the king to keep back the crowds, stands open before the knights. At its center, atop a wide pole 25 feet high, gleams the coveted Circle of Gold.

Across the way a knot of knights stand, ready with lances, spare shields, and generally acting as squires to the armed and mounted defender. Successful Heraldry +9 indicates that this is, at last, Farion, King of the Circle of Gold and an Extraordinary knight. See the cover of this book.

A herald rides to the center, near the pole, and asks the reason for the player knights' coming to this place. Although the answer is obvious everyone knows that ritual formality is required. If the challenging player knight prevaricates the herald asks whether he has come to conclude the Adventure of the Circle of Gold? If the answer is yes, the herald explains the terms of the challenge, especially that it is a fight to the death and that the victor is required to be the next king and maintain the adventure. Again, no one knows what would happen if this was refused.

Now comes the last chance for the player knight to withdraw from the challenge. Backing down in such public circumstances gives the player knight a Cowardly check. If the challenger is willing to continue, the herald signals and horns blare forth. The herald then makes the following speech in a ringing voice:

"The Adventure of the Circle of Gold has been challenged by Sir [name of player knight]. Let no person interfere with this fight, and may God bless and give victory to the best knight and have mercy on the soul of the loser."

King Farion (see Pullout Section for complete character sheet)

SIZ 17	Move 3	Major Wound 23
DEX 14	Damage 6d6 (+1d6+1)	Unconscious 10
STR 18	Heal Rate 4	Knockdown 17
CON 23	Hit Points 40	Armor 12 (+3)

Glory 9300: Awareness 20, Courtesy 20, Joust 20 (+1d6 damage), Battle 16, Sword 35, Axe 20, Lance 21, Ride 20, Merciful 16, Valorous 18

Magic: enhanced statistics and skills; 2 attacks/round (see below); powers of all four guardians' circles of gold.

King Farion is an accomplished and skilled knight. He is also the son of a powerful sorceress, like many of the great knights of legend. For detailed information on this chivalrous and magical warrior, consult the character sheet in the Pullout Section of this book.

His magical nature permits him a special form of combat. He will use a sword in his right hand and an axe in his left hand, making two attacks per round. Player knights opposing Farion must divide their skill in half to oppose both attacks.

The king is further aided by the magic power of his domain. The powers of the many circles of gold are combined for the king while he fights in the square. Thus he gets all the magical combat benefits that the previous guardian knights enjoy.

Defeating Farion gains the winner 930 Glory (1/10th the King's Glory, not 1/20th, since this will be a fight to yielding or death, not just to joust knockdown and first blood like the other combats).

Although the fight is stated to be "to the death" King Farion will offer mercy to anyone who he is clearly defeating. He also accepts the surrender of anyone who gives up. If any character receives a Major Wound or otherwise goes unconscious the king spares him. All living challengers who accept Mercy are imprisoned in the city keep, receiving First Aid and Chirurgery from the court healers (skills 20), and will remain

HERALDRY +9 rolls

a herald makes formal inquiry

a final question

the terms of the challenge

a last chance to back out (but receive a COWARDLY check

the herald announces the challenge



the heritage of Farion

a magical style of combat

the magic of the four circles

a possible 930 Glory

requests for Mercy: survival but imprisonment

if the king wins

the loser's equipment

if the king is spared

possible failure

if the king is killed

the Circle of Gold

possible 300 Glory

**PROUD rolls and possible
MODEST rolls**

land record

*if the victor refuses to become
the new king*

the monsters are released

the edge of the land

if the knights helped the goblin

RIDING rolls

the goblin's story

in prison until someone from the outside accomplishes the adventure and agrees to free them. Add 1/10th the loser's Glory to Farion's total if you plan to run the adventure again. If Farion goes up to 10,000 Glory from this, put a point somewhere (CON, Axe skill, etc.)

King Farion keeps all equipment he captures, using it if superior to his own. Whether imprisoned knights freed by a liberator get back their equipment is up to the knight who frees them.

If Farion is knocked unconscious and spared, the herald and knights state that the adventure is unfinished. Indeed, the coveted Circle of Gold cannot be removed from the pole! Only the king's death releases it. Thus the player knight can either kill the king to obtain victory or accept defeat. The king is taken away for healing, and will happily fight his merciful opponent again until he is killed or the challenger killed or captured. If the opponent chooses to end the adventure with Farion still alive, he gains the 930 Glory for defeating the king and the 25 Glory for participating in the adventure, but is still considered to have failed.

If King Farion is killed the herald bends over the body, checking it for life. He rises and cries, "The King is dead, long live the king!" He leads the victor to the pole and hands him a lance, whereby he can remove the final Circle of Gold. It is a handsome crown with pearls and emeralds. Its cash value is 52 Librum. The new king may walk off wearing this crown, but in the morning he finds it has returned to its position on the top of the pole.

The new king and all those player knights with him receive 300 Glory for successfully completing the Adventure of the Circle of Gold. Ask for Proud rolls. Those who fail must make Modest rolls, as usual. If any player knights are Modest, they each give the new king half their Glory for completing the adventure, since they were only bystanders at the final challenge (remember that Glory allocation is always a matter of choice).

The land record for the Kingdom of the Circle of Gold is enclosed in the pullout section of this book. The new king may appoint the keepers of the lesser circles, perhaps to the other player knights, if desired. Note, however, that the gold circles do not work outside of this land.

What if the victor refuses the crown? He might simply empty the king's castle of treasure, and depart with his friends. If so, then all the magics of the land are set loose.

All of the creatures which were restricted by the sorceress and King Fallagantis' family are freed from their bonds, including 3 gryphons, 8 wild women, 7 fiends, the hag, 1d6 Fachans, 2d6 goblins, and Sir Dordracole of Malahaut (see #12), who will fight with his shield held upside-down. The creatures resonate to the agony of the leaderless land and, as a kind of savage vengeance, hamper the exit of the player knights by mercilessly attacking them daily. See #19.

11: The Hag's Cave

The player knights have reached the northern edge of the Land of the Circle of Gold. The terrain here is very rough. The north rim of the valley is edged by cliffs and steep hills which are clearly visible through breaks in the trees. The bushes here are thorny, the trees gnarled and casting wierd shadows even at noon.

Were the players kind to the goblin at #2? If so, the creature appears here. It leaps out of the bushes, squealing out a greeting. Horses panic: knights must make a Riding roll in which failure indicates the horse turns and bolts down the path until controlled. A fumble indicates that the player knight fell off, taking 1d6 falling damage.

The goblin warns everyone that this is the wrong way. "My grandmother lives up there, and no one comes back from visiting her. She is an old and powerful witch, impatient with goblins and human beings

alike. Go away, this is not clean work for good knights to do." Once he has spoken this warning, the goblin becomes nervous, and in the twinkle of an eye vanishes into the thorns where even a dog couldn't catch it.

The path ends at a sheer face of dark granite, in which is a single large vertical crack. The crevice is 25 feet tall at its tip, and about ten feet wide at its base. A knight can ride right in without difficulty. The ground around the mouth is beaten and strewn with animal garbage: bones, skin, bits of metal and clothing. Peering into the entrance reveals a distant prick of light, apparently the other side of the hill. Awareness rolls indicate that a slight breeze is felt, in and out in long deep cycles, perhaps like something huge breathing.

Inside, a preternatural darkness settles, dimming torches so the illuminate less than a foot around itself. The walls are irregular, indicating a natural formation. All horses balk, and only can be led if a Riding roll is successful. Squires are terrified and offer to hold the horses outside the cave. Any knight who forces his squire in anyway gets a Cruel check.

Forty feet into the cave a sharp drop ends the walk. A torch, thrown by the strongest person, would fall into the pit if cast towards the other side. A rock dropped over the side can be heard to bounce twice, setting off tiny landslides, then splash into water far below.

A successful Awareness roll indicates that the knight scented a fetid smell emanating from a deep crevice on the right wall. It is like the breath of a belching dog which has supped on some very old meat.

The entry cavern is large enough to hold all the knights. All lights extinguish. A piercing voices says, once, "Go away." Valorous or Cowardly rolls must be attempted. The frightened may wait outside the chamber, but inside the cave. To save face, one may suggest that they guard against something coming out of the pit.

A steep, difficult passage ascends. Only single file is possible. Anyone who fails a DEX roll (unmodified by armor) cannot get through this passage and must descend.

The first character climbing up the passage is suddenly struck by a stupendous blast of ice cold and fetid wind at 2d6+3 strength. Knights must attempt an opposed DEX roll versus a rolled strength of the wind (roll 2d6+3, not d20). If the knight fails to beat the wind he is hurtled backward, either down the passage or into the comrades behind him. The strength of the wind is given as a damage roll to everyone who fails to resist. These knights are slammed against the walls of the cave, or hit by another falling knight, and armor does not protect them.

This blast of wind occurs three times in quick succession. If anyone survives it they must then engage in hand to hand combat with the hag at the top of the passage. Although the cave is lightless, the combatant senses details of this awful thing. The creature has slimy, warty skin from which sprout tufts of bristles. Its hair is like twigs and full of filth and breaks off to stick to everything it touches. Its breasts drag on the floor. Toenails and fingernails are long and sharp, like claws, and fangs sprout from its jaws. The hag is enchanted so it cannot be harmed by any weapon except daggers. She may be knocked down, but never loses hit points unless struck with a dagger. Defeating the hag is worth 200 Glory.

The Hag Of The Cave

SIZ	7	Move	15	MajorWound	6
DEX	8	Damage	4d6	Unconscious	3
STR	18	Heal Rate	2	Knockdown	7
CON	6	Hit Points	13	Armor	8 point skin

Attacks: wind: skill and damage 2d6+3, and two claw attacks per round @ 15

Magic: can only be hurt by damage from daggers.

a sinister crevice

a way out?

RIDE rolls

possible CRUEL checks

AWARENESS rolls

VALOROUS or COWARDLY rolls

DEX rolls

3 wind attacks

opposed DEX rolls

concussion damage

a combat in darkness

an evil spell

possible 200 Glory

unconscious victims

TRACKING rolls, with a check if successful

Finding the various trails

a clearing and an odd sight

HERALDRY +2 rolls

AWARENESS rolls

4 superb maidens

COURTESY rolls

eight maidens and many nurses, serving girls, etc.

The hag is not intent upon destroying all knights. If a knight is killed she keeps all his equipment and eats him. If a knight is knocked unconscious she takes all his equipment, eats one point from all of his statistics, and tosses the body out of the far side of the mountain with other trash. This refuse heap is outside the land of the Circle of Gold. See #14.

The paths which lead from here are scant. Once all the player knights have visited the cave, a successful Tracking roll is required to even find the trail by which the party entered the area. Knights are usually poor at this skill. Finding the way to #12 requires a Tracking roll at -5.

Allow everyone to look around, first for the way they came in. Failing that, give them a chance to find one of the other trails first, then the original trail by which the party entered. If everyone fails every time they must either stumble around all day, undoubtedly worried about what is in (and might come out of) the cave, or thrust off into the Deep Woods (#15). After spending a night they can try once again or be guided away by the friendly goblin (see #2).

The paths out of here lead to #2, 4, and 12.

12: The Bower Of Maidens

The path wends through the woods into a gradually narrowing valley filled with tall wild grass, buzzing with summer insects. Several paths converge at a wide clearing, large enough to joust in, with neat low grass, like a lawn. To the north a 20-foot tall hedge, neatly trimmed and tended, blocks the valley wall to wall. A single gateway, arched over with rose bushes, stretches twenty feet wide and without doors. Next to the gate a single shield hangs upside down, and beneath it lie a rusty suit of chain mail, a helm, a sword and belt, and a lance and wormy saddle.

A successful Heraldry +2 roll indicates that these arms are from the house of Malahaut. A critical success shows that they are of Sir Dordracole, the king's nephew, a Notable knight (believed dead for some years).

Awareness rolls indicate that many people are inside, apparently enjoying themselves quite a bit. Visible inside is only a sort of hedge antechamber which has a passageway through to the right side. Entering the antechamber a knight can see down a corridor of hedges. Many children play, tended by nursemaids, and sounds of a feast come from one of the hedge gaps.

A nursemaid rises and greets the visitors. "Welcome to the Rose Bower, sir knights. The journey is long, and the visitor deserves welcome. I will announce your arrival to my liege. Who should I say has arrived?" With whatever answer she receives the woman departs. Nothing restrains the knights from wandering around to see what is going on. Eventually the nurse, with four beautiful young women (all APP 24) in formal dress accompanying her, arrives back. The nurse maid bows and departs.

The most finely dressed of these lovely maidens speaks: "Welcome to the Rose Bower. We used to think we were blessed by the sunlight, but the light from your group brings God's blessings among us in the flesh! In the name of the Count of the Bower we welcome you. Do you wish to refresh yourselves before feasting?" The player knights may make a Courtesy roll, if desired. All the maidens make their rolls.

The lady does everything which is usual for a gracious hostess. As the knights penetrate further into the Bower they encounter several more young and richly dressed ladies, eight in all. All have APP 24.

The knights receive use of a large wing amid the maze which has a large common antechamber and private sleeping niches. A hot bath, a table with cool wine and fresh fruit, and a chest full of clean clothes sit in the chamber. The women, as is the usual custom, wait upon their guests, aided by a bunch of squires and pages.



the eight daughters

The eight presiding ladies of the Bower tell the player knights that they are the younger daughters of the Count of the Bower. Their names are Prymno, Plexaure, Galaxaure, Calypso, Rhodia, Callirrhoe, Melobosis, and Telesto. (These names are all taken from names of Greek nymphs.) They do not know the Count's real name, nor particularly care. They have always lived here, in this bower, and plan to live here forever if they can. The daughters all have an APP of 24 and Lustful traits of 13.

an uncommunicative nobleman

The feast is a great rollicking affair, already quite rowdy. The Count, fat and red-nosed, sits at the high table surrounded by several buxom serving women, all laughing uproariously to a story being whispered by a jester in motley. The Count is unapproachable, and if insistently addressed will nod once between laughs, then wave the speaker away towards a table. Whenever the player knights are awake, the Count is feasting. He seems uninterested in whatever the knights have to say.

AWARENESS rolls

Awareness rolls indicate that parts of the hall are also quite quiet and decorous. The eight ladies of the Bower help the knights find the appropriate part of the hall to sit in, intent upon making their guests comfortable.

choosing prime virtues

The feast ensues. Perhaps surprisingly, nothing here is to tempt the knights. Instead, they find themselves in the most pleasant company. The humble knights, for instance, find themselves in a conversation with others of their ilk, the chaste find themselves admired for their steadfastness, the proud find themselves among boasters, and so on.

whose trait is strongest?

Explain to the players that they are about to get a chance to exercise twelve virtues of their choice. Ask them which one virtue they choose to use in a special effort to get Glory. Call this their Prime Virtue, just for now.

possible 25 Glory

Just run right down the list of Personality Traits and ask who wishes to try for what. Give everyone an opposed resolution to find who is the most energetic, cruel, or whatever. Always have at least one additional gamemaster character with a Trait of 2d6+4 in each contest. Whoever wins the opposed resolution in their Prime Virtue gets 25 Glory.

others at the feast

The feast goes on. The members of the de Ganis clan (see the marginal notes) are all here, no longer all so stern and intent. They are enjoying themselves, although they still want to complain about what the King of France has done to their homeland.

AWARENESS rolls

just how long have we been here?

Request Awareness rolls. Success indicates that player knights wonder how long they have been living at the Bower. Some new visitors have arrived, but no one has departed. Participants do not seem particularly tired. This matter can be discussed among them, and even with gamemaster characters. It seems logical to everyone, but not everyone can muster the energy to break away.

to leave this comfortable trap

Each attempt to escape indicates that one game month has passed. Thus player knights may end up staying here for a long time.

a possible 100 Glory

To escape, player knights must succeed in an Energetic roll opposed to their own Prime Virtue. Once they have mastered themselves, they may get up and walk out, unopposed by anyone.

AWARENESS rolls

Player knights who are victorious over their Prime Virtue gain 100 Glory. They can find their way to the chamber, take (only) their own equipment, and depart. However, the passage out is different from the passage in. Knights spend a day and night wandering about the maze of hedges, and finally emerge in a strange place. Awareness rolls indicate that this is on the other side of the mountain where the bower stood. They are at the Midden (#14).

violent escapes

Violence may erupt in the hall if a player knight thinks to destroy the bower or to kill its inhabitants in order to rescue his friends. If so each player knight is abruptly confronted with a pair of spriggans. They do not seek to kill, but only restrain, the combatants. Thus their peculiar type of attack.

The Spriggans

SIZ 3/40	Move 5	Major Wound 25
DEX 17	Damage Restrain	Unconscious never
STR 30	Heal Rate 5	Knockdown varies with SIZ
CON 25	Hit Points varies	Armor 5

Damage, Hit Points and Knockdown: the hit points of a spriggan are equal to its SIZ. Each point of damage reduces a spriggan's SIZ by one point.

See the *PENDRAGON* Gamemaster's Book for more details on spriggans.

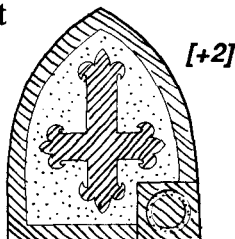
Attacks: Restrain @ 17. Once their victim is restrained, the spriggans take the knight, stuff him into a little hole, and roll a big rock over him. A successful DEX roll indicates that the knight squeezed through a little crevice and tumbles down a chute and out into the open. He falls into the Midden (#14). A failed or fumbled DEX roll indicates 1d6 damage as the knight is squashed under the rock. The spriggans continue rolling their rock over the hole until their victim's body is forced into the little crevice.

Sir Dordracole Of Malahaut, Accursed Knight

SIZ 22	Move 3	Major Wound 22
DEX 6	Damage 7d6	Unconscious 11
STR 22	Heal Rate 4	Knockdown 22
CON 22	Hit Points 44	Armor 10

Glory 2400: Awareness 22, Sword 22, Ride 22

Magic: enhanced statistics and skills.



13: The Gryphons' Pit

The pit is surrounded by a large rampart. Four large poles, like whole trees stripped of branches, mark the directions. They are painted with strange marks, unreadable by any but the temporarily insane. Atop the rampart the knights can look down into a deep pit within which sit three full-grown gryphons. Upon sighting the knights one of the gryphons leaps, flying towards them, but smashes into an invisible barrier (STR 250) which covers the pit. Knights can ride out over the pit without danger of breaking this magical barrier.

Upon seeing horses all three gryphons fly upward and smash into the invisible barrier. If the knights torment the gryphons, they may become so frenzied that they defeat the barrier: roll 1/10th of the combined STR of the gryphons (12) vs. 1/10th the barrier's STR (25) each round.

Felling the trees would destroy the barrier. The knights might deduce that. They have no reason to liberate the creatures, but if they do the starved things fall immediately upon the knights. Afterwards, wherever the knights travel in the land everyone will complain of the creatures, which have not been seen for a generation. If the player knights are so powerful that they can defeat these monsters, each gryphon is worth 300 Glory (divided up among the victors, as usual).

These are the powerful monsters which King Fallagantis and his wife imprisoned: another example of how the old king tamed the land. Of course, a few other monsters still linger in the enchanted woods.

The Gryphons

SIZ 40	Move 16 (fly)	Major Wound 25
DEX 35	Damage 8d6	Unconscious 16
STR 40	Heal Rate 7	Knockdown 40
CON 25	Hit Points 65	Armor 18

Attacks: two claws @ 17 each against one or two targets per round; or one grapple @ 10, whereupon it flies upward and drops the hapless foe. Both forms of attack are done while swooping from the air. They are starved and will stop to devour a horse each before attacking any other victims.

Consoling Disqualified Knights

If the player knights defeated any opponents before their own defeat, award their Glory immediately. Remind them that they can try the challenge again next year. Furthermore, tell them that they ought to accompany the party forward for the opportunity to use courtly skills.

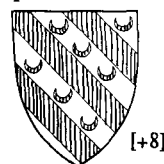
Certain of their hosts can hint that they will have a chance to fight later, if someone of their party gets far enough (see the Castle, #9), or if the party should encounter one of the monsters that occasionally is sighted in the area of the Enchanted Forest (see #15).

When the player knights return to their own lands they will each receive 25 Glory simply for participation in this famous adventure, assuming they took part in at least one challenge.

The de Ganis Clan

The player knights may choose to sit and heal at one of the locations for an excessive time. If you wish to hurry them along, use the de Ganis clan knights as a motivator. The idea is to worry the player knights by making them think that someone else will get the job done ahead of them. These knights can be encountered at any point in the adventure.

While the player knights are recuperating another group of knights comes to pursue the quest. Heraldry rolls indicate that they are part of the de Ganis clan, led by the famous Sir Blamore (Glory 8200, Heraldry +8 to identify) plus a half dozen more household knights



See THE *PENDRAGON* CAMPAIGN supplement for more on the de Ganis clan. The de Ganis knights all fight, and two of their number are badly wounded and lose. Two others lose their shields, and one of these is lightly wounded. Sir Blamore and two other knights are victorious.

They stay one night. The group is unfriendly and tight-lipped, a rather grim lot. They are relatives of King Ban and Bors, who aided King Arthur in his first year as king. The friendliest knight among them speaks of the latest wicked deeds that King Claudas of France has done to ruin Ganis. They depart the next day, leaving behind their two badly wounded companions. The losers of the previous day, plus the wounded who can ride, continue.

In the camp afterwards the ladies and gentlemen of the land talk about how bold and energetic those fellows were, and how they might get the prize quickly. The convalescing de Ganis knights who were left behind are cheerful and if spoken to, one says "I wish my comrades the best of luck! We will see them again soon, I'm sure, with the prize of this land in hand! But why do you hesitate to follow them, good sirs?"

Ask the player knights how they feel about such talk. They must make a Modest roll: success or critical success indicates they remain silent; failure or fumble indicates that they must attempt a Proud roll. Success or critical at Proud means that they are embarrassed. Any unwounded or lightly wounded knight who qualifies for the challenge, but does not leave the next morning, also gets a Cowardly check for failing to heed the example of the De Ganis clan knights. Use signs of their having passed wherever necessary to urge the group onward. Or just forget about them unless the group reaches the Rose Bower (#12).

You may find it interesting to roleplay the great Sir Blamore as intensely competitive with the most glorious of your player knights. Blamore might challenge this player knight to increasingly dangerous feats to prove his Valor, such as fighting a guardian knight with no armor, or spending two nights in the enchanted woods (see #15) alone. You may wish to make up a character sheet for Sir Blamore. He is of French descent. He has a Valorous of 20 (1 point from Glory expended), and other chivalrous virtues at 16 or higher.

If the players become concerned with the chance that Blamore will succeed at the adventure, let them stew. Blamore makes it to the final encounter with the King, receives a major wound and is imprisoned in comfortable quarters.

Enchanted Woods Encounter Table Explanations:

Lost: The path is gone. The knights wander around lost for 1d6 hours.

Stream, way blocked: the deep and muddy banks of this portion of the stream have a difficulty of 5. Subtract a knight's SIZ from a Riding roll if he attempts to swim his horse across the stream. A fumbled roll indicates an incapacitating injury to the horse (twisted ankle, etc.) If a knight crosses on foot, subtract half his armor points from a DEX roll. A fumble results in 1d6 damage.

Stream, kelpie: a curious kelpie in the form of a shaggy, wet man strikes up a conversation with the player knights. If insulted, the kelpie may use treachery to injure the knights. Use stats from the *PENDRAGON* Gamemaster's Book.

Bear: an angry bear charges out of the undergrowth. Use stats from the *PENDRAGON* Player's Book.

Barguest: a huge black dog with glowing red eyes, big as saucers, crouches under a gnarled tree. Refer to the *PENDRAGON* Gamemaster's Book. All the knights must make a Valorous roll, unopposed, upon sighting this fearsome creature of faerie. Failure indicates that the knight retreats. A fumble indicates that the knight flees back up the trail in panic, stopping at the last place the party stayed.

If the player knights make any threatening move while the barguest stares at them, it

14: The Midden

A midden is a garbage heap. This is actually outside the Land of the Circle of Gold, and is not an encounter. Any knight who finds himself here is out of the adventure. No possible route back to the Bower or the Hag's Cave can be found. The knight receives 25 Glory for attempting the adventure if he fought at least one challenge.

A knight who exited via the Bower is likely to be in good shape. He should be reminded to check the Midden to see if anyone else, less fortunate by exiting from the Hag's Cave, is there.

Gamemasters may wish to locate this spot on their campaign maps, especially if the adventure is unfinished. Thus the beginning of the adventure is known, and its ignominious end.

15: The Enchanted Woods

The party can, at almost any time, turn off the trail and enter into the Enchanted Woods. This is usually a desperate move. The trackless wastes are not a place for a knight on horse. Refer to the Encounter Table for the Enchanted Woods if the player knights spend half the day or longer searching the woods.

ENCHANTED WOODS ENCOUNTER TABLE

Roll 1d20 twice daily.

- 1-8: Lost
- 9: Stream, way blocked
- 10: Stream, kelpie
- 11: Bear
- 12: Barguest
- 13: Talking raven
- 14: Sprites
- 15: Hungry lion
- 16: Small giant
- 17: Elf knight
- 18: The goblin from #2
- 19: The fachan from #6
- 20: A tiny cottage

See the marginal notes for explanations of these encounters.

16: Retreating Backwards

Whenever a party is completely defeated the guardian knights invite them into their place, as usual. During the meal which follows the ranking knight informs the player knights that they have lost, and according to the rules of the adventure ought to return home by the path they came (see "The Entrance," above). If the knights actually arrived via the cave or bower instead of the main path they will be guided out of the area by a contingent of 2d6 GOOD or Praiseworthy knights (see Pullout section).

The retreat of the defeated is hardly something to role play with pleasure. Unless characters have unfinished business, generated on their own outside of this planned setting, the gamemaster should just tell them

own outside of this planned setting, the gamemaster should just tell them how many days it takes them to find themselves, again, at the Entrance. Remind them that the adventure is still available, and can be attempted again next year.

17: WANDERING AROUND

Because player knights are controlled by players and not by a plot, they are quite likely to find some reason to wander off the areas marked as places of adventure. No details are given for those areas, other than information on the Land Record Sheet.

Gamemasters should remember the general manner of the scenario and improvise (see the Designer's Notes for this adventure). The knights will be surprised to see strangers, send messengers to the king, and try to guide them out of the land. Farmers will be friendly but rather dull and incurious.

18: ARMY DEFENSE

Players may choose to conquer this land by invading with an army, especially if frustrated by repeated failures. If so, the defensive moves are standard, and give the army of the Circle of Gold every possible advantage.

The army will also be called out to deal with any powerful force of unchivalrous knights roaming the land.

Every time knights appear at a challenge location a messenger is immediately sent galloping to the king with the news. Immediately after the final combat another is sent bearing news of the outcomes of the fights. If the intruders bring an army or have behaved unchivalrously, these messengers will carry the word to the King.

All combatants from #1, 3, and 5 have orders to fall back before an invading force and join the king. Without doubt one or more of them would attempt his challenge anyway, out of pride and glory seeking. Such tactics would, at least, delay the invading army's scouts briefly. The guardians of the Tower (#7) will fight to the death to defend their stronghold.

The king with all his vassals and soldiers wait amid the hills, in the same manner and place that their ancestors met Romans, and before that the neighboring tribes, in a defile on the road near #6. The location is marked on the map of the Land of the Circle of Gold with two crossed swords.

An invading army approaching this spot can immediately determine the ideal features that the defile presents to defenders, and has the option to retreat back at this point. However, no practical alternative route is available through the rough terrain.

The conditions of any battle here are severe for the invader. No maneuver is possible. The invading army can form up in its usual three ranks to fight. The King of the Circle of Gold has chosen the terrain, and to enter his land the invaders must pass here. It is rugged terrain which gives the king a +18 to his Battle. The first round the king also gets +5 for Surprise. These values are also subtracted from the invader's Battle skill. See the *PENDRAGON* Player's Book, *THE NOBLE'S BOOK* supplement, and the Land Record Sheet included in the Pullout Section.

The king's army consists of 35 knights and 175 men at arms. The first rank is always of 35 knights (33 Knights, 2 Rich Knights, 1 Superlative Knight), the other two of men at arms. The King is always the Army Commander, Unit Commander, and Rank Commander.

Other Battle Modifiers, such as superior quality, influence of troop numbers, and so on, must be deduced by the gamemaster.

attacks. It is worth 150 Glory if killed (divided up among the player knights who fought). If not, it pits its stare power of 15 against one knight each round. The knight must oppose the stare with his Valorous. If the barguest wins the resolution, the knight must flee back up the trail as above. A victory in this opposed roll deserves a check on Valorous. If its stare attack is successfully resisted, the creature eventually slinks into the undergrowth. The victors each gain 50 Glory for Valorous action.

Talking raven: a large and glossy raven sits watching the player knights. Suddenly it speaks in a croaking but recognizable voice that all the player knights hear in their own language: "A circle and a grave beneath await ye, foolish knights. Beware!" With a harsh caw that resembles laughter it flutters off. If the player knights encounter the raven again, it continues to make obscure hints regarding a fatal end to their quest.

Sprites: A fluttering flock of tiny faeries, shimmering in all the colors of the rainbow, suddenly surrounds the player knights. The horses rear and everyone jumps as the playful sprites pinch any unarmored flesh, tie knots in the player knights' hair and the horses' manes, and laugh in high, tinkling voices. If any player knights can make a Folklore roll, they realize that the sprites are friendly but possess powerful magic.

If the player knights are violent, the sprites flee after turning all the knights' chargers into mules of extremely poor disposition (kick @ 10, 4d6 damage). If the knights are neutral or friendly, the sprites give each knight a gift. Roll 1d3. 1: All the knight's money is turned into tinsel, sea shells, colored beads, and other valueless but very flashy objects (the kind of things sprites love); 2: The knight finds he now has tiny green wings growing from his back. They are too weak to let him fly, and are painfully chafed by armor. They fade away if the player knight ever observes Mass; 3: One of the knight's Statistics is increased by one point. Roll 1d6 to determine which Statistic is affected. 1 = SIZ, 2 = DEX, 3 = STR, 4 = CON, 5 or 6 = APP.

Hungry lion: A lion charges the last person in line, attempting to kill his horse (or the player knight, if he is dismounted). Use the statistics from the *PENDRAGON* Player's Book.

Small giant: Use the statistics from the *PENDRAGON* Player's Book.

Elf knight: A hunting horn suddenly sounds some distance off in the depths of the wood. A tall, slim figure in glowing armor appears, blocking the path of the party, and calls out a challenge to the first player knight in line. If the player knights are mounted, so is the elf. Use statistics from the *PENDRAGON* Gamemaster's Book. The elf fights until unconscious or he has killed one knight, at which point he disappears.

The goblin from #2: Ignore this entry if the goblin is dead. If the goblin was rescued by the

player knights, he appears to them now, and shows them the way to where ever they wish to go.

The fachan from #6. If the fachan was killed or abandoned by the player knights, reroll. If the fachan was freed by a player knight, the fachan now appears and offers the knights a gift: a huge greatsword, covered with rust and nettles. The sword was found by the fachan near the skeleton of another knight who died in the woods some years ago. It has a ruby in the pommel worth 15 Librum and can be wielded only by a knight with an Honest of 16 or higher. Lesser knights find that the sword is too heavy to pick up (astute observers may realize that the fachan must have an Honest of at least 16!). The fachan will guide his friends out of the forest if they need help.

A tiny cottage. An Awareness roll reveals a disturbing fact; this cottage has two giant legs, much like a chicken's, curled up beneath it! If the characters dare to knock politely on the door, a stately, well-dressed woman of undeterminable age answers. At any threatening act, the hut leaps up and runs off into the depths of the forest with its occupant.

If the player knights can make a good impression on the woman, using Courtesy or other courtly skills, she lets them enter her home and offers to give them each an enchanted weapon or a powerful healing potion. They must swear to kill or imprison "the young upstart Arthur" within the year. If the player knights show outrage at this, she informs them that she has good reason to hate the King, for he was responsible for the death of her husband. Roll her Hate (Arthur) passion of 16 vs. any argumentative player knight's Forgiving trait. If the knight wins the opposed roll, he convinces the woman that Arthur is not quite the ogre she believes him to be and earns a check on Forgiving. If the woman's passion is victorious, she and the hut disappear.

If the army is defeated, the king and the army retreats back to the castle and city. Leadership depends on the survivors. The kingdom has no plans for continued resistance if the battle is lost.

19: Conclusion

A knight who succeeds in the adventure will be obliged to remain as king of the land, trapped into the routine. What happens afterwards? Is someone's favorite character trapped, out of play?

Yes, for a little while. If he tries to depart on adventures, explain that all his vassals and advisors beg him to relent, describing in fearful voices how the old monsters would be released if he left. They also say, (perhaps with truth) that a further curse would pursue the king and all of his kin as long as he travelled outside his land. If the new king leaves anyway, all the monsters attack him immediately (see #10). You may also wish to apply a curse to the knight (flocks of ghostly bats haunting him every night at midnight, lowered statistics, etc.).

Enterprising landowners will naturally question whether or not a visit to their own old lands, someplace else in Britain, also qualifies as a violation of the duties of kingship. The advisors are unsure, but beg their liege not to test it without advise. Will he stay a year while everyone searches for a possible solution? The other characters could go seek Merlin, Nimue, or any other powerful character whom they have met elsewhere.

After suitable trouble and further adventure the characters can learn one possible solution. It is for the King of the Circle of Gold to swear fealty to King Arthur. This negates the initial motivation of the whole adventure. Thus he is allowed to leave his land and travel freely.

Unfortunately, it does not remove his obligation as King of the Circle of Gold. Whenever a challenger manages to pass through all the early stages and reaches the Tower (#7) messengers are frantically dispatched to wherever the king is supposed to be. If the challenger reaches the city he is guested sumptuously until the king comes to meet the challenge. He cannot change the conditions of the challenge: it must be to the death.

The King of the Circle of Gold will receive considerable income and Glory each year for his position (see the Land Record sheet in the handouts section). The danger of a challenge is the price.



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