

THE GREAT Pendragon™ C A M P A I G N



THE COMPLETE EPIC OF THE GREATEST HERO OF WESTERN LEGEND

For 1500 years King Arthur's story has been told around campfires, in noble courts, in taverns, books, movies and now, with the prize-winning *King Arthur Pendragon* roleplaying game, at your game table.

The Great Pendragon Campaign begins during the reign of Arthur's father King Uther, when player knights can participate in the events of Arthur's conception. The long and brutal **Interregnum** of Saxon wars is forever altered when Arthur draws the **Sword from the Stone** to start his great and glorious reign. **The Boy King** leads his knights through periods of consolidation and expansion until the entire Western world is brought under his sway. Then, to **High Adventure!** Knights gain Glory and lands in the periods of **Romance** and **Tournaments**, and at last engage in the greatest adventure of all, **The Quest for the Holy Grail**. Then, amidst tragedy and broken dreams, the **Twilight Period** draws the epic to a close.

Eighty years of campaign detailed year-by-year provide the background, on-going events and adventures that define structure of King Arthur's glorious reign.

THE MAGIC IS IN THE DETAILS, AND THE DETAILS ARE IN THIS BOOK.

Included in this book are:

- Year-by-year details from 485 to 566.
- Maps and descriptions of Logres, Cambria, Cornwall, Brittany, Cumbria, the North, Ireland and France
- Maps of the important cities of Britain, including Early and Late Camelot and London
- Over 100 Adventures
- Statistics for over 50 Faerie Creatures and Nonplayer Characters
- Expansions for the *Pendragon* rules

"I've been working on this book for over 20 years, since the first publication of *King Arthur Pendragon*. This is the culmination of forty years of research, pleasure and gaming. It's a tremendous joy to bring my love of the legend all together here."

—Greg Stafford, designer of *King Arthur Pendragon*



1-58846-946-8 WW17810 \$49.99 US



www.arthausgames.com

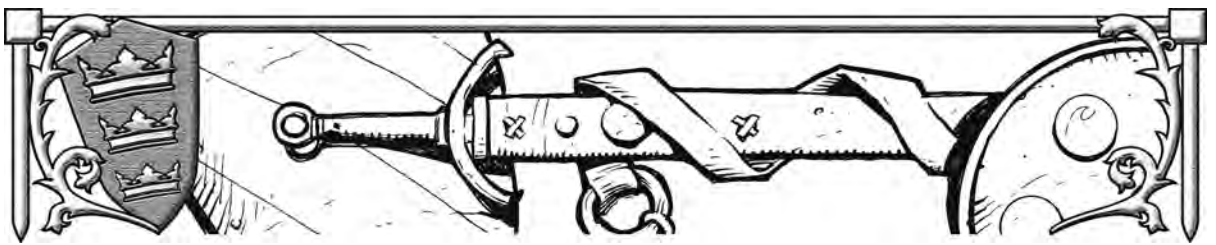
THE GREAT Pendragon™ C A M P A I G N

FOR *PENDRAGON* 5TH EDITION

BY GREG STAFFORD



A year-by-year campaign
for the great and glorious reign of King Arthur,
from his conception
to his departure to the Blessed Isles.



CREDITS

Author: Greg Stafford

Editor: Scott Holden

Managing Editor: Stewart Wieck

Art Director: Aileen E. Miles

Book Design: Aileen E. Miles

Interior Artists: John Bridges, Jeff Holt, Brian LeBlanc, Larry MacDougall

Cover Artist: Michael Phillippi

Cartography: Jeff Holt

Border Designs: John Bridges

CONTRIBUTORS:

"BESSINGER INHERITANCE" by Jeff Kyer.

"GOBLIN MARKET," "TOURNAMENT OF OVERTHERE," "PLAYERS," "Lost in Faerie Solo," "Madness Solo," and "Fey Passion," by Doyle Wayne Ramos-Tavener.

"LE CHEVALIER SANS MÉMOIRE," "KNIGHT OF THE GRIF-FON," and "KNIGHT OF TUSKS" by David Hazlett.

SPECIAL THANKS FROM THE AUTHOR

Thanks too to the original contributors to *Pendragon* and the elf list.

Thanks to Roderick Robertson for scanning, cross-checking references, and opinions in general.



This work was prepared using the Penguin Classics edition of *Le Morte D'Arthur*, edited by Jane Cowen.



Most of the arms of King Arthur's Knights are based on the 15th-Century French manuscript known as *La forme qu'on tenoit des tournoys* from the collection of Harvard University, attributed to Jacques d'Armagnac, Duc de Menours.



© 2006 by Arthaus, Inc. All rights reserved. Reproduction without the written permission of the publisher is expressly forbidden, except for the purposed of reviews, and for blank character sheets, which may be reproduced for personal use only. *Pendragon* is a registered trademark of Arthaus, Inc. All rights reserved. With the following exceptions, treatment of all characters, names, places and the all text herein are copyrighted by Arthaus, Inc.:

Shield illustrations copyright © 1990, 1993 by Bill Keyes.

Check out Arthaus online at www.arthausgames.com.

PRINTED IN CHINA

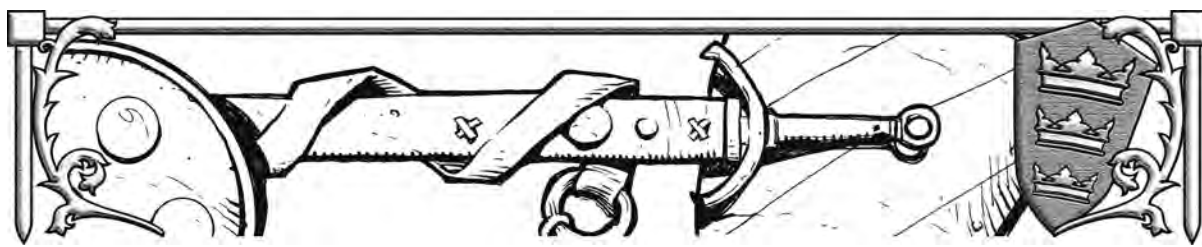
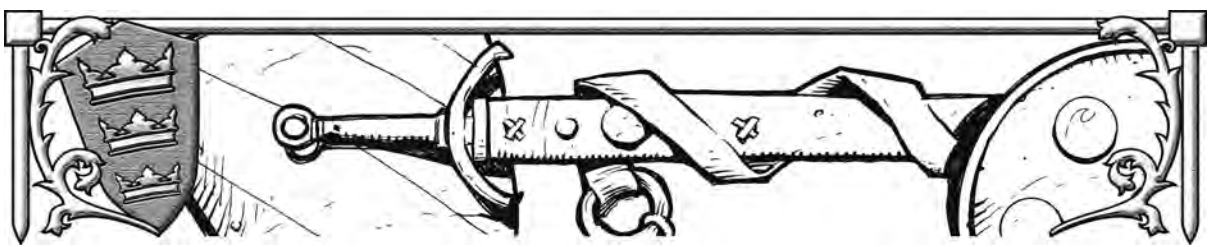


TABLE OF CONTENTS

INTRODUCTION	6	CHAPTER FOUR —		Year 541	278
Navigating this Book	7	BOY KING PERIOD	121	Year 542	279
The Great Tales	8	Year 510	128	Year 543	282
Gamemaster Advice	9	Year 511	135	Year 544	284
RULES EXPANSION	12	Year 512	136	Year 545	288
Winter Phase Synopsis	12	Year 513	141	Year 546	290
Cities	13	Year 514	143	Year 547	293
Defense Value	16	Year 515	148	Year 548	297
New Skill: Siege	16	Year 516	149	Year 549	300
Tournaments	17	Year 517	152	Year 550	302
Favors	21	Year 518	154	Year 551	303
Travel	21	Boy King Period Adventures	158	Year 552	306
Miscellaneous Rules	24	CHAPTER FIVE —		Year 553	309
CHAPTER ONE —		HIGH ADVENTURE		Tournament Period Adventures	310
KING UTHER PERIOD	25	IN THE WASTELANDS	161	CHAPTER NINE —	
Britain 485	25	The Castle of Joy	167	GRAIL QUEST PERIOD	323
Sarum in 485	28	CHAPTER SIX —		Year 554	326
Logres in 485	30	CONQUEST PERIOD	180	Year 555	332
Year 485	34	Year 519	183	Year 556	342
To Be High King	36	Year 520	185	Year 557	344
Year 486	37	Year 521	187	Grail Quest Period Adventures	346
Year 487	40	Year 522	189	CHAPTER TEN —	
Year 488	44	Year 523	191	TWILIGHT PERIOD	353
Year 489	47	Year 524	193	Year 558	354
Year 490	48	Year 525	196	Year 559	356
Year 491	52	Year 526	199	Year 560	358
Year 492	56	Year 527	204	Year 561	359
Year 493	59	Year 528	210	Year 562	361
Year 494	60	Year 529	211	Year 563	363
Year 495	63	Year 530	214	Year 564	369
Uther Period Adventures	65	Conquest Period Adventures	223	Year 565	372
CHAPTER TWO —		CHAPTER SEVEN —		Year 566	377
ANARCHY PERIOD	70	ROMANCE PERIOD	226	APPENDIX ONE —	
Year 496	75	Price Lists —		CREATURES	379
Year 497	77	Romance Period and Beyond	228	Beings and Beasts	380
Year 498	79	Camelot in 531	231	Other Creatures	391
Year 499	80	Year 531	237	APPENDIX TWO —	
Year 500	81	Year 532	241	ENCHANTMENT PERIOD	392
Year 501	82	Year 533	244	The Enchantment of Britain	394
Year 502	84	Year 534	247	Enchantment Period Adventures	398
Year 503	85	Year 535	249	APPENDIX THREE —	
Year 504	87	Year 536	253	THE GOBLIN MARKET	416
Year 505	87	Year 537	255	The Scenario	416
Year 506	90	Year 538	257	APPENDIX FOUR —	
Year 507	90	Year 539	259	RELIGIONS	428
Year 508	92	Romance Period Adventures	263	APPENDIX FIVE —	
Year 509	93	CHAPTER EIGHT —		THE LADIES OF THE LAKE	429
Anarchy Period Adventures	94	TOURNAMENT PERIOD	269		
Rydychan County	96	The Wastelands in 540	272		
CHAPTER THREE —		Year 540	276		
FOREST SAUVAGE	98				
Places of Sauvage	103				



ADVENTURES INDEX

UTHER PERIOD

SWORD LAKE	38
GREAT SWORD FEAST	40
LINDSEY EMBASSY	42
MALAHAUT EMBASSY	43
NAVAL RAIDS	43
WATER LEAPERS	45
INVASION OF FRANKLAND	45
EXCALIBUR'S PEACE	47
THE KING'S PROGRESS	50
RETALIATION	51
PRISONER OF COURTESY	51
TINTAGEL CASTLE	54
HELPING MERLIN	57
TREASON TRIAL	58
ENVOYS TO MALAHAUT	60
SAXON AMBUSH	60
EMBASSY TO ESTREGALES	61
BORDER CHALLENGE	65
RIDING IN ENEMY LANDS	66
AMBUSH	66
THE RAID/THE PILLAGE	66
RIDING THE ROUNDS	67
MEETING NEW KNIGHTS	67
YOUR MANOR RAIDED!	67
MARRIAGE RIVALRY	68
THE MERCENARY SYAGRIUS	68
PRESUMPTUOUS PRAETOR	68

ANARCHY PERIOD

MEETING KING CERDIC	76
MORGAN'S MARRIAGE	83
TRYING THE SWORD	94
KNIGHT OF TUSKS	94
THE CHANGELING	94
THE ASSAILANT	95
LAND GRAB	95
THE YOUNG SCHOLAR	95
OXFORD USURPERS	96

FOREST SAUVAGE

LOST IN SAUVAGE	101
MAGPIES	104
THE WHISPERING PATH	104
BLACK ANNIS	105
BAYARD'S LEAP	106
SIR GORBODUC THE FIEND	107
ESCORTING NINEVE	109
GALLOPING DEVIL	110
CASTLE OF EASE	112
CASTLE OF THE RACE	112

CASTLE OF FELICITY	113
THE MAID OF STEVINGTON WELL	113
PRESAGE JOUST	114
COUNTY TRIBUIT	114
FOUNTAIN OF THE GOLDEN CUP	116
THE HEART OF SAUVAGE	117
ARRIVING AT CASTLE SAUVAGE	117
THE KING OF SAUVAGE	118

BOY KING PERIOD

THE FIRST TOURNAMENT	128
DOLOROUS GARDE	158
KNIGHT OF THE MOON	159
KNIGHT OF THE WOLF	159
CRUEL KNIGHT OF LANDOINE	159
BOOBRIE	160
TOWER OF THE BRASS BELL	160
THE LITTLE HARE	160
CASTLE OF THE BEARD	160

HIGH ADVENTURE IN THE WASTELANDS

MERLIN'S ISLAND	161
TRAIL OF CHIVALRY	163
ENTERING THE CASTLE OF JOY	166
SEEKING ALLIES	170

CONQUEST PERIOD

WAR IN IRELAND	220
WAR IN FRANCE, GAUL, AND GANIS	222
LADY OF THE FOSTERLINGS	223
CATHOIR MÓR'S SPEAR	223
ISLAND OF FEES	224
SIEGE PERILOUS	224
TALKING EAGLE	224

ROMANCE PERIOD

CAMILLE'S REBELLION	238
LOGRIN THE GIANT	244
SECOND FRENCH WAR	254
ATTACK ON THE QUEEN	257
SEARCHING FOR THE QUEEN	258
THE QUEEN'S LIBERATION	258
LADIES' RESCUE	258
CEALWINA AND RADIGER	263
FIRST MEETING	264
SNEAKING AROUND	265
SECRET DECLARATION	265
CODED DECLARATION	265
TEN STEPS TO LOVE	265
RIVAL IN LOVE	266
EROTIC ENGAGEMENT	266

DISCOVERY	267
DAMSEL OF THE SUNFLOWERS	267
LADY IN PINK	267
LADY OF THE BRIDGE	268
LADY OF VALAINE	268

TOURNAMENT PERIOD

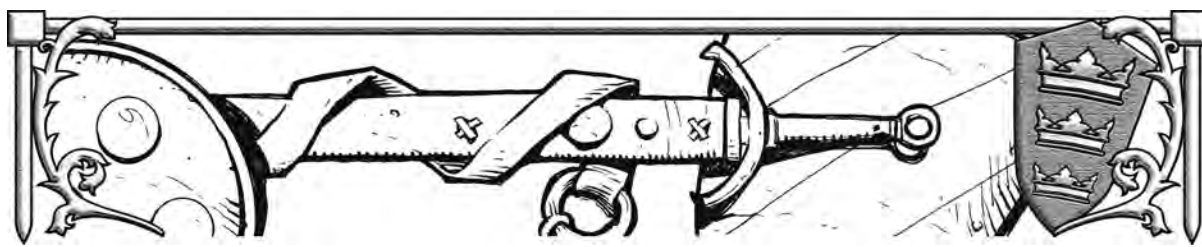
HALTING THE WASTELAND	274
CORNISH BANDITS	285
GILDED BOX	298
TOURNAMENT CIRCUIT	310
SEEKING THE KING	311
HYENAS	311
CASTLE OF ANNOWRE	312
LE CHEVALIER SANS MÉMOIRE	313
BESSINGER INHERITANCE	315
STONE HOUSE VISIT	315
PROVOCATIVE PLAYERS	318
SAINTS OF BRITAIN	318
CASTLE OF THE BLACK HERMIT	320
BOILING GIRL	322

GRAIL QUEST PERIOD

ON THE ROAD	347
DUALITY TOURNAMENTS	348
THE ADVENTUROUS SHIELD	349
CASTLE OF MAIDENS	349
ADVENTUROUS CASTLE	349
THE GRAIL FEAST	352

ENCHANTMENT PERIOD

ELF KNIGHTS	398
KNIGHT OF THE GRIFFON	399
MERMAID	401
FAERIE BLESSING	401
NEEDY BOY	401
ISLAND OF BEASTS	402
AVANC	402
BASILISK	402
HALF-A-GIANT	402
THE GREAT HARE	403
CERRIDWEN'S REVENGE	404
TROIT BOAR	404
FACHAN	405
RAVEN TOWER	405
SECRET OF THE IVY TOWER	406
PERILOUS CEMETERY	407
REDCAP TOWER	407
TOURNAMENT OF OVERTHERE	407
ELF REPAYMENT	410
LOST IN FAERIE	415



INDEX OF MAPS

ARTHUR'S CONTINENTAL CAMPAIGN 205

BATTLE OF BADON HILL 157

GALEHOLT'S DOMAIN 521–529 221

CITIES

Camelot 531	231
Camelot 555	325
Carlion-on Usk	132
Eburacum 488	43
Lincoln 487	42
London	15
Paris	202
Sarum 485	29
Tintagel	55

DOMINANT POLITICAL ENTITIES

Britain in 485	26
Britain in 495	71
Britain in 510	122
Britain in 519	183
Britain in 531	238
Britain in 544	287
Britain in 555	340

EVENTS

485 Events	35
487 Events	41
491 Events	53
493–495 Events	62
496–500 Events	78
501 Events	83
503–504 Events	86
505 Events	89
507 Events	91
510 Events	134
512 Events	137
513 Events	142
516 Events	151
517 Events	153
518 Events	155
519 Events	184

529 Events 213

530 Events 216

538–539 Events 260

555 Events 333

563 Events 367

565 Events 376

FORESTS AND TERRAIN

23

FOREST SAUVAGE

Gamemaster's Map	100
Players' Map	99
Whispering Path	104

REGIONS

Brittany	292
Cambria	73
Cumbria	127
France and Gaul	200
Ireland	217
Logres 485	31
The North	182
Rydychan County	96

SARUM CASTLE

296

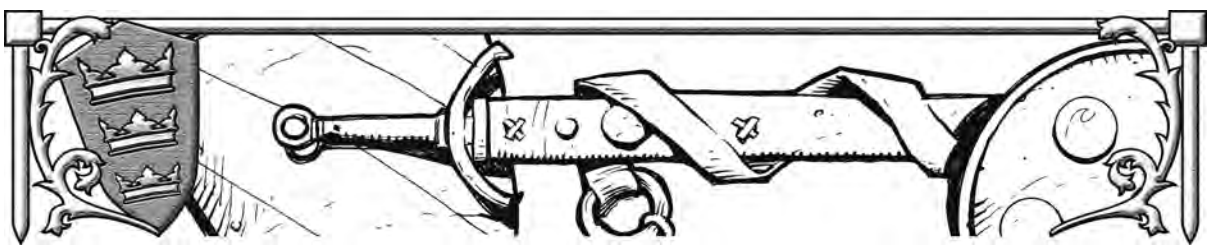
WASTELAND

Wasteland in 540	273
Wasteland in 541	278
Wasteland in 542	280
Wasteland in 543	282
Wasteland in 544	286
Wasteland in 545	289
Wasteland in 546	291
Wasteland in 547	295
Wasteland in 548	299
Wasteland in 549	302
Wasteland in 550	303
Wasteland in 551	304
Wasteland in 552	307
Wasteland in 553	309
Wasteland in 554	327

WHERE THEY LIVE

174





Introduction

Welcome to the wondrous realm of King Arthur.

This is a book of material for the *Pendragon* role-playing game. It provides materials for Gamemasters to use to bring the Arthurian realm to life for themselves and their players. It includes finished adventures, raw material, and instructions specifically for Gamemasters.

Great Pendragon Campaign is a tool to run a year-by-year *Pendragon* campaign that allows each player to establish a dynasty of knights whose family story coincides with King Arthur's. Through play these knights help or hinder the High King establish his fabled realm.

THIS BOOK

This book is a guideline for an 81-year campaign that includes the entire reign of King Arthur, starting a short time before his birth and ending just a few years after his departure to Avalon. Through this book, player characters experience the brutality of Arthur's father, the anarchy of the interregnum, the war and drama of King Arthur's rise to power, the quests and otherworld adventures of the high adventure period, and then the decline and destruction of the Round Table.

Pendragon is designed to encapsulate about one year's worth of adventure per playing session, though a number of years will require several sessions to complete. The entire campaign thus requires almost two actual years if played weekly; in that time, it covers about three generations of family, and probably at least one character in each generation per player. The scope and sweep of the dynasty portion of the game will have full expression in this time and provide a new experience in roleplaying.

THIS IS BACKGROUND

This book is not the game, but the stuff behind the game. The real game is the story of the player characters, but they are set against a medieval backdrop that provides all the static parts of the world: castles, armor, tapestries of heroes surrounding the feast hall, and so on.

Upon that is the Great Pendragon Campaign, which is the movement of legend towards its destiny. Player characters should do what they wish, and your campaign may take an unlikely turn ("Hey, great! You just unhorsed Lancelot!") or two ("What, you killed Mordred?")

The GPC is what goes on while the player knights are living their lives. There, where the player characters are living their lives in the midst of the fantastic Arthurian world, is the real game.

THIS IS OPPORTUNITY

This book provides another resource, over a hundred adventures of varying lengths to provide the seeds (or in some cases entire fields) of information for game play. Some of these are presented as themes or tropes, others as full-blown, highly detailed stories.

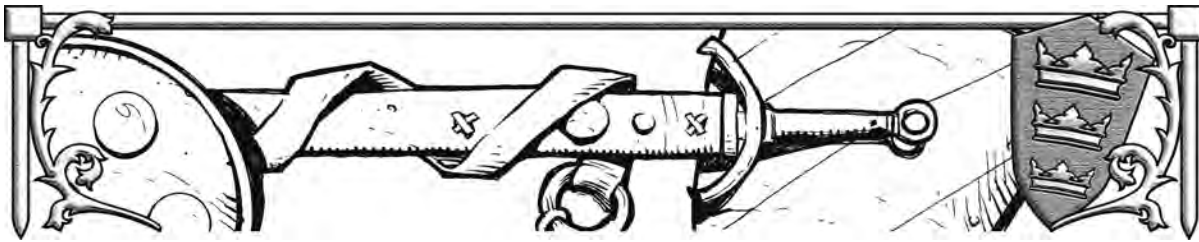
CAMPAIGN STRUCTURE

The campaign is divided into blocks of years that share, more or less, important characteristics. Don't be fooled by the names of the periods, though. Each of them holds far, far more types of adventures than the title names.

Period	Span of Years (A.D.)
King Uther Period	485–495
Anarchy Period	496–509
Boy King Period	510–518
Conquest Period	519–528
Romance Period	529–538
Tournament Period	540–553
Grail Quest Period	554–557
Twilight Period	558–566

At certain periods in the campaign equipment is upgraded. New types of armor, weapons and horses become available, castles have new structures and different types of mercenaries come into use. New customs are introduced as well.

These changes are included within various chapters in those sections entitled "What's New?"



NAVIGATING THIS BOOK

The *Great Pendragon Campaign* is a Gamemaster guide designed to facilitate using the *Pendragon* rules in a full campaign. Eight of the book's ten chapters, corresponding to the eight periods listed previously in "Campaign Structure," are meant to make the Gamemaster's job easier.

SPECIAL CHAPTERS

Two special chapters are inserted into the normal sequence of years to explain specific regions that impact the regular campaign Periods:

Chapter 3: Forest Sauvage

Chapter 5: The Wastelands

Appendices 2 and 3 are also designed to be inserted into the regular sequence of campaign years as the Gamemaster chooses.

CHARACTERS

A couple of characters for the early campaign appear in the *Pendragon* core book (see "Famous People" in Chapter 1 of that tome). Other characters relevant to the campaign will appear in a free web enhancement for this book, available at <http://www.white-wolf.com/pendragon/>.

EVENTS

The annual campaign Events entries take up the greater part of this book, listed year by year throughout its chapters. These provide the basic details for Gamemasters to guide the campaign. We don't expect the players to have access to this information as it occurs, but the Gamemaster needs to know. Distribute this information as desired and allow the players to act upon it as they wish.

The Events constitute a variety of adventures and occasions to entertain a group of *Pendragon* players during a campaign lasting for roughly a year and a half in real time. It combines several things:

1. An ongoing script of the background "history" of the Arthurian court drama;
2. A collection of over a hundred arranged and optional adventures for player knights in the *Pendragon* game;
3. Ideas and plans into which you can weave each player knight's family saga;
4. Basic descriptions and guidelines for many famous characters;
5. A weaving together of many Arthurian sources, with an invitation to weave the player knights into the ongoing saga.

These items inevitably contain a good deal of the author's personal opinion, adjudication, and

quirks, many acquired through running and playing the campaign himself.

N.B.: This book is not (or does not do) any of the following things:

1. It is not a retelling of the entire Arthurian legend, a scholarly essay, or a new form of fiction.
2. It does not try to cover everything thoroughly, evenly, seamlessly or with equal sense of importance.
3. It does not set campaign events in stone, but allows for individual interpretation by each Gamemaster and player.
4. It does not attempt to cover every character or scenario appearing in the countless Arthurian sources.

ANNUAL FORMAT

Every year in the book uses the following format, with some minor variations as time passes.

COURT

This entry provides events and observations that take place more or less around the time of Arthur's Pentecost Court for that year, and also names the place where the court occurs. Of course, in most years, Arthur (and later Guenever) may undertake a Royal Progress, much like the "Progress of Salisbury" described for Earl Roderick in Chapter 4 of the *Pendragon* book.

SPECIAL GUESTS

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

Always remember too that the court always has nobles and their wives, international ambassadors, court officers from all over the realm, and knights of every description and origin.

But when a guest is special, the Gamemaster ought to try in some way to bring attention to him or her.

NEW ROUND TABLE KNIGHTS

Membership in the brotherhood of the Round Table is a paramount ambition for any British knight. This entry lists new members, as noted in Malory, for the famous knights who join the Table in any given year. When a player knight makes it, write his name in to remember the date. After a time, this entry is dropped from the annual events list because so few named knights join late in the campaign.

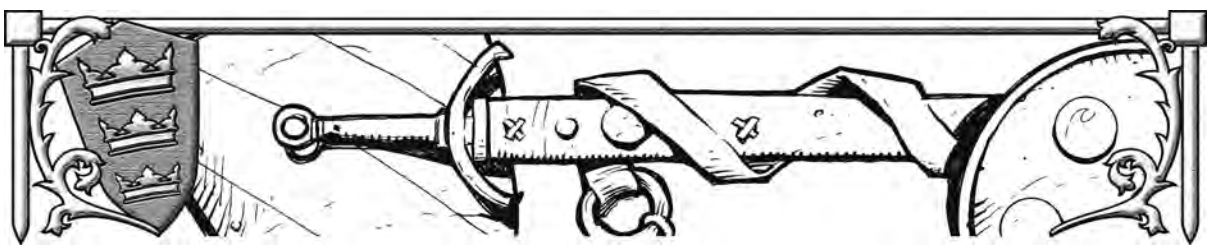
GOSSIP

Here chatter women and servants, with information related in a casual manner much as it might be overheard. Of course there is much more, but this sample is of the foremost gossip of the day. Although

YOU DON'T NEED IT, BUT...

...as a diligent Gamemaster, you will significantly upgrade the quality of your campaign with access to a copy of Sir Thomas Malory's *Le Morte D'Arthur*. Don't worry, though: You need be only as knowledgeable as a frontier teacher — for any given session of play, just read ahead one chapter beyond the years you are covering. (Largely, though not completely, the campaign event sequence follows Malory.)

Many good editions of *Le Morte D'Arthur* exist. I use the Penguin English Library edition, translated by Janet Cowen. It is clear, with just the right level of archaic language to lend flavor, and is an inexpensive, relatively small paperback that I don't mind writing my own notes in.



the information here is mostly more or less correct, none is perfectly true and much of it is superficial.

NEWS

Individuals of the court provide more accurate information than can be gained by random gossip. Note that this information might be gained from the servants of these individuals as well as the person himself.

ROYAL CONVERSATION

This entry relates the king's current issues, usually some new program of belief King Arthur wants to popularize.

INTRIGUE

This entry represents the "inside story" regarding what people at court are trying (not) to talk about.

CHRISTMAS COURT

The Winter Phase is an important part of the game, and the Christmas Court is its setting. Doing bookwork in the setting of the game helps bind players, characters, and setting. Most of the time the Winter Phase is routine, but once in a while some Christmas Court episodes will be longer, containing part of the story.

Gamemasters should present game information through courtly characters, primarily the earl, his wife and other friends at court. These items can also be used to acknowledge great and unusual successes of the year before (by player knights or others).

Christmas Court is also the time for gifts from one's liege. Suggested gifts for vassal knights are the things that make him a knight — that is, he gets a new set of clothing, weapons, and a new horse as needed (or as flattery), and so on. Additional goods depend upon the lord's generosity and the current availability of goods and resources.

At this time, shares of plunder may also be distributed. When treasure is distributed this way, merchants tend to come by to take orders from the nearest city. Use the appropriate price list for the location.

THE GREAT TALES

The Great Tales are the core of the legend that hasn't changed through over 500 years of rewrites. Often the newer versions of the story are reinterpretations of these central, classic events. For instance, the story of Guenever's kidnapping appears over and over in various sources; still, sometimes the rescuer is Lancelot, sometimes other knights. These tales are open to each Gamemaster's interpretation, of course.

Great Pendragon Campaign has taken a stand on most of these events, and here at the start the Gamemaster needs to have some vision of where these stories lie.

- What is the Round Table? The Round Table is an ancient, magical table owned by King Leodegrance of Camelard (given him by Uther); Leodegrance gives it to King Arthur as part of Guenever's dowry. It holds 150 knights and has seats where the name of the holder appears in gold after he is named by King Arthur. The table is monstrously large, with a vast field of emptiness in the center. In fact, the Round Table is a circle, but a hollow one. The center of the table is empty so that servants can serve more easily and entertainers can be amidst the company they entertain. Note: Only men sit at the Round Table, except in feasts, when they may share their seats with a lady.

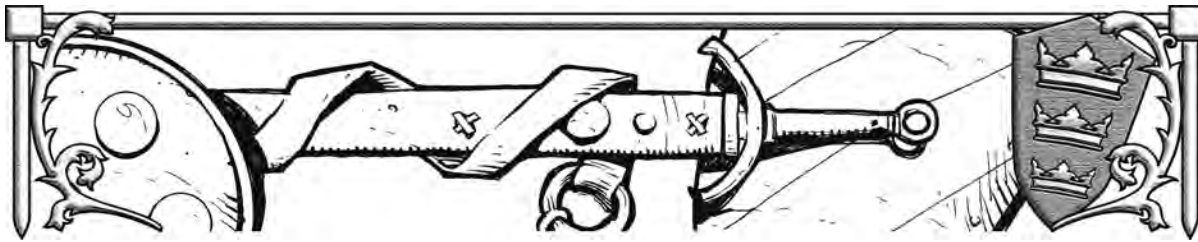
- Just exactly when do Lancelot and Guenever break their chaste amor and enter into carnal love? This would matter greatly for player knights, whose accumulation of Glory would change the moment the lovers have intercourse. But for Lancelot, who reaps a couple thousand Glory per year anyway, it is not important because Arthur does not intervene (see essay on pg. XX).

- What is the Holy Grail? The Grail is a sacred cup used at the Last Supper and also to catch Jesus' blood when he is crucified. It is also made from a magical object that fell out of Heaven during the Battle of Heaven and Hell. Its supernatural nature is such that it appears differently to different people, can be in more than one place at a time, heals miraculously, and can feed multitudes.

- What is the Enchantment of Britain? After Arthur's knights begin to provoke the creatures of the deep landscape, the Faerie kingdom begins to interact actively with the world of mortals. The result is that magical beings appear more often, and magical effects as well.

- Does Arthur have children? King Arthur had several sons besides Mordred in some legends. Two of them are presented herein as NPCs (see "Sons of Arthur" in Chapter 7). Interacting with them is always fun for players, and even grognards of Arthurian knowledge often do not know what to expect from these stories. Note that Guenever has no children: She is barren, a fact that undoubtedly affects her often outrageously jealous behavior.

- What about Mordred and Arthur? Who knows that Mordred is Arthur's son until Mordred announces the fact himself? How is this twisted origin story revealed in the campaign? The answers to



these questions are contained, once again, in the section on the “Sons of Arthur” in Chapter 7.

ADVENTURES

Some adventures in this book are presented within the Events for each year of the campaign, while others appear in an “Adventures” section at the end of each chapter. Some of these involve great detail and will require several sessions of game play, while shorter adventures can be used alone, each requiring about a single session (at most) to resolve. Alternately, short adventures might be considered simple building blocks used to make more complex scenarios.

The Gamemaster should mix and match the parts according to whim or plot development. By weaving them together using the methods described here the story is enriched, and character knights are integrated into the legends of King Arthur.

MAKING A LONGER PLOT

Typical Arthurian narratives begin with a simple event that leads to a second, a third, and perhaps many more events or occurrences until the final event is resolved.

The adventure of the “BASILISK,” for instance, cannot be solved by most knights, for the creature is simply too deadly. But perhaps the witch queen found in some other adventure might catch the magical weasel needed to defeat the basilisk if the knights will do a favor for her: Maybe a powerful Faerie knight is blocking the road to her castle. Will the knights help her? If so, this might lead to the adventure of the “KNIGHT OF THE MOON.” The Knight of the Moon agrees to let the knights go ahead of his army and fight his foe, who is described in another adventure, and so on. Eventually, the characters win. This finishes the tasks initiated by the witch queen and, conveniently, kills the sorcerer who has created the basilisk.

GAMEMASTER ADVICE

Below are some tips and pointers for the enterprising Gamemaster. Also, be sure to read the Rules Expansion for some rules changes, expansions, and clarifications.

MAIN CHARACTERS

Each player knight is the main character of his own story. Gamemasters should remember this and keep the player characters at the forefront of the game as much as possible. A player knight may be one man amidst thousands of knights in a battle, but our story is about his part in the battle. As much

as you can, resist the temptation to tell the story of Lancelot or Tristram except to provide background.

Since the campaign is long-term, you can also plan specific adventures in which one of the player characters is significantly more important than his companions. For a short time, he is the star of the show. Next time, maybe, it can be another person’s turn, then perhaps no one draws the spotlight in the next scenario as they team up to drive off some Saxon raiders from the county.

The Gamemaster’s job is to assist the players in forging a personal legend for the dynasty of their player knights. The task of the Gamemaster is to challenge, not to compete.

WARN THE CHARACTERS!

Always warn characters of the potential dangers in any adventure. Some tasks or encounters are just plain hard, and may require repeated visits by the knights (or their sons, or even grandsons). Part of the long-term campaign concept is to have some adventures that are not immediately solvable, and which can be revisited years later, either by player knights or other Gamemaster characters. Others are destined never to be solved until the appearance of a certain canonical knight, most likely Lancelot or Galahad, though Gamemasters may wish to alter that version of the tale to give these feats to player characters.

Remind the players that the modifiers to Valorous rolls, which are required upon sighting some monsters, indicate the likelihood of fatality in combat. Running from a creature with a –10 or greater modifier gets the knight a Cowardly check, yes, but no loss of Honor. And he will remain alive.

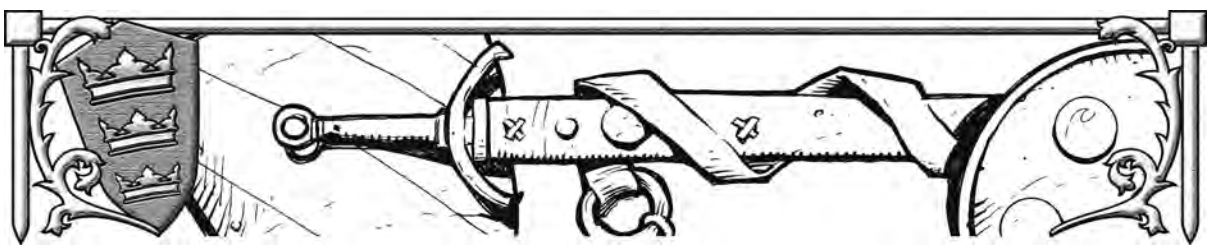
See Appendix 2 of *Pendragon* for more on Valorous (and Prudent) modifiers.

RUTHLESSNESS

Each Gamemaster has to determine how hard to make the campaign. The struggle to stay alive is one of the defining conflicts of this game; being too easy on characters in combat will remove the sting, and also a lot of the motivation to enter into the dynastic segment.

Every knight is going to die — the game is just a question of how he lives his life.

Designer’s Note: In general, when I have run this campaign, I rolled the dice out in the open, letting them fall where they may without even the temptation to fudge the results. I feel that the effect on the players is to impose a grim reality that significantly (and beneficially) affects their characters’ actions.



DEUS EX MACHINA

One of the things about being ruthless as a Gamemaster is that characters end up being captured and not killed — for some, a fate worse than death. A few simple plot devices to resolve this are common and useful, and the Gamemaster should keep them in mind for the campaign, especially when player knights have lost and are imprisoned or otherwise in a tight spot.

Death or Capture?

Remember that ransom is a major motivator for knights. In most cases, even wicked knights prefer to capture other knights rather than kill them.

Low Friends in High Places

Knights are often rescued from dungeons by servants of the castle in which they are imprisoned. Why? These servants often have less loyalty to their employer than love lost for the captive knight. Or perhaps because the knight has done something wonderful for them in the past, a favor is owed and a debt can thus be repaid.

The Rescue

Knights are often rescued by other knights. Lancelot is one of the most famous for this. His multiple rescues of other knights puts many of them in his debt, upon which he rarely collects.

CONSEQUENCES

This game is about making choices.

The events given in this book simply cannot all be played by the player knights. Choices must be made, and the consequences and benefits of those choices may well come up later. But the Gamemaster shouldn't tell what the real consequences of certain acts are going to be: Just set forth the opportunities, let the players attempt what they wish, and let their cleverness and the fall of the dice decide success or failure. The Gamemaster might say, "Well, you've got your choice between a chance to get Glory or a chance to see something interesting." But no more than that!

In the first Period of the game (i.e., the Uther Period), many of the annual Events and scenarios are more detailed than those appearing later — this detail is intentional, as an aid to new Gamemasters starting the campaign. But consider these ten years or so as a training period, an introduction. Don't always get bogged down trying to do everything!

The Christmas and Pentecost Court sessions are designed to relate what else has gone on in the realm while the knights were doing whatever they did. These are times when the knights can ask about what else may be going on in the world, what other

nobles were doing, and so on, to deepen the overall campaign.

In the Anarchy Period, the campaign quickly takes on a different tone because there are very few leaders in the country. Player knights can do almost anything they want. If the players ask, "What can we do?" the Gamemaster should ask, "Who are you asking?" or even "What do you want to do?" Then, in replying, remember that every NPC also has his or her own agenda. The Countess of Salisbury, for example, will certainly not have the same desires as Father Patrick... or as the miserable cook's helper who is always afraid of everything.

MAKE THE NPCs IMPORTANT

Many of the adventures in this book use characters designated by title rather than a specific name. Gamemasters are urged to develop the characters further, as needed. They might be great knights. The Knight of the Moon might be Sir Agravaine in disguise; the Damsel of Sun Flowers might actually be Lady Nimue testing the knights; or the Castle of the Beard may be Sir Brus Sans Pitie's own castle.

The NPCs might also be closely related to the player knights. For instance, the Lady of the Bridge may turn out to be a player knight's long-lost mother, sister, cousin, lover, or potential love.

Weave old characters throughout the tale: A nameless Gamemaster character in one adventure can reappear later and, in doing so, become more significant. Each successive reappearance will help you to build the character by revealing traits, facts, or secrets slowly, over time.

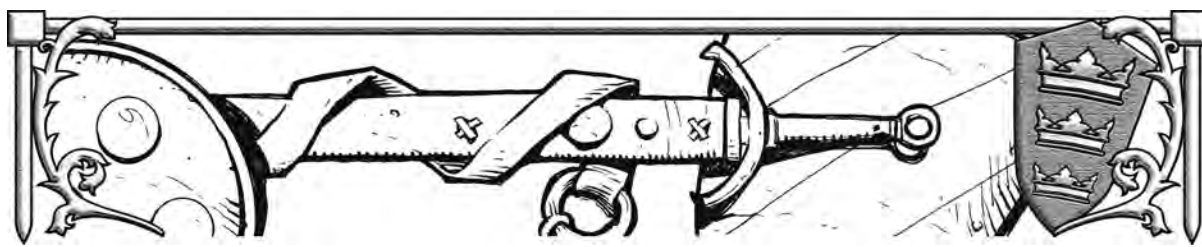
ENTRELACEMENT

Entrelacement (Fr. "Interlacing") was a common form of storytelling in medieval times. Several story lines would be told, each of interest to a different group of listeners. Imagine a winter night with someone bent over a book reading: Here is the part of the story for young girls; here is one for the hard-bitten killer knights, drunk over in the corner; here is one for the priest; then the knights again; now one for the cleric; two chapters for the girls; one for almost everyone, making a jab at merchants; another for the girls; end of story.

Your task as Gamemaster is to interlace your player characters' stories into the tapestry of the Arthurian legend. This book is meant to assist you in that task.

NOTE-TAKING

Write in this book. Use the margins specifically to keep notes of your campaign there. It is likely that



events will be played out of the order presented here, that adventures will be moved around to another year, and so on.

There is so much information here that you will undoubtedly not use it all, so you may find it useful to mark in the book those events that were actually used.

Also, it is useful in most cases to write the names of the characters (or players) into the margins to note who did what, and when.

You may even wish to draw on the maps of the book.

USING THE MAPS

This book has a number of maps. Anticipate sketching many more. Use them in play. They focus the group's attention to the setting, and to common ground. When they are traveling, you can point to the map to track their progress.

In this way, players will become familiar with the setting, and this in turn will provide opportunities for more impromptu scenarios.

VARIETY

One key to an engaging campaign is to entertain the players with a variety of adventures. Have them take part in a battle, then an intrigue, then wander around seeking something; after that, another battle, a court scene, a tournament; then they might visit a different land; and so on.

Every so often, put in something in the winter months, extend a scenario to last multiple sessions, or even just skip a few years with only winter events to play.

Some Periods are designed to be rather repetitious and, after a while, perhaps a bit boring. The personal stories of the player knights need to provide the impetus for adventures.

MAKING CHANGES TO THE CAMPAIGN

Please feel free to do this. If your players are willing to undertake the roles of being the Queen's lover or the murderers of Pellinore and Lamorak — and if you, the Gamemaster, are willing to cope with these deviations from the script — then by all means let it happen!

PART-TIME GAMEMASTERING

The *Pendragon* core book lists the obligations of both characters and players when a character is a ranking noble. (Specifically, see Chapter 7 of that book.) Those rules are not included in jest, and their use is encouraged.

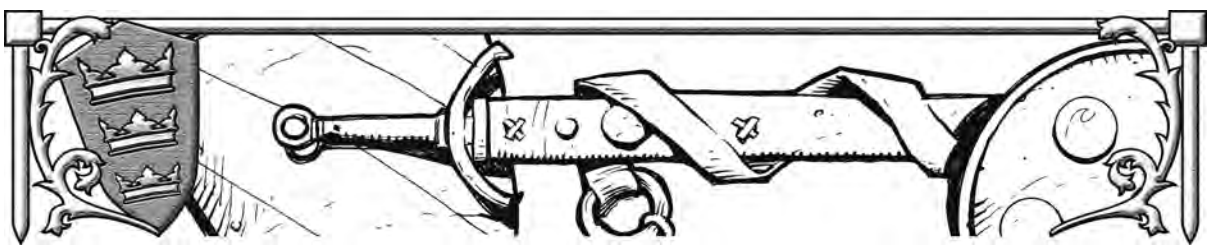
If possible, spreading the Gamemaster's duties around gives the regular Gamemaster a real break and, more importantly, a chance to play. Moreover, when a player has run a game session or three, he generally has a better idea of the difficulties of the job and, we hope, a more restrained and mature attitude about how to behave as a player.

Depending on the number of players and their skill or willingness to Gamemaster, up to half of the sessions can be run by the players in rotation as the campaign progresses.

BE BRAVE

Gamemaster, you are already a noble among role-players! If you have the inclination to oversee a *Pendragon* experience, then you can do it. It only gets easier. Have fun. Enjoy.





Rules Expansion

This section outlines some additions and amendments to the *Pendragon* rules that will enhance campaign play.

WINTER PHASE SYNOPSIS

The Winter Phase is formalized into the following steps, which should be handled in the order listed. Note that a few tables and options have been added here relative to the Winter Phase section in Chapter 5 of the *Pendragon* core book; where a step does not appear here, use the original version. Where a step is revisited, any information here supersedes that in *Pendragon*.

1. Perform Solo Scenario (if applicable)
2. Roll for Experience (if applicable)
3. Check for Aging (if applicable)
4. Check Economic Circumstances
5. Make Stable Rolls
6. Make Family Rolls
7. Undergo Training and Practice
8. Compute Glory
9. Add Bonuses from Glory (if applicable)

STEP 4:

CHECK ECONOMIC CIRCUMSTANCES

Owning land can be fun, for poor years motivate knights to adventure and plentiful ones to generosity. The *Great Pendragon Campaign* still avoids any detailed economic system for the sake of simplicity, and instead provides this adjunct to the existing Winter Phase rules. (It's also a possible "solo" for when players have been absent and have several years to catch up on.)

This system is slightly more complex than the simple one in the *Pendragon* core book, but it provides a more game-oriented perspective on what is going on for landholders. Still, if it becomes burdensome to the players, drop it.

Essentially, this system starts by finding the extent of bad weather during the growing season, which is op-

posed by the Stewardship roll of the steward or other caretaker. The Starting Bad Weather value is generally modified by local events, such as raids or curses, the presence of hostile or friendly faeries, the proximity of the Wasteland, plague reducing the available population, etc.

4A. DETERMINE STARTING BAD WEATHER

Base Starting Bad Weather = 1d20.

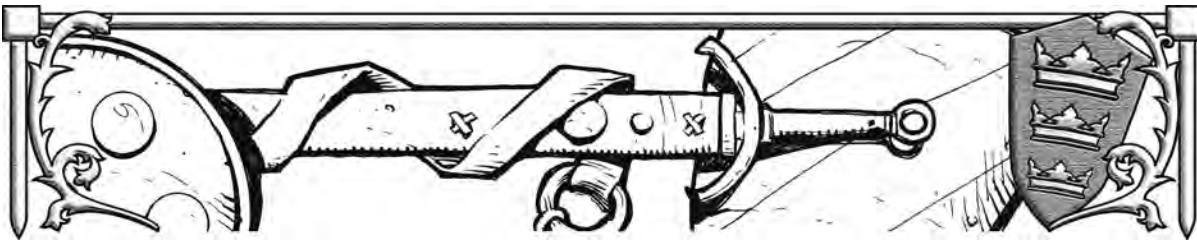
Within each section below, the most applicable modifier, if any, is applied to the Base Starting Bad Weather value.

Effect or Condition	Modifier
Curse	
Petty	+1 or +2
Weak	+4 to +6
Powerful	+8 to +12
Peasants	
More than usually unhappy	+5
Very unhappy	+10
Near revolt	+15
Pestilence	
Passed through	+5
Passed through again	+10
Raiders	
Land was raided	+1d6
Land was pillaged	+2d6
Land was plundered	+3d6
Wasteland	+1 point per year it has covered the manor

4B. STEWARDSHIP

The most applicable modifier (if any) in each section below is applied to the Stewardship roll.

Effect or Condition	Modifier
Blessing	
Weak	+2 to +5
Strong	+5 to +8
Faerie	
Brownie resident, happy	+2
Brownie resident, unhappy	-3 to -5
Friendly creature giving advice	+3
Friendly beast on manor	+5
Peasants are actually happy/cooperative	+5 to +10



4c. HARVEST RESOLUTION

Make an opposed resolution between Stewardship and the modified Starting Bad Weather value and consult the Harvest Resolution Table below. The final result indicates the economic level at which the knight lives for the next year.

In each case, explanations for each category of economic standing are given in “Grades of Wealth,” *Pendragon*, Chapter 8.

4d. HARVEST MODIFIERS

After the year’s harvest is determined, the following effects or situations may modify it.

Gentlewoman’s Bonus: The Gentlewoman’s Bonus raises the results of the Harvest Resolution Table by one level, to a maximum result of “spectacular.”

Tribute: Tribute, such as that paid to the Saxons throughout much of the Anarchy and Boy King Periods, drains about £3 per manor for one normal tribute payment. In effect, this reduces the result from the Harvest Resolution Table downward by one category per tribute paid that year.

Example: Sir Yvane’s wife is a Gentlewoman, but his manor paid double tribute this year. Despite bad weather, she consulted the elders and worked diligently and ended with a Rich result. Her Gentlewoman raises this to Superlative, but then the countess’ tax collectors come and take away their due for the visiting aethelings. These reductions drop the income results two columns, from Superlative to Normal.

4e. FIND ECONOMIC MODIFIERS

Die rolls modified to less than 1 are considered “1,” while rolls greater than 20 are considered “20.”

Impoverished Knight

A horse dies on any roll *except* a 19–20 during the Stable Rolls segment in Step 5.

All children suffer a –15 modifier on the Child Survival Table in Step 6.

No childbirth rolls allowed.

Armor suffers a permanent 1-point loss of protection value.

CON roll. (Failure = You lose 1 CON point.)

Poor Knight

Horse Survival rolls suffer a cumulative –3 modifier for each consecutive “poor” year, to a maximum of –18.

Child Survival rolls suffer a cumulative –3 modifier for each consecutive “poor” year, to a maximum of –15.

Childbirth rolls suffer a –5 modifier.

Ordinary Knight

No special effects or modifiers apply.

Rich Knight

Child Survival rolls receive a +1 modifier.

Childbirth rolls receive a +3 modifier.

Superlative Knight

Horse Survival rolls receive a +2 modifier.

Child Survival rolls receive a +3 modifier.

Childbirth rolls receive a +5 modifier.

STEP 7: TRAINING AND PRACTICE

Non-player characters, including squires, wives, stewards, and other player-controlled NPCs, receive 1d3 points to distribute among any skills.

CITIES

Large cities are a foreign realm for Cymric knights in any Period. The political and economic reality of medieval cities has no place in *Pendragon*. We do not want to dwell too much upon guilds, burghers, and the nasty habits of merchants.

Knights are primarily rural dwellers, and the city simultaneously lures and repels. Landholding provides long-term security and support, but noblemen still need the luxuries provided by cities. Knights dislike cities because they are close, dirty, and full of unrefined commoners who hide behind their urban citizenship to taunt the nobles.

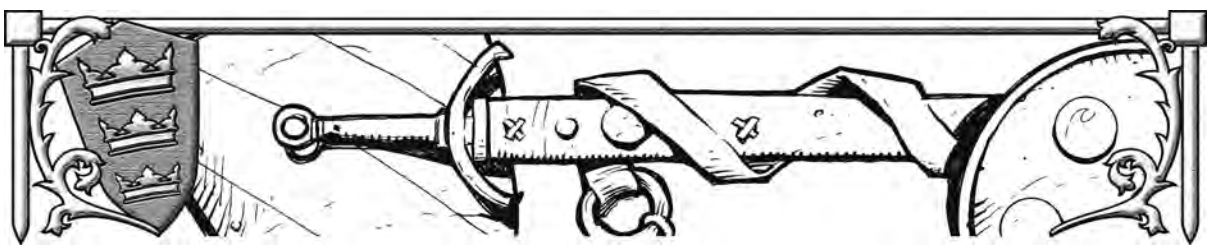
Cities are also, however, a source of wealth. There live the craftsmen who make the many specialized items necessary for a man to be a knight. There, too, are the merchants who import wonderful, exotic goods from far

HARVEST RESOLUTION TABLE

Bad Weather Result

Stewardship Result				
	Critical	Success	Failure	Fumble
Critical	Normal	Rich	Superlative	Spectacular
Success	Poor	Normal	Rich	Superlative
Failure	Impoverished	Poor	Normal	Rich
Fumble	Impoverished	Impoverished	Poor	Normal

* *Spectacular*: The knight lives beyond the means of the most wealthy of knights of his station, earning at least £16 for the year.



CAN I JUST CONQUER SOMEPLACE?

Courtesy and Medieval Law say that whoever conquers a place owns what he has conquered. (Of course, if this was on orders from a leader who supplied troops, then the leader owns it.) Merely owning something is not enough, of course. Generally, you have to have someone who will help you protect the property — that is, you need a liege lord.

Conquerors may go to their own liege with a new territory and hold it in his name. The liege is likely to leave its ownership to the conqueror and take on the obligations of protectorship in return for vassalage.

A conqueror may also go to the liege lord of the former possessor, claim it by right of conquest, and ask to be recognized as the new rightful holder. This has some advantages, because the liege may not feel deprived of his lands this way.

Conquering lands often has later consequences when relatives of the dead holder come and claim it. Such claimants may come almost anytime afterwards, perhaps even years or generations later! They can say that they are the heirs, for instance, that it rightfully should have passed to them, and that the current occupant is a usurper. They might also go to the liege of a place and make an ownership claim. The liege has to judge which knight is better for him, and he may choose to declare that his former vassal is not the rightful ruler.

overseas. Thus, although cities might be an evil, they are a necessary one.

WHAT IS A CITY?

In game terms, cities are centers of population having at least 1,000 inhabitants and at least one permanent market where goods from outside of the region (i.e., anything from the normal *Pendragon* Price List) may be purchased. Cities are usually walled and garrisoned, having guilds for their citizens and a nice church or cathedral (indicating presence of a bishop).

Almost all other important non-urban centers are castles, which generally have a town nearby, sometimes enclosed in the bailey of a castle. But cities almost always have at least one castle within their own walls.

The largest British city at the start of the campaign is London. The next largest is Eburacum, then Gloucester and Norwich, each with about 10,000 residents. When shopping in any of these, players should always use the Large City Price List. (Later, Camelot joins the list of Large Cities.)

All other cities have between 1,000 and 3,000 inhabitants, and always use the normal Price List from the *Pendragon* book.

Castle dwellers don't have access to the things on either price list. (That is what cities are for.)

A CITY BLOCK

A typical British city block consists of many wooden houses, usually built together, with only occasional alleys between them. They are one or two stories high. Most have shops in front on the bottom floor. Roofs are thatched. The land in the center of each block is privately owned property with small vegetable gardens.

EVENTS IN THE CITY

When desired, the Gamemaster may roll on this table to discover what occurs in a city when knights are wandering about sight-seeing, finding someone, or just getting to the castle or some other place. Any of these can be blown up into a full scenario, of course, if the Gamemaster desires, but this is presented more as local color than scenario material.

In London, knights should roll on the following table every day. In Camelot, knights need never roll on this table, for nothing bad ever happens there.

CITY EVENTS TABLE

d20 Roll	Result
1–3	You got lost in the stinking alleys and waste the whole bloody day
4	Your best horse gets sick and cannot be ridden for a week
5	Your pocket is picked; lose 2d6 denarii
6	A bad day to shop; everything is 10% higher than normal
7	You get splattered by bird droppings
8	You pick up a cough, reduce CON by 1d3 until you leave the city

9	Dogs rip or stain your clothing (reduce value by one-third)
10	Drunken friar insults you
11	Beggar curses you
12	Chamber pot emptied on you from 2nd-story window
13	Mobs jostle you all day
14	You are nearly trampled as a hue-and-cry dashes past
15	You eat some bad food and are sick all day
16	You find some money, add 1d6 denarii
17	The sights are empty of tourists, very enjoyable
18	You have an unexpectedly good meal for half the normal price
19	Hosted by a stranger: free food for the day
20	Good day at the market, all items 10% off

EVENT: LONDON

Time: Early in the campaign.

Setting: London.

Characters: Merchants and city folk.

Action: The player knights visit London. In general, the visit ought to be disagreeable. This gives them something to contrast against later, more pleasant visits to Camelot.

- **Touristing:** London has several sites which players usually find interesting. This is also a chance to use the City Events Table to amusing effect.

- **Buying Goods:** The purchase of goods, and interaction with disagreeable merchants, is always a good role-playing experience. The main Big City market is at the center of the city, around the Stone of London.

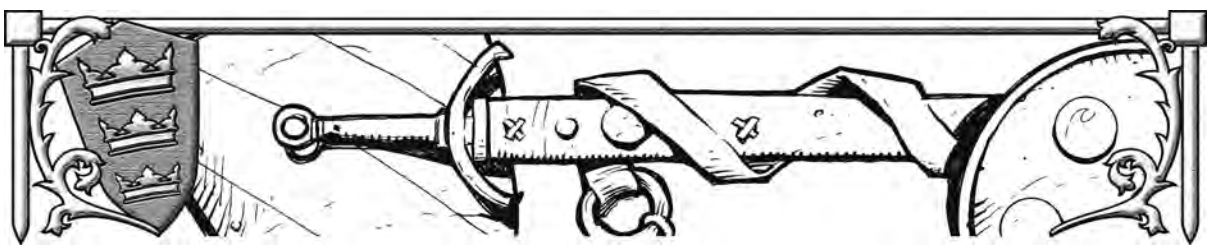
London is the first, largest, and most famous city in Britain. As all lettered men of Camelot know, Prince Aeneas, a survivor of the sack of Troy, founded the Roman tribe. His great-grandson Brutus led a sea-borne migration of Trojan exiles westward and eventually settled on this island. The natives called their land Albion, but the conquerors changed its name to Brutusland, later corrupted to Britain.

Brutus built the city Troia Nova, or New Troy (later Trinovantes), as his capital. According to Geoffrey of Monmouth, this occurred at the same time that "the priest Eli was ruling in Judea and the Ark of the Covenant was captured by the Philistines" — i.e., sometime between 1115 and 1075 BC.

A thousand years later, shortly before the coming of Julius Caesar, King Lud fortified the city and changed its name to Kaerlud, or Fort of Lud. A century later, the Romans conquered the land; its name was corrupted to Kaerlundein, and eventually London.

To the native Cymric city the Romans added their own typical urban buildings: a legionary camp, basilica, coliseum, baths, and temples. They also built the famous London Bridge, which is the only bridge that spans the navigable parts of the Thames River.

Two castles help to protect London. At the west end is the Castle Lud, built over the old site of Kaerlud. At the eastern edge of the city is the White Tower, orig-



Newgate: This gate is about 300 years old in Arthur's time. In an alcove over this gate stand two great statues of Corineus and Gogmagog.

Pen Bran: Location of the "Head of Bran." Bran was an ancient hero, and he ordered that his head be buried here in order to protect the island with its magical powers. (See Year 529.)

Postern Gate: This is a private gate used by royalty, and to supply the White Tower.

Saint Brigit's Church: Here, just outside the walls, is an ancient church dedicated to Saint Brigit.

Saint Paul's Cathedral: At the request of King Lucius, Saint Fagan and Saint Dyfan came to Britain in 166 to bring the Good News of Christ's resurrection. London built its most famous church, Saint Paul's, which has been rebuilt over the centuries and exists even today. In the courtyard is the stone and anvil through which were driven the wondrous sword that appeared miraculously one day and remained until drawn by the Boy King.

Southwerk: The village at the southern end of London Bridge. It clusters outside some defensive works to protect the bridge. It is a pit of perdition, full of thieves, pickpockets, forgers, and scoundrels.

Stone of London: This stone marks the center of the city. When Brutus established the city, this was the stone used for his first sacrifice to the goddess Diana. Later, the Romans used it as the original milestone from which to mark their roads.

Tower Hill. This hill outside the city is the site for executing noble traitors.

Traitor's Gate: Boats and rafts offload their goods for the White Tower here. Its name comes from the fact that condemned prisoners are taken through here to the prison in the White Tower.

Watergate (Dowgate): Ships, boats, and rafts all crowd the docks here to load and unload their goods to trade. Its market is the grand international market, wherein any of the goods from the Great City Price List can be purchased.

White Tower: Before the Romans, this was called the White Hill. Brutus was buried here. Later, when the Romans conquered Britain, the emperor declared that the city of London would enjoy exactly the same laws it had under the previous king, and that he would suffer no man to do it or its residents any harm. To further win their loyalty, he built the White Tower to house his garrison and act as a refuge of last retreat. It is famous for the great ravens that live there, reputedly until the island is going to fall to invaders.

DEFENSE VALUE

Permanent fortifications have ratings called DV, or Defense Value. In essence, the DV measures how good a castle or fortress is as a defensive structure. This value depends on the building materials, types of structures, quality of fortifications, and so on. (The works

will change and improve tremendously as campaign time progresses. A list of the current defensive works available is given at the start of each chapter, where applicable.)

The DV for a castle has two or more numbers separated by a slash. These numbers represent a castle's rings of defense, each of them a layer supported by those within it.

Castles usually have a central stronghold surrounded by one or more rings of defense. These are expressed as single figures with slashes, where the first number is the outer wall (the first to be assaulted) and the other numbers are the successive rings of defense. Thus, a standard motte-and-bailey, essentially a wooden fort that can be thrown up in a week, is designated as a DV 5/3. The 5 represents the ditch and palisade, and the 3 is the stone tower atop a hillock.

However, when besieged (see "Siege"), a castle's total DV value is used, adding together each of the values separated by slashes. Thus, the standard motte-and-bailey is treated as a DV $5 + 3 = 8$ in an actual siege.

Note that sometimes a natural feature provides a permanent DV. This is added to the DV of the castle as "#N +," which means "# Naturally added to." That is, this value is added to the DV of each ring, even after the outer defenses are breached. For an example of this type of DV, see Tintagel Castle, below.

AREA

Area is a rough measurement of how much space a castle or a city takes up. This is important because, naturally, the entire thing has to be enclosed by walls. Hence, fortifications for a larger area cost more to build, but still net only the value of the wall, and then only if the entire area is surrounded.

Most castles are simply Area = 1.

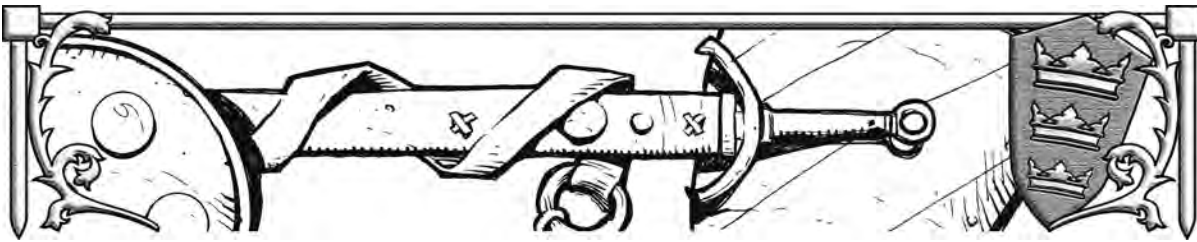
SAMPLE CASTLES — UTHUR PERIOD

Standard Motte-and-Bailey: DV 5/3. Minimum garrison = 10.

Dimiloc Castle: DV 5/5/3. Area = 1. Outer defenses are an old hill fort, outer ditch, and mound, reinforced with a wooden palisade (equivalent of large fort, requires 30 garrison). Inside is a motte-and-bailey, a wooden palisade inside a ditch. The stronghold is a log tower atop a motte. Minimum garrison = 10.

Sarum Castle: DV 3/10/11. The initial defenses are the city walls (Area = 4, requires 100 garrison). Inside is a medium castle, with stone walls and ditch, two square towers with gates, one square tower with postern, and one square tower. The inner stronghold is a large stone tower on a motte. Minimum garrison = 20.

Tintagel: DV 50N + 4/5. Located on a steep coastal island (25N), connected only by a natural stone bridge (25N). The keep has a stone shell wall with one gate and a tower. The stronghold is a stone tower. Minimum garrison = 10.



NEW SKILL: SIEGE

Siege is a type of battle used to attack and defend castles or fortified positions. The work of siege is so different from other fighting that it has no relationship whatsoever to them. It is more like Battle than it is like Sword, but really like neither.

A defender causes Siege to be used whenever he (i) takes refuge in a fortification; (ii) has any Siege skill; and (iii) has sufficient garrison.

In any siege, the DV of a fortification is applied directly as a bonus to the Siege skill of the defender, so a noblewoman with a Siege skill of 3 in a motte-and-bailey (DV 5/3) has an effective skill of 11.

A siege is a long, time-consuming event in which disease is the most likely outcome for the besiegers. To avoid such a long and potentially tedious part of the game, the siege of a castle is made into a single die roll using this skill.

BASIC SIEGE

The defender is holed up, and the attacker has an army and some siege equipment.

Siege equipment provides points toward the Siege skill, just as does the defender's DV. Subtract the points of siege equipment of the defender from those of the attacker. If the attacker then has any points left, those points are subtracted from the DV of the castle; if the defender has points left, they apply directly to the DV. In all cases, all the committed siege equipment for both sides is lost.

The assault uses an opposed resolution of the attacker's Siege roll against the defender's.

Example: Lady Jane, with her motte-and-bailey castle and a Siege skill of 3, has a total skill of 11, plus 4 points of siege equipment. Lord Yvane, the attacker, has a Siege skill of 14 and 25 points of siege equipment. He sets up the batteries and archers, sends the kerns against the walls, and so on, while the defenders drop rocks and boiling water and fire arrows to spend their siege equipment.

Yvane has more siege equipment, and Jane's 4 merely cancel out 4 of his, leaving him with 21. The castle has 11 points, and these cancel out 11 more of Yvane's equipment,

leaving him with 10. Thus he has a +10 to his Siege skill, for a total of 24.

However, even though Lady Jane has an effective skill of only 3, she rolls a 2, a success. Sir Yvane rolls a 9, +4 for the 4 points over 20, for a total of 13 — also a success.

Even though her castle lies largely in ruins, Lady Jane's brave men drive off the attackers, for the result is both Jane and Yvane succeeded: the castle is not taken, with low losses to the attacker.

LONGER SIEGE FORMS

Siege can quite easily be made much more complicated. If the players are interested in the tactics of sieges, a Gamemaster should feel free to make this process as complex as desired. In such, each ring of defense ought to be assaulted separately.

TREACHERY

Treachery is the most effective way to gain entry to a castle. Huge bribes are often cheaper than buying siege equipment and hiring mercenaries. Of course, it is also much more difficult to find someone willing to betray his or her lord. Such a thing requires game play, not just die rolling.

Using the Intrigue skill may be a part of this, but remind the players that Intrigue implies a network of friends and secret informants, not a sleuthing ability.

TOURNAMENTS

Tournaments are a major feature of knighthood after King Arthur establishes his realm. Most are simple events (nothing more than a couple of die rolls, perhaps); a few may be played out as normal events, with knights fighting as normal, but with rebated weapons; and a couple of extended tournaments towards the end of the reign will involve the same level of detail and involvement as would any other adventure.

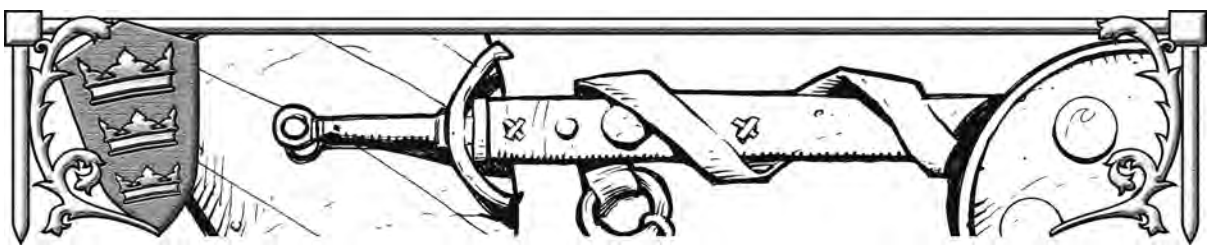
Review the tournament information in *Pendragon* (Appendix 5) for basic information about tournaments. That information is intended for players, while this section is for Gamemasters.

SIEGE RESULTS TABLE

Defender's Roll

Attacker's Roll

	Critical	Success	Failure	Fumble
Critical	Castle is not taken; low losses to attacker	Castle is taken with low losses to attacker	Castle is taken with low losses to both	Castle is taken with virtually no losses
Success	Castle is not taken; moderate losses to attacker	Castle is not taken; low losses to attacker	Castle is not taken; few losses to attacker	Castle is taken with low losses
Failure	Castle is not taken; heavy losses to attacker	Castle is not taken; moderate losses to attacker	Castle is not taken; moderate losses to attacker	Castle is not taken; moderate losses to attacker, low to defender
Fumble	Castle is not taken; crushing losses to attacker	Castle is not taken; heavy losses to attacker	Castle is not taken; moderate losses to attacker	Castle is not taken; moderate losses to attacker



Note: Player knights should never have a Tourney skill value better than 2 until the Boy King Period of the campaign, when tournaments become commonplace.

CHANGES IN STYLE

Gamemasters should slowly parcel out the changes throughout the campaign Periods, as noted in each chapter throughout this book. Most of the changes radiate outward from Camelot; in general, the more outlying an area, the less “current” the fashion of the tournament.

OLD TOURNAMENTS (BOY KING—CONQUEST)

These are the first, earliest attempts to create a sport. At this point, the players they will not yet be using all of the procedures listed in the Tournaments Appendix in *Pendragon*. The standard events are melee, bohort, and animal fighting. Information on these is contained in Chapter 4: Boy King Period.

FULL TOURNAMENTS (CONQUEST—ROMANCE)

During this portion of the campaign, the rules and practices of the tourney become more refined. More ladies attend and exert their influences upon their husbands, lovers, and the court to make tournaments more courtly and less offensively brutal.

The admission rules from “Before the Tournament” in *Pendragon*, Appendix 5, are universally adopted. The bohort and animal fighting are dropped, and the Joust is added to allow each individual knight to be seen. Now the main events are the Melee, Challenges, and Joust.

CLASSIC TOURNAMENTS (ROMANCE—TOURNAMENT)

The events here are the same as in Full tournaments, but now aspects of the purely decorative plus pageantry start to get added. The forms become more stylized as well, and the heraldry schools are thriving.

Also, wagering armor and horse becomes stylish as a way to weed out knights who do not belong to the upper class: “It keeps the lists smaller, you know.” Smaller foreign tournaments generally hold to the Full style for quite a while, and those Classic tournaments sponsored by King Arthur are forbidden to have any wagering of gear or betting on the results, by his edict, though they quickly adopt other elements of the Classic style.

At times, the king simply asks all knights present to joust with each other, in a sort of impromptu exercise. At times, these have teams attacking at once, almost like a mini-Melee but with only lances.

ELEGANT TOURNAMENT (TOURNAMENT—TWILIGHT)

The events are the same, but now the pageantry has taken over and turned the larger tournaments into lavish shows of ostentation and wealth, with parades,

wild animals, and musical ensembles from overseas to precede the knights to the lists. Heraldry make long announcements about the jousters, and lemonade is served while the knights clash.

BLOOD TOURNAMENTS (TWILIGHT)

In Lothian, far from Camelot’s soft decadence, Mor-dred organizes the first “blood tournaments.” These use non-rebated weapons — yes, they do real damage. And there are wagers, as well, but the same amount for everyone who can enter. There is no jousting, since lances are so deadly, but plenty of swordplay... and, of course, ten times the Glory as in a normal tournament.

SIMPLE TOURNEY RESOLUTION

The rules used here supersede those in the Tournaments Appendix of the *Pendragon* core book.

Deciding the outcome of a simple tourney (i.e., one for which the Gamemaster doesn’t have any unusual events planned) uses just a few rolls, and knights get Glory depending entirely on the results of their die rolls. This is a fast and simple everyday activity for knights on adventure.

When the player writes the Glory on the character sheet, he can refer to the place and the event in bare terms: e.g., “Carlisle, Small Tourn. with bear/lion fight. 20 Glory.”

THE TOURNEY ROLL

Each player knight should make an unopposed Tourney roll at the beginning of any tournament he enters, with the results as follows.

Tourney Roll	Result
Critical	Gain +5 to all skills used in this tourney; gain 10 Glory
Success	Gain +5 to any one skill used in this tourney
Failure	No effect
Fumble	Suffer –5 to all skills used in this tourney

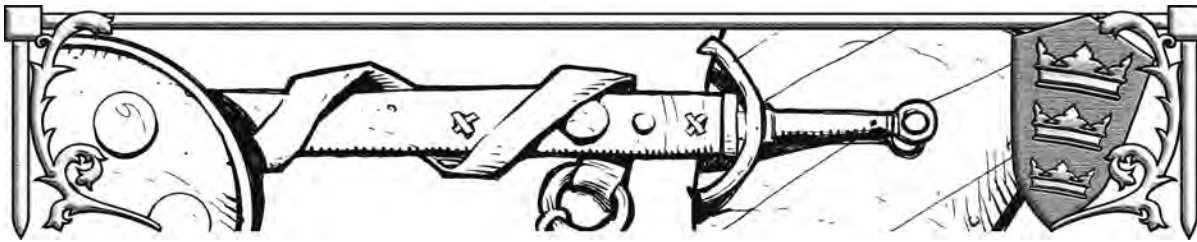
TOURNAMENT SKILLS AND SIZES

Most tournaments have a default starting Tourney Difficulty Level (TDL) of 20. Many modifiers affect this value, however. It may be reduced because the county is cursed or everyone is frightened. It may be increased by the presence of one or more Round Table knights or because someone is inspired against the player knights. Beginning in the Tournament Period, the starting value is higher because of the general skill of the many professional tourney knights involved.

Tournament sizes are judged by the number of attending knights, and are classified as Neighborhood, Local, Regional or Regal. The size determines the possible Glory, which is modified by the players’ results.

The Gamemaster rolls 1d20, modified by the total TDL, to oppose all the player knights.

Each player rolls an opposed resolution against the Gamemaster’s result using either his Lance or Sword skill (depending on whether he is competing in the Joust or the Melee, respectively).



Player knights may attempt inspiration before making a roll, if they have appropriate cause for the passion. Be sure to apply any modifier from the previous Tourney roll.

Starting TDL = 20

In a random tourney, roll 1d20 to find the modifiers to the starting TDL.

d20 Roll	TDL Modifier	Cause or Effect
1–3	–10	Tournament is cursed or poorly attended
4–8	–5	Hot or wet weather
9–13	0	Nothing unusual
14–15	+5	Famous knight(s) or family foe present
16–18	+10	Extraordinary knight(s) or personal foe present
19–20	+15	Round Table knight(s) or inspired enemy present

In addition, the following modifiers apply.

Period	TDL Modifier
Tournament–Grail Quest	+5
Twilight	+10

GLORY BY TOURNEY SIZE

Glory gained depends on an opposed resolution of the player knight's Sword and/or Lance rolls versus the adjusted TDL, as determined below. (A knight who competes in one event and remains healthy enough to compete in the other may do so, effectively doubling the potential Glory.)

Skill Roll	Result
Critical	Gain Full Glory. No damage.
Success	Participant Glory x3. 1d6 damage.
Tie	Participant Glory x2. 1d6 damage.
Partial Success	Participant Glory. 3d6 damage.
Failure	Participant Glory. 4d6 damage.
Fumble	Participant Glory x1/2. 5d6 damage.

Note: In all cases, damage taken is unaffected by armor worn — this number represents the accumulation of various small wounds that have penetrated armor throughout the course of the tourney.

Size	Ave. Length	Full Glory	Participant Glory
Neighborhood	2 days	50	10
Local	3 days	100	20
Regional	4 days	200	40
Regal*	Varies	300	60

*Few Regal tournaments occur. They always include virtually all the knights of Britain, and are almost always sponsored by King Arthur and/or Queen Guenever. Since great and small mingle, they're the sites of great adventure opportunity, so expect to play two or three sessions just socializing and participating in the events. But if a player had missed that session, this table can be used to catch up his non-played years.

NORMAL TOURNEY RESOLUTION

In lieu of simple resolution, a Gamemaster might wish to make a tourney into a full scenario. In this case, he or she should take the opportunity to describe any-

thing unusual, and the new events at the tournament are simple fodder for that.

Since a tournament is a practice for war, this type of resolution gives a chance for some skill checks, and hence a bit more Glory, but playing the tournament out also takes a little longer.

Begin thinking about what, if any, changes you will mention as being present. The changes in tournaments throughout the campaign Periods are best introduced this way.

PREPARATION

Introduce the sponsor. Announce any famous, highly skilled knights who are present, and their Glory. Also tell the players the TDL of the tournament.

Everyone makes an unopposed Tourney roll; this does not provide any benefits or disadvantages, as it would in simple tourney resolution (although a critical success should still garner 10 Glory). This roll merely signifies whether they perform the right customs and procedures, such as knowing where to sign up or where the helm show is going to be, whether they report to the heralds with the right information, etc. It is simply the preparation, and the result does not affect any subsequent activities.

THE JOUST

Pair the players up. Explain that they are each going to be a temporary Gamemaster for each other. One plays his character, the other plays the random opponents. Keep track of the rounds, because it's important for Glory.

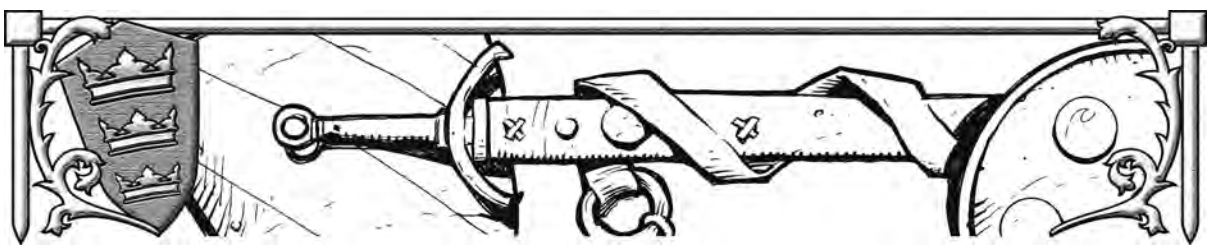
The paired players roll using opposed resolution in a series of single eliminations until either (i) the active player knight loses, whereupon he is out of the contest; or (ii) the tourney's Joust Threshold is reached (see below). Then the two change roles.

Tourney Attendance	Joust Threshold	Winner Glory
100	5	75
200	6	100
500	7	150
1,000	8	200
2,000	9	350
3,000	10	500

The player acting as Gamemaster starts with an opponent skill of 11 + the current round number. Hence, in the 1st round, the opponent has a skill of 11 + 1 = 12; in the 5th, the opponent has a skill of 11 + 5 = 16.

Pause when a knight has lasted for a number of jousts equal to the tourney's Size Threshold, for this marks the point at which only a handful of knights are left and only 3 more rounds will be fought.

If more than one player knight remain, they might joust against each other now, or they can choose instead to go against other opponents. Among their opponents is the best knight present, who had been announced earlier. Unless two player knights must still face each other, the final round should be against that best NPC knight present.



When all is over, add up the Glory for each successful round, equal to the skill value of the all the defeated opponents added together, divided by 10 (for using rebated weapons). If a player knight is the final winner, he also gets the additional Winner Glory, as listed below.

Example: Sir Ambrut is in a tournament with about 1,000 opponents (Joust Threshold 8). He lasts 4 rounds before losing his Lance roll and thus being eliminated. He gets Glory equal to $(12+13+14+15)/10$, or $54/10 = 5$ Glory.

Note: The mathematically minded will note that it's easiest to find the sum of the arithmetic series using $n(12+sn/2)$, where n = the number of rounds and sn = the final opponent's skill.

Example: In the same tourney, Sir Tristram, the best NPC knight present, lasts for all 11 rounds (i.e., the Threshold +3), and thus gets Glory equal to $11(12+22/2)/10 = 19$, plus 200 for being the winner, or 219 Glory in all.

CHALLENGES

Ask the player knights what type of challenges they may want to offer or accept. Make a decision, and then inform them whether or not such an opportunity is here. Each challenge should be a single opposed resolution only. If normal weapons are used, Glory gained is equal to the opponent's weapon skill x2 (for the public showing). If they use rebated weapons, divide this Glory by 10.

Feuds and hatreds often provoke challenges, and hated enemies often challenge with real weapons. This presents a significant problem, for being wounded probably affects the next event.

Note that chivalry frowns upon deliberate bloodshed at tournaments, which are supposed to be gatherings for peaceful competition, not revenge and blood. Thus, most knights (but particularly Chivalrous ones) always have a legitimate reason to avoid a blood challenge, if they so wish.

THE MELEE

The Gamemaster should make sure player knights know which side they are on. The Melee is fought just like a battle, so for Gamemaster ease all player knights should be in the same unit, or in two units if they are on opposite sides.

Roll 2d6 to find the number of battle rounds in the melee. Next, roll for each round on the "Battle Enemy — Knights" table from *Pendragon*, Appendix 4. Players get one combat roll for each round, and must keep track of the enemy's skill and results each round (to determine Glory, later). Players must also keep track of any damage they receive, of course.

After the determined number of rounds, the melee is over.

The one knight that fought best is selected as the Champion of the Melee. If the most famous NPC knight present has participated, then he is the usual candidate, but player knights should have a chance as well. They

may seek out the best knight, and join in the throngs of ambitious knights trying to unhorse him.

The Melee Champion gets additional Glory equal to the Joust's Winner Glory, as shown above.

COURTLY SKILLS

For each day of the tournament, each player knight finds the chance to use 1d6 of his courtly skills (player's choice from among those listed below). These are all unopposed resolutions.

Eligible skills are as follows: Compose, Courtesy, Dancing, Falconry, Flirting, Gaming, Heraldry, Intrigue, Orate, Play (instrument), Read (language), Recognize, Singing. Romance is possible as well, but only if the knight's lover is present.

OTHER EVENTS

Other questions from the players should be answered casually and quickly: "No, no enemies of your house are here, no Saxons looking for a brawl, no huge heiresses or great beauties or news of your brother." Unless, of course, there is an adventure to be found (or made!) here....

EXTENDED TOURNAMENT RESOLUTION

Some tournaments, especially large ones, are settings for major campaign events, and such things may be played with some detail, possibly with player knights intervening or participating. Certainly the few Regal tournaments in the game require some degree of narration and player interaction; these are generally singled out in the annual events throughout the upcoming chapters, with notes on important things that might occur at each.

Otherwise, combat events should be handled just as in Normal Tournament Resolution.

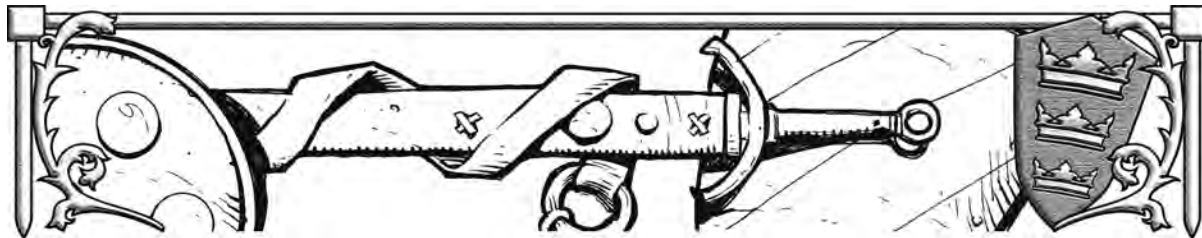
FAVORS

Favors are the immaterial currency of the feudal system. In its essence, the system itself is an exchange of favors ("I will risk my life for you if you will feed me, clothe me, and give me armor and horse").

When someone does something for another knight that is not necessary, then a favor is owed by the recipient. If a player knight meets Sir Lancelot walking along the road and he asks for a horse, and the player knight generously gives his own steed away, then Lancelot owes him a horse under similar circumstances.

Favors are often granted intentionally to get people into an obligation. If a knight is far from home and needs a horse, a local lord may give him one. Now, though, that knight owes him a favor. What if twenty knights of the same garrison owe him a favor some day?

Favors can be collected only for something of roughly equal value. If a knight gave Lancelot a horse,



he cannot expect to get a manor in return — but he can reasonably expect to get something of equal value in monetary standards (a gilded harp, for instance).

Since most favors are in the form of deeds (e.g., sparing a life, taking someone into your home for healing, etc.), it is often difficult to gauge the relative values of things. Thus, it is common for a knight to say something like, “You saved my life once, and for that I will give you my place on this ship to France.”

If a knight constantly underpays his returned favors, he is certain to lose Honor.

Of course, generosity stems from granting things without expecting a favor back, or from not collecting them when they are offered. Again, to do so one must state one’s intent out loud, to be clear: “I’ll give you this horse as a gift, Sir Knight, from my desire to see justice served.” Of course, most honorable knights will find some way to repay a favor even if the beneficiary refuses — and the more diligently he refuses, the more worthy of repayment he is!

Knights who have some dire task to perform, such as meeting a rival’s army in the field, should remember those occasions when they have given favors. They also ought to expect to be called upon to repay any they have received.

TRAVEL

Since “a knight without a horse is just a man with a sword,” this section is about getting around as a mounted knight, with or without squire and packhorses. Clambering up hillsides or, worse, mountains is entirely out of the question. Picking one’s way across hopeless bogs is extremely unlikely. Trackless forests are essentially impossible. If horses cannot go there, why should any right-minded knight wish to? (Of course, knights being forced to travel on foot opens up many possibilities in terms of noteworthy adventures, but these situations are left to the Gamemaster to improvise.)

Knightly travel is limited in many places. The natural terrain makes wide areas essentially impassable to mounted men. Old roads or local ways tend to exist everywhere, though, even in the wilds. Forests, both thin and thick, channel horses down a few roads, paths, and trails through the trees. Those alternate routes may become known through play and exploration.

Adventures will take knights on new roads. They may choose to explore simply to find a new way, choosing some wagon path and seeing where it goes. Gamemasters should remember that most such explorations may have adventures along the way, but they usually end nowhere as far as extra Glory goes.

But in general, travel, especially long-distance travel, will get to be regular. Knights may have friends, lovers, or enemies at stops along the way. Certainly many of these stops will be laced with memories.

When player knights travel around the countryside, the Gamemaster should point to the appropriate

map and remind them whether they’ve been there before. Recurring travel makes some places familiar to the knights, so they will be able to go through them faster after some repetitions. They also provide motivation for certain personal stories (“Can I stop and see Lady Alda here?”).

Some basics of travel are covered in *Pendragon*, Chapter 5, “Movement.” The rules found herein, including the following table, are modifications to and extensions of that system.

MOUNTED TRAVEL DISTANCES (MILES/DAY)

Road Type	— Pace Maintained —			
	Cautious	Leisurely	Normal	Hurried
Road, Royal or Trade	10	15	20	30
Road, Local	5	10	15	25
Path	2	5	8	12
Track, Trail	1	2	3	4
None	1/2	1	2	3

TERRAIN TYPES

Many areas are just physically impossible to go on a horse. Here are the geological factors.

MOUNTAINS

Mountains are categorically impassable for people on horseback. They are bare rock, irregular and natural in shape, and steep. The few paths and tracks that cross the Pennines or Cambrians follow the only kind of passable route through such terrain. Even still, ways through these areas are always rough and difficult.

Basically, mountains are no place for horses. Stay out of them, or stay on the passes.

Best Road: Path

Pace Modifier: x1/2

MOORS

Moors have few if any trees, but are sometimes covered in thick brush; although they appear flat from a distance, in fact they conceal bogs, mires, and crags aplenty. These areas can be very dangerous to those who would be impetuously rapid, and frustrating for anyone trying to go off the trail without a guide. Some trails do wind through these regions, but they are invariably badly marked, with many side routes that go to places where men cannot take horses.

Moor covers the top of the Pennine Mountains. They are difficult to get atop, and it is hard to get anywhere once there. They are irregular, with copses of trees; stands of rock; and many wet, boggy places.

The “lowland moors” are less tall, but still mountainous to a rider. These include Dartmoor, Exmoor, Bodmin, and parts of the North York moors. They are just as dangerous and impassable as the Pennine Moors. Furthermore, the weather atop these moors is notoriously foggy and cold even if the surrounding land is sunny. (Fog makes travel virtually impossible.)

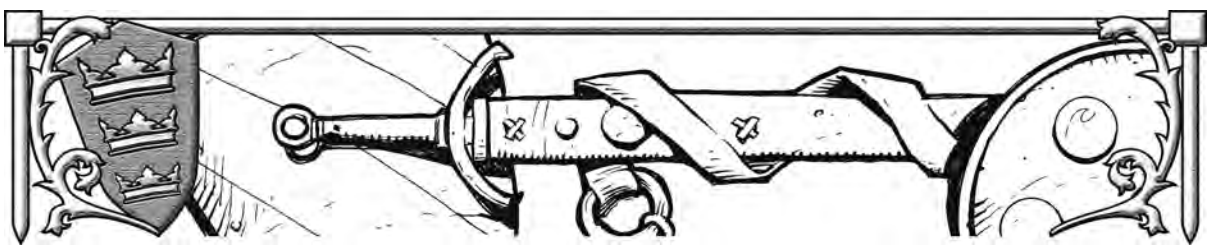
THOSE COLORFUL HEATHS

The heaths of Britain receive a lot of comment in literature; different kinds of mosses and lichen account for their wide variety of colors.

Wet heath lands have a variety of mosses that produce their peaty blanket bogs. These can produce a range of slightly dullish but evocative colors (from greens and browns to wine-reds and amber-yellows), particularly in the autumn and winter. The hummocks grow in patches, where different species mix to form a nice rough quilt of colors. Fluffy white cotton grass (a sure indicator of wetland bog and also some wetland heath) is also common, fruiting with cotton in late spring/early summer.

Purple heather and the pink-flowered cross-leaved heath both flower in late summer, accompanied by pale pink flowering wintergreen. On drier heaths and moors, the purple heather accompanies the crimson-purple flowers of bell heather that flower in late summer.

In the acidic grasslands and some wet heaths, purple moor grass is common — this flowers purple through early summer to mid-autumn, browning over winter.



Basically, don't ride on the moors without a guide to keep you on the trails. If you are on a trail, Hunting rolls are sufficient to keep on it each day. Do stay on it.

Best Road: Track/Trail

Pace Modifier: x2/3

FENS AND MARSH

These are wetlands where the water is often shallow; trees sometimes grow out of the muck. Small islands of dry land occasionally dot the area; marshy mounds of old decaying plants shift around with the tides; and open pools of water break the watery forest. Yet it's all basically wet, and if a few submerged trails exist (certainly there are no actual roads through such terrain), then only the natives know where they are.

Thus, these lands are pretty much impossible to get through. Being boated around on punts is possible, but what knight would stoop to that?

Best Road: Track/Trail

Pace Modifier: x1/3

FORESTS

Travel inside any of the forests of Britain is difficult. Even though one might look at the map and see a road that appears as a nice, neat straight line, for the traveler on the ground it is not so simple. Even ancient Roman roads have been neglected for decades and are badly overgrown.

Nonetheless, where moor and mountain are virtually impassable, most forests *can* be traveled through — not quickly, not easily or well, but they can. Still, riding around in the forest is *not* recommended.

Individual forests have differences, of course, and those basics are listed below. However, the denizens likely to be met there are the biggest differences between forests.

Below are listed many of the forests of Britain, along with cumulative Hunting modifiers for each. This modifier applies only to rolls made to stay on the trail or make one's way through uncharted territory, and not those intended to find game or hunt prey.

Other forests exist, especially on a smaller, closer scale, where the local residents will have divided these larger forests into smaller, separately named woods, copses, and clumps of trees. Gamemasters can calculate specific local values as needed (e.g., "This is the Two Rivers part of the Camelot Forest").

Arden Forest, Logres. -25.

Arroy Forest, Cambria. -20.

Avalon Marshes, Somerset. Impassable.

Aventurus Forest, Logres. +0.

Bedegraine Forest, Logres. +0.

Broceliande Forest, Brittany. -20.

Caledonian Forest, North Britain. -10.

Cambrian Mountains. -35.

Camelot Forest, Logres. -20.

Campacorentin Forest, Logres. -10.

Changue, North Britain. -5.

Cornish Moors, Cornwall. -45.

Dean Forest, Cambria. -25.

Deira Forest, Cumbria. +0.

Deleable Forest, Logres. -10.

Eskdalemuir Forest, Cumbria and North Britain. -5.

Fens, Logres. Impassable.

Inglewood Forest, Cumbria. -20.

Jaiant Forest, Cornwall. -30.

Landoine Forest, Logres. +0.

Lincoln Forest, Logres. +0.

Malahaut Forest, Cumbria. +0.

Maris Marshes, Cumbria. Impassable.

Mordren Forest, Logres. -25.

Morris Forest, Cornwall. -5.

Nain Forest, Cambria. -15.

Nohaut Forest, Cumbria. +0.

Pennine Moors Cumbria. -35.

Perdue Forest, Logres. -15.

Perilous Forest, Cumbria. -30.

Quinqueroi Forest. +0.

Roestoc Forest, Cumbria. +0.

Roevant Forest, Cambria. -25.

Sauvage Forest, Logres. -15.

Windsor Forest, Logres. -5.

Wirral Forest, Cambria. -20.

Note: Any forest with a Hunting modifier of -10 or more is probably infested with some kind of Faerie presence that makes the woods especially confusing, difficult, or dangerous — not necessarily from monsters, but due to illusions or tricks that play upon laziness, fear, and other emotions.

WILDERNESS MOVEMENT

It is not recommended that the Gamemaster use this option every time the player group goes wild terrain. It might be fun occasionally when they are traveling along anything less than an actual road.

The player group states the pace at which they wish to travel. The designated tracker for the group — generally the knight with the highest Hunting skill — attempts an unopposed Hunting roll, modified for terrain, to see how quickly the group follows the track.

Note that it is quite possible to have a large negative modifier to bring the desired skill to 0 or less, making a roll impossible.

Hunting Roll Result

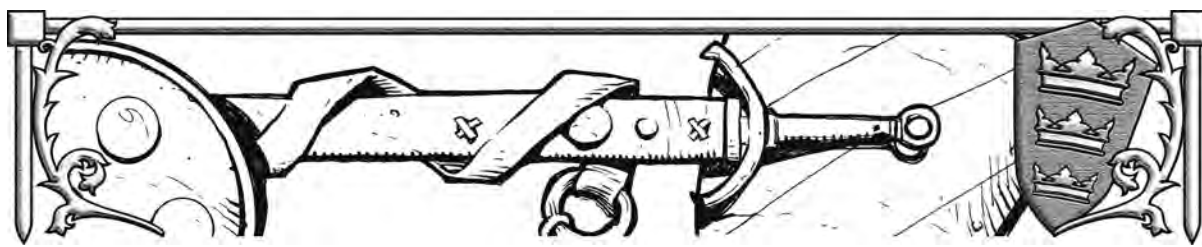
Critical	Move at stated pace, plus one column
Success	Move at stated pace
Failure	Move at stated pace, minus one column
Fumble	Move at stated pace, minus two columns

Note: No result can reduce the pace to less than Leisurely or greater than Hurried.

TRAVEL AS ADVENTURE

Random monster appearances should be avoided in most adventures. Combat in *Pendragon* is notoriously deadly, and Gamemasters shouldn't risk just randomly taking characters out of a good story that lies ahead.

Yet sometimes it is useful or entertaining to require the player knights to make rolls even if they are just traveling. For instance, they may try to simply dash at



a Hurried pace through Tribuit, and the Gamemaster might want to let them get lost on the way. Or player knights may simply state, "We're going off to wander around through the forests."

MISCELLANEOUS RULES

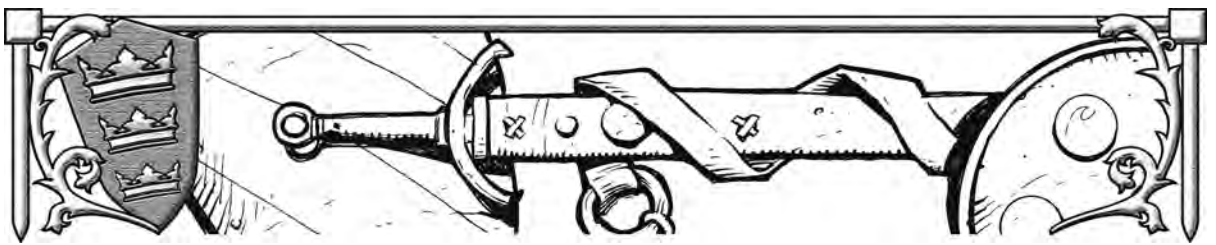
A few other useful rules and items for the Gamemaster are given below.

ADVENTURE (SOLO): MADNESS

Each half year, roll on the following table to find out what happened to a character while he was mad, then look at the appropriate entry to find out how he came to his senses. He gains a check in each of the skills listed.

MADNESS ACTIVITY TABLE

d20 Roll	Result
1-2	You were taken in by simple shepherds. Awareness, Folklore, Stewardship.
3	The appearance of a passing knight restored your memory. Heraldry, Recognize.
4-5	You wandered the forest like an animal. Awareness, Faerie Lore, Hunting.
6	The breath of a unicorn restored your senses. Faerie Lore.
7-9	You were healed by a hermit. Chirurgery, First Aid, Religion (Christian).
9	You were healed by a hermit. Chirurgery, First Aid, Religion (pagan).
10-12	You fell in with robbers. Bow, Dagger, Hunting.
13-14	You were taken care of by a poor knight. First Aid, Pious.



- 15 You were taken care of by a poor knight. His death released you from his company. You receive the benefit of his largesse. (Gamemaster's discretion.)
- 17–18 You wandered in the nearby great city as an indigent; the poverty of your condition restored your will. Folklore, Orate, Intrigue.
- 19–20 You wandered the forest prophesying and were restored to your true self by wandering friars. You gain 1d3 prophecies of the future. Religion (your own).

OUT OF THE STORY

Sometimes a character may choose not to continue on in an adventure, perhaps refusing to do something necessary to go further. The Gamemaster must then decide whether to alter the scenario to keep the player playing, to let the character go through a situation in which he should not reasonably be, or to just make the character Out of the Story.

Letting "illicit" characters continue is usually a bad idea, for it ruins the nature of the game. If a scenario require a Pious knight, for instance, then to allow a thoroughly Worldly knight in could destroy all the Gamemaster's work, leading to frustration for him and the other players. It also ruins the nature of the game since much of *Pendragon*'s most meaningful play is concerned with how a knight behaves. To make behavior unimportant in a scenario based around behavior is, plainly, counterproductive.

Characters who go Out of the Story might get a solo scenario to play, at the Gamemaster's option. Alternately, the player might simply create another (or use an alternate) character and rejoin the party that way.

If everyone goes Out of this Story, the Gamemaster must decide whether he wishes to continue the scenario at a later date. Since time passes differently on the

Other Side, this can be a good option in Faerie adventures: Player knights might be about their business for a year or more, then re-enter the scenario where they left it off, only to discover that very little actual time had passed in the Wastelands.

"DOUBLE D20" SYSTEM

This system can be used when a player knight is in a situation where he has to make an opposed resolution against an undefined value.

Roll two different-colored d20s. One color determines the skill value of the opponent, and the other is the opponent's actual die roll, whose level of success is simultaneously determined by the first die.

Example: A great storm is throwing your horse transport back and forth, and your charger is in danger. The ship lurches crazily and the warhorse has to step as nimbly, as when dodging a spear. The Gamemaster rolls a red d20 and a blue d20, saying, "Red is the skill, blue is the roll."

The red die comes up 12, and the blue die 8. "Success," says the Gamemaster. "What did you roll?"

TIES IN COMBAT

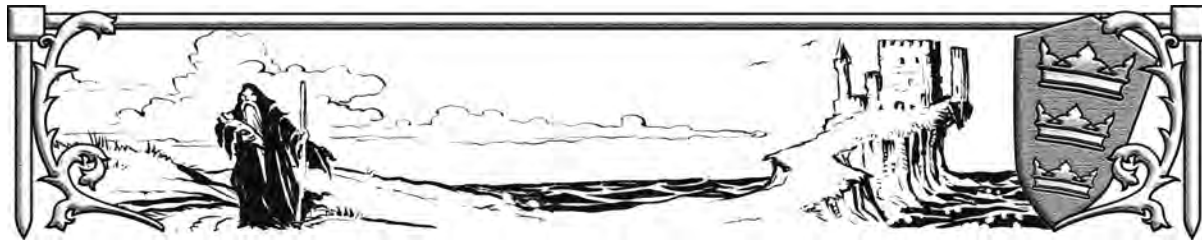
Although the *Pendragon* core book says that exact ties have no result, the following is a minor recommendation: Exact ties in combat have results depending upon the level of the tie, as explained below.

If both rolls are criticals, then both parties suffer 1d3 damage, regardless of armor and shields (although magical protection should still apply).

If both rolls are successes or failures, then no damage is suffered.

If both rolls are fumbles, both parties suffer 1d6 damage (dealt by their own weapons!), regardless of armor, shields, or magical protection.





Chapter One

King Uther Period: 485–495

The *Great Pendragon Campaign* begins in 485 A.D., during the reign of King Uther Pendragon, who will rule for 10 more years of battle and adventure. Uther has already been reigning for 5 years. He has led his armies in many battles, and, though not always victorious, he has generally kept the land safe, as had his brother before him.

This Period is largely intended as a training grounds for people unfamiliar with *Pendragon*, with medieval life, and with roleplaying in general. This chapter provides many tools to help Gamemasters learn and teach as the game progresses. By the end of King Uther's reign, Gamemasters ought to have the knack of the art.

Players should be comfortable with the game and familiar with the setting (particularly the region of Logres), and should also have well-established characters, preferably with families at least in the offing. Some players will have begun several characters covering a range of ages, Glory levels, and skills. (Gamemasters should always keep in mind this range of differences among the player knights.)

HISTORICAL COMPARISON

In game context, the time of Uther's reign is equivalent to the Dark Ages: Thus, themes and images of brutality, uncouthness, and ever-present danger are appropriate.

YOUR CAMPAIGN

Start with Family History and character generation, as found in the *Pendragon* core book, for your first game session. Use the starting scenarios there to play briefly if you have time (perhaps have the characters meet King Pellinore, and so on). Be sure to include the knighting ceremony for the characters so that the players speak the vows, and then introduce them to their respective manors.

Next, likely during the second game session, go directly to the first year of the campaign proper — a large battle — to start things with a bang. Put out copies of all the maps of Sarum, Salisbury, and Britain in 485.

The adventures contained at the end of this Period are largely generic. For starting players, of course, these

adventures are entirely new, but variations of these may be used repeatedly, with minor variations, later in the game. These are also the standard events from which other more extraordinary adventures will stem.

Most game play will occur within the kingdom of Logres.

THE POLITICAL GAME

Uther is the King of Logres, but his hold is weak over three of his most powerful lords — the dukes of Cornwall, Caercolon, and Lindsey. Fortunately, the strongest of them all, Duke Ulfus of Silchester (basically, the Thames Valley), is a loyal vassal.

Saxon invaders have established several small but warlike kingdoms on British soil. Their raiders are a constant menace, and there is still a good chance that they will get together an army and attack more cities and lands.

BRITAIN 485

The map for this Period displays only political information. On it are the independent lands of Britain.

Boldface indicates a center of power, to which nearby lands probably pay tribute or fealty.

PLACES OF IMPORTANCE

Benoic. A Pictish kingdom in the north.

Caercolon. A dukedom of eastern Britain. Norwich, a large city, is the capital.

Cambenet. A dukedom of Cumbria in the northwest, centered on the city of Carduel. The ruler is Eustance.

Cameliard. A kingdom bordering on Logres and Cheshire. Carohaise is its capital, and the ruler is King Leodegrance.

Cardigan. A small kingdom on the Gales coast, dependent now upon Estregales.

Cheshire. A wealthy dukedom in northern Cambria, centered on the City of Legions.

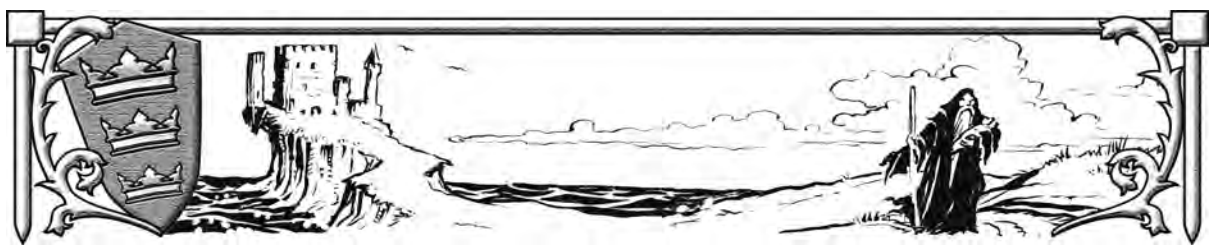
Cornwall (Kingdom). King Idres, a Breton king, currently holds South Cornwall.

A NOTE ABOUT CORNWALL

Cornwall is the peninsula in the south west of Britain. Its *Pendragon* extent is much larger than the small modern region, however. "Cornwall" is used for two titles, one outside the kingdom of Logres and the other within.

The Kingdom of Cornwall is separate from Logres and is ruled by King Idres. It consists of the lands of Totnes and Lyonesse (which has its own vassal king). Idres is more powerful than immediately apparent since he also rules over a *third* Cornwall, properly called Cornouailles, that lies in Brittany, and he also receives troops and tribute from several of the other lesser kings of Brittany.

The Duchy of Cornwall is ruled by a nobleman of Logres, the renowned Duke Gorlois. He was awarded with his title and position by Aurelius Ambrosius to defend that part of Britain from the Irish and Cornishmen. He rules over the lands of Tintagel, Devon, and Jagent.



Cornwall (Dukedom). A dukedom of western Britain. Exeter is the capital city, and the ruler is Duke Gorlois.

Escavalon. A wealthy kingdom in southern Cambria, currently dependent upon Estregales. The ruler is King Nanteleod.

Escoce. A Pictish kingdom in the North.

Estregales. A kingdom dominating southern Gales, collecting tribute from Cardigan, Escavalon, Gloucester, and nearby hills tribes. The ruler is King Canan.

Garloth. A kingdom of the north, on the east coast. The ruler is King Nentres.

Gloucester. A dukedom of Cambria, in the lands north of the mouth of the Severn River. It includes Gloucester, a large city.

Gomeret. A kingdom of northern Gales including Isles, Norgales, Snodonia, and nearby hill tribes. The ruler is King Pellinore.

Gorre. A wild, mountainous kingdom of tribesmen in the southern mountains of the north, nominally ruled by King Uriens.

Isles, The. Rich farming islands off the northwest corner of Gales, currently part of Gomeret.

Kent. A Saxon kingdom in southeast Britain. The king is old Hengest, who brought the first settlers to Britain under Vortigern years ago.

Lindsey. A dukedom of northern Britain. Lincoln is the capital city.

Logres. The largest kingdom in Britain, ruled by Uther Pendragon. It includes many counties, but the four dukes are the most important and influential leaders.

Long Isles. South-western islands and coastland lands of the north, currently ruled by the ambitious Irish lord Duke Galeholt.

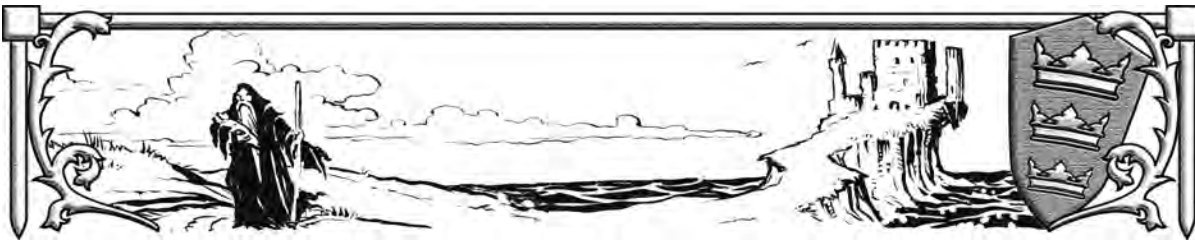
Lothian. A kingdom dominating Cumbrria and the north. The ruler is King Lot.

Malahaut. A powerful kingdom of Cambria. Its largest city is Eburacum, its ruler Heraut de Aprés.

Nohaut. A Saxon kingdom on the east coast of northern Cumbria. The king is Octa.

Norgales. A region of northern Gales, currently independent. The ruler is King Ryons.

Out Isles. Savage, wild islands occupied by the reputedly cannibalistic Atecotti tribe.



Pictish Wilderness. Mountainous regions sparsely populated by wild Pictish tribes.

Powys. A land of wild hill tribes in central Gales.

Rheged. A kingdom of mountainous central north Cambria.

Roestoc. A small kingdom of southern Cambria, once a county of Lindsey.

Salisbury*. A county of central Logres. Sarum is the capital city, ruled by Count Roderick.

Silchester. A dukedom of central Britain ruled by Duke Ulfus. London is the largest and most important city there, but Silchester is the capital.

Strangorre. A small kingdom in the north-west, centered on the fortified city of Alclud.

Sussex. A Saxon kingdom in southeast Britain. The king is Ælle, who brought his settlers to Britain years ago.

* This is the default starting home of the player knights.

WHAT'S NEW

The standards in this Period are largely those of the *Pendragon 5th edition* core book, but they are synopsized here for convenience. If something's not mentioned here, it doesn't exist at this time.

CUSTOMS

- Might makes right. It is a practical and brutal world.

- The *Truce of God* is a set of rules made by the church to limit violence against innocents, to make holy days peaceful, and to protect church property. Most nobles and knights ignore it.

- Knighthood includes a set of virtues — loyalty to one's lord and the willingness to face one's enemies and deal out death being primary.

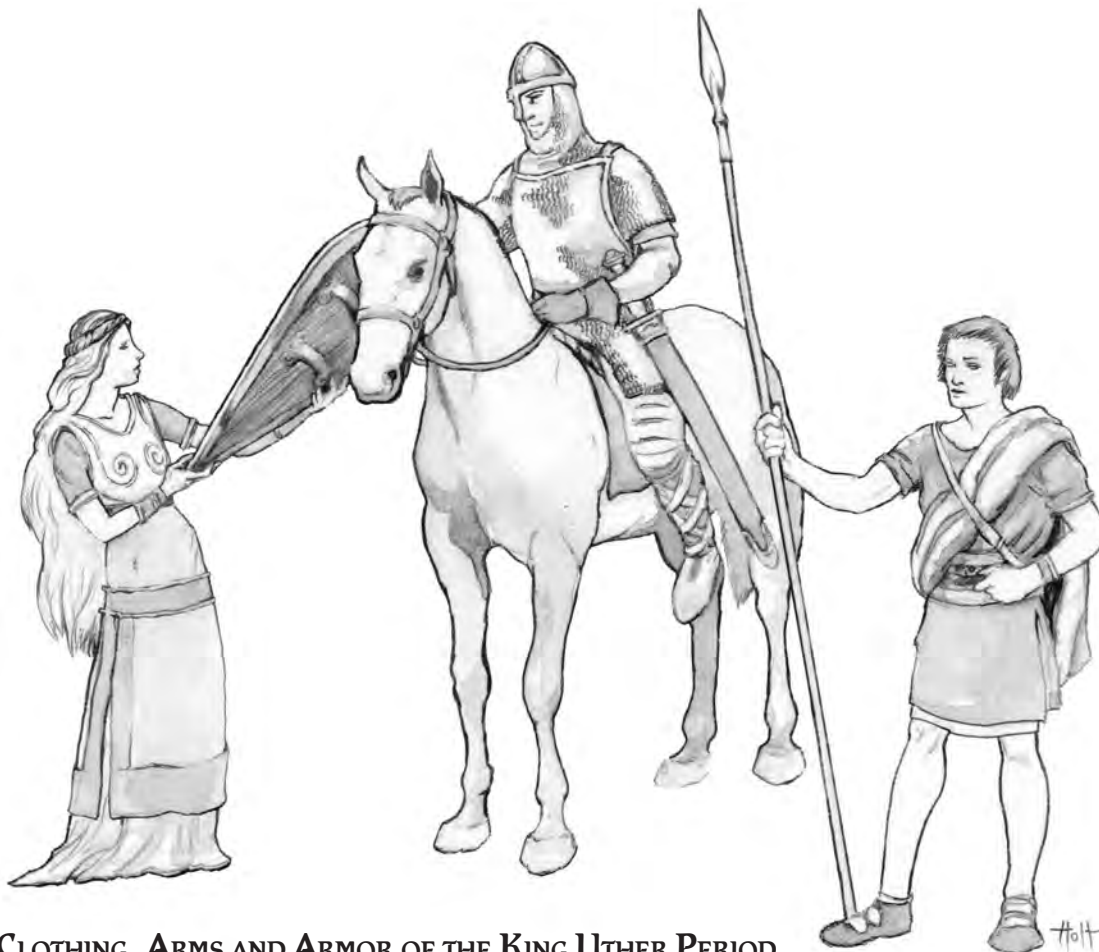
- Chivalry is known from some bard's stories, especially those about Alexander the Great. Of course, while knights naturally treat their fellows-at-arms with respect and civility, no one thinks it would be a good idea to offer similar courtesy to the Saxons, or for that matter to any enemy (even another knight).

- Romance is unknown.

EQUIPMENT

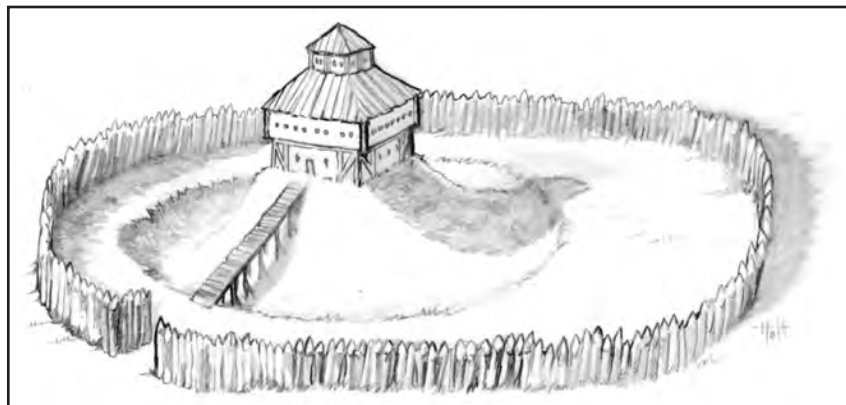
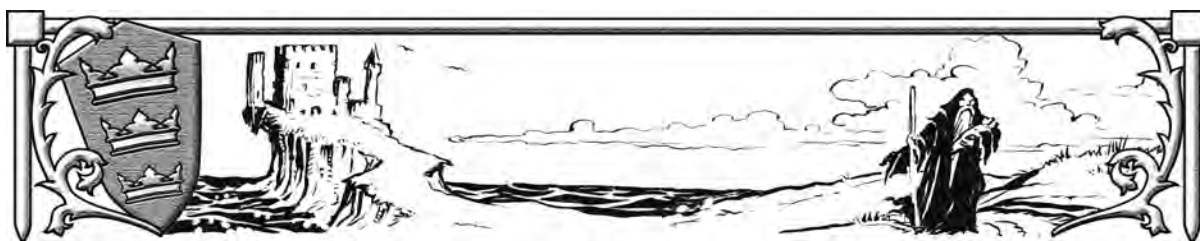
The following equipment is available in the King Uther Period.

Armor: Norman (10-point) armor is the standard available. Helmets are open with a nose guard, and long shields are the rule.



CLOTHING, ARMS AND ARMOR OF THE KING Uther PERIOD

CHAPTER ONE: KING Uther PERIOD: 485 — 495



Weapons: The following weapons listed in *Pendragon* are not yet available: flail, great sword, halberd, hammer, jousting lance, morning star, war flail.

Horses: Chargers are the best available horses, but they are specialized, exceptional animals not available to most knights. Rouncys are the common knight's steed.

Remember, for visual effect, that all horses are shades of browns, and that each of those shades is recognized and has a name (dun, chestnut, etc.)

Clothing: Fifth-Century native dress is standard.

CASTLES

Motte-and-bailey castles are prevalent. A few cities have stone walls, largely left over from Roman times. The few stone castles (such as the White Tower in London) are legendary for their uniqueness.

TROOP TYPES

This list ranks the available troops of the times, from best to worst. The number in parentheses indicates the actual number of individuals, used only to calculate the relative size of a battle.

Superlative knight (2)

Rich knight, small giant (1½)

Ordinary knight, experienced sergeant, mounted chieftain (1)

Poor knight, sergeant, squire, berserker, mounted heorthgeneat (1/2)

Elite guard, heorthgeneat, Rich ceorl, superior bonnacht, mounted Pict warrior (1/3)

Archer, foot soldier, bonnacht, superior Pict warrior (1/6)

Ceorl, kern, Pict warrior (1/10)

Peasant (1/25)

PRICE LIST

The Price List in *Pendragon* applies normally.

SARUM IN 485

As children, the sons of knights are familiar only with the home manor, along with all its villages and local features. As youths they journey to the earl's castle,

where they serve as pages and become familiar with the keep and the city surrounding it. Finally, knights' sons become familiar with the county all around once they are squires, following their knights.

The *Pendragon* rulebook has considerable information about the domain of Salisbury. Here is more about the history of the place. Of course knights from Sarum know much, much more about this place than can be printed here. These, however, are the critical and most important points of the city in 485.

HISTORY

The first inhabitants here were the giants, long before any people came here. Ancient earth beings — faerie folk and their ilk — were *always* residents since they are a part of nature.

When Brutus came to Britain, he and his legions destroyed the giants and took the land. Salis was a brave warrior in the Trojan army. When the island was partitioned, Brutus gave Salis a vast area for his own. While Brutus was busy building London, Salis went to his land and killed the local giant here, and then threw the bones to the giant's own dogs.

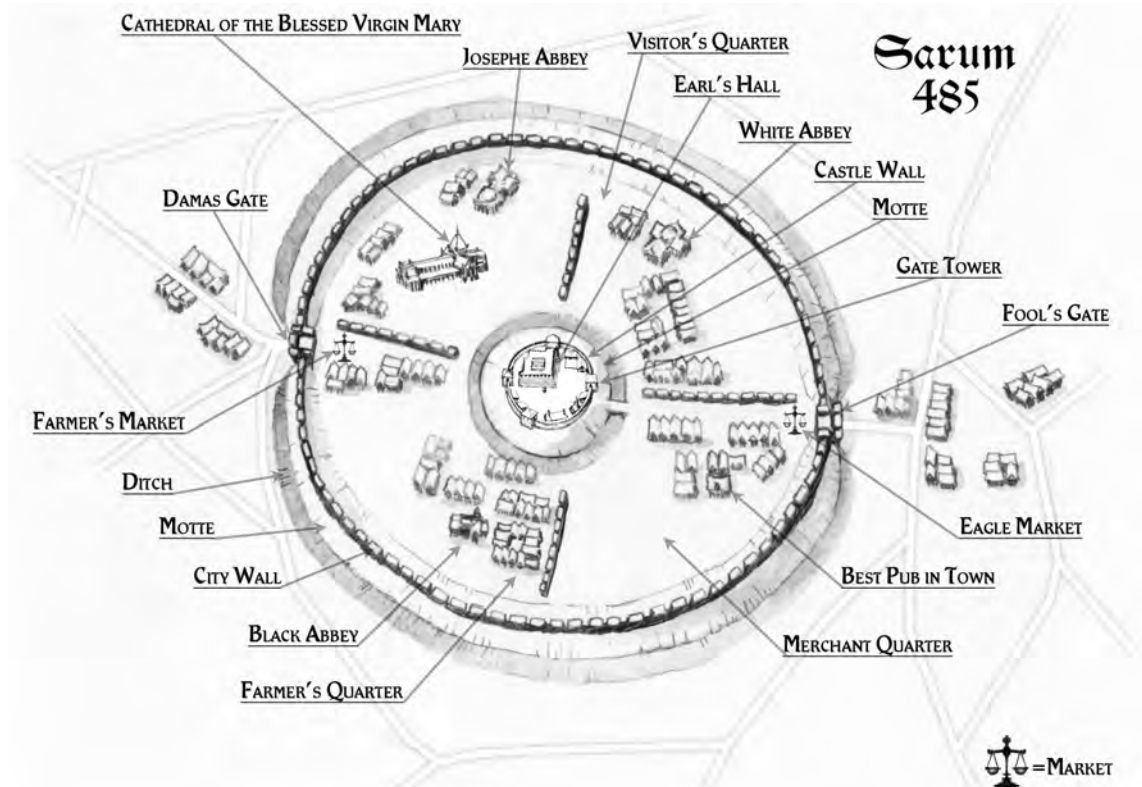
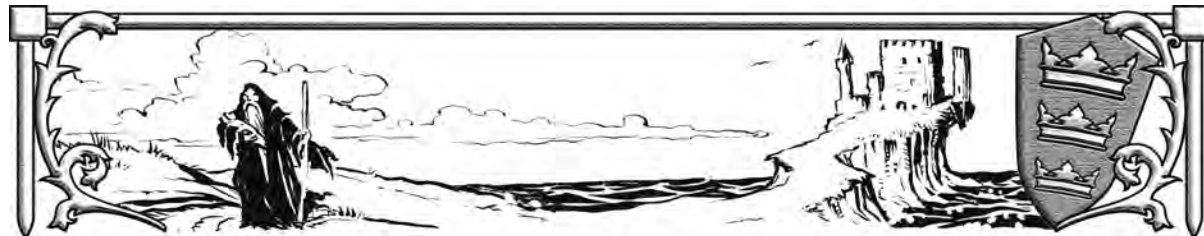
Salis freed hundreds of slaves of the giant, and their queen was named Sarum. She was the daughter of a great queen who lived inside a hill up the Avon River — Silbury Hill. Salis married Sarum, and the people built a city to celebrate their marriage. Salis named it after his wife, and it is still called Sarum to this day. She divided the city into five parts, one each for the druids, the merchants, the farmers, the visitors, and, in the center, the nobles. Her younger son, the one who did not become earl, built the walls that divide the city into quarters.

When Salis died, he was buried far outside the city under a mound, and that is why the plains are called Salisbury. His nobles adopted the same customs and were also buried there, and the area became famous as a burial ground for a long time. Out there now are still thousands of tombs of all types, including the Royal Graveyard of Stonehenge said to have been raised by Merlin himself.

King Eburacus, who performed many great deeds, later ruled Britain. (He lived about the time of King David's rule in Judea.) His son Assaracus led eighteen bands of Britons to the continent and conquered the people there. They became powerful and included many tribes who, collectively, called themselves the Belgae.

About the time of Romulus and Remus, when Rome was founded, Britain was ruled by King Lear. When he went mad, the fool who tended to him came from Sarum. The king was sheltered here. Afterward, his daughter Queen Cordelia rewarded the city by having a castle built for the nobles.

Much later, Dovulus, the son of Earl Dalogmius of Sarum, was the first warrior over the walls when the Britons sacked Rome. King Belinus rewarded him with the Eagle Statue that is in the market square.



Later, Velanus was a powerful king among the Belgae on the continent. He came to the island to hear the music of King Beldgabred and in the end married one of the king's daughters. When his brother-in-law — the heir to Beldgabred — died, war broke out over the succession. Velanus was instrumental in helping noble Eldol to become king. As a result, Eldol gave Velanus lands to rule. Later, many of the Belgae from the continent came to live in his lands that are today called Hampshire, Salisbury, Clarence, and Gloucester.

The Belgae here fought fiercely against the Romans, but were eventually defeated. The Romans established a military camp in the city of Sarum, taking over the Visitor's Quarter and laying out Roman buildings there. They also took over the fort, of course, as a barracks and headquarters.

The first Christians here were monks who established the Abbey of Saint Josephe (son of Joseph of Arimathea, and first Bishop of Britain.) When the black monks came, and later the white monks, they too got space for their abbeys. The old church has been rebuilt and is now the cathedral, overseen by a bishop of the

British Church. Despite the presence of these, pagans still populate the countryside, including many knightly manors.

MAP OF SARUM (485)

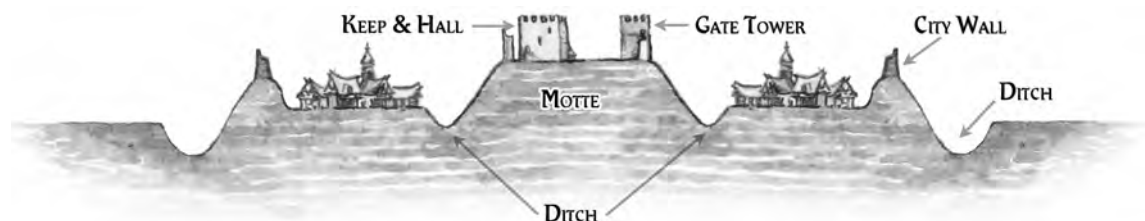
Black Abbey: This place is a small abbey of the Benedictine Order.

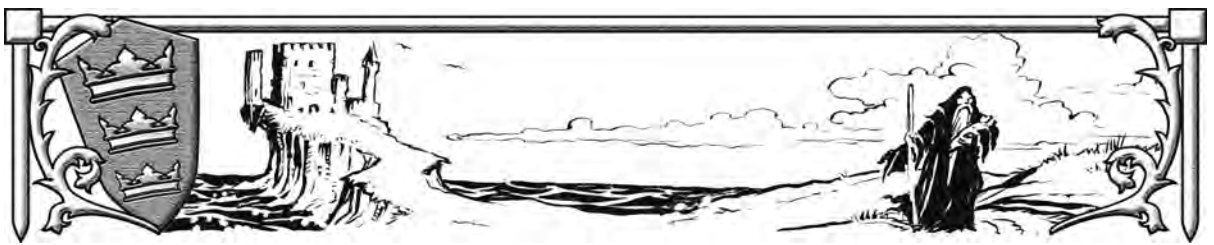
Castle (a.k.a. Queen's Castle): A 300-foot-diameter mound stands above the city about it, surrounded by a deep ditch whose dirt made much of the mound. Around the outer edge of the mound is a stout log wall. Entry is possible only through the gateway with its drawbridge, on the east side of the castle.

Inside are many buildings, especially the Great Hall. Note, too, the kitchens, guest house, stable, and other buildings.

Total DV = 3/10/11. The initial 3 points of defense are the city walls (see below). It is an AREA = 4 city + 1 for the castle.

Medium Castle: Stone walls with ditch (7); two square towers with gates (4x2); one square tower with postern (0);





one square tower (5); stronghold, a large stone tower on motte (10.) Minimum garrison = 20 men.

Cathedral of the Blessed Virgin Mary: The church of the Blessed Virgin Mary was established here by Gravaine, a follower of Josephe, the first bishop of Britain. They settled in the Druid's Quarter. After the Romans destroyed the druids, the quarter became largely Christian. The head of the abbey was later made a bishop, and the church became a cathedral.

City Wall: The city is surrounded by a massive ditch and mound surmounted by a city wall. Two gates pierce the walls, each protected by a gate tower. (These are the outer defenses for the castle, detailed above.)

The city requires a garrison of 100 to fully man the walls.

Eagle Market: In this, the international market, stands a large statue of an eagle that used to speak to the lords of the Belgae. It was a gift of King Belinus, the conqueror of Rome.

Earl's Hall: Salisbury Hall is a stout stone building in Sarum Castle. It is two stories, with the earl and his family living overhead.

Fool's Gate: The eastern gate is called the Fool's Gate because Queen Cordelia granted living quarters in the ancient gate tower to the fool who helped her crazed old father, King Lear.

Josephe Abbey: This is one of the oldest Christian abbeys in Britain, where many brown-robed monks of the Alban order reside and take care of the cathedral.

Motte: The castle sits on a raised mound in the center of the city.

Quarter Walls: Four walls divide the city into quarters. None have gates but all are open at both ends to allow passage.

Damas Gate: Damas was a son of Velanus, and the first Belgae lord of this city and castle. The city thrived so much that he opened the western wall to have this second gate to double the market available to his people.

White Abbey: This Cistercian abbey has a couple of hundred of monks, servants and workers.

LOGRES IN 485

The map of Logres for this Period shows the various counties and cities, well-known to all inhabitants of the region. (For forests and terrain see map p.23)

Gamemasters may wish to make a copy of this map and make it available to players as an aid during game play. Write on it to mark battles and so on and to keep track of where the player knights have been.

For more information on the forests, moors, and mountains, see "Wilderness Travels" in the Preface.

Rivers shown are navigable by small boats and rafts, a common manner of transport along them. Many other rivers exist that hinder overland movement but cannot be used for water transport.

The roads shown are the Royal Roads, as protected by the king. The cities and castles marked along them, where people normally stop during their journeys, are approximately one day's ride apart.

PLACES

Amesbury: This abbey, in Salisbury County, is famous for its royal patronage. It was founded by Aurelius Ambrosius and is supported by royal funds.

Arbray: The major castle in Lyonesse.

Arden Forest: A forest north and west of Wuerensis, forming one of the borders of Logres. Most of it is in Cambria.

Avalon Marshes: These extensive marshes in the west of Somerset provide refuge for the local people and king whenever they are raided. Within their confines is Glastonbury Abbey.

Adventureuse Forest: The forest in Caerwent that separates Thetford from Norwich.

Avon River: Three Avon rivers appear on this map.

1. A tributary to the Severn River that goes through Wuerensis.
2. Main drainage for Salisbury, navigable by boat from near Sarum south to the sea.
3. A river in Somerset navigable from Bath north to the sea.

Badbury: This town in Dorset is a stop on the Royal Road.

Banbury: A city in Tribruit, protected by the castle of Tribruit.

Bassus River: This river, navigable by boat, goes from Lonazep through to the Wash.

Bath: This city in Somerset, a stop on the Royal Road, is famous for its healing baths.

Beale Valet: A city in Huntington at the end of the navigable portion of the Dubglas River, upon the Royal Road.

Bedegraine: This pretty, small town is in the county of Bedegraine.

BEDEGRAINE: A county on the upper Trent River, it includes the cities of Bedegraine and Nottingham.

Bedegraine Forest: The forest north of Bedegraine County, extending to the Pennine Mountains.

Bodmin Moors: Moors in Cornwall.

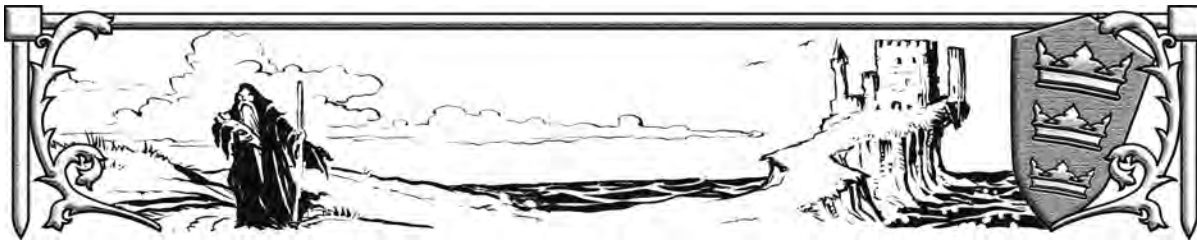
Bourton: A small town in Clarence, also a stop on the Royal Road.

Brecklands: The eastern lands of Caerwent County, including the Yar River, its marshes, and the lands around.

Broadlands: The western lands of Caerwent County, including the lands between Aventurus Forest and the Fens, including Thetford.

Brun Castle: A walled city is nearly lost in the Forest Sauvage. Its lord is a vassal of the Earl of Tribruit.

Buckenham: This city in Caerwent is a stop along the Royal Road.



CAERCOLUN (County): This wealthy county in eastern Britain includes the seaports of Colchester, Ipswich, and Maldon. It also includes much of the Quinqueroi Forest.

CAERCOLUN (Duchy): This is a dukedom in the east that includes the counties of Caercolun and Caerwent, and a part of the Fens.

CAERWENT: A county in eastern Britain that includes the cities of Norwich, Yarmouth, and Thetford.

Camelot: The city of Camelot does not yet exist. However, see Winchester.

Camelot Forest: This forest between Salisbury, Hampshire, and Dorset is noted for the magical animals often sighted there. They often lure men to chase them into the depth of the forest, where they then disappear.

Cambridge: A city in Huntingdon, this is also the seat of one of the legates of the Supreme Collegium.

Campactorentin Woods: A forest separating Silchester and Marlboro from Somerset and Clarence.

Canterbury: This city in Kent is the former capital of the British kingdom destroyed by the Saxons. A stop on the Royal Road, it used to be the seat of one of the legates of the Supreme Collegium.

Carisbrooke: A castle located on the Isles of Wight.

Chelmsford: This city is on the Royal Road in the county of Caerwent.

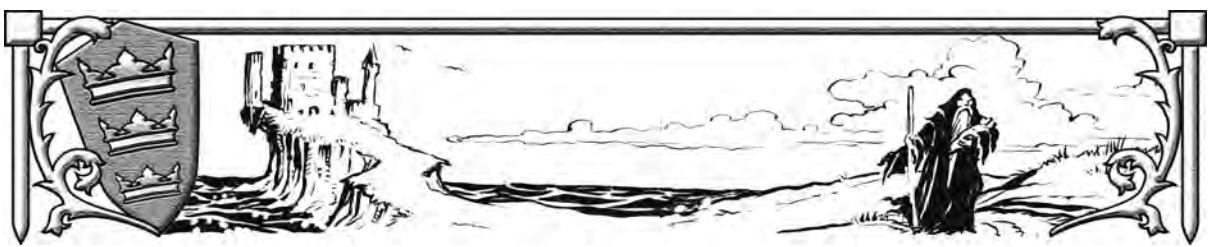
Chichester: This is a city in Hampshire.

Cirencester: This city, a stop on the Royal Road, is in Clarence.

CLARENCE (County): This county in south of the Severn River includes Cirencester, Bourton, Wandborough, and the Cotswold Hills.

CLARENCE (Duchy): This is a dukedom in the west that includes the counties of Clarence and Marl-





boro. It used to include the county of Gloucester, but is now at feud with the duke of that land.

Colchester: This once-grand city in Caercolun County was formerly the capital city of Roman Britain. Now it is a stop on the Royal Road, and the seat of one of the legates of the Supreme Collegium.

CORNWALL (Kingdom): A foreign kingdom ruled by King Idres, who also rules much of Brittany. It includes the kingdom of Lyonesse.

CORNWALL (Duchy): This is a Logres duchy in the west that includes the counties of Tintagel, Devon, and Jagent.

Dartmoor: Moors in Cornwall.

Deleable Forest: This dangerous forest in Lindsey is nearly surrounded by marsh.

DEVON: A county in the Duchy of Cornwall, its center the city of Exeter. It includes Exmoor.

Donnington: A city with a castle along the Royal Road, located in Silchester County.

Dorchester: The main city in Dorset, it is also the seat of one of the legates of the Supreme Collegium.

Dore Castle: This stronghold of the King of Cornwall is in Totnes County.

DORSET: A county on the southern coast, it includes Dorchester, Badbury, and Wareham. Not far away is the famous Cerne Abbas chalk-cut figure.

Dover: This city is a major port in Kent.

Dubglas River: A river than winds through the Fens, then through Huntington.

Exeter: A port city in Devon, the last stop westward on the Royal Road, it is also the seat of one of the legates of the Supreme Collegium.

Exmoor: One of the moors of Cornwall.

Fens: This extensive marsh country in the east central coast of Britain is impassable and inhospitable except to the native marsh dwellers. Ely is the largest island hidden therein.

Folkingham: This town with a castle is a stop along the Royal Road.

Glastonbury: Oldest Christian site in Britain, where Joseph of Arimathea first brought the Grail to Britain. Now it is a monastery of British monks.

Gloucester: The second biggest city in Britain, this is a major seaport on the Severn River. It is part of the County of Gloucester.

HAMPSHIRE: On the south coast, Hampshire county includes the cities of Winchester, Hantonne, and Chichester.

Hantonne: This port city in Hampshire is also a port for the royal fleet.

Hertford (City): This city on the Tea River is the center of the county of Hertford, and a stop on the Royal Road.

HERTFORD (County): A county in the east, north of London, which includes the cities Hertford, Royston, and St. Albans. It also includes a portion of

the forest of Quinqueroi to its south and east, and Landoine in its west.

Humber River: One of the "Three Great Rivers of Britain," the Humber marks the northern boundary of Logres.

HUNTINGTON: This county in the east lies between Hertford and the Fens. It includes the cities of Beale Valet, Cambridge, and Royston. The Landoine Forest marks its western border, the Quinqueroi its east.

Ilchester: This city in Jagent is on the Parrett River, up from the Severn Sea. It is a stop on the Royal Road, and also the seat of one of the legates of the Supreme Collegium.

Ilminster: This city in Jagent is also a stop on the Royal Road.

Ipswich: This city in Caercolun, on the Orwell River, is another stop on the Royal Road.

JAGENT: This eastern county in the Duchy of Cornwall includes the cities of Ilchester and Ilminster.

KENT: A Saxon kingdom in eastern Britain, currently occupied by the Jutes. It includes the cities of Canterbury, Rochester, and Dover, all now considerably degraded from their Roman greatness due to occupation and lack of trade.

Kinetown: This is a castle on the Royal Road in Wuerensis; a regular road leads from here to nearby Warwick.

Lambor (Castle): A forest castle at the crossroads of the King's Road, where a branch goes northwest through Cameliard into Cambria. Lambor Castle is also a stop on the Royal Road.

LAMBOR (County): A county that includes Leicester and Mancetter, as well as Lambor Castle. It is surrounded by the Forest Sauvage in the east and the Forest Arden in the west.

Landoine Forest: The forest in central Logres that borders the north-south road between London and Lincoln.

Landoine Hills: These hills run more or less north to south, through the center of the Forest Sauvage. Somewhere to the east, the Landoine Hills and Sauvage Forest join the Landoine Forest.

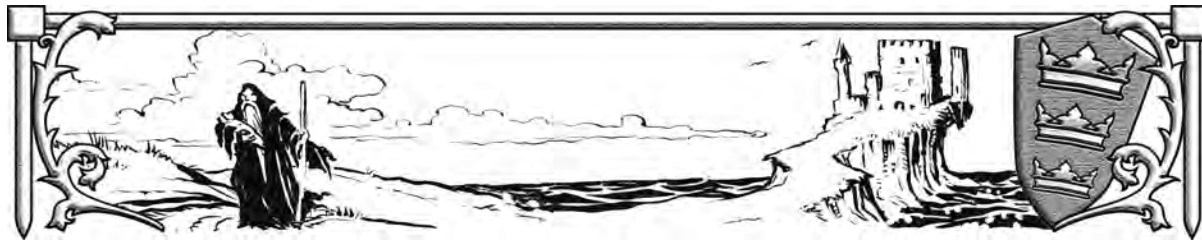
Leicester: This city is the commercial center of the County of Lambor. A stop on the Royal Road, it is also the seat of one of the legates of the Supreme Collegium.

Levcomagus: This unwalled city in Silchester is an important stop along the Royal Road. It has no castle.

Lincoln Forest: A forest in Lindsey that is south of Lincoln, betwixt Lindsey, Lincoln, and Lambor.

LINDSEY (County): A large and wealthy county in northern Logres, this includes the cities of Lincoln Newark and Winteringham, the Deleable Forest, parts of the Fens, and a part of Lincoln Forest.

LINDSEY (Duchy): The northern duchy of Logres, this includes the counties of Lindsey, Lambor, and Lonazep.



Lonazep (Castle): Located on the Bassus River, this place is a stop along the Royal Road.

LONAZEP (County): This is one of the counties subject to the Duke of Lindsey, and it includes the cities of Lonazep and Peterborough.

London (City): The greatest city in Britain, and also the center of the County of London. It is the seat of one of the legates of the Supreme Collegium. A bridge crosses the Thames here, guarded by Southwerk on the south side. It's a major port on the Thames River, a major crossing point on the Thames, and also a major stop on the Royal Road.

LONDON (County): London is part of the Duchy of Salisbury. It includes London and Southwerk.

LYONESSE: Kingdom on the southwestern tip of Cornwall, it is subject to the king of Cornwall. Its primary castle is Arbray.

Maldon: This is a thriving port city in Caercolun.

Mancetter: This walled town sits on the border between Lambor and Cameliard.

Marlboro (Castle): A castle in Marlboro County.

MARLBORO (County): A county in central Logres, between Salisbury, Silchester, Clarence and Rydychan, it includes the city of Wandborough, the castle of Marlboro, and the White Horse Hills.

Morgaine Forest: The "Forest of the Goddess" in southwestern Logres, lying betwixt Dorset, Jagent, Somerset, and Salisbury.

Morris Forest: A forest, thin and sparse compared to the woods of Logres, but the densest stand of trees in Cornwall (enough to cause great difficulty for mounted men).

Newark: This is an unwalled city on the king's road in Lindsey, and it also sits on the Trent River. It's a stop on the Royal Road.

Norwich: This port city located up the Yar River in Caerwent is the fourth largest city in Britain, and is the easternmost stop of the Royal Road.

Nottingham: A walled city of Bedegraine notable for its many underground residences.

Oxford: A city in Rydychan, all the way up the Thames River.

Perdue Forest: This is the "Forest of the Lost," a large southern forest between the North and South Downs. It separates the Saxon kingdoms from the Duchy of Salisbury.

Peterborough: This city in Lonazep, on the Nene River, is at the edge of the Fens. It's a stop on the Royal Road.

Pevensey: A castle built in the corner of a Roman fort wall.

Quinqueroi Forest: A forest in southeastern Logres, separating Caercolun from Hertford.

Rochester: This city in Kent is now occupied by the Saxons.

Royston: This unwalled royal city is a stop on the Royal Road through Hertford.

RYDYCHAN: A county on the upper Thames River, its chief city is Oxford.

Saint Albans: This city in Hertford houses the oldest Christian relics in Britain. It is also the seat of the Bishop of St. Albans, one of the more influential British clergy and a legate on the Supreme Collegium.

SALISBURY: A county in western central Logres, Salisbury includes the city of Sarum, the nunnery of Amesbury, and the royal cemetery of Stonehenge.

This is the home of the starting player characters, and much more information can be found in the Pen-dragon rulebook.

Sarum: The chief city in Salisbury is located on the Salisbury Plain near the last navigable part of the Witham River. It is a stop on the Royal Road, and also the seat of one of the legates of the Supreme Collegium.

Since this is the home city of the player knights, it has received some close up looks among the "City Features."

Sauvage Forest: This large and dense forest in the center of Logres has roads and path through it that are known, but much of it is nonetheless unvisited. A rumored Kingdom Sauvage is said to exist therein.

Severn River: One of the "Three Great Rivers of Britain," its mouth is famous for the monstrous Severn Bore, a moving wall of water that regularly roars upriver destroying all ships and boats upon it often as far as the city of Gloucester. It continues to be navigable by boats as it goes northward through Galvoie to Orofoise, and then as a tumbling river from someplace within the Cambrian the mountains.

Silchester: This city is a stop on the Royal Road, and it is also the seat of one of the legates of the Supreme Collegium.

SILCHESTER (County): This westernmost county of the Thames Valley includes the cities of Silchester, Donnington, and Levcomagus.

SILCHESTER (Duchy): This powerful south-central duchy of Logres includes the counties of Silchester, Windsor, and London.

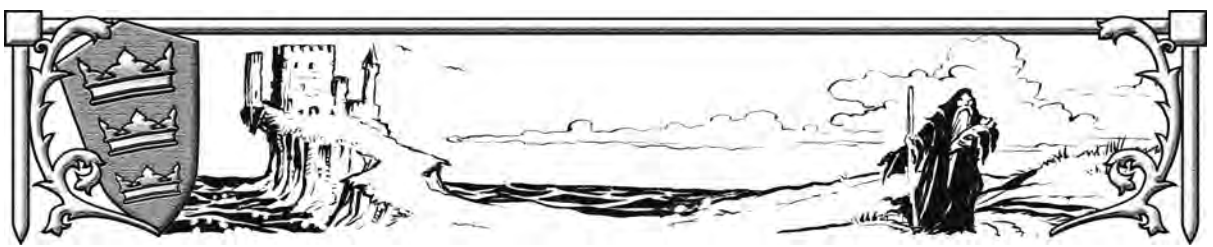
SOMERSET: This little kingdom has managed to retain its independence by means of its nobles withdrawing to hide in the marshes whenever necessary. It includes the cities of Wells, Bath, the abbey of Glastonbury, and of course the Avalon Mashes.

Staines: This is a major crossing of the Thames River, in the County of Windsor, and a stop on the Royal Road.

Stonehenge: A royal cemetery in Salisbury, erected by Merlin to commemorate the many men murdered at the Night of the Long Knives when Vortigern treacherously slew the good men of the island. Since then, Aurelius Ambrosius, the former High King, was buried here as well.

SUSSEX: This Saxon kingdom, located on the south coast and largely protected by the Forest Perdue, has no real cities.

Thames River: The greatest of the "Three Great Rivers of Britain," the Thames begins somewhere in



KING UTHER'S COURT

A court is as important as its king. No one knows everything, so the court membership is important for the welfare of the kingdom. Uther has many advisors, and some of them are given statements to be shared with the player knights, under appropriate circumstances, generally listed in the "News" sections for each year in this chapter.

Brastias for information about inner workings of the king's court.

Madoc for matters of war and state.

Merlin for guidance, wisdom, and magic.

Ulfus for diplomatic information about what is happening outside Logres.

the Forest Sauvage and flows out near the city of Oxford. It flows south and then winds and loops more or less eastward through Silchester, Windsor, and London counties, and then empties into the British Sea. Boats can navigate as far as Oxford, making it a major thoroughfare for commerce.

Thetford: This city of Caerwent is a major trading center for a fertile land.

Tintagel (Castle): This powerful castle sits on a tiny island off the west coast of Tintagel County. It is surrounded by cliffs on all sides, and connected to the mainland only by a narrow natural bridge.

TINTAGEL (County): Westernmost county of the Duchy of Cornwall, Tintagel includes the castle of Tintagel and Dimiloc, parts of Bodmin and the Dart Moors, and a portion of Morris Forest.

Totnes (City): This port city on the south coast of Cornwall, in the County of Totnes, is a vassal of the King of Cornwall. When Brutus landed in Britain the first time, it was here.

TOTNES (County): A county on the Cornwall peninsula, it includes the city of Totnes and also Castle Dore, a stronghold of the King of Cornwall.

Trent River: The Trent forms a part of the northern boundary. It flows from the Pennine Mountains through Bedegraine, between Lindsey and Roestoc, and then joins the Humber.

Tribruit (Castle): This castle in the Sauvage Forest is the center of defense for the County of Tribruit.

TRIBRUIT (County): A county in central Logres that includes Tribruit Castle, Banbury, Brun Castle, and many small places nearly lost in the Sauvage Forest.

Wandborough: This unwallied city in the county of Marlboro is a stop on the Royal Road.

Wareham: This port city is at the mouth of the Frame River, in Dorset.

Warwick: This is the primary city of the County of Wuerensis.

Wash, the: The Wash is a sea area of shallow water off the land-side of the Fens.

Wells: This city off the main road is nonetheless the seat of one of the legates of the *Supreme Collegium*.

Wight: The Isle of Wight is its own small barony. It includes the castle of Carisbrooke.

Winchester: This city of Hampshire County, up the Itchen River, is a stop on the Royal Road; it is also the seat of one of the legates of the *Supreme Collegium*.

Winchester is the future site of Camelot.

Windsor (Castle): A castle near Staines, protecting a major crossing of the Thames River, Windsor Castle is also a stop on the Royal Road.

WINDSOR (County): This county on the Thames River includes the city of Staines, the Castle of Windsor, and the Windsor Forest.

Windsor Forest: Located amid the counties of Windsor, Silchester, and Hampshire.

Winteringham: This city in Lindsey is a major crossing for the Humber River. It is also the northernmost stop on the Royal Road.

WUERENSIS: A county on the upper Avon River, it includes the cities of Warwick and Kinetown.

Yarmouth: This city in Caerwent County at the mouth of the Yar River is a small port, primarily for the royal fleet.

YEAR 485

COURT

Court is held at Leicester, in Lindsey.

SPECIAL GUESTS

Sir Madoc, son of Uther

Duke Lucius of Caercolum

GOSSIP

"It's so terrible! I heard that a thousand Saxons landed to reinforce King Hengest! He's the devil's son, that's for sure."

"I'll trust Prince Madoc to take care of us. He's handsome enough, and he talks boldly enough. But the truth will depend on how he fares in battle, of course."

"Well, I'll say it's too bad he is illegitimate. No bastard will automatically inherit. It'll be difficult, you can be sure, unless his glory is truly great when the old king dies."

"Listen, darlings, it'll take something monstrous to get rid of tough King Uther. Madoc will have to be waiting a long time for any inheritance!"

"But don't you think it's bad luck to talk that way?"

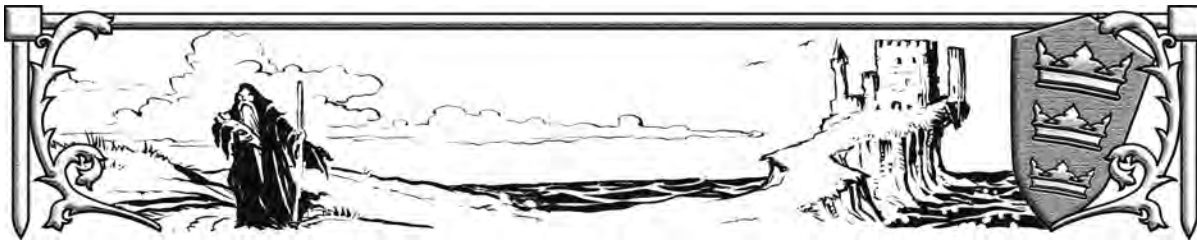
"Say, did you know that Merlin has gone away?"

"Well, he comes and goes at his will."

"Yes, but he is gone again, and at such a time..."



Sir Madoc



NEWS

Madoc: “Spies say another Saxon army has landed in the east! Is there no end to these devils? His name is Aethelswith, but we don’t know his plans. The king has ordered Duke Lucius of Caercolum to be ready. But our army isn’t going to be distracted. We’re going to attack King Ælle, as we’ve planned, even though certain of our cowardly vassals are not reporting. Disloyal bastards, that’s what they are! Caercolum won’t be there, but that’s at the king’s orders. But that Cornwall — he’s the worst of the lot!”

The army will assemble at Silchester.

ROYAL CONVERSATION

“We are going to attack the Saxons under King Ælle. We will march out as soon as the roads are clear, with whatever troops have mustered. We do not need those errant nobles. No doubt they too are under attack from the Saxons, who must have emptied their lands to all come over here.”

INTRIGUE

“Merlin is absent because he is so exhausted from using so much magic last year to help King Uther win a victory in the Battle of Damen. But the king has promised to help Duke Ulfus of Silchester.

“You do know, don’t you, that the mages must sleep when they use their powers to such a great extent? And the king is so impetuous without the magician’s guidance. I hope he is not acting too hastily!”

EVENTS

Uther summons his army to meet at the city of Salisbury in early summer. Earl Roderick comes with all his knights, including all the player knights. The earl assigns them to a unit led by Sir Amig (Battle skill 19), the old knight who taught them. The new knights should feel comfortable with him leading. He is a banneret and also has his own 6 vassal knights.

It is noted before the battle that some of Uther’s vassals did not show up for the muster. Among them, the most prominent absent lord is Duke Gorlois of Cornwall.

BATTLE OF MEARCRED CREEK

Mearcred Creek is located in Sussex.

The First Charge is against Saxon footmen, determined randomly using the Saxon Battle Enemy Table (*Pendragon*, page 213.) The rest of the fight is against random Saxon troops. However, all the Saxons are on foot, so mounted knights get a +5 modifier to all Combat skills.

Player’s Unit Size: 7 + player knights

Unit Commander’s Battle Skill: 19

Length of Battle: 5 rounds

Battle Size: Medium

Commanders

King Uther (Battle = 19)

Ælle (Battle = 17)

Modifiers

Uther has superior troops: +5

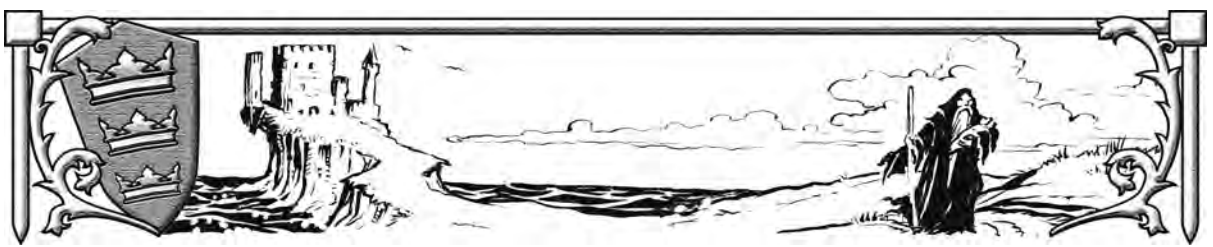
After the Battle

Victor: None.

Plunder: None.

Glory: 30 per round.





THE EARL'S COURT

The player knights will presumably become the most important knights in the earl's court, in time. For now, though, here are a couple of knights to use as "leader-types" for your campaign. When you need someone in court to voice a particular opinion, these are the guys to do it if no player character does.

Sir Lycus: A warrior of simple knighthood, an obedient, practical-minded, ruthless killing machine.

Sir Bar: Big and a bit slow, strong and obedient, Sir Bar goes whichever way he thinks the majority is going.

Sir Leo: Moral leader of the household, Sir Leo is an upright knight trying to do *good*, not just do well.

BATTLE OF COLCHESTER

King Aethelswith takes a short sail from Kent with his continental army and also many warriors from King Hengest. They land near Maldon and pillage widely until Duke Lucius musters his army and meets them south of Colchester. The fighting is fierce, but the Saxons prevail and the duke has to retreat to Colchester. British refugees flee into the Quinqueroi Forest but are pursued and enslaved by the hundreds.

CHRISTMAS COURT

Royal Court: The mood at the Christmas court is gloomy — one Saxon victory in Caercolun and one standoff in Sussex do not add up to good cheer. The king is absolutely foul, holding many secret conferences with his barons, and afterwards they are also in an ill mood.

Salisbury Court: Earl Roderick is pensive; he urges his new knights to practice hard at the arts of war. "This is no time for poetry," he says.

SPECIAL WINTER PHASE MODIFIERS

Because of the fighting, the following counties suffer the following modifiers to the Starting Bad Weather roll in the Winter Phase.

Hampshire, Sussex: Land was raided (+1d6)

Caer Colun: Land was pillaged (+2d6)

TO BE HIGH KING

Uther wants to be High King, but he cannot simply ignore or exploit the other rulers of the lands about him, for he has a greater objective to shape his decisions. King Uther is currently the legitimate king of Logres, the largest and single most powerful kingdom in Britain. Yet this is not enough for the ambitious Pendragon. His brother, Aurelius Ambrosius, and many other famous rulers before him were also High Kings of Britain. Uther wants this honor in part simply for the renown, but also because it gives him certain powers over the kings of the other kingdoms. He feels that, if he can muster all the kings together, he can drive the Saxons out forever.

Two ways exist to become the High King. Firstly, Uther can make war and conquer everyone, whereupon all will have sworn fealty to him. Second, he can use politics instead of force; he could be elected to be the High King by an organization called the Supreme Collegium. The greatest Briton High Kings were all elected: Constantine the Great, Maxen Wledig, Aurelius Ambrosius, and even evil Vortigern. Election legitimizes political powers and establishes authority. Uther wants to be elected.

THE SUPREME COLLEGIUM

The Supreme Collegium is the body of "wise men of Britain," and the college is the sole source of great

and ancient powers of Justice and Law. The Supreme Collegium first met during the time of the Roman Empire. It was in August of 306, and the empire was at civil war. The noble men of Britain met and named one from among themselves to be the High King. He was named Constantine, and he defeated his foes and brought justice and law back to the Empire. He went onward to become Emperor Constantine the Great after he united the Roman Empire and made Christianity the official imperial religion.

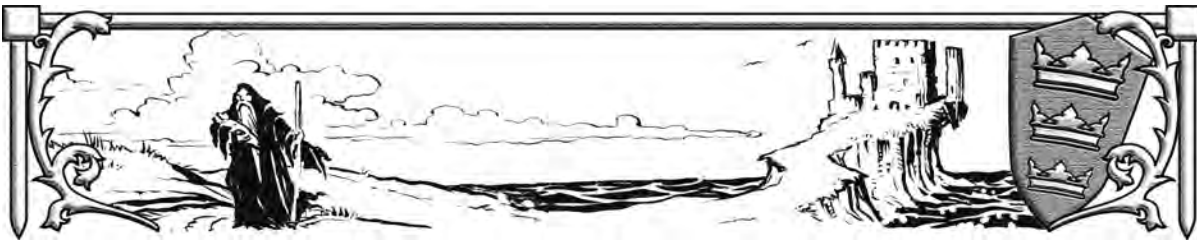
In Britain, the august body of the Supreme Collegium met afterwards, and at times selected other High Kings. Thus, in 415 it selected a native British leader to rule them, because the Roman Empire had again grown weak and selfish, abandoning the good folk of isle to the barbarians. The Collegium's choices have always been respected as the legal rulers of the island. Most recently, Aurelius Ambrosius, the older brother of King Uther, was elected.

The council was originally composed of the most distinguished people from all the British tribes and Roman institutions. Eventually, the number of seats was settled at 28, one for each of the Great Cities of Britain. Over time, the right to hold such a seat changed in various places. In some holdings it became the inheritance of one family or was appointed by the local leader, while in others the Legate was still selected from among the leading men of the land.

The Supreme Collegium is subject only to itself. It is a legal political body and must conform strictly to its traditional rules to perform its function. The Collegium must meet whenever a new High King has to be selected, or whenever at least 15 of its 28 members decide mutually to meet. All members must be notified of the meeting six months in advance. Whoever attends the meeting may vote, but no proxies are allowed. All the other official proper procedures must be fulfilled, but when the result of the vote is announced, the results are permanent. Success requires that 3/4 of the attending members of the Collegium vote to elect someone as High King.

Unfortunately, the Collegium is in some disarray at present. Saxons have destroyed one of the seats, Canterbury (though Uther claims he can replace it). Seats are now held by men ruling places no longer important (Manchester, Bulith, etc.), and some seats are held by men who hate Logres and Uther (Totnes, for instance).

Twelve members of the Collegium are Uther's vassals. At this time, he feels confident that he has the support of some non-Logres votes as well. Yet not all his vassals are loyal enough to automatically vote with him. Behind the cowardly shield of a secret ballot, they have power to defy him. He must always be aware that they hold this power, and that each legate would vote for him only out of friendship, necessity, or admiration. Thus, he is always trying to obtain their greater loyalty. But Uther is a rash king, so there's the risk that his hot temper will end his (or rather, Merlin's) long-term plans.



THE 28 LEGATES OF BRITAIN

The following seats of the Collegium legates are listed by seat, followed by the name of the current holder of that seat.

Alclud, King Strangorre
 Caer Beris, just outside Bulith Wells, King Powys
 Caer Caradoc, Duke Gloucester
 Caer Constantine (Totnes), King Cornwall
 Caerwent, King Escavalon
 Cambridge, Earl Huntington
 Canterbury, Earl Kent (position destroyed)
 Carduel (Carlisle), King Gorre
 Carlion (Isca), Archbishop of Carlion (Roman Church)
 Carohaise (Wall), King Cameliard
 City of Legions (Chester), Duke Cheshire
 Colchester, Duke Caercolun
 Doncaster, King Roestoc
 Dorchester, Praetor Dorset
 Eburacum, King Malahaut
 Exeter, Duke Cornwall
 Ilchester, Earl Jagent
 Leicester, Duke Lindsey
 London, Lord Mayor of London
 Manchester, King Amans
 Oroquelenes (Wroxeter/Viroconium), King Orofoise
 Sarum, Earl Salisbury
 Silchester, Duke Silchester
 Sinadon Caernarfon (Segontium), King Gomeret
 St. Albans, Archbishop (British Christian) of St. Albans
 Vertis (Worcester), King of the Dean
 Wells, King Somerset
 Winchester, Earl Hampshire

Source: The following list is adapted (with some modification) from "The 28 Cities of Britain" by Nennius, the 8th-century Welsh monastic author of the *History of the Britons*.

YEAR 486

COURT

Court is held at Windsor.

SPECIAL GUESTS

Praetor Syagrius of Soissons
 Merlin the Magician

GOSSIP

"But isn't it terrible about Maldon and Colchester! My ma has three cousins living with her now! Those horrible savages! Oh, it's the end of Britain, I say. I am praying every day that King Uther strikes every one of them dead!"

"Listen, darlings, it's everywhere. My last lover, that monk, told me that the vile Franks are even worse! They've overrun the last Roman outpost in Gaul. The barbarians are everywhere."

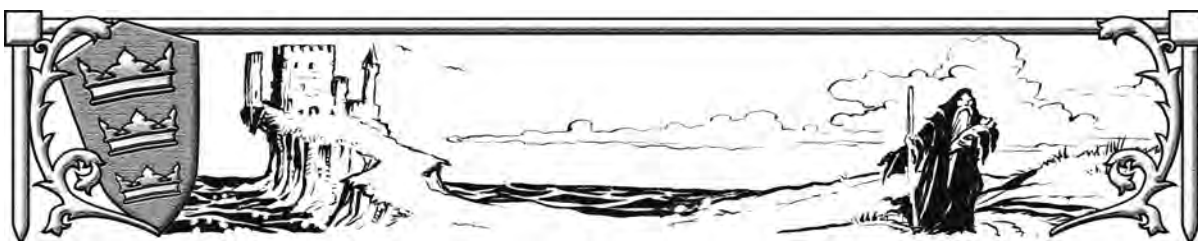
"And who can be surprised? Since the Great City of Rome fell, everything there has been dismal. Maybe it's the end of the world."

"But aren't you afraid that they're coming here? Those savages are probably marching here right now!"



BRITISH TROOPS

CHAPTER ONE: KING Uther PERIOD: 485—495



"We have nothing to worry about. When I was in the king's chambers I saw that Merlin is back. The kitchen had his usual plate of food out there. He's looking a little wan and tired."

"Well I'll say you would, too, if you had to sleep for six months without eating! Like a bloody bear, he is!"

NEWS

Madoc: "It's time for revenge. I'm going to take a force and harry those Saxons around Colchester. Most of them are scattered in bands now, and we should be able to kill a lot of them before they even know we're there. I'll be leading knights to go raiding."

ROYAL CONVERSATION

"The notable and infamous barbarian King Claudas of the Franks has conquered Soissons, the last Roman outpost in Western Europe. The good Praetor Syagrius has come here to ask us for our help to recover his lands. We are considering it. Please give him all kindness and hospitality, just as if he were a Briton."

INTRIGUE

"Syagrius is offering half the treasury of the Frankish king to Uther if the army can take Paris, but Uther doesn't want to spend a long time on the continent. The king is worried about his own land, and having those reluctant vassals is no help."

EVENTS

As usual, the player knights report to Sarum to do their duty to Earl Roderick. They are excited about going raiding in Colchester area. Instead, Roderick puts them on garrison duty. How disappointing!

ADVENTURE: SWORD LAKE

Garrison duty includes riding guard patrol around the borders of the land. (See the adventure "RIDING PATROL.") One day, while on patrol, the player knights have the following adventure.

Setting: Along the way they meet an old man dressed in tattered goatskins who asks a favor of them. He says that his cherished old goat has wandered away up a nearby hill; as he is too old and weak to climb up after it, will the good knights? The old man claims to be a peasant of the earl, and says he used to serve the earl at court as a goatherd. He seems to know quite a bit about court in general, if he is quizzed.

If the knights refuse (and they may well — why should they help this peasant? Knights have far more important things to do...!), have them see the goat; it really is quite large. Hence, they can attempt a Suspicious roll, with a +5 modifier based on the size of the goat. (Success = they suspect that something special is going on here.)

If the knights still refuse, they go about their business and the adventure ends.

Problem: If they decide to help the old man, they must ascend the hill. They can ride if they wish; the hillside is not too steep or treacherous. At the top lie

some old ruins, not much more than a 3-foot-tall foundation of a large manor. A big black billy goat chews its cud and watches them approach. When they are close, it turns and bounds away down the hill towards the woods.

If the knights chase it, they enter into an area with scattered trees and brush. The foliage is not so dense that they cannot ride, but the goat still outdistances them easily. It slips into some brush, lost for a moment, and then suddenly cries out loudly, as if in pain.

At that moment a smallish, three-eyed giant steps out, clutching the goat by its horns. The goat is bawling and kicking harmlessly. The giant sees the knights and tosses the goat aside. If the knights do not attack right away the giant picks up a boulder and throws it at one of the knights. If the player knights have dismounted, they can Dodge the boulder that the giant throws at them.

If the knights attack, the giant snaps a tree off to use as a weapon.

Three-Eyed Giant: Glory Won 100; SIZ 30, DEX 7, STR 24, CON 25, APP 5; Move 3; Armor 15; Unconscious 13; Major Wound 25; Knockdown 25; Hit Points 55; Healing Rate 5; Damage 9d6.

Combat Skills: Small Tree 18, Thrown Boulder 12 (7d6), Grapple 15 (4d6).

Skills: Avoidance 4.

Prudent Modifier: +5.

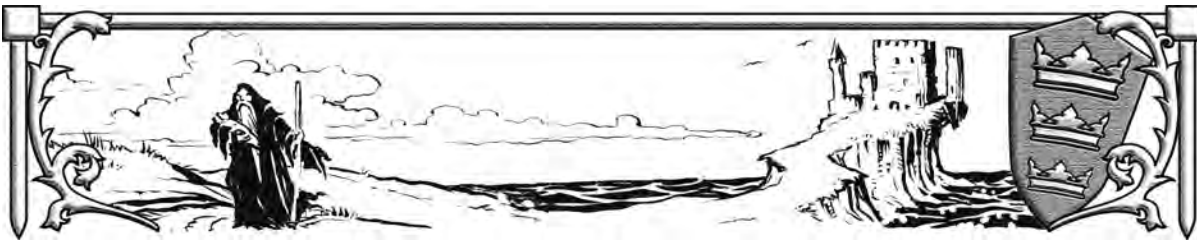
If the knights are all killed or badly wounded, or if they run away without slaying the giant, then the adventure is over for them. Any survivors must make their way back to the earl and report what has occurred, whereupon he will send out a stronger party with a leader to slay the giant.

If they are victorious, then the old man can be heard from the hillside behind them, laughing and cheering them. He congratulates them for their great courage and prowess. As he approaches, a wavering cloud of fog and smoke surrounds him for a moment, and the knights can then see that the man is actually Merlin. If knights have been incapacitated, then Merlin uses his magic to heal them.

Secrets: Merlin next says, "You will do. Come with me," and with that he strides off into the woods. If the knights question him in any way, he says, "Silence, please. I need guards against monsters, not inquisitors."

After a relatively short walk, allow an Awareness or Faerie Lore roll. (Success = they see that the forest ahead is shining rather strangely. Critical = It is a patch of faerie forest.)

"Leave your horses here with your squires," orders Merlin. He makes a couple of magical gestures and, holding his staff before him, strides off without looking back. The knights may accompany him on foot. If anyone tries to ride, or if any squires accompany, then the scene before them wavers. They have one more chance to obey Merlin. If a knight continues to disobey, he and his squires are immediately lost in the woods, Out of the Story.



Merlin halts and points with his staff, saying, "There! Protect me now, good knights, for the sake of your king and your lives!"

Out of the brush rides a man with two swords riding on a horse, but both the man and horse are the same slimy dark green color. The steed seems impossibly nimble amidst the trees, charging forward where the knights' mounts would most certainly barely be able to walk. The green man looks at the knights, bellows once, and charges.

"Do your job now, knights!" says Merlin. If they care to turn towards him they see that he is striding off towards a small empty barge on the lakeside, not even looking back. If the knights say anything to him, he says nothing.

Creature: As the man charges forward, he sprouts new arms out of his body and snaps off large branches as weapons. At melee range, he has one arm for each knight (up to 4 knights afoot can attack him at the same time). The knights may notice that the green man is trying to get past them, at Merlin. Their job is to prevent that.

This enemy is quite powerful; no matter what amount of damage is done to him, the rider never seems shaken enough to require a DEX roll to stay on. The horse leaves a trail of water behind it, and water gushes from its wounds as it fights. Of course, the rider is not actually a rider upon a horse at all — both "man" and "mount" are a single creature, a nukalavee (see Appendix 1).

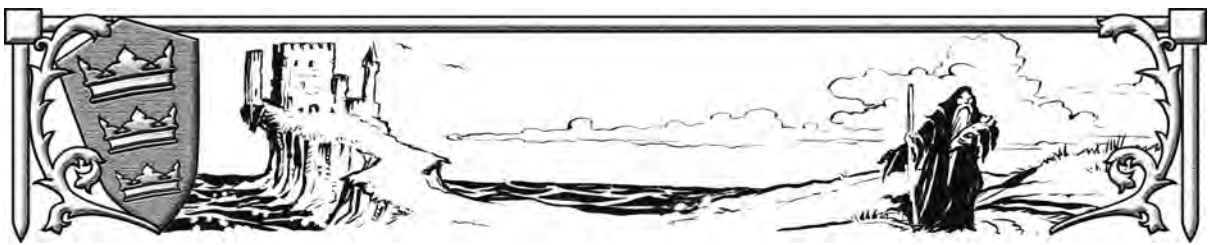
It fights until it is dead, whereupon the knights can see that the appearance is deceiving, and it is not a person on a steed, but actually a single creature. Once slain, the nukalavee slowly melts away, leaving only a pile of disgusting green slime behind, looking much like the algae on a pond. Afterwards, when the business is all over, Merlin can explain that it is a nukalavee, if he is asked.

If the knights do not stop it, the monster rushes past them. They are slower than it is, since they are on foot, but they might see it reach the pool and rush out, running only knee-deep over the water. It attacks Merlin, who raises his staff to fight it; it grapples him, and they both go under with a great thrashing and splashing, and then disappear. The empty boat drifts. The knights have failed. Night falls, and no sign of Merlin surfaces.

If they kill the nukalavee, the knights become aware (if they have not already done so) that Merlin has left them behind. They can follow him to the water if they wish. His trail leads to the lake whence the monster came.

They now see him standing in a small boat in the midst of a small lake, atop of which swirls a low fog moved by silent breezes. An arm reaches up out of the water, clutching a beautiful sword that gleams in the light. Merlin's low murmurs can be heard across the water as he crouches and takes it reverently in both hands. The arm disappears underwater, Merlin stands, and the boat, of its own accord, moves solemnly to the shore.





Merlin steps ashore, the boat moves away into the mist. Merlin puts the blade carefully under his robes.

"Well done, knights," he says. "Britain is in your debt. Let us go now." He sets off on a vigorous walk through the woods again, to where the horses and squires await.

Afterward, the knights ought to report this whole adventure to the earl, who is at first surprised that they met Merlin, and who then marvels at what has occurred. He inquires for details, but the knights can report only what they know. The earl praises them highly, orders a feast, and gives them a place towards the front of the room.

Glory: 50 points for successfully helping Merlin. Divide the Glory for monsters defeated among the combatants.

WAR IN SOUTHERN CAERCOLUN

In the east, the Saxons are enslaving as many Britons as they can, killing everyone who tries to run away. The British army goes ready for skirmishing all summer. Yet there are more Saxons than Britons, and when Duke Lucius comes out with his army, the enemy gathers quickly and battle is met. Near Ipswich, the duke is ambushed and killed, though much of his army escapes northward.

The king sends Sir Brastias to settle the area; Brastias rallies the army and the Saxons stop advancing. Afterward, Brastias reports of victories, but everyone knows that nothing of strategic significance has occurred.

More refugees find their way to Silchester, and some as far as Salisbury.

CHRISTMAS COURT

Royal Court: King Uther is again unhappy. He keeps checking to see if weapon production is ongoing, and many merchants and minstrels (i.e., his spies from other courts) visit him. Many of them are from the continent.

Salisbury Court: Earl Roderick is pessimistic about the defeat in Caercolun, but realistic about the relatively light losses suffered by his men. He discusses events and plans with all his knights. He is with the knights as they check their horses, and provides healthy steeds to all who need them.

SPECIAL WINTER PHASE MODIFIERS

Because of the fighting, the following counties suffer the following modifiers to the Starting Bad Weather.

Caerwent: Land was raided (+1d6)

YEAR 487

COURT

Court is held at Sarum.

SPECIAL GUESTS

Royal Court takes place at the court of the Earl of Salisbury. Thus, King Uther, plus his vast court and

household, are present, along with Prince Madoc and his retainers.

Large numbers of other noblemen and their retinues also join the court.

GOSSIP

"I hate it when the king comes here! Everyone gets moved around... After a hard day of work I can hardly even remember where I am supposed to sleep!"

"Not me. I am glad to have him and his army here. Who knows what those Saxons are going to do next! They're all over the place! The eastern lands have been devastated by the wars there."

"Did you hear? The Praetor Syagrius went and visited the kings of Malahaut and Cornwall, but they turned him down flat. Too many Saxons and Irish on the island to leave their domains unprotected, they say."

"Oh, by the way, where is that Merlin now?"

"Good riddance to that son of a devil, I say."

NEWS

Madoc: "The admiral is seeking volunteers to raid the Saxons up and down the coasts of the Saxon Shore. The objective is simply to destroy as many ships as possible."

Ulfus: "The victorious King Aethelswith, the new Saxon, has started to call himself the King of the East Saxons. No one really cares."

ROYAL CONVERSATION

The lords of Logres are summoned to meet in Sarum four weeks after Pentecost. All nobles must make sure their holdings are secure behind them, that all enfeoffment obligations are met, and that they have laid in supplies in all castles in case they are besieged next year.

INTRIGUE

The king and his nobles are discussing the option of invading Frankland. He has already ordered the gathering of ships, as well as the refitting of the old fleet that his brother once commissioned.

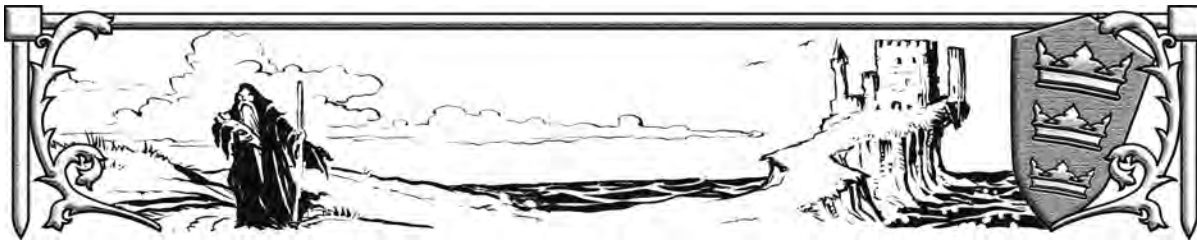
EVENTS

ADVENTURE: GREAT SWORD FEAST

Setting: The Court of Sarum, at the Christmas Feast.

Event: The Christmas Feast is one of the three regular Crown Wearings of the year, so everyone comes to court to participate. Sarum castle is mightily crowded with King Uther and his retinue present. Nonetheless, everyone is invited to the annual event. It lasts for a week.

At various times, gifts are given. All goes well, with the servants first getting gifts from the earl, then the knights (so that the player knights who are bachelors get their annual clothing and so on). The earl then gives his household officers presents, and then his own family members get their gifts.



The king next does the same for his household, knights, and officers. Finally, he gives his son a new set of armor and a generous grant of several manors of land on the Thames, and also the holding of Windsor Castle. This is a huge gift, but not unusual for royalty, who have many expenses.

Among the earls, Roderick gives Uther a beautiful cloak trimmed with the fur of white bears, imported from Norway. The dukes all have gifts to better that. Finally, Prince Madoc calls in his men, and ten retainers come forth carrying special stretcher-like frames to bear large treasure. They place them in a semicircle and, on the prince's signal, open them all at once. All contain booty from the war: A chest of silver coin, another of gold; one of goblets and plates, another of jewelry; one of silver and gold, one of red and purple jewels; another of bolts of silk and samite, others of gold cloth and silver thread. Prince Madoc then unrolls a cloth as if it was a carpet. Everyone sees that it is a battle standard taken from a dead Saxon chief. The king descends, walking upon it, to admire the goods.

He then takes various things and fondly hands them over to his lords, pressing goblets, jewelry, and a bolt of silk upon one; a massive gold necklace and a book upon another; and so on, seeming to know the right gift for each man. Then handfuls of silver for his knights, and a fistful for each visiting knight (£1 to each Salisbury player knight, or perhaps more if their Glory warrants it).

After a long while, all the gift-giving seems to be over and the great hall is cleared to set up the tables for the feast. Suddenly, at the back of the room the people are all abuzz, a herald rushes in and makes a great shout.

"Presenting the great wizard Merlin, the Guardian of Britain!" he says, just in time as the impatient mage walks into the room. He looks neither right nor left, but strides to the front, where King Uther sits on the earl's throne.

"Welcome, Merlin, to these halls," the king says. "You are always welcome in my court."

Merlin thanks the king, and speaks in a loud, clear voice. "Gold and silver, clothing from far distant lands; these are surely gifts worthy of a king. Yet you, Uther, deserve more, for surely no one in the world has ever sat as high as you, not even the emperors of Rome." Uther is clearly flattered. "Yet, even you lack one thing." The king frowns, the room murmurs. "Such a great man deserves nothing but the best, and he who would bring peace to the whole of our great land deserves all that would help him to obtain it. And so I, your humble servant, am pleased to offer you, from my weak hands, this." And he pulls from beneath his robes a gleaming sword whose own internal light causes everyone to gasp in delight and wonder.

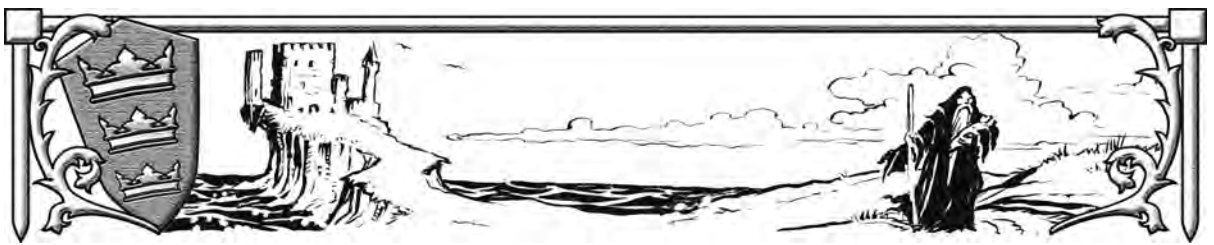
Even the king is surprised and stands up. Merlin takes the sword by its point, his hands covered by his robe so as not to tarnish the blade, and extends the pommel to the king. "For the High King," says Merlin,

and with a loud triumphant statement, "Excalibur, the Sword of Victory!"

Everyone in the room gasps aloud, and when the king takes the sword they break into applause and cheer. It is clear that the king is highly pleased. "Surely, now," he says, "no one can stand before me."

"All you need do," says Merlin, "is to remain just."





King Uther holds the gleaming sword and stares at it in wonder. "Now I'm prepared to visit some friends of mine." Ulfius, at a table nearby, chuckles. Uther names the nobles who will accompany him to visit Duke Lindsey, and among them is the Earl of Salisbury.

"This is cause to celebrate then," says Uther. "Bring forth the tables, and make a place at my right hand for Merlin, whose wisdom and truth guides our good land."

"Thank you, Lord," says the magician.

Then, assuming the player knights helped him in the "Adventure of SWORD LAKE," he turns to Earl Roderick and says, of those knights, "Watch these men well, and give them rein to help Britain."

And the feast begins.

Secrets: Excalibur is, of course, the sword that the player knights helped Merlin to get. When the feasting is over, about eight hours later, the earl, "with the permission of my lord Merlin," calls forth the knights and tells them to give an account of their adventure. Everyone listens with rapt attention, many knights with jealousy, many women with gleaming eyes, heaving bosoms, and desirous glances turned toward any player knights yet unmarried (and perhaps even those who are...).

Glory: For this presentation to the High King and the public, everyone who was along to help obtain the sword obtains another 50 Glory.

Player Hook: The earl hereafter gives his ear to the knights more often, and he also gives them quite

a bit more choice in their own actions than is normal for vassal knights. He sees that they are special in some manner, and doesn't want to stifle that.

A CHOICE

The earl later tells the knights that they can accompany him with the king, if they wish, or that they can go along on the naval raids at the coast. Quite remarkably, they have their own choice in the matter.

Player Hook: Let the players decide. A battle is more likely to get them more Glory. Prince Madoc is going to lead the raiding. In essence, they have a choice between the "Adventure of the LINDSEY EMBASSY" or the "Adventure of the NAVAL RAIDS."

ADVENTURE: LINDSEY EMBASSY

Setting: The king, with a small guard, rides to the Duke of Lindsey, meeting his vassal at Lincoln. Along with Uther are Merlin, Duke Ulfius, and many other noblemen, including Earl Roderick.

Problem: The duke has been recalcitrant in obeying Uther lately, being jealous of his prerogatives but dependent upon the king for defense against the Saxons of Diera and the northern Cymric Kings (under Malahaut) as well.

Characters: The Duke of Lindsey, one of the members of the Supreme Collegium.

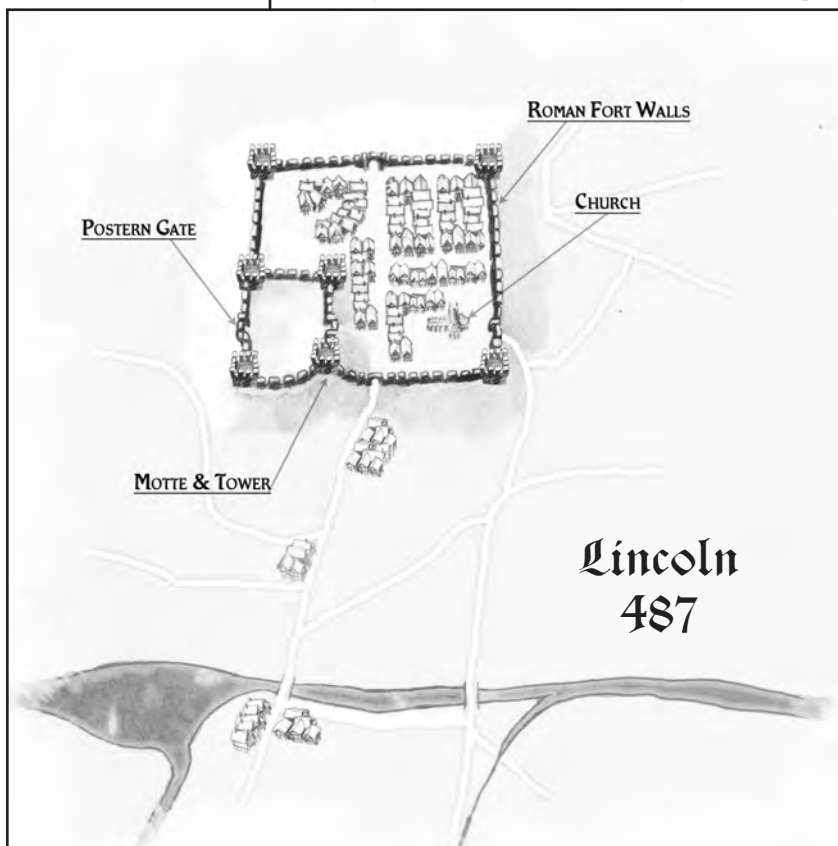
Activities: The party reaches Lincoln, but the duke is not there. His steward promises that he will be back soon, and the party settles in for a week. The nobles go on a hunt. At last the duke shows up, and after a perfunctory formal greeting, the nobles retire to prepare for a feast.

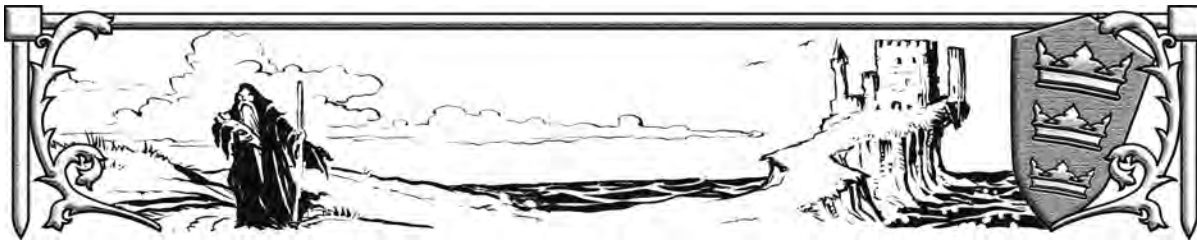
It is clear that the duke is not happy with the king's presence. Still, he is formal and never incorrect or insulting. [Intrigue. Success = the duke thinks that King Uther is arrogant and wants too much. He still needs proof that Uther is more than a tyrant. Critical = he is afraid of Uther.]

Solutions: The feast is good and plentiful, though not sumptuous. The king and duke at the high table are formal. After dinner the entertainment begins. Some bards sing, and some men tell of their battles. Then the king calls upon the best speaker among the player knights and demands that everyone hear of the "Adventure of SWORD LAKE."

The chosen knight can attempt a Compose roll. (Success, gain +5 modifier to next Orate or Singing roll; Critical, +10; Failure, +0; Fumble, -5.) Then attempt Orate or Singing. If necessary, Uther stops the tale at the point where Merlin gets the sword and leaves the knights. He thanks the speaker, who gets 10 Glory for speaking at the king's command.

"Merlin," says the King, "Can you tell us more of this sword?" And, of course, everyone knows Uther has it, but Merlin then tells a part of the High History of Excalibur and ends by pulling it from under





his robes, gleaming in the smoky halls and dispelling all shadows.

Duke Lindsey is sitting straight up in his chair by this time, as are his knights. They are, perhaps despite themselves, quite impressed. Lindsey's attitude becomes warmer towards Uther, who is obviously enjoying himself even more.

Glory: 15 Glory for witnessing Lindsey's submission.

Option — Further Adventure: While at court, after the success of the Lindsey Embassy, the king wants to send messengers out to other nearby kings, inviting them back to Lindsey to visit him. The player knights are sent to court of the King of Malahaut at the city of Eburacum.

ADVENTURE: MALAHAUT EMBASSY

In the time when King David reigned in Judea, Eburacus was a powerful and successful king of Britain. He conquered parts of the continent, and he established many cities. Eburacum was one of those. It grew to be an important and wealthy city, with thousands of people living on both sides of the Ouse River.

In Roman times, the city was a legionary fortress. The Roman walls still enfold the royal city on the north side of the river. More recently, King Heraut de Aprés has enclosed the civilians in the southern settlements within a new defense work and erected a new castle, where he now resides.

Setting: Eburacum. Player knights are allowed only into the Old City, south of the river. They won't get across the bridge, or into either of the gates to the Royal City.

Problem: The Centurion King is out, fighting against Saxons to the east. The messengers must speak to him. They can wait in Eburacum, or get someone to take them to the army.

Secrets: He doesn't want to hear about the Sword of Victory.

Solutions: Wait idly, or take up an offer to go and fight some Saxons raiding nearby.

Action — Wait Idly: The wounded veterans in the castle mutter just out of earshot. Some of them might challenge a "practice sword fight." Roaming around the city is not forbidden; it has two castles, though the visitors are not let into one of them. After several weeks, the skies fill with winter clouds, and the wait finally ends: go to Conclusion, below.

Action — Find the Army: The knights can ride out, probably with a guide, to find the king in the field. They may well meet Saxon pillagers or scouts along the way. They may have considerable difficulty finding the king. If they do find the king, he asks their business: go to Conclusion, below.

Action — Fight while Waiting: The seneschal one day asks, "Would you gentlemen be interested in chasing off some Saxon raiders?" So, some service can be done for the king and to prove the honor of the south-

ern knights. After running a skirmish or two, go to Conclusion, below.

Conclusion: The Centurion King asks the ambassadors' business. He listens, and then says scornfully, "Tell King Uther that I will visit him when I have the leisure time." He then turns away, dismissing the knights. Shortly thereafter, one of his courtiers gives the player knights letters of safety to leave the kingdom. It is a cold ride home.

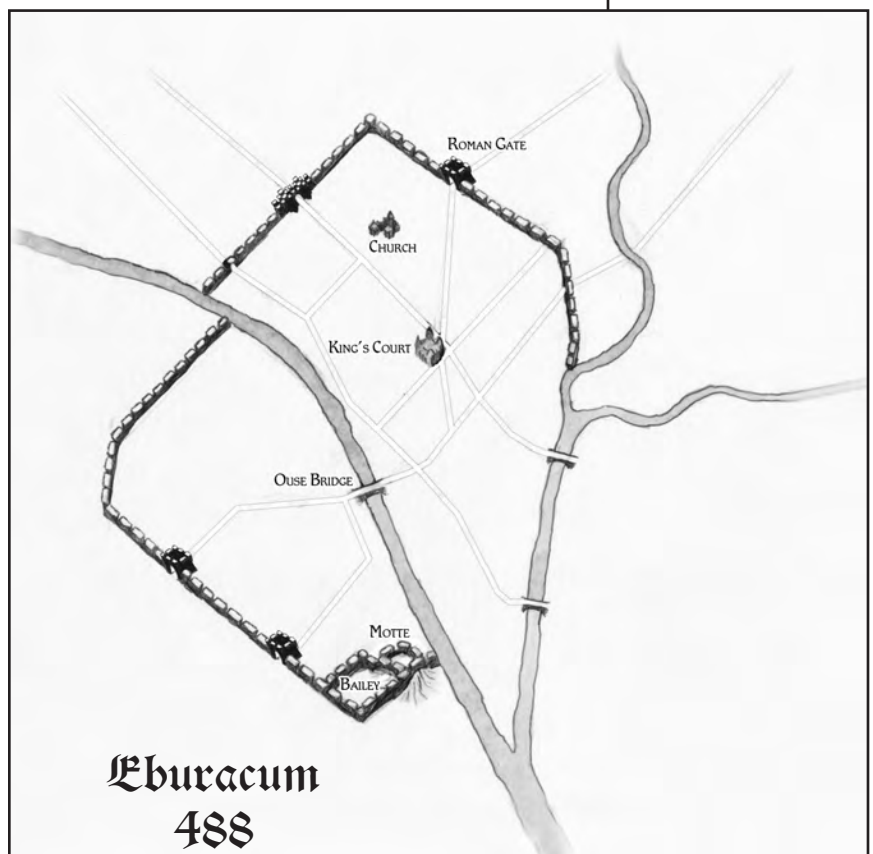
Glory: 10 for delivering the message, plus any Glory gained for foes fought.

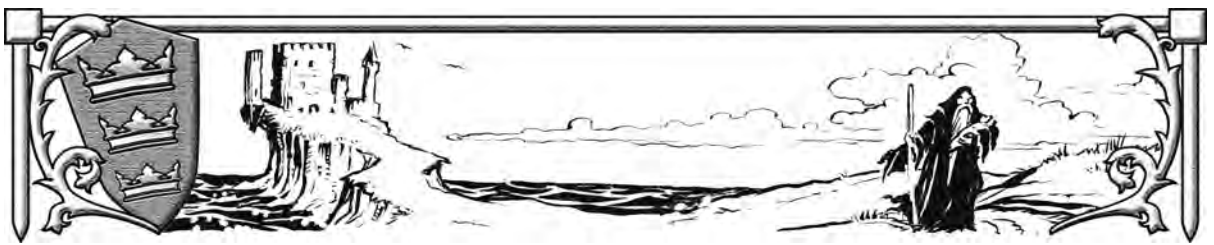
ADVENTURE: NAVAL RAIDS

With the start of spring, the earl assigns his knights to their duties, but gives the player knights a choice of duties, as described above. If they choose this adventure (as opposed to the "LINDSEY EMBASSY"), he says, "You are knights of great promise, and we will miss your presence."

Setting: The knights are to report to Hantonne, at the mouth of the River Test. A mere hundred or so knights show up. The admiral is Gwenwynwyn [Gwen-win-win], son of Naf, a proud man who watches the assembled knights with a critical eye, but without comment. Prince Madoc, son of Uther, stands beside the admiral.

The prince addresses the company, explaining that they are going to raid for purely military reasons — not to invade, not merely to seek plunder, not for glory or for love of battle. They are going to seek ships along the





coast and, where they find them, to land and burn them. The job of the knights is to protect the sailors who go ashore to set the ships afire. All dead and wounded are to be retrieved and brought back to the ships.

The ships are not large, having both oars and sails, and are without significant superstructure. They hug the coast as they sail, and put into land each night. The fleet travels together at all times, hoping to maintain superiority in numbers.

Problem: Treat each landing as if it were a single Battle Round with a random number of Combat Rounds, as per the usual Battle rules (*Pendragon*, Appendix 4). The knights can choose one of their number to be the unit leader to make the Battle roll. The enemy is always Saxons.

In the first battle, the knights land near Pevensey. They surprise the foe completely and are confronted with 1 Saxon per 3 knights. The ships of King Ælle (of the South Saxons) are easily destroyed.

Next the fleet lands at Dover, and the knights must fight 2 Saxons per 3 knights. The ships of the Jutes are burnt.

Third, they sail up the Blackwater River and land at Maldon. Only a few ships are present, which are easily burnt without a fight. The fleet sets sail again, and where the Blackwater River meets the Colne, the fleet of the East Saxons meets them. It is a naval engagement, and this time there are 2 Saxon warriors per player knight. However well or poorly the player knights do, the Saxons are defeated and their ships sail back up the Colne River. The Britons pursue; the knights see the ships drawn up on the beach and are sent ashore again. There is another fight, this time with just one opponent each, the rest having been slain at sea. The ships are burnt.

The fleet then takes a rest in Yarmouth. Joined by reinforcements (perhaps more player knights to replace those too wounded to continue), they sail northward to the lands of Lindsey, and are met at sea once again in the waters of the Wash. Again, this fight is against 2 Saxons for each knight.

Glory: Glory is of 10 points at Pevensey, 20 at Dover, none at Maldon, 30 at the first naval battle against the East Saxons, and 30 at the Battle of the Wash. In addition, they get the usual Glory for each enemy slain.

CHRISTMAS COURT

Royal Court: King Uther is in a better mood. He has acquired the promise of a vote from Lindsey, so he knows he has advanced his cause. He confers with his nobles and spies to find out more about those reluctant northern lords in Cumbria. Several times he asks the knights to his hall to tell him again about what they saw in Eburacum.

Salisbury Court: The earl is talking politics.

SPECIAL WINTER PHASE MODIFIERS

Because of the fighting, the following counties suffer the following modifiers to the Starting Bad Weather.

Sussex, Kent, Essex, Rheged, Catterick: Land was raided (+1d6)

YEAR 488

COURT

Court is held at Winchester.

SPECIAL GUESTS

Prince Madoc
Praetor Syagrius
The British Army

GOSSIP

"But I must say, it worries me! Attacking the Franks! Don't you think it is foolish, I say, and terribly dangerous?! King Claudas has never lost a battle! What if the Franks start invading us too, like the Saxons?"

"Wonderful, I say, to help Praetor Syagrius! And by God, the cause is so just! Good for him."

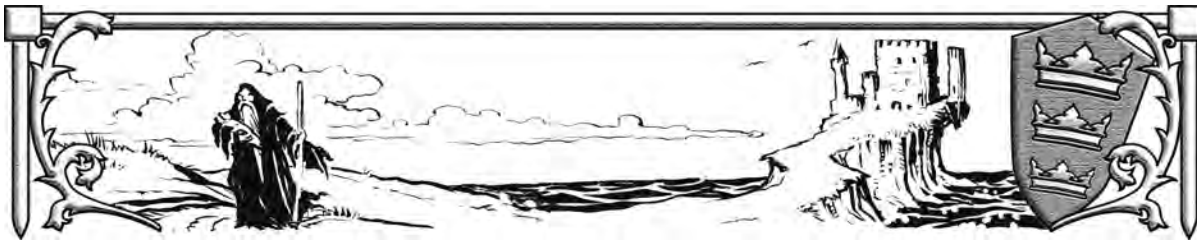
"The king is attacking the Franks! Well, I'll say I guess we will see some plunder next year! I hope my husband brings me some of that French ribbon!"

"That's what it looks like, but can the king be attacking Cornwall! That duke has insulted him by ignoring the summons too often. There can't be that many Irish raiding his coast!"

"Listen, darlings, the king is just training the new knights with this attack, because there is a new Saxon army pillaging up north. He'll need veterans next year."

NEWS

Madoc: "The king has ordered the army to muster. One half of all knights and one half of all foot troops are to assemble at the ports of Hantonne and Chichester with provisions for a 40-day campaign. They will accompany me to France. King Uther, with pressing



business of the realm here, will keep the other half of the army in Britain.”

Brastias: “Prince Madoc will lead the army to France. King Uther, with pressing business of the realm here, will remain with half the mustered troops.”

ROYAL CONVERSATION

“For the sake of God and my good friend Praetor Syagrius, we will return to the continent and destroy everything that gets in our path. It is a time for all good knights to come to the aid of their king and country!”

INTRIGUE

Uther is uncertain about his vassals — especially Duke Gorlois. Furthermore, there may be an attack by the Saxons or even some Britons upon the land while half the army is away. The primary culprit in this would be Duke Gorlois of Cornwall. There is also a Saxon army pillaging up in the far north, and even King Lot avoided battle.

THE EARL SEEKS COUNCIL

Earl Roderick summons his knights and councilors to advise him. He reveals that the king has offered him a choice either to stay in Britain, under the King, or to go to the continent, under Prince Madoc. The earl wants to get the opinions of his knights before he makes a decision. He asks each of them to give an opinion, if they have one, as to whether they ought to go to France or remain behind.

He asks the player knights, as the newest members of his court, to speak first. The Gamemaster ought to let them voice their opinions in or out of character. Let the knights try Orate rolls if they wish. After all the players have given opinions, the Gamemaster should say something like, “The other knights speak, some for France and some for Britain; but when the older knights speak they all say that it would be best to [do whatever the majority of the player knights wanted to do].”

The earl agrees. “I will tell the king on the morrow,” he says.



Earl Roderick

EVENTS

ADVENTURE: WATER LEAPERS

Setting: If the knights remain in Britain, they are part of the army that musters at Sarum Castle. They march on the decaying Roman road west from Sarum through Selwood, and into Somerset to Wells. The Earl of Jagent comes from the south to the king. The army slowly moves north toward Bath. There, one evening, King Cadwy, the lord of the Somerset, meets with Uther in secret.

Problem: Around midnight, the player knights take their posts around the king’s tent. Many ranking lords are there, and the king’s voice is loud enough to be heard easily in the still air. Uther tells his nobles that King Cadwy has agreed not to resist him or to rebel, but only if someone will volunteer to go into the marsh to seek the water leapers that are plaguing his fishermen.

The player knights are likely to volunteer. Encourage them by asking if anyone has a Reckless, Valorous, or Loyalty (Pendragon) stat of 16 or more, and then have them roll. (Success = they cannot hold back and burst into the tent to volunteer to fight. The king looks once at Merlin, who knows the knights, of course, and with a grim smile gives them the job.

The knights can go out, two or three to a boat, into the marsh.

Creatures: Water leapers, one per knight. (See *Pendragon*, page 188.)

Solutions: The monsters attack, not courteously attacking one against each knight, but all of them gang-ing up on the boats one at a time so that the knights are outnumbered unless they pole their boats together.

Glory: 100 per water leaper slain.

Note: If this adventure is not used this year, keep it handy! It’s a good short adventure to fill in some empty stay-at-home year.

ADVENTURE:

INVASION OF FRANKLAND

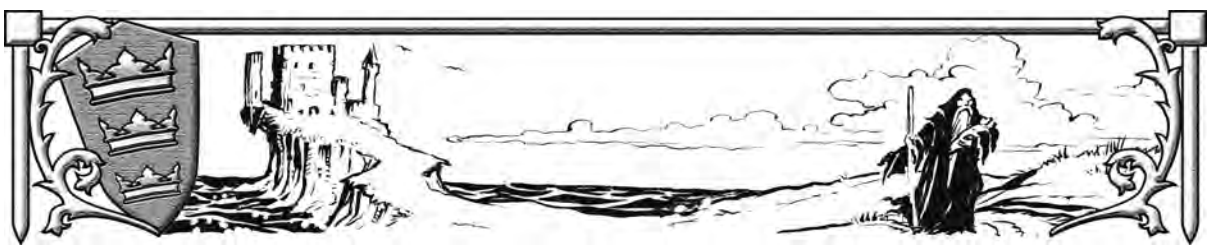
Setting: The fleet, the coast of Gaul, and the city of Bayeaux.

Problem: Invasion! War! This is no problem, this is what we live for!

Characters: Prince Madoc, the British army; the Soisson Roman army, the defenders of Bayeaux.

Events: The fleet loads, waiting for the right tide and wind combination. (Stress this period of waiting. It happens every time someone tries to cross the British Sea — i.e., the modern English Channel). The fleet sails.

Secrets: The player knights overheard Prince Madoc talking to his household. They hear the noble council talking. (Voices start to rise. Pause for oratory. A second speaks, they laugh. The third is sarcastic. The fourth is angry. Exchanges of anger and sarcasm but no insults. Etc.) Finally, the nobles are loud enough that knights can learn something with an Awareness roll. (Success = they



hear the prince slam his hand on the table and say, "Four weeks or one city, no more.") The council falls silent.

Ask the knights if they will speak about what they heard. How did it make them feel? If anyone makes reference to or acts in accordance with an appropriate Trait, his knight gets a check.

If the player knights actually ask anyone who was at the Council what was said, the noble becomes coldly distant, playing the Courtesy card. "The Prince's council is not to be shared..." he says, and your knight knows he means to say, "...with mere *knights*."

Yes, the player has overstepped the bounds of familiarity (even if speaking with Earl Roderick).

Solutions: Do your job, Sir Knight.

The army lands when a bunch of barefooted mercenary Irish kerns wade ashore from one of the ships. When some buildings on shore start burning, the smaller ships tie anchor and foot troops go ashore in small boats. The fleet weighs anchor and sails to a tiny fishing village nearby. Next dawn, there is the signal at the village, and the ships move one by one to the little fishing pier to unload. It takes four days to unload the rest of the foot soldiers, and then the knights. By the time they and their horses are off, it has been a week. Maybe they see Praetor Syagrius ride off. They can see that the engineers have already been chopping down trees to make large siege engines.

The army marches to Bayeaux and lays siege to the city.

Player knights must wait to do a number of things here, such as escorting the Praetor as he rides through his old lands and rallies troops to throw out the evil Franks. They might be in a skirmish with some local Frankish forces (use Saxon warriors, but reduce Strength by 3 and Damage by 1d6). Maybe they guard foraging parties that collect food, or maybe come upon a Frankish temple (they worship the same gods as the Saxons) and can pillage for treasures. Maybe they come upon a bunch of defiant but helpless Franks who spit on the knights and slap their horses' noses. (This can be a good encounter for Forgiving/Vengeful, Merciful/Cruel, or Prudent/Reckless checks.)

In any case, at some point Prince Madoc orders an assault on the city. Archers concentrate their arrow fire, and the kerns rush the wall with ladders and swarm over. They start to get one gate open, which is the one where Earl Robert's force awaits, but they are clearly having trouble. The player knights get a chance to be rash and rush in to save the day — or to die.

In any case, the army gets into the walls and plunders the city. Knights all get £2d6+1 booty.

Glory: 25 for being on the expedition; 50 Glory to be among the first assault to cross the breached wall.

After the Assault

The king's loot is brought out by mule and oxcart, and then taken to the dockyard of Bayeaux, where the fleet has assembled. The sailors are all ashore getting drunk in the wharf front. The foot troops are carrying

goods to the docks. Knights are, as usual, assigned to guard important installations and people.

The player knights are fortunate to be off duty when Praetor Syagrius rides in with his British escort (were these the player knights?) and twenty smartly uniformed and armored *equites*, riding through the city to meet the Prince. Do the knights watch this meeting with Madoc?

Praetor Syagrius sees Madoc in the square and rides close to him, then dismounts dramatically as his fancy Roman bugler blasts away from his galloping horse. Praetor Syagrius kneels before Madoc, and with a loud and dramatic voice shouts, "Battle awaits us, Sire! The Franks march on my army at Rouen. Let us meet them and destroy them as your father swore!"

There is a moment of silence.

"We will not," says the Prince, self-assured. "We have enemies at our borders and traitors in our west. We depart with the next tide."

Syagrius is dumbfounded. "Your father swore..."

"I am not my father," shrugs the prince regally.

The praetor seethes a moment, but then rises heroically and cries out, in Latin.

"Then Victory to the Honorable! We go, and leave poison behind us." He leaps onto his horse and rides away with his escort.

Earl Roderick, watching from nearby, forbids any knights from going with Syagrius if they have such ideas. If they do go anyway, they can follow Syagrius to battle; regrettably, he loses the battle and, since the fleet will have sailed away, they are stranded on the continent. Those traitorous, deserting knights who went against the orders of their liege are Out of the Game.

The army loads the ships with loot, horses, knights, and then footmen. The savage Irish kerns torch the city and come aboard as the flames sweep the entire waterfront, where the sailors slept last night.

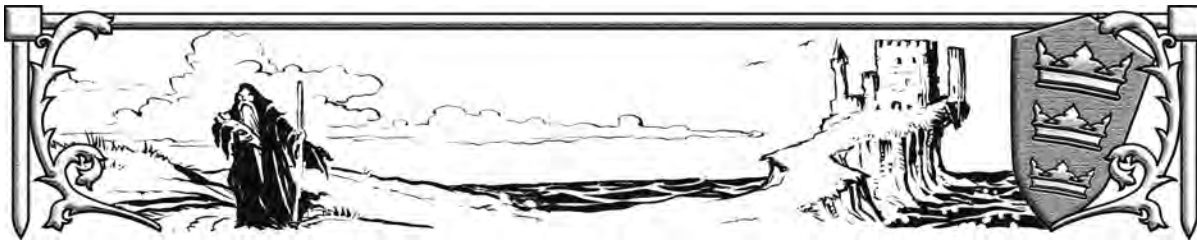
The fleet sails home. Ask the players what their knights say to each other when they are together, and again once they are out of earshot of anyone else.

CHRISTMAS COURT

Royal Court: King Uther and Prince Madoc toast each other all winter. Everyone is happy, and the king hands out lavish gifts to his family and household this year.

Now, it is time to get Gorlois obedient to the king and back in line, or else to remove him from his position. He has avoided every muster for years and is a bad example to the other barons. The army must go and "convince him to be good" next summer.

Salisbury Court: This has been a good year. If asked about the Prince's apparent treachery, the earl says, "The Prince will do what he does. It sometimes seems as if kings are exempt from the normal laws of humanity. It's not our place to question them, no matter how... how iniquitous they may seem. After all, his actions were good for Britain. The plunder will do his



empty treasury well, and King Claudas won't hate us any more than he already does."

Let the players themselves discuss what this ambiguous answer means.

SPECIAL WINTER PHASE MODIFIERS

Because of the fighting, the following counties suffer the following modifiers to Starting Bad Weather.

Rheged, Catterick, Northumberland: Land was raided (+1d6)

YEAR 489

COURT

Court is held at Cirencester.

SPECIAL GUESTS

Among Uther's many powerful vassals present, the following two are most noteworthy.

Duke of Lindsey

Duke Ulfius of Silchester

GOSSIP

"Having all these great dukes around every spring makes life here crowded!"

"Yes, but it's not so bad this time, is it?"

"Don't you think it's bad news when they're here? Another war? Are the Saxons going to come here again?"

"Listen, darlings, if it's the king and the dukes, then no Saxons are going to get close to here."

"Well, I'll say that having all these men around is pleasure for some of us!" *[everyone laughs]*

NEWS

Brastias: "A new Saxon army is in the north led by Octa and Eosa. They are pillaging Malahaut right now, and besieging Eburacum. Duke Lindsey has kept them out of Logres so far."

Madoc: "All vassals of the king must report to war this summer with half their knights. Bring 40 days' worth of food."

Ulfius: "Word is that Praetor Syagrius was defeated by King Claudas last summer."

ROYAL CONVERSATION

"We march on Cornwall this summer. Duke Lindsey will return home to harass the Saxons around Lincoln."

INTRIGUE

"The site of the battle has been chosen, the confrontation is set. But the king's vassals have not brought as many men as they could have."

EVENTS

ADVENTURE: EXCALIBUR'S PEACE

Source: *Excalibur*, directed by John Boorman.

Setting: Outside Somerset, King Cadwy meets King Uther, but neither the Somerset king nor his troops join the marching army.

Problem: The armies meet. Act as if it is a battle, asking the opening battle questions: "Who is your unit commander?" and so on. Across the way, the Cornish army waits in the trees, up a hill, across a stony stream. [Awareness. Success = you see armored men in some places, and archers in others.]

Characters: King Uther, with Excalibur; Merlin; Duke Gorlois.

Secrets: The armies are prepared, and given the numbers and the terrain, the king's army will be slaughtered even if it wins.

Solutions: King Uther rides forward to parley, Merlin walking beside him. The king yells, "One land, one king!"

"Justice!" shouts Gorlois back.

"Show him the sword." Uther draws Excalibur and it gleams brightly even in the morning light. The bright light reveals troops in the woods and they gasp and withdraw. Duke Gorlois looks worriedly at his nobles around him. They are worried.

"Behold the Sword of Victory," says Merlin, "forged when the world was young."

The duke holds a hurried parley with his men, then steps back toward Uther and shouts.

"And if I surrender, what do I get?"

"You get...!?" starts the king, but he is interrupted by Merlin, who holds a hurried chat with Uther. Then the king continues, "All the land from here to the sea, to hold for the king."

"I accept!" shouts the duke. A big cheer goes up from both armies, and everyone can say afterwards they were pleased with the nobility of the lords, and with the good that was done for Logres.

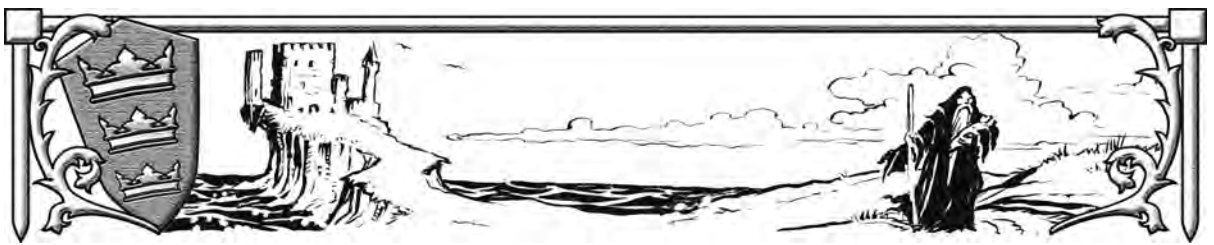
Gorlois and Uther camp together, spend the knight drinking and talking, and late at night the duke goes away. [N.B. – The "movie section" ends here. The Duchess does not show up yet.]

Glory: 10 for witnessing this exchange.

LINDSEY SKIRMISHING

At dawn, it is discovered that the Cornish army is gone. Uther looks smug, and he marches his army north to Lindsey to threaten Octa and Eosa. He leads the army into Roestoc, and sends his knights and soldiers to hunt down any Saxons they find. But neither Uther nor Octa and Eosa want to have a pitched battle yet, so the fight is restrained to skirmishes.

Player Hook: There is plenty of opportunity to skirmish against Saxons. The player knights can have an assignment to scout a road and can watch the army of



Octa and Eosa ravage its way through northern Logres. The pillagers travel in bands of about double the number of player knights, with one Saxon leader leading them.

Alternately, this may be time for a short adventure of the Gamemaster's devising.

CHRISTMAS COURT

Royal Court: The king is in a good mood. The prince is saying, "We're not afraid of the northern Saxon kings. They had to withdraw from the siege of Eburacum. We are going to fight Octa and Eosa next summer."

Salisbury Court: The Saxons must already have suffered many losses.

SPECIAL WINTER PHASE MODIFIERS

Because of the fighting, the following counties suffer the following modifiers to the Starting Bad Weather.

Roestoc: Land was raided (+1d6)

Northumberland: Land was pillaged (+2d6)

YEAR 490

SPRING COURT

Court is held at Warwick, Wuerensis.

SPECIAL GUESTS

Duke Gorlois and Duchess Ygraine

Duke Lindsey

Duke Ulfius

Many other lords

GOSSIP

"Well I'll say, isn't that duchess a piece of something! I've heard she was just a peasant girl who Gorlois picked up because of her beauty. It's all makeup, you know."

"That's a lie. She's from noble blood going back thirty mothers. The Queen of the Land Under the Waves was her ancestress. *That* is why she is so pretty."

"And have you tried to talk to her? Her household kept me away like I was a goblin or something! What presumption! I'm from queen's blood too, way back."

"Don't you think there are more important things than gossip about that witch? That Saxon army, the one led by giants, is even closer! The king's so worried that he has the whole army here!"

"But not just to guard us, dearie. They are going to go fight the Saxons and settle this one and for all. Don't you ever talk to anyone but us?"

"Yes, of course I do. But don't you think it's too dangerous? What if he loses? We've lost plenty of times before, you know. Lose, win, lose, win, and then have men killed but don't lose the battle. How does that work?"

"Listen, darlings, I am sure this will be the last one. All the dukes will be here. By this time next year, we'll



Duke Gorlois

either be at peace or working as Saxon slave girls. But just go to Mass and pray for them instead of standing here and keeping us from talking about the duchess. Say, did you see the worn hem on that white satin outfit?"

NEWS

Madoc: "Those damned Saxons, Kings Octa and Eosa, are still at it. They've driven Malahaut to the ground and have pillaged the countryside. But Uther isn't like those Northern kings to hide in a castle!"

Brastias: "Hengest's son Octa is a great hero, and it's said his cousin Eosa is so big that he can't ride a horse. Plus, I heard the merchants saying that their army doubled in numbers last fall when a whole new fleet of ships arrived from Saxony."

ROYAL CONVERSATION

"There has never been a stronger army for battle. We are going to strike and destroy them this year. We are ready, they are impatient. Fight bravely, Sir Knight. Your day is dawning."

INTRIGUE

The two Saxon kings have come because they want to get Uther's magical sword. One of them has an enchanted weapon of his own, and he wants Excalibur as a gift for his brother king.

EVENTS

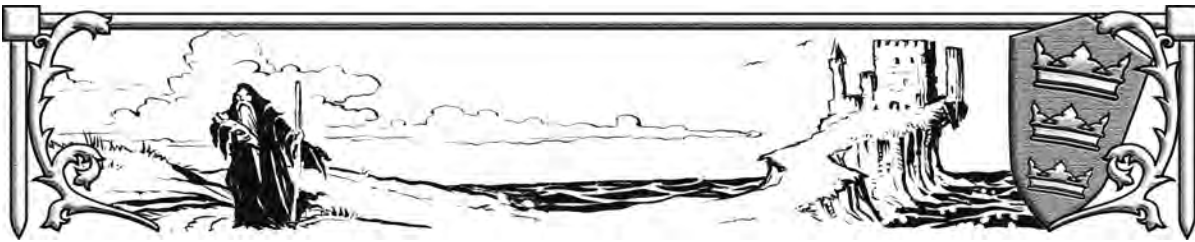
The British army, with roughly 2,000 knights and 5,000 foot, assembles at Lincoln, in Lindsey. All the great lords are present to do battle with the 10,000-strong Saxon army.

BATTLE OF LINDSEY

Source: Geoffrey of Monmouth, *Historia Regum Britannia*

Length of Battle: 9 rounds

Battle Size: Huge



Commanders

King Uther, center* (Battle = 20)

Duke Ulfius, right flank (Battle = 10)

Duke Gorlois, left flank (Battle = 14)

King Octa, center (Battle = 19)

Eosa the Giant, right flank (Battle = 15)

Eomund (leading newly arrived Germans), left flank (Battle = 13)

* Note that Earl Roderick's contingent, including the player knights, is in the center battle.

Modifiers

Merlin has frightened the Saxons with omens: -5 to King Octa's first Battle roll.

Uther has superior troops: +5.

Saxons are all on foot, so mounted knights get +5 to Combat skills

The Fight

Rounds 1–6. Normal.

Round 7. Gorlois charges through the Saxons and brings low the giant warrior Eosa! The Saxon right flank routs!

Round 8. Saxon center collapses and routs. This gives the player knights a great opportunity — to capture King Octa!

When the center routs, the player knights may push through the Saxon ranks and can see the Saxon King Octa on horseback, with several of his mounted *heorthgeneats* (they are really dangerous!), and also his battle standard, a banner with a wolf's head dripping blood, guarded by several well-armed *heorthgeneats* on foot. They can choose one of the two to attack. Explain their options, of which the knights are well aware.

The banner is guarded by a number of *heorthgeneats* equal to the number of player knights, and will probably be easier to win, netting some additional Glory.

Attacking the king may cost several lives, for he is guarded by a number of *heorthgeneats* equal to one less than the number of pursuing knights — but then there is also the king himself, and he too is a fierce opponent. Success here warrants great Glory as well as a possible ransom or reward from the king if Octa is captured. Stress that success is necessary, and that you (the Gamemaster) are prepared to kill the knights if the dice fall that way. Neither target can be charged with lance, just attacked on horseback.

Go through the melee as if it were single combat, not a battle round, until the player knights quit or are disabled, the king escapes or is captured, or the battle is otherwise resolved.

Note: Even if Octa is brought low by the player knights, he is captured rather than killed, for he and Eosa play a role in the story once again starting in the year 493 A.D.

Round 9. The final Saxon flank panics and is pursued. (Every surviving knight may pursue.)

After the Battle

Victor: Decisive Victory

Plunder: £14 of goods

Capturing Octa's Banner: £25 (divided), plus 1 charger each.

Capturing King Octa: £100 (divided), plus 1 charger each.

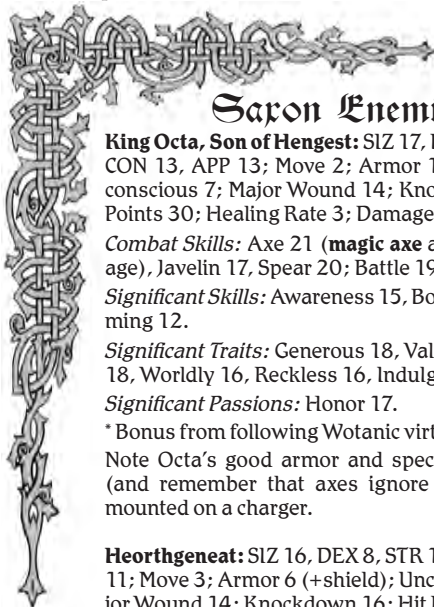
Glory: 45 per round, x2 for Decisive Victory

Capturing Octa's Banner: 250 Glory, divided among any knights who survived the experience.

Capturing King Octa: 350 Glory, divided among any knights who survived the experience.

THE GREAT VICTORY FEAST

The battle was long and hard-won; though many men are dead or sorely wounded, everyone else is exuberant. In Lincoln, the duke, whose lands have been saved from pillaging this year, has the victory feast spread through the entire castle, so that the bailey is an expanse of impromptu tables spread with abundant food and beer.



Saxon Enemies

King Octa, Son of Hengest: SIZ 17, DEX 10, STR 14, CON 13, APP 13; Move 2; Armor 10 + shield; Unconscious 7; Major Wound 14; Knockdown 17; Hit Points 30; Healing Rate 3; Damage 5d6+1d6.

Combat Skills: Axe 21 (**magic axe** adds +2 to damage), Javelin 17, Spear 20; Battle 19.

Significant Skills: Awareness 15, Boating 18, Swimming 12.

Significant Traits: Generous 18, Valorous 19, Proud 18, Worldly 16, Reckless 16, Indulgent 16.

Significant Passions: Honor 17.

* Bonus from following Wotanic virtues.

Note: Octa's good armor and special axe damage (and remember that axes ignore shields); he is mounted on a charger.

Heorthgeneat: SIZ 16, DEX 8, STR 14, CON 14, APP 11; Move 3; Armor 6 (+shield); Unconscious 8; Major Wound 14; Knockdown 16; Hit Points 30; Healing Rate 3; Damage 5d6.

Combat Skills: Axe 17, Great Spear 16, Javelin 13, Spear 13.

Significant Skills: Awareness 15, Boating 12, Swimming 10.

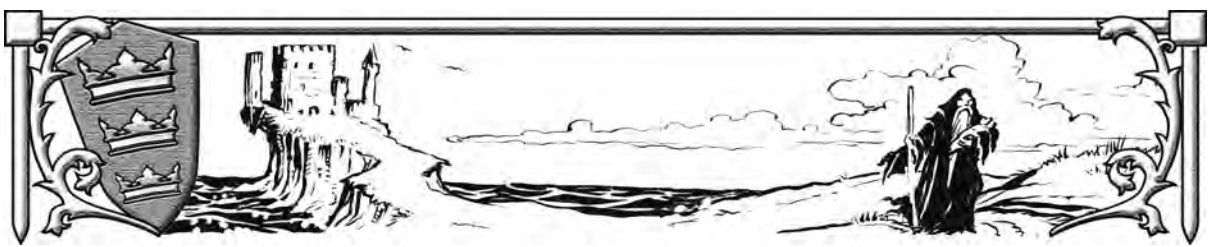
Significant Traits: Valorous 12.

Significant Passions: Honor 10.

The mounted *heorthgeneat* with King Octa have used all their javelins, so they fight with axe and shield. Their job is to protect their king, and they willingly sacrifice themselves to help him escape.

Those *heorthgeneat* guarding Octa's banner are on foot and armed with great spears (hence no shields), so they do not suffer a negative modifier against mounted knights. They fight to the death to protect their battle banner.





All knights present may attempt Temperate/Indulgence rolls.

In the duke's Great Hall, the upper nobility celebrate. There, too, are any notable heroes of the battle. (If the player knights captured the banner or King Octa, they are present. Otherwise, they hear about these events only after the fact.) The king orders entertainers in to amuse everyone. Everyone is amused.

At one point a bevy of beautiful, well-dressed noblewomen enters, taking up ranks along one side of the hall. One of them steps forward. Her beauty and stature are particularly breathtaking, like those of a woman in a dream, and her voice is like music.

Everyone knight present must attempt a Lustful roll. On a success, the knight gets a directed trait of Lust (Ygraine) equal to the number of points by which he succeeded at his roll. A knight who fails this roll must then make a Chaste roll or gain an Amor (Ygraine) passion equal to the number of points by which he succeeded at his roll.

For example, a knight has a Lustful value of 10; the player rolls a 13, failing, so he must then make a Chaste roll (also having a value of 10). He rolls a 4, and thus gains a passion of Amor (Ygraine) $10 - 4 = +6$.

Ygraine is reciting a poem of victory to praise the king, and the women behind her provide a chorus to the clear, ringing words. A knight who failed his Lust-

ful roll and then succeeded at Chaste can look around the hall, making either an Awareness or a Compose roll (player's choice).

Awareness. (Success = King Uther is clearly fascinated, perhaps even entranced or ensorcelled by the beautiful duchess.)

Compose. (Success = You know how skilled the maker of this poem was, and you get a check for Compose.)

The women finish, there is a smattering of applause from the drunken, victorious nobles, and the women leave the hall. Uther stares boldly, and Gorlois, frowning, watches Uther.

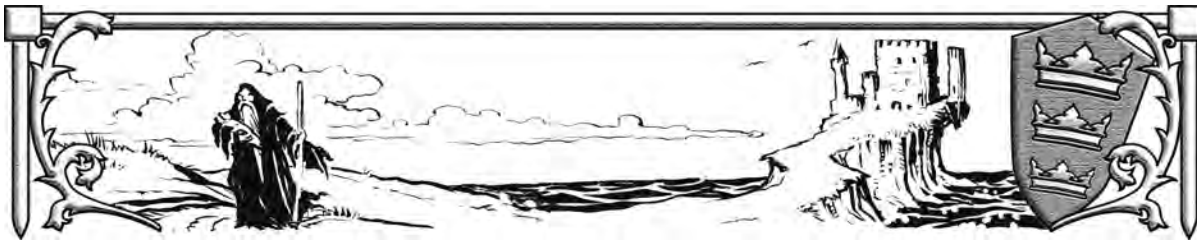
CHOOSING A PATH

Earl Roderick is going to remain in Eburacum with most of the knights. He must dispatch some to various tasks, however, and the players get their choice of whether (i) to be part of the king's progress (see "KING'S PROGRESS"); (ii) to go and plunder Saxon lands in retaliation for their raiding (see "RETALIATION"); or (iii) to remain in Eburacum with the army (no adventure).

ADVENTURE: THE KING'S PROGRESS

After the victory, King Uther marches his army to walls of Malahaut's chief city, Eburacum. The Centurion King is outside, with his army assembled, at ease, behind him. The two kings meet warmly, and Uther is





invited into the city under the condition that his army does not pillage, plunder, or act in any way other than friends to Malahaut.

A couple days later, the two kings, plus a formidable and appropriate escort, ride out to Catterick, a fortified city at the edge of Malahaut. They camp, hunt, and so on, and after a week and a half visitors arrive: Eurain, the king of Rheged; the Duke of Cambenet, who speaks on behalf of his liege King Uriens; and the King of Garloth, who has no idea whatsoever about the evil of his brother-in-law and ally, King Lot.

Player Hooks: Players might go ahead as the messengers to the northern lords. They might stand as guards to the king and stop some assassins. They might wander into the hills and find some other adventure to change the military pounding of the last few years.

Uther shows Excalibur to the rulers during their public welcoming and interviews, and might also have the player knights recite the story of the Adventure of Sword Lake. It is a beautiful sword, but to men in power it seems to have a mesmerizing effect much greater than its effect on a mere knight.

Faerie Lore. [Success = Perhaps Excalibur's magic doesn't affect anyone but lords of the realm.]

ADVENTURE: RETALIATION

Many wish to fight against the Saxons, and to visit upon their lands the devastation that was wrought upon the Britons. The veterans among the army predict correctly that King Malahaut, whose lands were most desolated, will surely fall upon Deira and Nohaut to recover some of the goods that were stolen from them.

Prince Madoc wants to lead a group from Logres to get a share before the northern lords get all the easy pickings. King Uther agrees to this, and the Prince sends a call for volunteers through the lords of the realm. The plunderers may keep half the value of what they capture personally, while the other half goes to the king. Earl Roderick agrees that any of his knights who wish to do so may volunteer for this mission.

Go to the adventure of "THE RAID/THE PILLAGE."

It is possible that the group encounters some knights from another northern land, perhaps even King Lot and his household. The encounter between the lords is polite and careful, while the knights can mingle and make new friends or enemies.

The raid lasts until autumn, which comes cold and early, whereupon the knights may return to Salisbury or be forced to take refuge at the King's court. If the former, the year is over; if the latter, see "Christmas Court."

CHRISTMAS COURT

Uther keeps many of his nobles close to him as he progresses through his realm, always asking them for advice — especially Duke Gorlois. But of course they all have their own holdings to take care of, and so one by one he releases them to return to their own lands.

Yet although Gorlois asks to go every day, he and the Duchess Ygraine are not allowed to go.

Court is held at London.

SPECIAL GUESTS

Duke Gorlois and Duchess Ygraine
Duke Lindsey
Duke Ulfius
Many other lords

GOSSIP

"The king is keeping Duke Gorlois here, and the duke is most unhappy."

"Well, why not? Gorlois has hardly proven himself to be a good and loyal vassal. King Uther is wise to keep him within sight."

"So you may think, but I dare say it is because of the duchess. Haven't you seen how she drives every man in court to be a little mad over her?"

"That is a dangerous thing to say, no? Be careful of your tongue!"

"Listen, darlings, the king is the king and keeps his own counsel. He eyes every woman at court. You can't know his mind."

"Yes, well, don't even ask me what I saw in her bower. I will *never* tell."

NEWS

The northern Saxons are done. King Uther is very, very happy about it, and proud of Prince Madoc and his lords. It is rumored that he is going to advance Madoc to be some kind of duke or something as a result.

ROYAL CONVERSATION

"Now, with these Saxon leaders in chains, the enemy will have to withdraw. All they have left is old king Ælle, who is more talk than fight."

INTRIGUE

Players may make Intrigue rolls to determine the following:

Success = Uther is restless and unhappy. He talks about the bounty that the retaliating army brought back, but that is not making him happy.

Critical = He lusts after Duchess Ygraine.

ADVENTURE:

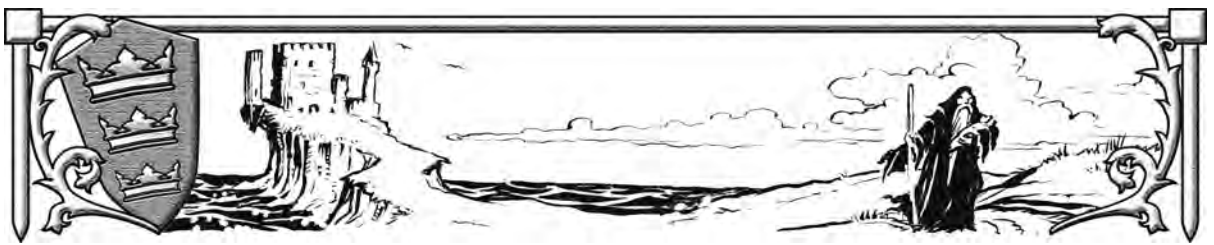
PRISONER OF COURTESY

Setting: Uther's court.

Problem: The king is unhappy, and although the Duke and Duchess of Cornwall stay at the king's orders, it seems their presence is what makes the king unhappy.

Characters: Duke Gorlois and Duchess Ygraine; Sir Jordans, bodyguard to the duke; Nineve, Lady of the Lake

Secrets: One night, before a snowstorm comes in, Duke Gorlois and his household slip out of Uther's



Duchess Ygraine

castle and make a dash back to Cornwall. In fact, player knights might have a hand in this. Perhaps while the player knights are off duty, they discover a group of people preparing horses with gear and provisions.

If the players have established a relationship with anyone from Cornwall, then they may learn that the Cornish folks are going to depart even without the king's permission. This is a great breach of hospitality, of course, but they are doing so anyway. Perhaps if the players are friends, the Cornishmen reveal that the king has insulted the duchess gravely and they have to go.

Awareness. [Success = The Cornish folk don't look right in the evening light, as if they are particularly hard to focus on. Critical = That was the Lady of the Lake with the duke. Did she help him get away with her magic? Surely the Cornish folk are under some kind of spell.]

The player knights might try to uphold the king's honor and stop the fleeing party, while alerting the guards. In either case, the duke and his household escape with the aid of Lady Nineve's magic. Knights may wish to try to pursue, but soon a blasting snowstorm wipes out the trail.

Solution: None. The king is driven to such a fury that his own court is afraid to approach him for days. Only Duke Ulfius and Sir Brastias dare to do so, and after they do they speak to others of muster, war, and revenge.

SPECIAL WINTER PHASE MODIFIERS

Due to the early snowstorm, all regions in Logres suffer a +5 modifier on the Starting Bad Weather roll.

Because of the fighting, the following counties suffer the following additional modifiers to the Starting Bad Weather.

Lonazep, Lambor, Bedegraine: Land was raided (+1d6)

Lindsey, Roestoc, Nohaut: Land was pillaged (+2d6)

YEAR 491

Many interesting events occur this year, and thanks to the many important social events just briefly described at the end of the description, this is likely a year that will require multiple sessions to play through while the players engage in social activities.

COURT

Court is held at London.

SPECIAL GUESTS

None. The king is in such a rage that no one wants to see him anyway!

GOSSIP

"That duke! He deserves only the worst."

"Can you believe the arrogance of Cornwall? How dare he insult our good and victorious king?"

"Don't you think this is just more bad news, though? The king fighting the dukes? Who will be next, Lindsey?"

NEWS

Prince Madoc: "We are going to war. That damned Cornwall will finally get what he deserves! Bring your troops to Sarum."

Brastias: "Another fleet of Saxons has landed in the south. Are their dead just rising up to fall upon us once again? I swear upon the sacred bones of my mother and of Saint George to attack them this summer."

Earl Roderick: "More Saxons in the south! I am leaving all my foot soldiers home to garrison my castles. I will comply with the muster with only my knights."

Ulfius: "Old King Hengest of Kent has died, and in bed at that. His son is going to be the next king of Kent."

ROYAL CONVERSATION

"I have been insulted deeply, and for no good reason. The Duke of Cornwall has broken his word and violated our hospitality. His sudden flight from our court proves he is guilty; no other information need be sought. Worse, though, his people slew some servants in their escape, and they stole treasure when they fled. Gorlois is guilty."

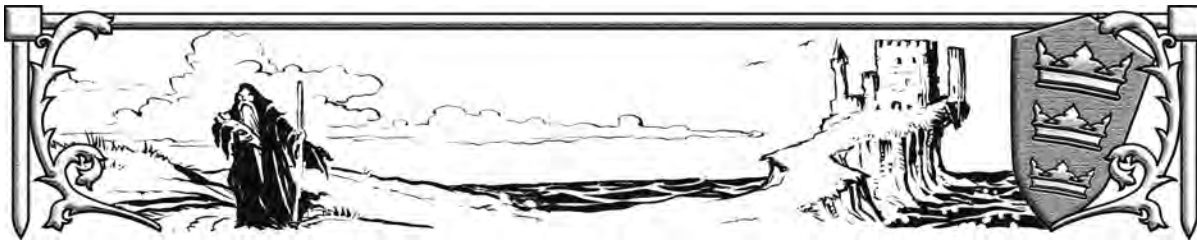
"Disloyalty and dishonor are not welcome in this kingdom. It is the obligation of every noble to serve with distinction and to uphold *noblesse oblige*. Anyone who disobeys these laws is a traitor."

"Gorlois is a traitor."

INTRIGUE

"The duke and his wife fled from Uther's court because the king made unwholesome advances upon Lady Ygraine. The king is half-mad for the duke's wife. This is not about rebellion at all, just lust."

Even Prince Madoc has argued with his father about priorities and proprieties.



EVENTS

King Uther marches his army on Cornwall. He is hasty, not even waiting for all his men to arrive. He leaves orders for the other contingents to follow as soon as possible.

The duke won't fight on the field. He has divided his army to defend two strategic castles, Tintagel, on the coast, and Terrabil, at a strategic road junction ten miles inland. His treasure and wife are at Tintagel, while his main army is at Terrabil ready to sally forth and strike the king in the rear if he turns toward the treasure storage.

King Uther sends three-quarters of his force to besiege Terrabil and the rest to Tintagel.

Player Hook: A choice of options exists for the player knights here. Gamemasters may wish to give them a choice of going to battle at Terrabil to get Glory, or to go to Tintagel and *possibly* witness an event that earns them none. No more need be said. If they want the Glory, they remain at Terrabil.

THE BATTLE OF TERRABIL

Source: Malory I

The army assembles around Terrabil and sets up a siege. It is long and boring.

One day, Merlin departs from the siege of Terrabil, destination unknown to all but himself. That night, before the king's army can be strengthened by more troops reported to be on their way, the duke sallies forth and falls on the king's army in camp.

Before the Battle: It is night. The knights are in camp relaxing and carousing when a sentinel shouts. A moment later, a trumpet blares and is cut off halfway through the call to arms. At the far edges of the camp — several places! — men shout, horses scream, and metal clashes upon shield.

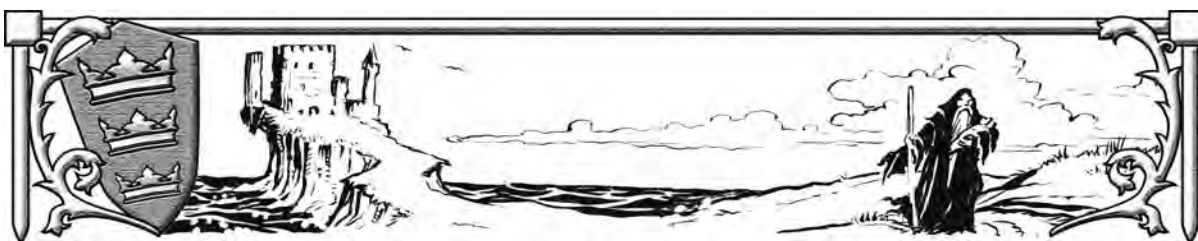
This is a surprise attack, so none of the usual modifiers for commanders' Battle rolls are used. Nonetheless, treat it initially as if it were a battle, but with just with 1 combat round per battle round.

Ask the players, "Will your knights don their armor before fighting?" They need not do so, and can rush off immediately to fight without armor (or perhaps just shields). If some knights wish to do this, have their squires or fellows shout warnings at them to armor up. "Fighting Cornish knights without armor will be fatal!" If they wish, however, they can run away and fight without armor. There's a good chance they will be killed or badly wounded, but sometimes people need a lesson on just how useful armor really is.

If they do not run off, they can do one of two things with their squires' help: either arm, or prepare a horse. Both require a full round for the squire. As they perform one of these two things, they hear the battle coming closer and they see camp followers panicked, some wounded, rushing past them.

After one round, ask whether each knight wishes to rush to battle or to perform the other possible action (i.e., either horse or armor). If they wish to prepare for a second round, they can be both armed and mounted. Get their answers, but then inform them that before they have a chance to complete the second action, they are attacked. Those knights who chose to rush to battle this round are prepared and can fight back, while the





others are unprepared and suffer a -5 modifier to combat skills for being unprepared (this round only).

Length of Battle: 2 rounds + see below.

Modifiers: As above (otherwise none).

In each of the first two rounds, roll 1d6 for the player knights' opponents:

d6 Roll	Opponents
1	Irish kerns armed with bows
2	Footmen
3	Armored guardsmen with great spears
4	Young knights
5	Veteran knights
6	Notable knights

Each round, describe the melee and the sounds of battle; they can hear Prince Madoc shouting, "Rally to the banner! Rally to the banner!" and they can see the banner fluttering in the light of burning tents and supplies. They know it is their duty (and to their advantage) to rally there, and they ought to fight their way towards their commander.

3rd round: Tell the knights they can see that Prince Madoc, now afoot, is hand to hand with Duke Gorlois, who remains mounted. The duke is shouting, "Stand aside! Send me your father." Ask if the player knights wish to abandon safety and rush towards the prince, letting their next foes take a free hit upon them, or if they prefer to fight their way slowly toward the prince.

4th round: Whether they ran to help or fought steadily, the player knights witness the duke send the prince's weapon flying from his hand, and then chop hard upon the prince, cutting him from the neck deep into the chest! (This is a critical success for the duke against a fumble for the prince!) The prince stands, dumbfounded, deeply wounded and glaring at the duke, blood trickling out of his mouth and spurting freely from his wound.

Now player knights can choose. The blood-soaked duke tugs at his sword as he turns upon them and shouts, "Where is the king? Send me the king!" He is clearly impassioned with hatred, deadly and intent upon the business of destruction. Warn the players of the danger here, even to the point of telling them openly, "His Sword skill right now is 33, you know. Are you sure you want to fight him?" Be sure to describe pointedly that his sword is lodged in the body of the prince.

If a player asks whether his sword is stuck (i.e., so that he is effectively disarmed), tell them that it appears to be stuck, "but you can't tell how badly. He can probably fight against you."

Let the players decide whether to attack or not. If they do, they each get a free attack upon the duke, whose sword is stuck firmly in the body of the prince. The prince collapses at the end of this round, and Gorlois's sword goes with him; the duke reaches for the mace hanging from his saddle.

As soon as the knights have struck the duke, his own bodyguard intervenes, all of them veteran knights on horseback, shouting, "Gorlois! Gorlois!" Treat them all as being inspired by their Loyalty (lord) passion.

5th round: Fight on. More knights may intervene to help the player knights. Maybe they interpose themselves between the bodyguards and the duke, letting the player knights hack their foe to pieces. All the player knights may fall, but the purpose here is to kill the duke. If the players do not succeed, then other knights in the camp do.

6th round onward: The fight rages on, but when his bodyguard set up the cry "The duke is dead!" his army loses heart and withdraws. Trumpets sound the retreat and they back out of camp, leaving behind fire and chaos along with the dead and wounded.

Post-Retreat: "On them! On them!" shouts Duke Ulfius, leading a band of surviving knights in pursuit of the retreating Cornish enemy. If any player knights are still hale, the Gamemaster may allow them to pursue the enemy to the castle, perhaps even entering the castle first and leading Uther's forces in its capture.

After the Battle

The carnage viewed in the daytime is horrible. The castle is afire in places, with knights and men at arms milling around and the sounds of men shouting and women screaming from within.

Victor: Royal forces, but with serious losses.

Plunder: None.

Glory: 30 per round, plus any gained from defeated foes.

Killing the Duke: 250 Glory among any who helped.

Leading Attack into Castle: 250 Glory among any player knights who led the way.

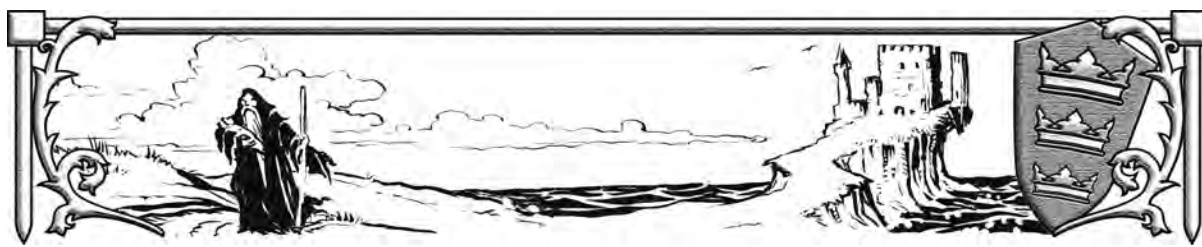
ADVENTURE: TINTAGEL CASTLE

The player knights are with the king's forces besieging Castle Tintagel, a fortress nearly impregnable by virtue of its natural features. It is built on top of an island with cliffs all around, and can be approached only from the mainland by a natural stone causeway that spans the water, wide enough for only 3 or 4 men, with troops subject to missile fire the whole way.

The knights can watch a few assaults across the causeway, all of which end in disaster. Even after getting across the causeway, the castle's walls and gates stop attackers. Uther sets up some trebuchets that hurl rocks and burning balls of pitch against the walls, but to little effect.

The knights are bored. They can watch King Uther rage in his command post.

One afternoon, Merlin arrives in the camp and has a secret conference with Uther. Perhaps the knights hear the plans, but probably not. (Why should they be privy to the secret councils of the king and the Archdruid?) Still, perhaps they are on guard that night, when they see the king and his counselor silently depart from the tent, leave the camp entirely, and go to a nearby sacred stone in the distance. Merlin raises his arms and begins to chant, and a great thick fog forms at sea and moves in like a cliff to envelop the castle, the causeway, and the entire besieging camp.



Awareness. (Success = You hear the hollow clattering of hooves, the faraway shout of “The duke! The duke! Open the gate!” Critical = You witness the postern door open, and Duke Gorlois strides into the castle. Perhaps the knights remain awake, out of curiosity, and before dawn notice the duke depart again, riding from the castle and becoming lost in the fog.)

The night is cold and long. The knights are relieved of their guard duty. The air is eerie, too cold, with strange sounds intruding into a sleep that is troubled by dreams of dragons and blood.

In the morning, messengers come with news both good and bad. The good is that Duke Gorlois was killed in battle and Castle Terrabil taken in a fierce night battle. The bad is that Prince Madoc, the son of the king, was also killed in the fighting.

When Uther hears the news, sitting in state upon his throne set up in the war camp, he glances sharply at Merlin, who as always remains entirely impassive. Uther, hard as iron, takes on the visage of a man who has lost a son; he departs from the public eye to weep in private. Merlin shows no emotion, but appears exhausted.

Ask the player knights to reflect upon these events. Surely the king is not the only one to have lost kin or boon companion in this fight.

The Next Day: The body of the duke is brought to Tintagel. Under flag of truce, it is borne across the causeway and taken into the castle. Even across the straits, the keening and weeping of those inside is easily heard.

After a day, the king sends Brastias, under flag of truce, to the castle. He is admitted. Some time later he returns, with word for the king that the duchess has agreed to surrender.

Everyone is triumphant. The king announces that justice has been done: The traitor is dead and now peace and unity can return to the land of Britain. The duchess comes forth with her household, all dressed in mourning black, and surrenders to the king, who places her into his protective custody.

Temporary Assignment: Uther appoints keepers of the castles he has conquered, but never another Duke of Cornwall. He appoints Sir Thebert, a notable knight from Marlboro, as the temporary warden of Terrabil. Uther also (with permission from their liege lords) appoints the player knights, along with some other knights from elsewhere, as the temporary garrison at Castle Terrabil.

Uther announces that he is going to remain at Tintagel, at least until the funeral for his son. As the army packs up to leave, messengers bring word that the Saxon King Ælle has conquered another city in the south. Uther accepts the news, but it does not seem to make him particularly unhappy.

ROYAL FUNERAL

A royal funeral is held for the prince. Many nobles, including Earl Roderick, come to pay respects. Madoc is buried at Stonehenge, near his uncle Aurelius Ambrosius.

Awareness. (Success = You notice a gravesite that is being kept for Uther, for the unfortunate day he will die. You see also that Uther is deeply grieved by his son's death.)

Since Earl Roderick's castle is very close, he is host to many of the visiting nobles. This is a good chance for the player knights to meet NPCs from other regions.

Glory: 50 Glory for attending.

SUSSEX: SAXON VICTORY

Source: Anglo-Saxon Chronicle

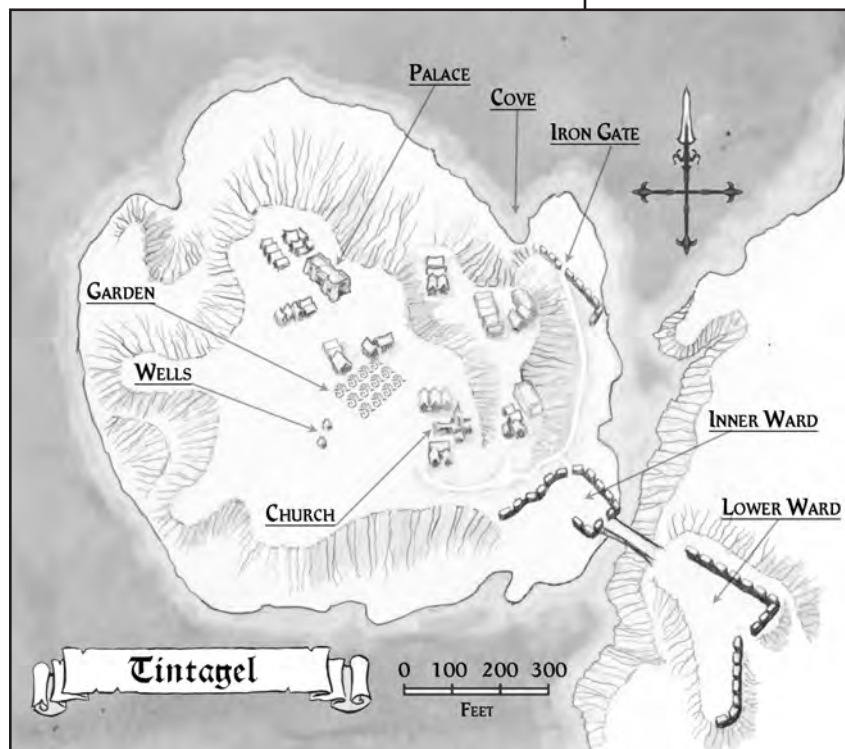
More distantly, while Uther was engaged in Cornwall, King Ælle of the South Saxons was reinforced by another contingent of Germans brought over from the continent by his son Cissa. Together they lay siege to the city of Pevensey, and after starving the residents for weeks they assault the walls and slay everyone. Men, women, and children are sacrificed to Wotan, the bloody Saxon war god.

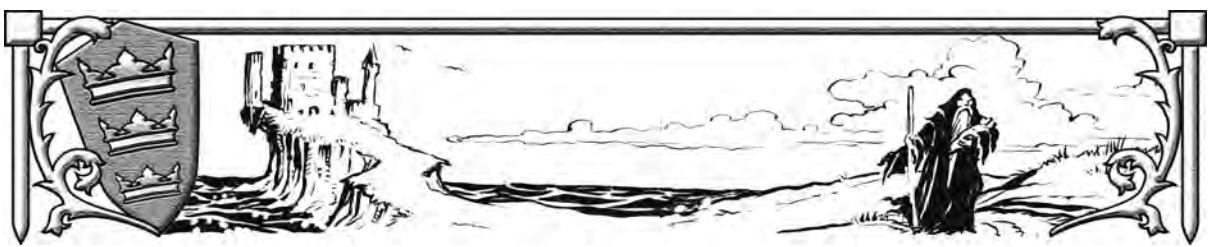
UTHER'S WEDDING

The king announces almost immediately his impending marriage to the duchess Ygraine, only a couple of months after the death of her husband; many courtiers consider it a clever and wise move on her part to secure the friendship and the protection of the king.

The preparations for the wedding are lavish and costly, and though many warriors complain that it is time to attack King Ælle to keep him from consolidating his victory, the king laughingly brushes them off and prepares for the wedding, which occurs in the late summer.

In such a crowded social milieu, Gamemasters ought to prepare for many bouts of social interaction





King Uther

between player knights and allies or rivals, and/or with suitable ladies.

Glory: 50 Glory for attending.

CHRISTMAS COURT

The player knights spend the winter in Terrabil, where Uther has ordered Roderick to garrison the castle. Other knights are at Tintagel on similar duty. Meanwhile, Uther reviews the claims of the knights who served Gorlois.

This is another good opportunity for the Gamemaster to introduce other knights or characters whom he wishes the player knights to know. In addition to any others the Gamemaster desires, at least mention (and show the arms of) these knights and groups:

- The Garrison Commander: Sir Thebert (Notable, Glory = 3,500) of Marlboro.
- Sir Verius (Glory = 1,800), from Clarence, who happily says of himself that he is "from the land of Dobunni."
- Sir Alain de Carlion (Glory = 2,200) from Estregales (Silures), vassal of King Nanteleod of the Silures.

The knights can visit Tintagel if the Gamemaster wishes. Maybe they have acquired an Amor (or Lust) for Ygraine, so they make up some excuse to visit. This is also a good time to introduce the three daughters of Ygraine.

- Margawse, the eldest. A pretty and conniving woman, a bit rebellious, in her late teens. Of marriageable age, she is the object of numerous rumors regarding whom the king will marry her to.
- Elaine, the middle child. A young woman, less pretty than Margawse and less clever than her younger. She is also of marriageable age, and rumors of dowry and betrothal also surround her.
- Morgan, the youngest. A dark and brooding girl who watches everything and says nothing in the presence of her betters. Too young to marry, she nonetheless

is eyed as a candidate soon for those who would want to get close to the king.

Gifts this winter are from Sir Thebert, the temporary lord of the castle, and are sufficient to maintain the knights at their normal station. As a result, anything earned from the player knights' own manors can be laid aside as treasure.

SPECIAL WINTER PHASE MODIFIERS

Because of the fighting, the following counties suffer the following modifiers to the Starting Bad Weather.

Tintagel: Land was raided (+1d6)

Hampshire: Land was plundered (+3d6)

YEAR 492

COURT

Court is held at Tintagel.

SPECIAL GUESTS

Ygraine (now pregnant) and her three girls

An Irish king

King Nanteleod of Estregales

Heroes of Terrabil

King Lot, who is to marry Margawse

King Uriens, Lot's good and loyal friend

King Nentres of Garloth, who is to marry Elaine

GOSSIP

"That duchess is the canniest woman around. Her husband's not a month in the grave and she marries the king! Fortunate and canny, I say."

"First, remember she's the queen now, honey — but let's not forget that it was the king who made that decision. I tell you, he's had eyes for her for a long time."

"Don't you think it is frightening that she said her husband visited her that night, though? The night he was killed? It makes my hair stand up to think of it. I tell you, it's Merlin's doing!"

"Listen, darlings, there is many a strange thing around that demon. I would never trust him."

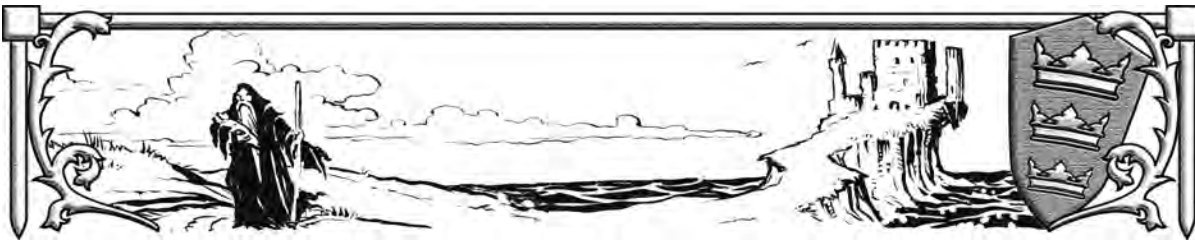
"Well, I'll say it's a shame about the king's son, though. That handsome, strong man gone now! No wonder the king married so quickly! He has an heir to make! And a legitimate one this time!"

"Listen, darlings, I'll tell you something I have heard — there is a lady out in the Forest Sauvage somewhere who has a son of Madoc's! Yes! True! Just a tyke, but they say you know him from the bushy brows he already has."

"Don't you think someone ought to find the boy? That sounds dangerous!"

NEWS

Brastias: "The queen is pregnant and due to give birth this summer. Let us all pray that it is a boy so the line of the Pendragon will continue. The queen is in



Tintagel (where she grew up) to have the birth, and the king is staying with her.”

Ulfius: “The most powerful lords of the north will be here as guests soon.”

ROYAL CONVERSATION

“Perhaps it is time to slow down for a little while, to let the land and the people have peace. War is not everything, and it is a time for families. I have sent for great men to marry my step-daughters, and this will forward the cause of peace and love.”

INTRIGUE

King Uther is going to marry the two older girls to northern kings, whose alliance he wants to secure. Rumor has it that the two men are King Lot himself, the most powerful king of the north, and Nentres of Garloth, his right-hand man.

EVENTS

In the spring, there is a double wedding at Tintagel. Much of the nobility attends, all with retinues. It is a lavish and gala affair, with no expenses spared to make it memorable. Uther gives away the brides himself.

King Lot marries Margawse, and King Nentres marries Elaine. Queen Ygraine is very pregnant, and officially happy for her daughters. Afterwards the kings and their retinues go to their homes, and knights back to their routines.

This is a great opportunity for court activity.

Glory: 50 Glory for attending.

ADVENTURE: HELPING MERLIN

The player knights are riding patrol of the lands of Terrabil, in the Bodmin Moor, with no officers presiding over them. It is slightly chill but not unpleasant, and foggy.

Nothing untoward occurs, until one morning when they are met by Merlin. He speaks as tersely as usual: “Greeting, good knights. You have guarded me before. I need your services again. Follow me.” As usual, he offers no explanation, and he brooks no comments or questions. He strides off through the thin trees, expecting the knights to follow. If they do not, the adventure is over for them.

Merlin leads them through the woods on a couple of trails the player knights have never seen before, even though they have patrolled through this area in the past. These are deer trails, hardly usable by mounted men.

At one point, Merlin stops, motioning for silence and listening intently. A moment later he turns to the knights and he says, “I need you to wait here. I have important business, and when I return I will probably need protection. I am counting on you to do your duty to King and Britain. Will you wait here?” If the knights do not agree, then Merlin dismisses them and the adventure is over.

If they knights agree, he tells them to wait there for him. “Be ready. Stay on your horses.” They must wait a couple of hours.

Awareness. (Success = After some time, they hear a distant noise, as if of men on horseback, cursing as they try to ride through the fog, trees, and difficult terrain of the downs.)

Moments later, Merlin rushes into the clearing where the knights are waiting. Although he is walking now, he is still moving quickly, and looks as if he has been running. He does not appear particularly troubled or perturbed, however, and as he strides past the knight he looks at them and says, simply, “Delay them.” He does not stop or pause, but goes back into the trees on the far side of the clearing.

Awareness. (Success = Merlin is carrying something. Critical = It is a baby.)

Will the knights prepare for combat? The noise is coming closer. The clank of armor, the neigh of horses, and the shouts of men can be heard clearly now. “Merlin,” they are shouting, “Come back here you traitor!” The clearing is not large, and a lance charge would hurl the knights in amongst the trees on the far side, almost certainly harming their steeds at least. However, if desired, they can charge up on horseback and fight with sword or spear and try to surprise the enemy as they emerge from the trees. They can thus charge and get an additional +5 modifier for a surprise bonus on their combat rolls during the first round, but in doing so their horses suffer 1d6 points of damage each; or they can simply wait until their foes approach and engage normally.

A band of well-accountured knights struggles from the woods on the far side; they are armed, swords in hand, and looking around. “Merlin!” they shout.

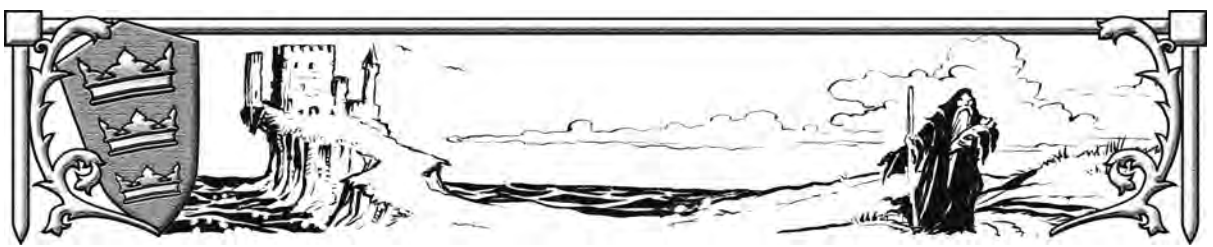
Player knights who charge the foe may fight this round. Those who did not try to surprise the foe may make Heraldry rolls, with a +5 modifier for the other knight’s Glory. (Success = These are King Uther’s men! Critical = The leader is Sir Brastias, Uther’s own bodyguard!)

This is a difficult scene. Brastias and his men defend themselves, of course, but they are pressing after Merlin, so if the player knights try to disengage, they can do so. Once disengaged, then Sir Brastias takes command of the situation.

If any knights attacked him, he yells, “Traitors! How dare you attack the king’s men on the king’s business!” He does not accept helping Merlin as an excuse.

“Where is that traitor? Where is that unmanly dog?” he shouts. Other knights are already searching for tracks. The player knights may or may not help. Let them do what they wish. They can try to fight, or simply to get out of the way; they might ask what is going on, offer to help, or undertake other options.

“Merlin has kidnapped the king’s own infant son, you idiots, and you would delay me with small talk? The king will hear of this! Now where did he go?” The player knights can see that others among Brastias’s knights are



memorizing the interfering fools' heraldic devices to be sure they can give an accurate report later.

Do the player knights tell the truth? They saw where Merlin re-entered the forest. Do they give false directions? Do they join Brastias in his chase?

Whatever occurs, Brastias and his men plunge back into the forest, following Merlin's trail as best they can. They allow the player knights to accompany them, if they wish, but are not terribly friendly.

Brastias and his men run into at least one other group of knights who react exactly as the player knights had done. There may be a brief fight that is broken off when Brastias is recognized. This group, too, were set up by Merlin in just the same way.

Brastias and the knights do not find Merlin, but instead get lost in the woods and spend the night there. The royal household does not share their fire with the player knights or with the other group of knights who stood against them. Eventually, Brastias finds his way back to Tintagel and reports that Merlin has escaped.

What do the player knights do? In the forest, when Sir Brastias doesn't want to be seen with them, the knights can return to their own castle. Most likely, they ought to go to Terrabil and report what has occurred to their commander. Since they know the protocol, they should also send word to their earl, Roderick.

ADVENTURE: TREASON TRIAL

The player knights, wherever they are, hear that Sir Brastias has accused them of treason. They should be very worried about this for two reasons.

First, treason is a capital crime, and they could be executed for this. If they are lucky, they will merely be degraded and exiled. But regardless, their honor has been impugned — in fact, they all lose 1 point of Honor at this time (subtract it immediately). They're in a dangerous position of being judged harshly by a legitimate authority, and if they don't continue to do everything honorably, they will lose more. For instance, not answering the summons that is sure to come will result in a loss of 3 more Honor points, and so on.

Second, all normal court decisions are made by the presiding judge, in this case Uther himself. It is entirely normal (though not necessarily just) for the presiding judge to be swayed by personal friendship or obligation, political factors, or personal grudges. Beside Merlin himself, who is now thought a traitor, Brastias is Uther's most important advisor, and Uther is likely to do whatever Brastias wants.

At some point, the knights are summoned to the king. When they arrive at Tintagel, everyone studiously avoids them. They are met at the castle gate and escorted by the porter and several guards to the castellan — Sir Brastias — who greets them with icy formality and orders a squire to show them to quarters. "And, Sir Knights," he adds, "Please remain in that room until summoned."

If the player knights have sent word to Earl Roderick, they are met by Sir Elad the Marshall and Bishop



Sir Brastias

Roger, who were sent to help them out with legal advice. These two worthies question the knights closely. (The knights may have Truthful/Deceitful check opportunities here.) With these two important people here, the player knights do not have to do a thing. Don't get bogged down with description when the players are not active.

Intrigue. (Success = Even the servants are willing to tell the knights that another dozen or so knights are also nearby, all of whom were also set up by Merlin. Sir Elad and Bishop Roger will talk to those knights as well.)

One time, when Sir Elad and the bishop are not present, a black-robed monk with a Roman tonsure is let into the room. A single church servant attends him and carries writing implements. "Good day, gentlemen," he says, "I am Father Dewi, and I wish to speak with you."

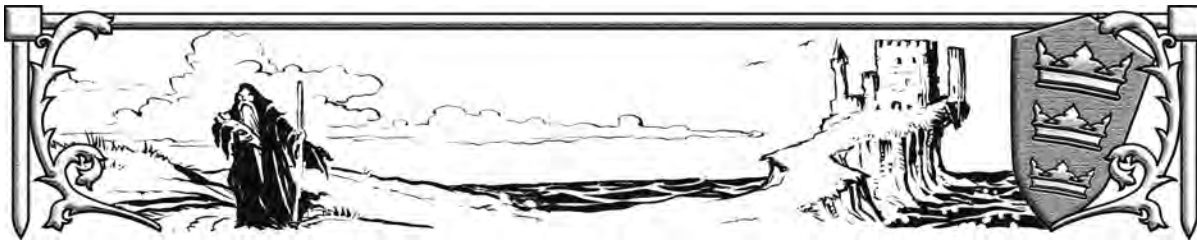
Dewi is widely known to be smart, forceful, and fanatical. At the several monasteries he has established, there is no alcohol at all allowed, so he is called "the Waterman." Dewi simply asks the knights straightforward questions about how they were recruited for Merlin's task. He doesn't comment on the religion of any Christians, but looks at all non-Christians with a bit of sadness, and likely says something like, "Your gods' time is over now. But thank you for your opinion." He is controlling himself here, refraining from trying to convert the pagans.

Let the knights speculate about Dewi all they wish.

The Trial: Everything is done formally and legally. We bypass the chatter.

Court opens. Uther is flanked by Duke Ulfius, sitting; Bishop Dubricus, standing to the right; and, on the left, Queen Ygraine dressed in mourning black.

Brastias states his charge. Uther asks on what basis: Brastias cites his experience. Uther asks the knights if Brastias's charges are true. When Roger says, speaking for the knights, "It is true," then Uther says, "Let the knights speak for themselves. Did you do that?" Brastias has not lied in the least, but described exactly what happened to



him from his own perspective. For players, this moment presents an obvious Truth/Deceitful check opportunity.

When everyone has spoken, Queen Ygraine leans over to the king and hisses, "They stole my baby. Kill them."

"Soon enough, my queen. We must follow procedures." To the knights he says, "What do you say in your defense?" Bishop Roger takes over. With flowery rhetoric and legal jargon he states that the knights are innocent because they were enchanted by Merlin, who moves in mysterious ways.

Saint Illtyd, speaking as the king's religious advisor, says that surely Merlin the Enchanter has always been a friend to the king and would never do such a thing to harm the king.

"Sir Knights," says the king finally, "Since Merlin is innocent of this, you can aid yourselves by telling who was really behind this abduction." Marshall Elad starts to speak, but the king interrupts him: "Again, I say, let the knights speak for themselves!"

At this point, the Gamemaster should ask two things: (i) What does each knight wish to say for himself, and (ii) What one attribute will he use to achieve success in delivering that message? Appropriate attributes may be Courtesy, Orate, Just, Loyalty (Uther), or whatever else might convince the listeners.

When the knights are finished, Elad speaks of the good reputation and deeds done by these knights. He closes with the statement, "In these dangerous times, my lord, veteran knights are needed," and says the Earl of Salisbury gives his word on the honor and trustworthiness of these men.

Courtesy. (Success = You realize this is actually a very dangerous thing for Salisbury to have done, for he has committed to the cause of the knights, even if Uther is against them.)

Solutions: Father Dewi, the Waterman, now asks to speak. Of course he is allowed, being a famous holy man.

Dewi says that he has investigated the victims himself, and has determined that they were without question all ensorcelled by the magic of Merlin. He goes on to say that he thinks the king has been wrong to depend upon the son of a devil for advice at all, and that if the king does not purge his court of this magic, it will surely bring only ruin to the king, his family, and to all of Britain. "Cast out the son of the devil from your court," says Dewi, "Cast him out of Britain!"

Everyone looks ominously at Uther. All is silent.

"Kill him," says Ygraine, just loud enough to be heard in the silence. Finally, Uther speaks.

"I know these men," he says. "They have helped me and Britain greatly, and are an honor to their liege lord Earl Salisbury. And I know this wise bishop, Dewi, who has traveled all over the wide world. Bishop Dubricus? What say you?"

"No Christian, not British or Roman or Arian, honors the son of the devil," replies Dubricus.

Uther stands. "Then let Justice reign. Here is the word of the King of Logres.

"These men are innocent of treason. They, and all with like charges, are dismissed and ordered to see Bishop Dubricus for blessing and purification from pagan taint.

"Furthermore, this court determines that Merlin the Enchanter was behind this, and he is hereby condemned to death by this court as an exile and traitor to the crown, who has willingly and knowingly harmed the throne. Let this news be sent forth to all the lords and guilds for reading in public places.

"God bless us all. This court is adjourned."

The knights are ever afterward known as "the knights who condemned Merlin," even though they may not have done just that.

Glory: 50 each.

Postscript: Do the knights feel railroaded? They deserve to, for they were. But Uther is the king, after all, and considering that they could have been executed for their part in this, they also ought to feel fortunate.

NORGALES

A messenger arrives at court looking for King Pellinore. It seems that, without him, the entire region of Norgales is now in chaos. His brothers have been trying to keep order, but several of them were killed lately and the situation has become dire. The Three Cadwys are mountain chieftains who are forging a new alliance against Pellinore.

The messenger is exasperated by the king's passionate pursuit of the questing beast. "He is enchanted," says the messenger, "cursed by it. All magic is like that. It always has a dark secret attached to it."

He asks all good knights to pass on his message if they do see Pellinore. Then he departs.

CHRISTMAS COURT

The knights return to Sarum. They ought to go out of their way to thank the earl, bishop, and marshal, and to acknowledge the debts they owe. They will also be quizzed by everyone about what really happened. Through talking to Gamemaster characters, let the knights get clear what they are going to tell others.

Note that many people are very happy that Merlin has been outlawed; others, not.

YEAR 493 COURT

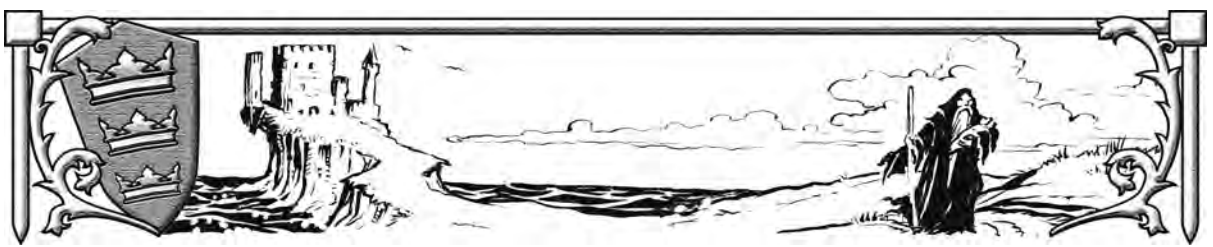
Court is held at Silchester.

SPECIAL GUESTS

King Pellinore

GOSSIP

"Maybe war isn't so bad if it's over there, in other peoples' lands. Look at the gifts everyone got last Christmas time!"



"That is un-Christian, and shortsighted as well. Didn't your own cousin lose a son in that war? And what of those widows over in the Franks' lands now, crying all winter."

"We have spent our share of time shivering in the winter and crying over the dead. It's time we got some back, that's what I say."

NEWS

Ulfius: "King Claudas of the Franks won a great battle last year against the Alemanni, his greatest opponents. He promised his wife and his bishop that he would become Christian if he won, and now they are pressing to hold him to that promise."

Brastias: "King Pellinore has apparently abandoned his kingdom to pursue some fantastic creature he encountered. It is as if he is under the spell of magic."

ROYAL CONVERSATION

None. The king is barely seen or heard from this court.

INTRIGUE

The king is actually quite distressed at the death of his son Madoc and, now, at the subsequent disappearance of the unnamed infant. The queen is more distressed about her loss than the gossips credit her with.

EVENTS

The two northern Saxon kings, Octa and Eosa, escape from their prison. Reports come in of great rejoicing among the Saxons, and of many volunteers moving towards the escaped kings' strongholds.

Source: Geoffrey of Monmouth

ADVENTURE: ENVOYS TO MALAHAUT

At court, the king is acting very oddly. He is rarely seen, and his courtiers carry on business for him. The doctors are seen entering his chambers, and everyone knows he is ill.

Problem: Earl Roderick is charged with going to the King of Malahaut to formalize an alliance to fight the Saxons.

Secrets: Malahaut wants help because his lands have been raided every year, even without the Saxon King Octa on his seat. However, the terms of the proposed alliance are not friendly to Logres, whose knights must provide their own food and may not even be allowed to enter the city of Eburacum.

Earl Roderick is not happy about these policies. As he negotiates, he discovers that other northern envoys are present, including several from the Saxons. These others are all very closed-mouth, but they are plainly excluding Earl Roderick from their plans and conversations.

Intrigue. (Success = The northern kings and the Saxons are plotting together to attack the weakened Uther!)

Glory: 10 for escorting the Earl.

ADVENTURE: SAXON AMBUSH

Earl Roderick leaves court after a frustrating visit. On the way home, a party of Saxons attempts to am-

bush him and the player knights. Use the "AMBUSH" adventure, but the knights detect the ambush easily and are prepared. This is simply another opportunity for a fight.

CHRISTMAS COURT

Royal Court: The king's court is very gloomy. The queen seems to be holding herself apart from the king. (Does she care about Uther, really?)

Salisbury: The earl is worried. Uther is ill, and the condition of the king has affected the entire land of Logres. Octa and Eosa are marching south.

SPECIAL WINTER PHASE MODIFIERS

Due to the king's illness, all regions in Logres suffer a +3 modifier on Starting Bad Weather.

Because of the fighting, the following counties suffer the following additional modifiers to the Starting Bad Weather roll.

Catterick: Land was raided (+1d6)

Malahaut: Land was pillaged (+2d6)

YEAR 494

COURT

Court is held at London.

SPECIAL GUESTS

The usual diplomats, etc.

GOSSIP

"Well, weddings and births should be the things that make the world better. But instead we get kidnapping and treachery."

"Treachery from that filthy pagan! I warned you all! I have never trusted that monster. The devil is his father! How can you forget that?"

"The queen is distraught to the extreme."

"Her baby is gone! Of course she would be! Poor woman!"

"Poor kingdom, I say. This is bad luck all around. I think Merlin is working with the Saxons. They're pagans too, aren't they?"

NEWS

Brastias: "The king is still ill and cannot see anyone."

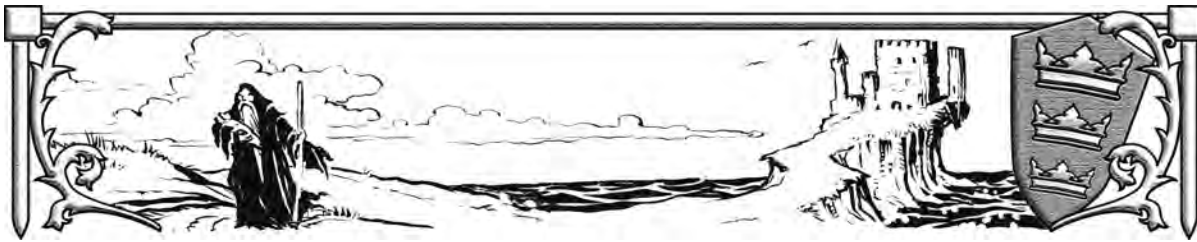
Ulfius: "The king says we should seek alliances with the other Great Kings."

ROYAL CONVERSATION

None. The king is too ill to say much of anything to anyone, even his closest advisors.

INTRIGUE

Some whisper that they have heard the king moaning for Merlin to help him, but the queen turns into a viper when she hears that name.



EVENTS

King Canan is the ruler of a powerful confederation of Irish tribes in southern Gales. He can muster a large army and is secure on his throne: He conquered all his neighbors, and they have been obedient since being beaten.

ADVENTURE: EMBASSY TO ESTREGALES

Source: *Erec, roman arthurien en prose* public d'après le ms. fr., 112 de la Bibliothèque Nationale.

Setting: Estregales, in southwest Cambria. Salengue castle.

Characters: King Canan; Sir Dirac, his elder son; Squire Lak, his younger son; Sir Orcas, Canan's steward; King Branvarn of Cardigan; King Nanteleod of Escavalon; many hill chieftains.

Problem: Uther needs an ambassador to deliver a letter to King Canan of Estregales.

Secrets: King Uther wants the alliance of the Cambrians, especially this powerful king. But King Canan is an experienced diplomat, and will have to see his advantage to do this.

The Embassy: The ambassadors must ride overland through Clarence to the border. Crossing into Gloucester, the party is met by knights of that dukedom who escort the party to their duke. The old duke interviews them, then sends them with his two sons, Twin Bannerets of Glevum, as an escort to the court of King Nanteleod in Carlion.

The Twin Bannerets are identical in appearance, but quite opposite in behavior and dress. One wears only red, the other only green, and they have their entourages the same, so they are called the Red Banneret of Glevum and the Green Banneret of Glevum. They appear to hate each other, and are always arguing. They accompany the knights to the border, then on to Carlion.

Carlion is an old Roman city that has seen better days. (That is, it is typical for the cities of Britain in this age.) The kingdom stronghold is a converted Roman fort.

At Carlion, the knights encounter Sir Alain de Carlion (Honest 16, Courtesy 16; Lance 16; coat-of-arms similar to that of Escavalon), whom the player knights will have met earlier, when they were garrisoning the castles in Cornwall (in 491). Sir Alain greets the Glevum Bannerets politely and welcomes the knights warmly, reminding them of their time in Cornwall together. "Though, of course," he jests, "I wasn't ensorcelled by Merlin...."

Alain de Carlion is the player knights' local contact. When they've been cleaned up, he'll take them to the hall and the king. Later on, the King of Escavalon often sends a messenger to Salisbury. Sir Alain is often among those messengers or their guards.

King Nanteleod is a middle-aged man who listens sagely to the messengers, questions them about their pur-

pose (they only know that they are to deliver a letter), and does not push them too far. Over dinner he talks of Logres, the Countess of Salisbury, the Saxons, and so on. He wants to know the knights' personal experiences, not the theory behind their visit.

Sir Alain leads the messengers westward the following day. They cover the miles quickly and reach Cardiff in one day; on the next night they stay at Newcastle in the Nain Forest; and then in Kynke Kynedonne, by the border.

The next day, they are met by guards from Estregales. This group then takes the messengers and escorts them to Carmarthen in Loughor, where they wait for word of the king. Then, they journey three days to Pembroke Castle, on the Milford Haven.

At the court of Pembroke, King Canan interviews the messengers and receives the letter. He conducts a polite interview ("How is the king, and the countess?")

At dinner that night, they meet Sir Orcas (Intrigue 17, Courtesy 16; Lance 15, Sword 16; coat-of-arms similar to that of Estregales), a polite but brusque fellow who is King Canan's steward and the official contact for the messengers while they are at Pembroke.

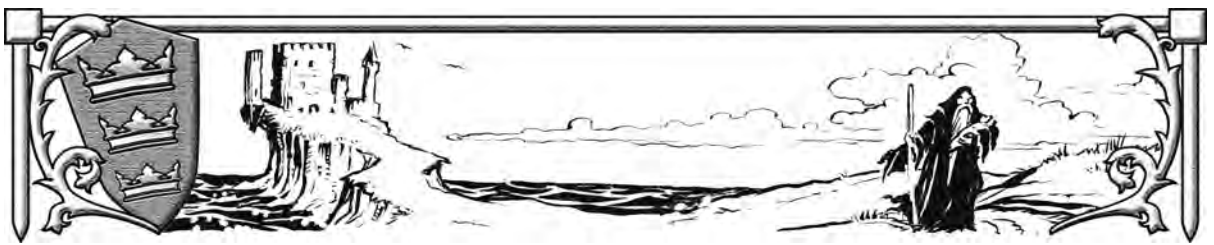
The embassy is stalled for several days. ("The king is busy and will send for the ambassadors when he needs them.") Sir Orcas offers to take everyone on a hunt. There, the messengers meet Sir Dirac and Squire Lak, the two sons of King Canan, who are also along on the hunt. They are young and naïve, wanting to know more about the world outside Estregales.

By now, the knights have been here long enough that one night, after dinner, they are asked to entertain. (Attempt some unopposed courtly skill roll.) More days pass.

At some point, a chief from some dirty little hamlet in the mountains challenges one of the messengers to a horse race. (Stakes = £1 in treasure.) He uses a hill pony on broken ground; knightly riders suffer a -10 modifier to Horsemanship in this terrain. Afterward, the knights learn the chieftain is in fact the king of Ystrad Tyi, the hill savages allied to King Canan.

Finally, some day after the horse race, everyone in Pembroke seems to be packing and loading. The king's household is moving: The king has gone ahead to Carew, it is said, or maybe Tenby. The messengers must pack up and go along too, and catch up with Canan at Castle Tenby. There, after dinner, the king finally announces that he is in fact favorably tended toward the offer in Uther's letter, and that he is preparing a reply. Then he turns to other business.

The messengers experience enough stalling at court that they get a check on any one court skill roll, plus any one trait the player wishes. Meanwhile, the court moves again, this time resting at Carmarthen, where Merlin was born. (The player knights can hire a boy to show them the nearby chapel where the infant Merlin was baptized. He'll take them to Merlin's tree, where the raven is. He'll show them the shack where the great magician grew up,



and the fountain where Merlin did his first healings on the poor of the town.)

At Carmarthen that night, there is yet another dinner, perhaps with more entertainment possibilities from the player knights.

Awareness. (Success = You see young Sir Dirac hand a goblet to his father, the king. Canan smiles and takes it, toasts his young heir, then drains the cup in a single

draught. Critical = You noticed Sir Orcas the Steward bring the cup in and give it to Sir Dirac.)

Moments later, King Canan staggers up from his seat and then falls backward over it. Everyone sees this — the king grabs his throat; his face turns blue; blood runs from his mouth, nose, ears, and eyes; and he finally gurgles out a horrid gasp. He is dead.

“He did it!” shouts someone, and everyone looks to Sir Dirac, still frozen in horror at his father’s death.

“No!” peeps the young knight, “Not me!”

Solutions: Ideally, an honorable player knight saw Sir Orcas give the cup to Sir Dirac. If a knight makes this statement, however, Sir Orcas challenges the observation and demands mortal combat. Sir Orcas may seem slow and dull, but much of that is an act; use stats for an average knight (see *Pendragon*, Appendix 2), but with Lance 15 and Sword 16.

If the player knight wins, he proves his claim and Sir Orcas is apprehended. If not, then the player knights can flee immediately, and leave the land behind in chaos. They might choose not to duel, but to fight Orcas and his henchmen too, in order to put the rightful Sir Dirac on the throne. This latter choice, however, would be far beyond their orders from the king or the earl.

Glory: 25 for exposing Sir Orcas; 100 for saving Dirac’s honor by winning the combat; 17 for defeating Sir Orcas.

The Return: The knights must return some time (and very likely in haste). Without a king, the lords of Estregales are going to take advantage of the opportunity to raid each other and rob travelers.

On the way home, the player knights must tell and retell the story of what happened in Estregales. King Nanteleod entertains them one night, and he makes each knight tell about what he did there, listening closely and peering at the speaker intently. The next day he says, “Sir Rhys will accompany you to the border, and from there I trust you shall accompany him to your own lord. Is that well?”

Sir Rhys is a Cymric knight from the city of Carlion. He is a household knight of King Nanteleod, well outfitted with armor, sword, and spears. He rides a white courser instead of a brown charger like most others.

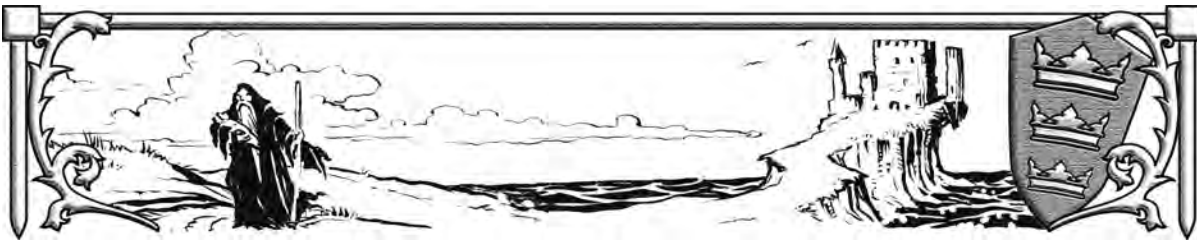
Afterward: King Canan is dead; although Dirac eventually regains control of Estregales, the former alliance disintegrates. None of the subject lands sends their nobleman to swear fealty to the young new king, Dirac.

OCTA AND EOSA ATTACK

The Saxons come south. When Lincoln is attacked, Duke Lindsey and every other nobleman shut themselves into their castles and cities while the Saxons ravage the countryside.

493-495 Events





CHRISTMAS COURT

Royal Court: Nimue is present to tend to the king. She keeps the knights from announcing the news about the Saxons to the king.

Salisbury: That northern army will be a great loss, but Logres has fought without allies before. If Octa and Eosa enter Salisbury, the knights are all to bring their herds and families to Sarum, or to their local castle.

SPECIAL WINTER PHASE MODIFIERS

Due to the king's illness, all regions in Logres suffer a +3 modifier on Starting Bad Weather.

Because of the fighting, the following counties suffer the following additional modifiers to the Starting Bad Weather roll.

Bedegraine, Lambor, Lonazep: Land was raided (+1d6)

Lindsey: Land was plundered (+3d6)

YEAR 495

COURT

Court is held at Sarum.

SPECIAL GUESTS

The assembled army of Logres, plus many allies.

GOSSIP

"Don't you think that we should go away now, before it is too late?"

"The king is here with all the knights of Logres. We are safe."

"But how do you think Uther will fight, sick as he is? The men seem uneasy with it."

"Do you think we have enough supplies set aside, in case we have to run for it?"

"Well, I'll say that I'm going to spend the night with that new squire if we're that close to dying."

"Listen, darlings, Uther may be ill, but it isn't over yet."

"Don't you think we ought to sleep in the stables, ready to get out of here, in case the Saxons get here? I'd go to my cousin's now, but I think we'll get earlier warning here if we have to run..."

NEWS

Brastias: "They're just Saxons, men. We have beaten them before; we will beat them again. They aren't even smart enough to ride horses!"

Ulfius: "The Saxons wintered at Eburacum and have begun moving south. We are going to get them."

ROYAL CONVERSATION

None. The king remains ill.

INTRIGUE

The king is very ill. Many of his court feel he is dying, and some of them fear that he is not making the

best decision to fight here. The Saxons have a lot of reinforcements.

EVENTS

As the royal army, roughly 1,500 British knights and 5,000 foot, closes on the city of St. Albans, the peasants who had been hiding come to the British camp and report that the Saxons took the city by surprise, slaying all the defenders and many of the residents.

Upon closer inspection, the army sees that the gates to the city are open! King Uther does not wait, but orders his forward units to attack immediately and seize the gate, and all others to follow as they can. But it is a trap. Some troops get inside the city and are slaughtered, and then for the rest of the long day the British archers shoot at the defenders and many good foot soldiers perish trying to get over the walls. The attack fails.

The army is generally depressed by this failure. Night falls, they rest fitfully. At dawn the next day, King Octa and his army of 9,000 file out of the city to meet Uther in open battle.

BATTLE OF ST. ALBANS

Source: Geoffrey of Monmouth, *Historia Regum Britannia*

Length of Battle: 8 rounds

Battle Size: Large

Commanders

King Uther (Battle = 20)

King Octa (Battle = 19)

Modifiers

British are not confident: -5.

Uther has superior troops: +5.

Saxons are all on foot, so mounted knights get +5 to Combat skills.

The Fight

Normal. At some point, Earl Roderick's horse is struck down and his men must rescue him from Saxon warriors (maybe inspired by their hatred for the Cymric knights; perhaps a berserker or two are present).

After the Battle

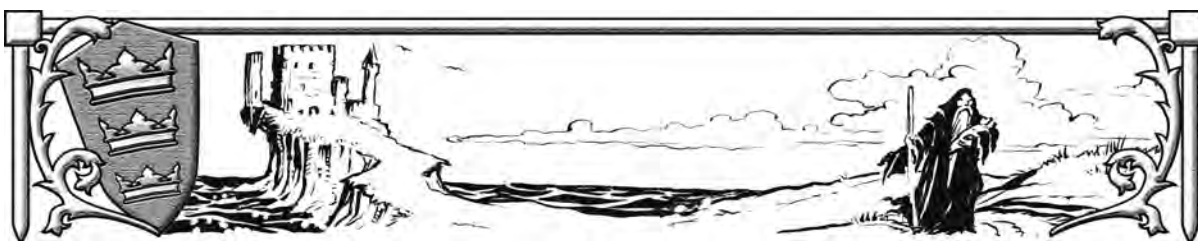
Victor: Decisive Victory (Uther). The Saxons took many more losses, and the survivors slipped away as soon as possible. British losses are significant, but not horrible. The worst is that Duke Ulfius and Sir Brastias have both received grave wounds and are in the hospital.

Plunder: £10 of goods

Glory: 60 per round, x2 for Decisive Victory

THE INFAMOUS FEAST

The army and populace are ecstatic. Cooks and servants prepare a huge feast at the castle in St. Albans. The nobles are to eat in the Great Hall, while the bulk of the army is to eat at makeshift tables spread in the bailey. Knights who were notably successful in the battle may have been invited to eat in the hall too. However, the bailey is hardly less magnificent.



At the feast, the happiness of victory incites many to excess. Temperate/Indulgent rolls are in order. If indulgent, the knights drink enough to pass out early.

Special: Temperate. (Critical = "You didn't drink anything.") Remember whether this is so for each knight.

As well, Chaste/Lustful rolls may be in order. If lustful, a knight finds a willing lass to bed down with. They leave the feast and find some private place.

Knights who remain both temperate and chaste stay at the feast, filling themselves with good food, companionship, convivial pleasure, and the other emotions that come along with surviving a bloody battle.

Up in the Hall: Around midnight, everyone who has drunk wine or beer feels something awful happening inside them. They reel, then spasm, and begin vomiting food, then blood, and soon die from internal bleeding. The effect strikes suddenly and there is no cure, for this is the onset of a magical poison.

The *only way* a noble or knight can survive feasting in the Great Hall is by getting a critical success on a Temperate roll. Of course, the servers, many of them noblewomen, generally do not drink either.

In the Bailey: Many screams resound in the halls of the castle. What do the player knights do? Some may have passed out already, but may wake up from the sound. Others may be hidden away in the cow barn or some similar place, half naked with a laughing young lass, yet they may be distracted or alarmed by the terrible sound. (Or maybe not, in which case they will hear of this only tomorrow.)

If any investigate up in the Great Hall, they witness the first fallen vomiting blood. It is clearly too late for them. The men are blue and purple, heaving up foaming red blood upon the tables, themselves, and each other. They stagger, gasping, and then crash upon the tables and floor, thrashing spasmodically. First Aid is useless, as is any other healing. The carnage is horrible; man after man falls to the floor, dying a horrible death.

If the knights witness this, whom do they seek? Uther? Earl Roderick? Another? They can wade through the blood and vomit to find him if they wish. No matter, for he's dead. They are all dead. All of them.

Panic, hysteria, and frantic, meaningless activity seize everyone in the castle, the town, and the nearby countryside.

Gamemasters should ask what the player knights are doing. This is a crisis, and behavior in such circumstances is important. Checks may be given, rolls may be required.

At some point, the castellan's wife asserts order. Servants begin the grim job of removing the corpses. It is clear that someone has treacherously poisoned the meal, probably the ale or wine (or both). Everyone who survives is devastated. Hundreds killed! Terrible enough, but look at the roster of dead!

The ruling class of Logres is virtually wiped out. The High King and just about all of his barons (except

those in the hospital) have died. Earl Roderick is dead. The land has no rulers.

The mourning is keen and grievous for the many noble dead. Even Ygraine is sad — perhaps she was fond of the king after all? Or is she only worried about her safety now?

FUNERALS

The bodies are returned to their families, the dead borne on wagons with their best horses tied behind. A hundred black-shrouded processions crisscross Logres.

The bodies of Roderick and Uther travel together, both taken to Salisbury for display, amid a mourning procession. Though it is the king, only a few nobles view the corpse: All have their own dead fathers, brothers, uncles, and so on. Hundreds of commoners visit every day of the journey, however.

Earl Roderick is buried in the cathedral. Surviving player knights probably attend. Uther is buried at Stonehenge, between his brother Ambrosius and his son Madoc.

Glory: 25 for attending Roderick's funeral; 100 for King Uther's

WHERE IS MERLIN?

Of course, the wizard is hiding from the king's wrath. The king's illness and the queen's melancholy are probably both curses from the magician, it is commonly said, for he wants to take the throne of Britain for himself.

A LETTER FROM GALES

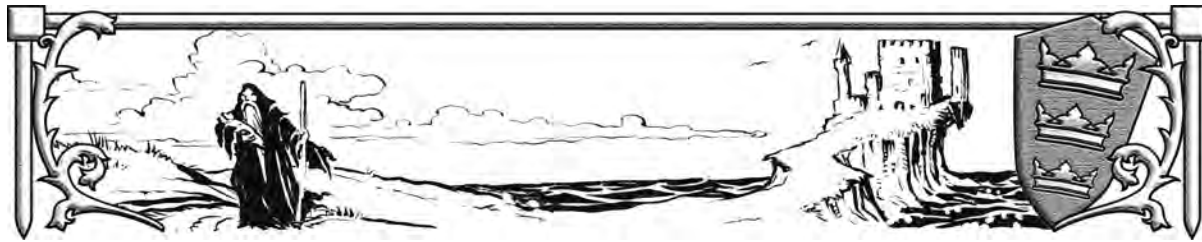
King Nanteleod sends word that a large Irish army has invaded Gales, led by the King of Estregales with his knights and aided by hordes of mercenary kerns from Ireland. King Nanteleod was busy defending his land from them and could not aid Uther. (Of course, as a result, he avoided being poisoned.)

CHRISTMAS COURT

Royal Court: Since there is no king and no heir, there is no Royal House. The king's wife retires, and his knights are unattached until they find a new liege lord. Sir Brastias especially is sought after, but he spends considerable time traveling among the lords and entertaining offers from all of them, yet accepting none.

Salisbury: It is a bad winter for everyone. The countess is grieving and despondent; the women are mourning and terrified; there are no officers to offer leadership. Make sure everyone is aware of the magnitude of this disaster. "There are no lords in Logres" becomes a common adage.

Explain the circumstances in Sarum: The heir to the seat is a 3-year-old boy, so his mother the Countess will rule until he is grown. She needs loyal knights to guard her and back her up. She is the legitimate authority, but only with the cooperation of knights to give force to her words. Will the player characters pledge to support her?



Sir Lycus isn't going to swear, he proclaims, and he is talking tough too about how it's a time for strong men to rule, not women. (He's trying to gauge the feelings of the other knights for one of them to be the actual leader here.)

Sir Leo, of course, is against Lycus in this. He swears to support Countess Ellen and to protect the young heir with counsel and arms.

Allow the player knights to discuss what they will do. Of course they are expected to defend the countess and her young son, their future lord. Much of the future will be in their hands.

If the player knights decide to swear to the countess, they all get a check to their Loyalty (lord) passion and also 1 point of Honor. The countess is grateful.

Eventually, in the absence of another strong ruler to take the countess's place, even Lycus swears to serve her.

SPECIAL WINTER PHASE MODIFIERS

Due to the king's death, all regions in Logres suffer a +5 modifier on Starting Bad Weather.

Because of the fighting, the following counties suffer the following additional modifiers to the Starting Bad Weather roll.

Lincoln, Lonazep: Land was raided (+1d6)

Huntington: Land was pillaged (+2d6)

Hertford: Land was plundered (+3d6)

UTHER PERIOD ADVENTURES

In this section are a number of adventures to help keep the campaign lively during the Uther Period. Many of these are non-specific in terms of foes and settings, in part useful simply as examples of "how things are done." Gamemasters should be familiar with all these processes, to use them as the basis for other events.

First, familiarize the players with the routines: Have them ride around to narrate to them their knowledge of the county, and use "BORDER CHALLENGE" to illustrate the routines. Later on, the Gamemaster can simply say, "You were riding patrol and encountered some men making a border challenge," since the basic scenario remains the same no matter how many times this sort of thing occurs. Simply by changing the opponent(s), you have a new scenario, but you can also liven them up by making them individualized using "YOUR SAXON FOE," for instance, or other character-related hooks.

Another type is the short mini-adventure. These can often be completed in one session. However, Gamemasters should watch for opportunities to introduce later consequences of the player knights' actions. Perhaps the praetor in "PRESUMPTUOUS PRAETOR" or Syagrius in "THE MERCENARY SYAGRIUS" can return later, either as a friend or a foe.

"YOUR SAXON FOE" and other adventures of its sort contain a series of short events to be mixed amidst adventures and strung out for years along the campaign history. They help develop a relationship (hostile, of course!) with an NPC. These kinds of personal relationships can be woven into the game as it goes, deepening the campaign and invigorating game play.

ADVENTURE: BORDER CHALLENGE

In the Uther Period, there is no jousting, nor interest in anything except survival and land acquisition. Knights don't play games, and the player knights will have done this kind of thing many times themselves, on their own border patrols. Thus, assume they know how to approach other knights, what to say, and what to expect — this is a routine event.

Setting: A guard post at the edge of any land.

Important Person: Sir [name], the border guard knight.

Problem: As the knight(s) ride along, dogs suddenly begin barking; other knights can be heard mounting up, and troops are being deployed. A military outpost of footmen, led by some knights, is nearby.

The player knights can fight, stand, or run.

Fight: Fight. Get Glory for combat. If continuing forward, go on to "RIDING IN ENEMY LANDS."

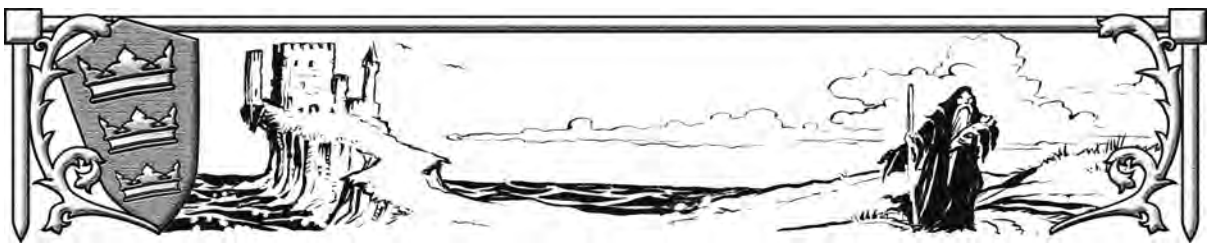
Run: Pursuit for a short distance is expected, but not too far.

Stand: The routine is to shout to the guards your identification and business. If they don't attack, then talk. Go with them to the court and be questioned by the local lord. Reception by the local lord depends on many things, all combined in a final decision of how to treat the visitor. Things to factor in may include the following: the lord's relationship to the visitors' lord; the lord's desire to be visited or not; any ethnic or religious difference; Suspicious stats; Hospitality rolls; successful Courtesy rolls; what the lord's daughter is like; whether he is noble or psychopathic; etc.

The lord's choices are essentially as follows:

- **Friendly.** Wash up, have dinner, have a night's rest and provisions when you set off, with an escort to the most convenient place to continue on.
- **Neutral.** Interview, perhaps offer some advice or an escort, a night in the great hall if it is late.
- **Unfriendly.** Interview, then dismissal with an escort back to where the player knights entered the land.
- **Hostile.** Interview, then when the guests are asleep, capture them and lock them in prison forever.
- **Hateful.** Lose all control and attack the intruders in his own hall, violating Hospitality and losing Honor.

Glory: None. This is a regular traveling occurrence.



A NOTE ABOUT DISTANCES

A county is not a very large expanse. It may be possible to ride across its settled, dangerous portions in a mere 15 to 20 miles, and almost certainly in 25 to 30. The player knights' own home of Salisbury is about 20 miles across, from forest to forest, east to west.

Thus, the reckless dash through hostile territory is not an entirely unreasonable method of travel, since unless they truly hate the interlopers, the local forces probably do not pursue out of their lands (unless the neighbor is also a close ally or friend...).

ADVENTURE: RIDING IN ENEMY LANDS

A hostile entry into enemy territory is another common occurrence among knights. It is a dangerous and possibly exciting activity.

Setting: Any hostile or unknown territory.

Problem: Your presence. Unknown people are always considered enemies until they are identified by the authorities (i.e., the lord or his knights).

Characters: Local peasants, local churchmen, local knights.

Secrets: The local knights have no obligation whatsoever to be in any way kind or considerate to the interlopers. The obligation of any other local person is simply to report strangers to the nearest authority. They do this promptly, in most cases, for they don't want to be robbed, and any stranger is assumed to be present to plunder or, if just passing through, to steal for his dinner.

Solutions: There are a few options for the traveling knights.

1. *Be permitted.* It's easiest to have permission. Get permission from the lord by meeting with his guards (see "BORDER CHALLENGE").

2. *Be Stealthy.* Ride through the areas where no one lives, in the thin, brushy forest referred to as "wastes" that grows everywhere between villages. Stealthy movement is slow and brings with it the danger of getting lost. Being stealthy earns a Prudent check for the player knights' leader.

The party's leader makes a Hunting roll each day.

Hunting Roll	Result
Critical	You remain unseen, moving 2d6+3 miles in a desired direction along easy deer paths and the like.
Success	Largely unseen, you go 2d6 miles in the direction you want.
Failure	You travel 1d6 miles in approximately the right direction, but you are not entirely sure where you are.
Fumble	You travel 1d6+1 miles in a random direction within enemy territory. You are lost, and a peasant (hunter, wood collector, bandit, hermit, peddler, etc.) sees you and disappears into the woods.

3. *Be Careful.* You travel quickly, skirting the heavily populated areas, but otherwise move along an established human road or path, with no stopping to eat or hunt in the daytime.

The party's leader makes a Hunting roll for each day of careful travel.

Hunting Roll	Result
Critical	Travel 15 miles, unseen, in a desired direction (or at least causing no locals to raise the alarm — to most commoners, one knight is much like the other).
Success	Travel 15 miles in a desired direction, but observed by many folks — enough to be sure someone is spreading the word to the lord. The hope is to outride the response.
Failure	Travel 15 miles in approximately the right direction; you are certain someone is

following you (for the baying dogs give it away).

Fumble Spotted by patrolling local knights. Go to the "BORDER CHALLENGE" adventure.

4. *Be Reckless.* Take the biggest roads and ride all out, 20+2d6 miles per day. You will most likely meet local knights this way. Being reckless earns a Reckless check for the player knights' leader.

The party's leader makes a Horsemanship roll.

Horsemanship Roll	Result
Critical	Travel 35 miles in approximately the right direction, and no one stops you.
Success	Travel 35 miles in approximately the right direction. At some point during that span, you have a "BORDER CHALLENGE" adventure.
Failure	Travel 30 miles in approximately the right direction. During that time, you ride dangerously close to a castle: Go to the "BORDER CHALLENGE" adventure, but fully half the knights of the county are present and ready.
Fumble	Travel 2d6+20 miles in approximately the right direction. At some point during that span, you are the victim of an "AMBUSH" adventure.

Glory: None. Knights do this stuff all the time. Glory is determined by what happens then they meet something, not by simple travel.

ADVENTURE: AMBUSH

An ambush is an unexpected attack.

Setting: Anywhere. Many meetings are in fields away from habitation, but this scenario could occur in the woods, in a village, in a plowed field, an orchard, a river ford, an abbey, etc.

Problem: The player knights are attacked by a prepared, hidden force.

Characters: Gamemaster's choice, but generally a larger force than that of the victims being ambushed.

Secrets: The ambushers are not stupid, and probably cheat to win if they have to; presumably, they have done their best to be ready and hidden.

Effect: The Gamemaster rolls the ambushers' Battle, while defenders roll Awareness. If the defenders win, they notice troops around and get weapons out before the attack begins. If the attackers win, they get the advantage of the skirmish Battle roll bonus (+5) of their leader.

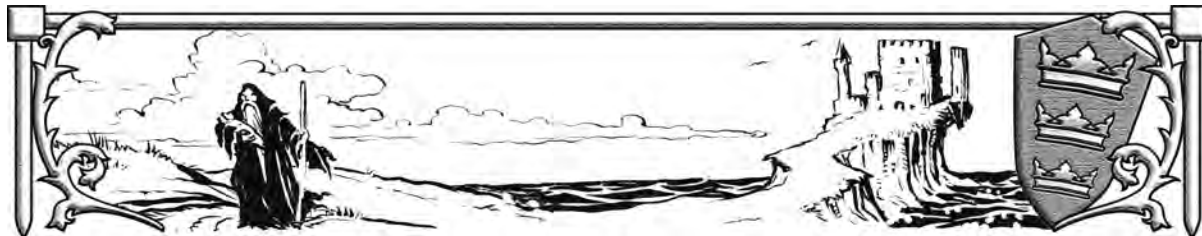
Note that, in most cases, the ambushers are glad to take knights prisoner for ransom.

Solutions: Fight your way out. Always, when ambushed, the leader of a party of knights chooses the direction of the breakout and the knights charge that way, ignoring everything behind or to the side.

Glory: Normal for combat.

ADVENTURE: THE RAID/THE PILLAGE

Sometimes knights plunder their enemies. Two general methods exist to do this: the *raid* or the *pillage*. A



raid is done quickly, with the intent of getting some stuff and getting out. Pillaging is done slowly and deliberately, with the knights stealing anything of value, burning villages, chasing away populations, capturing livestock, and in general ruining everything.

Knights lead forces of foot soldiers and commoners to do work like herding livestock.

Setting: Anywhere that is not one's homeland, an allied land, or the land of a notably powerful lord.

Problem: Finding loot and carrying it off efficiently. (Good thing you have a squire...)

Secrets: None. This is routine work for knights.

Complication: Knights involved should roll against Selfish or Loyalty (lord), whichever is greater.

Selfish/Loyalty Roll	Result
Critical	Got lots of stuff
Success	Got some stuff
Failure	Got very little stuff, or nothing at all if the pickings were slim
Fumble	Got nothing, not even grass for your horses

Glory: None, unless something particularly interesting occurred (e.g., there is a good chance that defending knights show up to defend the fief).

Note: A sizable portion of whatever loot is gained on a raid/pillage is normally given to the lord of the raiding or pillaging knight.

ADVENTURE: RIDING THE ROUNDS

A regular knightly duty is to ride patrol on the lands of the county. Several knights, led by a veteran, do this regularly. Salisbury, with over 70 knights enfeoffed, would commonly have patrols of 5–7 knights led by the Marshall or another banneret.

Setting: The knight's home county.

Problem: Dealing with outsiders.

Characters: Remember that the knights would recognize most of the people of their own lands on the roads, such as the peddlers or itinerant workers. A variety of other people might be found traveling the county, though, and various responses might be appropriate.

Bandits/Enemies: Response probably determined by Prudent/Reckless rolls. Determine whether they ought to be attacked immediately, and if so, kill them all. If their numbers are such that they are a danger to the outriders, follow them judiciously after sending messengers galloping to the earl.

Clergy: Send them to the earl.

Lords/Knights: One or more knights escort them to the earl.

Merchants: A knight takes them to the earl.

Peasants: If from within the country, a knight escorts them to their homes. If from outside, take them to the earl.

Secrets: Many commoners, recognizing the earl's own knights, may ask for help with some problem (see "Sample Peasant Problems" sidebar). A decision is gen-

erally made on the spot by the senior knight present, unless it concerns the property rights of a knight or of the church or it is a capital crime.

Solutions: Check those traits!

Glory: Some of these minor decisions might be worth 1–10 Glory.

ADVENTURE: MEETING NEW KNIGHTS

Setting: Anywhere that knights meet for the first time.

Problem: None, unless there is a feud going on or there are Hate passions involved.

Characters: Knights.

Secrets: The critical factor to remember is that knights feel that they have more in common with others of their class than they do with folk of other classes, even those outside of their own tribe, county, or nation.

Solutions: In your own home, welcome them and bring them to the hall to meet the earl.

In the field, perhaps an army bivouac: A shared camp site, a large fire, shared food, compare weapons and armor, compare horses, talk of news and individual prowess. (Humble/Proud check, etc., might be gained here.)

Glory: None.

ADVENTURE: YOUR MANOR RAIDED!

Setting: Your manor.

Problem: Enemies have entered your property, surely with the intent of raiding or plundering. Of course, it's impossible to tell which, and, since they are enemies, it is not important.

Characters: Raiders, manor personnel, landholder.

Secrets: If the player knight is at home, the farm is less damaged. This represents his leadership in hiding things, getting livestock and children away safely, and killing the occasional raider who shows up alone. Thus, any presence of the knight at home (or even of an appropriate steward) diminishes the damage done.

If this is a full-blown roleplaying scenario, the general sequence of activity is this:

1. Reports come to the knight that raiders have been seen. He arms and rides out, with a squire and a couple of messengers, to see for himself. If it's simply a couple of bandits, the knight and squire take care of it. If it's a larger party, one messenger goes to the local lord and the other to the manor to warn everyone that the threat is real.

2. The knight has his choice of what to do: (a) Go to the manor and protect it while everyone else gets to safety; (b) try to shadow the raiders and determine their intent; or, most recommended, (c) go directly tell the lord what he has seen (and then wait, with household knights and garrison, for the lord's commands).

Solutions: If it's not an important scenario, you might manage the whole thing quickly with a single opposed roll of the knight's best Combat skill against

SAMPLE PEASANT PROBLEMS

1. A neighbor beat up a farmer. *Proper Response:* Take down the facts, and tell the complainant to see the earl.

2. Wolves are bothering the livestock. *Proper Response:* Tell the earl; arrange a hunt.

3. Lost livestock. *Proper Response:* Keep an eye out for them.

4. Hungry family. *Proper Response:* None needed (but giving food = Generosity check).

5. Someone is sick. *Proper Response:* Watch for the local healer.

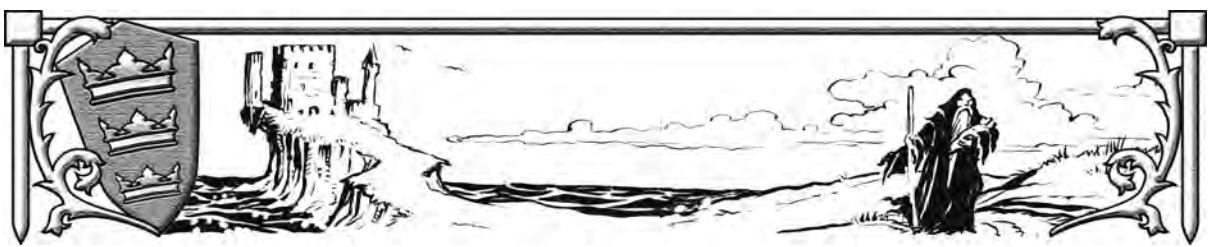
6. My goat is missing. *Proper Response:* Keep your eye out.

7. He stole my best bull. *Proper Response:* Take down the facts, and tell the complainant to see the earl.

8. He tried to have sex with my wife. *Proper Response:* Laugh, dismiss the matter.

9. He tried to have sex with my unmarried daughter. *Proper Response:* Arrest him and have him flogged for lust.

10. He raped my wife/sister/daughter. *Proper Response:* Arrest him, beat him up, and send him to the earl.



that of a typical raider. If the raider is defeated, then the usual +5 modifier for the Base Nature Value (during the Winter Phase) from being raided is not applied that year.

Glory: 50 if the knight defends his own manor.

ADVENTURE: MARRIAGE RIVALRY

Setting: At the castle or manor where lives the woman a player knight wishes to marry.

Problem: A knight shows up and tells your knight that the woman is his, not yours. He explains this calmly, then asks the player knight to just go and stay away. If that fails, then he tells the knight to stay away.

Finally, if necessary, he challenges the player knight to armed combat, with sword, mounted, to first blood for her hand. The winner continues to court her, the loser goes away forever.

Characters: A knight of roughly equal quality to the player knight.

Secrets: Sir [name] really does love the woman (whether the player knight does or not), and just before combat the player knight can hear his opponent make a loud exclamation of his love, an ecstatic shout of rapture; he then draws his sword and charges forward. He is inspired by his Love passion for the lady.

Solutions: Fight to first blood.

Glory: This is the equivalent of rebated combat, so 2 Glory.

ADVENTURE:

THE MERCENARY SYAGRIUS

Setting: A battle or skirmish.

Problem: A band of sergeants, outlaw knights, or other pillagers is raiding nearby. They are well-armed horsemen, probably knights, and there are a lot of them. If they are approached, a white goose honks loudly as the player knights close and they all buckle up and get horsed, ready for a fight.

Heraldry or Recognize. (Success = The leader is a Roman. Critical = It is Sir Syagrius, the former praetor of Soissons, whom Madoc abandoned in France.) *Note:* Recognize is possible only if the viewer has seen the Praetor before.

Characters: Syagrius, angry and unforgiving, hunting down Prince Madoc in a quest to avenge his dead men, family, and lost lands. He does not let anyone stand in his way; his men, all veteran knights.

Secrets: Sir Syagrius has a passion of Hate (Britons) 16, as well as a directed trait of Hate (Madoc) +10.

Solutions: Fighting is likely, but peace is possible under several circumstances if information is brought forth in a timely manner: (i) if Madoc is dead; (ii) if Syagrius owes any player knight a favor, then he will stop hunting for a year; or (iii) if he is given his old land of Soissons back (this last ought to be pretty much impossible).

If Syagrius is calmed down, he needs a place to stay, and the knight who offers the Praetor a place at his manor gets a Hospitality check. If several contend for it, then the winner of an opposed Hospitality resolution is the first to make the offer. Regardless, the former praetor accepts graciously.

Glory: 100 for combat, plus 100 extra, divided among the participants, if they bring the victim's head or battered shield to Uther or Madoc.

Alternately, if they settle this adventure peacefully, then 100.

ADVENTURE:

PRESUMPTUOUS PRAETOR

Setting: A manor.

Problem: A foreigner in exile has been given hospitality at the manor, but he has become too forward and rude with the women.

Characters: The praetor, a foreign nobleman; the lord of the manor; ladies of the manor.

Note that the lord has the primary responsibility here, so the scenario is most likely to occur when there is no lord present. Perhaps he is absent on duty or quest, or maybe he is dead and his wife or daughter is in charge; possibly he is old and feeble, or else he owes some favor to the visitor and is thus hampered.

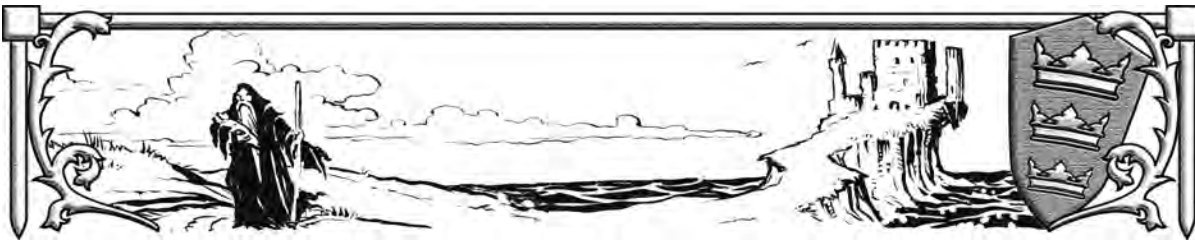
Note that this foreigner could be Praetor Syagrius, formerly of Soissons, who was treated badly by Prince Madoc.

Secrets: The visitor is in the wrong according to the rules of all civilized peoples.

Solutions: This guy needs to be taught a lesson! However, he has been offered hospitality and is thus under protection of the manor lord. Non-violent confrontation is required at first: Simply address the offending individual and inform him of his error, as if he does not know better.

If he does not correct his behavior, apologizing for his errors, more needs to be done. The most logical solutions include:

- Challenge him to a duel of honor. This violates no rules of hospitality or honor. Of course, losing the duel means that he *was* honorable, and the player knight loses a point of Honor as well as taking whatever damage is acquired.
- Make him miserable. The rules of hospitality aren't specific about all details. It is possible to feed the rude foreigner cold gruel and limpid beer each meal, and to give his horse dirty old hay and soiled water. This may be enough to drive him off. He may complain afterwards, however, and impugn the hospitality of his host. (Worse, this behavior, if taken too far, *might* cost the host a point of Hospitality.)
- Threaten him. Tell him his actions are deplorable and that, if he does not cease them, he will be challenged and/or attacked as soon as he leaves the safety of hospitality.



- Goad, provoke, vex, aggravate, and gall him using snide comments, sarcasm, and insults. Make him lose control until he attacks you. This is easier if he's drunk. However, it still might qualify as dishonorable conduct...

Glory: Whatever the player knights' actions obtain — no extra for the adventure itself.

EVENTS

A long-term campaign thrives on long-term stories, a series of encounters that can enliven the life of one character (and perhaps that of his family) for years to come. These events can be inserted to color a specific adventure or ongoing story. They do not require the complete write up of an adventure, and so are called "events."

EVENT: YOUR SAXON FOE

Of course, a Gamemaster may wish to have several individual Saxon foes for different player characters, though not everyone needs or even ought to have one. (Later, not everyone will have a lover or feuding clan, either.) The Gamemaster can add some detail and color to the campaign by not limiting himself to generic Saxons, but introducing one of the many other tribes invading the island. A 6th-century Byzantine historian, Procopius, thought that Britain was inhabited by Britons, Angles, and Friesians.

However, the early English historian Bede gives us a longer list, naming the *Friesians*, the *Danes*, the *Rugini* (another Germanic tribe), the *Huns*, the *Old Saxons*, and the *Boructari* (probably Franks).

IMPUDENT FOE: There is going to be plenty of fighting. During one battle, when a knight is defeated but not killed, his foe may take the opportunity to taunt and challenge him. This is a warrior's challenge to personal honor and manhood, and is exactly the thing that would incite a Hate (this guy) passion.

The warrior may even demand the name of his newly made foe. Remember that this enemy warrior has acquired a Hate (*the player knight*) passion as well.

PERSONAL CHALLENGE: Enemies take opportunities to challenge individual foes personally. This might be unexpected, such as while visiting a city or on a trade mission. It might be before a battle, if the foes see each other individually across the gap between armies. It might occur at court, even the court of deadly foes like the Saxons and British, since both are warrior

cultures that respect Honor and admire courage and skill at arms.

BATTLE ENCOUNTER: The enemy can be encountered amidst the clash and swirl of battle. When the movement of battle separates the two foes, there is a chance that the inspired knight or warrior may choose to abandon his unit to pursue his foe. This is an incredibly dangerous thing to do, of course, since it may result in the knight being surrounded by his foe's friends as well. But note too that this is the kind of event in which the player's own friends may also choose to abandon their unit (temporarily of course) to support their companion.

Note, it is also possible for the foe to be drawn amidst his enemies by his own passion.

SPECIAL PLUNDERING: A vengeful foe may learn of a knight's own home and secretly make his way cross-country, seeking skillfully to raid the manor with the intent of inflicting personal harm. He may kill male children and kidnap a wife. He probably won't try to make off with cattle and unless it is incredibly easy to do so, but instead just destroys with fire and sword.

RETURN RAID: Whether the Saxon foe's home was raided or the knight's, a retaliatory raid is always in order when a home is violated. Of course, it's necessary to know where the enemy lives first, or else a player knight's vendetta is just another raid into Ruigni territory.

VENGEFUL KIN: When a man is killed, his kinsmen have an obligation to avenge the death. They may gather and ride swiftly to the murderer's home, seeking to kill him. They may wait until the odds are good, or until their target is disadvantaged.

VENGEFUL SON: Sons live for revenge — for one thing, it is a family obligation. Further, revenge gains more than just ordinary Glory. As well, note that the desire to avenge one's father is probably a young knight's or Saxon's most powerful passion, so it is very likely able to help him against a seemingly overwhelming foe. Alternately, if the son was young when his father was slain, the object of his revenge might have grown old and weak, or might suffer from wounds that reduce his ability to fight and thus allow the vengeful fledgling an equal chance.





Chapter Two

Anarchy Period: 496–509

No king sits on the British throne, and the Saxons have the largest armies in the land.

HISTORICAL COMPARISON

The Anarchy Period is roughly equivalent in terms of culture and methods of warfare to 11th-Century Britain, at the end of the Dark Ages and the start of the medieval era. In real history, the 11th Century marks the end of Anglo-Saxon England and the start of the Norman dynasty, with the successful invasion of William the Conqueror and the Norman expansion in general.

Of course, in *Pendragon's* Anarchy Period there is no William, though there are many nobles who wish to be “the Conqueror.”

YOUR CAMPAIGN

The campaign shifts during the Anarchy Period to be far less directed than was the case under King Uther's reign. Without leaders, players have more freedom to do what they want.

Their job is to be the trusted veteran knights of Salisbury, but the Gamemaster has to decide just how much authority they hold. They can run the county, or just follow orders, or anything in between. Gauge the players and see what they wish to concentrate on. But keep up the variety of play. The game opportunities here lie in political decision-making, enrichment opportunities, some free time to go off into the Forest Sauvage, and of course fighting Saxons.

The political decisions are about the county. No king rules in Logres, and the earl is just a child. Local decisions have to be made about paying tribute. Consequences are personal.

Political wrangling is one possible game theme. Duke Ulfus survives and is the “wise old guy” from the last generation, but several newly sworn British lords seek to consolidate themselves and get more powerful. Knights can encourage the countess to support someone.

Personal enrichment is another game theme. This Period marks an opportunity for the knights to enrich themselves at the expense of less fortunate neighbors. No noble or other justice is going to take them to task for seizing loot and even properties or castles — in fact, many would hail them as heroes for doing so.

Finally, personal adventure in the Forest Sauvage. This chapter includes several adventures set there, opportunities for knights to gain Glory, experience, and, perhaps, some land.

Most actions, however, still take place within the kingdom of Logres.

THE POLITICAL GAME

Few political scenarios have been presented in the game thus far. Gamemasters are left to create their own scenarios of high-level intrigue, mistrust, and counterplot. Of course, making such committed choices significantly affects how the world reacts. Gamemasters must decide how a player knight's firm commitment to some overlord, ally, or vassal, for instance, affects larger events.

For instance, the players may decide early in the Period that a close alliance with King Nanteleod would be the best option. The Gamemaster has to modify all the news and events below to include the player knights in the ongoing history of that king's march to success. Alternately, they may urge the countess to submit to King Idres or Duke Ulfus, or maybe even to marry King Cerdic of Wessex. The options are open, give the choices to the players and let their characters enjoy or suffer the consequences.

There is little “established story” here, so Gamemasters and players must shape their characters according to external events and personal choices.

BEFORE YOU CONTINUE

The Gamemaster now must make some decisions about the current standing of the player knights in the county. The Countess Ellen is of course the ruler, in the name of her young son, but she will need some decision-makers around to help out. Key advisors will wield great responsibilities.

The Gamemaster needs to decide just how far up the command chain the player knights are. Are there any veteran NPC knights who might actually be chosen to lead the county? More significantly, any surviving original player knights are now about 30 years old, and 10 or more years of service goes a long way. They may be well known and widely trusted by now, and be the best candidate for any number of important tasks.



It is even possible that one of the player knights might marry the countess, though probably not immediately. (If a player knight does not marry her, the default story is below).

But consider that this might also take the character out of play, for it is not realistic for commanders to go off adventuring. Maybe the player is fine with this and might choose to run another player character. The Gamemaster might strike a balance and leave someone else, perhaps old Sir Elad, in charge (though of course he will confer with the player knights).

GRUDGE SCORE

A Gamemaster may wish to allow the players' decisions to sway the countess, essentially giving foreign policy over to them. They will then have great power, but also the responsibility for either angering the Saxons or getting a negative modifier each Winter Phase for the annual tribute.

Decisions must have consequences. Gamemasters should keep a "Grudge score" to track how the various Saxon kingdoms feel toward the Salisbury court. When this Grudge reaches a certain stage, they raid the county to teach a lesson. Each raid relaxes, but does not entirely erase the Grudge for that Saxon kingdom.

After a certain point (different for each Saxon king, as the Gamemaster determines), they invade and pillage, perhaps even seeking battle. These actions have the usual consequences in the Winter Phase for that year.

SAXON KINGS AND AETHELINGS

Aetheling is the Saxon term for a king's royal heir, roughly equivalent to "crown prince."

Anglia

Cwichelm 500–518

Cwichseax (never king)

Deira

Eossa 455–495

Yffi 495–518

Essex

Aethelswith 485–505

Aescwine 505–518

Kent

Hengest 457–488

Aesc 488–518 (wife, Cyneburh; their sons become knights)

Kinniarc 518–564





GRUDGE RECORD				
Kingdom	Current King/Aetheling	Refusals	Favors	Attitude
Kent				
Sussex				
Essex				
Angles				
Port				
Wessex				

Nohaut

Octa 455–495

Eossa 495–518

Ethfrida 518–547

Sussex

Ælle 477–518

Celyn, 518–553 (earl)

Wessex

Cerdic 495–518

PLACES OF IMPORTANCE

The following places are extant in the Anarchy Period. (For forests and other terrain features see map p. 23.)

Amans: This little kingdom is on the edge of the Penine Mountains. (See Cumbria map in Chapter Four.)

Arden Forest: Arden Forest fills the area between Wuerensis (on the Avon River), Galvoie (on the Severn) and Cameliard (on the Trent.)

Arroy Forest: This forest divides northern Cameliard and southern Cheshire and Orofoise from each other.

Bangor Fawr: Castle guarding the crossing of the Menei Straits, subject to Gomeret. It is a boat port. A famous monastery is here, overseen by Saint Deiniol.

Baumaris: Castle guarding the crossing to the Isles. It is a boat port.

Black Mountains: Steep and difficult mountain chain in southeastern Gales.

BRYCHEINIOG: One of the “Mountain kingdoms” in the southeast Cambrian Mts. Its chief settlement (not a city) is Brecon. From among the vales and dales come five tribes.

BULITH: This mountain kingdom in the Central Cambrian Mts. includes two tribes. Its chief settlement (not a city) is Bulith Castle.

Caerwent: This city in Escavalon was one the tribal capital of the Silures. It has strong fortifications and a castle. It is also a seaport.

Cambrian Mountains: Whereas all the mountains of Cambria can be said to be the Cambrian Mountains, there is a high and impassable spine of them that are, in

truth, the real Cambrian Mountains. The chain runs north and south in western Cambria.

CAMELIARD: This kingdom centers upon the uppermost Trent River. It includes the castle of Penkridge, Carohaise and the city of Stafford.

Cardiff: This city in Escavalon in a seaport, and is protected by walls and a castle.

Cardigan: A castle on the Cardigan Shore, the southernmost and largest. It is also a thriving seaport.

Carlion: Also called Carlion-on-Usk, this was a Roman military fort. It is still fortified and has a castle, as well as a church to Saints Aaron and Julius. It is also a seaport.

Carmarthen: This city in Estregales is the largest of the kingdom. It was a Roman capital of the Demetae tribe. It is well fortified and has a small castle.

Carohaise (Wall): This is a small castle guarding the border of Cameliard. It is a regular stop between Lambor and Stafford.

CHESHIRE: The Duchy of Cheshire is a wide plain between the Cambrian Mountains and Pennines, and the Arroy Forest to the south. It includes the City of Legions and the Wirral.

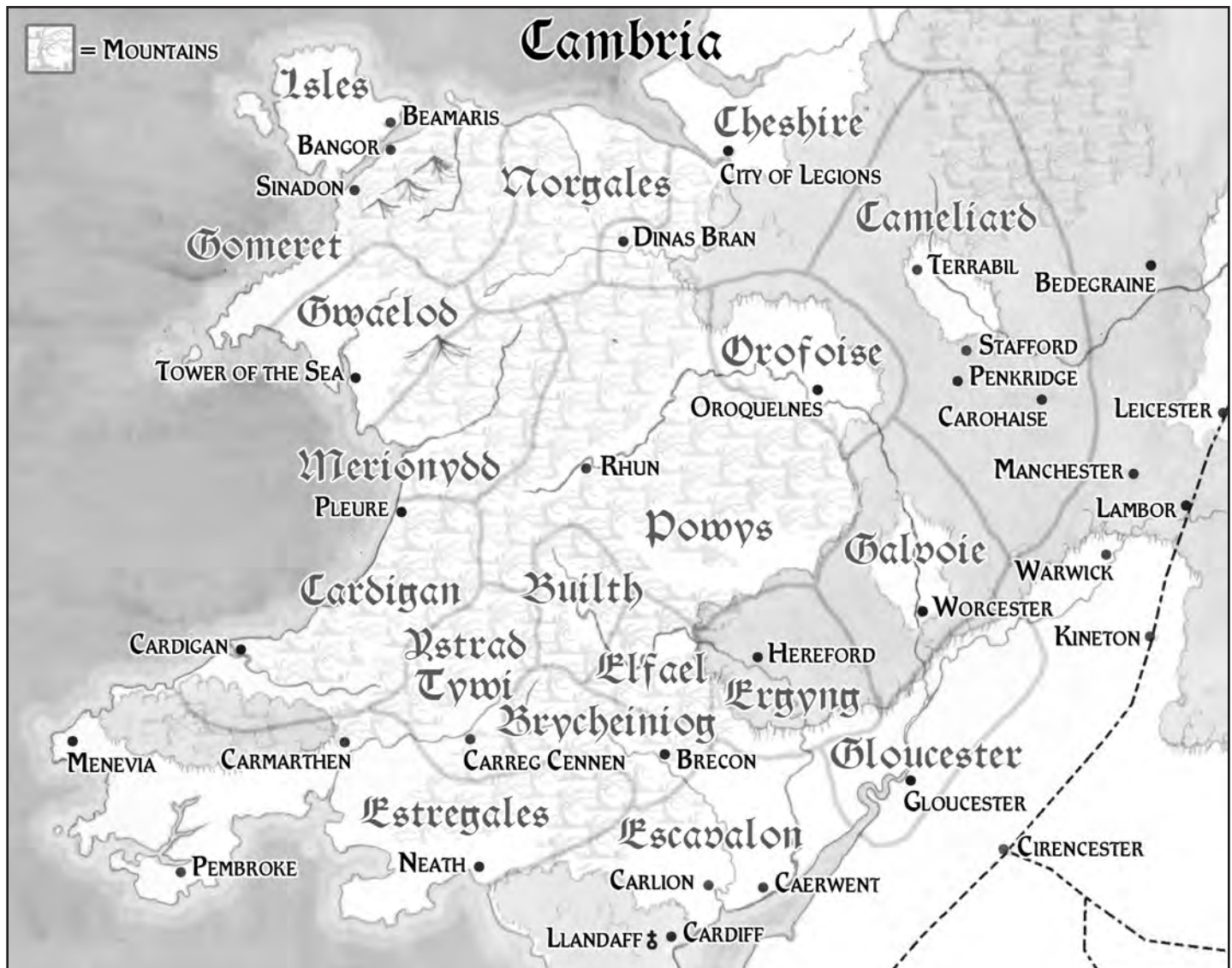
Conway Vale: Hugging the Conway River, this steep pass is the narrow and dangerous way to bring an army into Snodonia, the secret heart of Gomeret where the Gomeret army regularly hides.

Dean Forest: This forest surrounds the city of Hereford and it’s “the Lost Kingdom” of Ergyng. Also therein is the healing temple of Lydney.

Degannwy: This is a very strong castle and the major fortress of the King of Gomeret.

Dinas Bran: This is the Hill of the Raven, once home to the giant god Bran before humans roamed the hills. Of old it was a hill fort, long abandoned but recently resettled by a new pagan community eager to reclaim its ancient power.

Dinas Emrys: The tyrant Vortigern built this castle the first time, on the slopes of Mount Snowdon. Here it was that Merlin, then called Emrys, revealed himself to the world with his prophecies. Vortigern later abandoned it, and in time it was occupied by troops of Ambrosius. Now it is a castle of the King of Gomeret.



DYFED: The westernmost southern part of Gales is the county of Dyfed, and includes Pembroke Castle, Carmarthen and Menevia; and Roevant Forest.

ELFAEL: Mountain kingdom in central eastern Cambrian Mts. rules over two tribes.

ERGYNG (Kingdom of Dean): This small kingdom with the Dean Forest has not been heard from in years, due to the enchantment of the forest. Its center was the city of Hereford.

ESCAVALON: This rich and prosperous kingdom includes the counties of Gloucester, Morgannwg and Gwent.

ESTREGALES: Estregales is a land ruled by Irish conquerors whose ancestors came over a hundred or more years ago. So many Irish tribes people came that the region is now Irish rather than Cymric. It includes the counties of Gower and Dyfed

GALVOIE: This little kingdom sits upon the fertile Severn River, entirely surrounded by the forests of Arden that effectively cut it off from the outside world.

Gloucester (City): This seaport is a city with a castle and walls, and a regular road stop upon major trade roads. It is the largest city of western Britain, and subject to the Duke of Gloucester.

GLOUCESTER (Duchy): The mouth and lower Severn River goes through Gloucester County, a fertile region centered on the city of Gloucester.

GOMERET: Six strong, warlike tribes live on the north west coast of Gales. They generally unite as the Kingdom of Gomeret [Gwynedd], which includes the castles of Degannwy, Sinadon, and Bangor; as well as the territory of Snodonia.

GOWER: This county is part of the Estregales kingdom, and includes the city of Gower and the castles of Kynke Kynedonne.

GWAELOD: A wealthy cantref of northwestern Galis, independent of all other political rule.



GWENT: The coastal plains of Escavalon comprise the County of Gwent. The county is wealthy and includes the cities of Carlion and Caerwent.

Hereford: This is a castle and small city located in the middle of Dean Forest, and the center of the Eryng Kingdom.

ISLES: Three tribes occupy the fertile island of Môn, all subject to the kings of Gomeret. This county includes the much smaller Holy Isle, once a sacred stronghold of the druids until the Romans sacked it completely.

Kynke Kynedonne (Neath): This castle in Gower guards the border.

Legions (Chester): This city used to be a Roman fort. It is now the largest city around, with a castle, and the center of trade for all of northern Cambria. It is also a seaport.

Llan Illtyd (Llanwit Major): Large monastery of Saint Illtyd, a famous site of learning for the isle of Britain. It is a site of one of the three Perpetual Choirs of Britain.

Llandaff: Monastery of Saint Dubricus.

Lydney: This famous Pagan temple from the Roman times is still active as a place of healing. It is dedicated to the god Nodens.

Menevia: Saint Dewi returned from his pilgrimage to the far east and founded the monastery here. It is for Benedictines, or the black monks. Dewi is a strict, severe man, gaunt and nonetheless vigorous.

MERIONYDD: Small mountain kingdom in western Cambrian Mts. centered on the Dyfi River. The two Pagan tribes there worship horrible and terrifying gods from the nearby Idres Mountain.

MORGANNWG (Escavalon): This county includes some settled lands on the middle Usk River, but most of the region is the hilly trees of the Nain Forest. It is part of the Kingdom of Escavalon.

Mount Idris: A prominent peak in Merionydd, sacred to the Old Gods and a mist-shrouded place for poets and madmen.

Mount Snowdon: The tallest mountain of Gales is sacred to the Old Gods and covered with enchanted places.

Nain Forest: This name means "Dwarf Forest," because the king of the dwarfs has been met here. It is believed that a kingdom of dwarfs lies within its thickness.

NORGALES: The six tribes of this small mountain kingdom in northern Cambrian Mts. are often part of Gomeret, and sometimes they are independent kingdom, and sometimes its king rules over Gomeret.

OROFOISE: Orofoise County includes the settled areas of the northern Severn River. It is far enough away through forests to not be part of Arthur's realm, but subsequently fell subject to the hill king of Powys. It includes the city of Oroquelenes.

Oroquelenes (Wroxeter): This used to be the capital city of the Roman Cornovii tribe, called Viroconi-

um. Now it is a small city sitting on the upper Severn River. It has a small castle.

Pase (Manchester): A small castle, the center of a tiny independent kingdom at the edge of the Pennine Mountains. (See Cumbria map in Chapter Four.)

Pembroke Castle: This castle is the best stronghold for the kingdom of Estregales. This is the coolest castle in Britain, thanks to its underground sea cave.

Penkridge: This is an old Roman fort, still maintained by the king of Cameliard. It is a regular road stop between Cheshire and Logres.

Pennine Mountains (South): The Pennine Mountains are impassable by knights, save by the established paths, and then preferably with a guide. They are steep, and their tops covered with moors. Pase and Amans are castle-kingdoms at the edge of these mountains.

Pleure Castle (Aberstwyth): This is the "Castle of Tears" because of the custom practiced here by its evil lord and lady. (See the adventure of the "CASTLE OF TEARS".) Though it is a seaport, no one lands there. The British monks from the abbey at the only road into the land always warn people not to go in.

POWYS: This is the most powerful of the several mountain kingdoms in central Cambrian Mts. Includes ten tribes.

Prescelly Mountains: These rugged mountains are covered by the Roevant Forest.

Rhun Castle: This castle is the stronghold for the King of Powys.

Roche Sanguine: The "Bloody Rock" is an ancient castle, the center of the lost kingdom of Galvoie. It is now ruled by women.

Roevant Forest: This forest is within the kingdom of Estregales and encompasses the Prescelly Mountains.

Sinadon (Caernavon): This sea port city is guarded by an impressive castle, built by Emperor Macsen Wledig long ago. It also guards the Meneii Straits, and is subject to the King of Gomeret.

SNODONIA: The hidden area of the mountains in Gomeret where their kings regularly take refuge. It is not a single place, but a series of little farms, small valleys and pastures where an army can hide and eat for a long time.

Stafford: A small city with a castle on the Sau River, in Cameliard.

Terrabil: A castle in northern Cameliard.

Whitechurch: This town is a regular road stop between Cheshire and Logres.

Wilderspool: Border town, a ford from Cheshire into the trackless wilderness of the Forest Perilous.

Wirral: A thick wilderness area that nearly fills the entire peninsula of Cheshire.

YSTRAD TYWI: Cymric mountain kingdom in the southwest Cambrian Mts. consisting of two tribes.



YEAR 496

COURT

Countess Ellen's court is held at Sarum.

SPECIAL GUESTS

Aetheling Aescwine of the East Saxons
Sir Brastias

GOSSIP

"Did you hear about the sword? The one in the stone in London? It has writing that says it is for the king of Britain to pull out! What do you think?"

"Let me tell you, this looks like another one of Merlin's tricks, doesn't it? Smacks of magic, so it must be him. Not the Lady of the Lake — she doesn't care about the king and all. What do you think he's up to?"

"Merlin? It's a trick. Don't you think we should all go take shelter at the abbey? Or maybe find some king out west who is still alive and beg to work for him?"

"As if the nuns will do a better job of protecting us than our knights. And life is hard enough here without being a refugee begging for food."

"Then don't you think we should just up and move to Brittany or something? Will the knights escort us there? Isn't it Idres, and isn't he a powerful king?"

"Listen, darling, no one wants you but us. We've got important business here. Do you know how to put out a fire? Are you ready to lug rocks for the walls? You can run away if you want. But if you are staying here, you'd better be ready to work like a giantess to save your life."

NEWS

Courier from Ulfius: "We need a king. A legitimate one, not that nonsense about the sword. The Collegium is going to meet at Silchester. The candidates are coming from all across Britain. Ulfius is largely recovered from his wounds."

Sir Brastias: "In London, at Saint Paul's, there is a sword struck through an anvil and a stone that miraculously appeared in the courtyard. It has writing on it that says, 'Only the king will pull me out,' or something like that. It didn't budge for me!"

"Saxons everywhere are moving. They are in small groups, so we ought to fight them. The King of Malahaut sends word that Pict scouts are being seen all across the north. Merchants say that Irish ships are massing in the west, the Saxons are already on the march in the east, and that bastard Idres from Brittany is going to attack from the south."

THE COUNTESS

Prince Aescwine is the son of the King of Essex. He is here to discuss peace and tribute. He says that if we pay tribute to him now, he will guarantee peace for us and protection from any enemy who invades. He wants 100 cattle and 100 pounds of silver. He stresses that he does not de-



Countess Ellen

mand our vassalage, though such an expression of loyalty would require less tribute and get us even more privileges.

New Walls: Among other possible topics of discussion is the building of new walls around Sarum city and the castle proper. They ought to be built of stone to increase their defensive value. (The DV for stone walls is 7, while that for wood is only 3.) It will cost £20 to enclose the castle, and £100 for the entire city.

It takes about a summer to build one of these walls with the available help, so the city could be enclosed after four years of work, or it could be enclosed in one year by a wall that was only one-quarter the full normal height.

Money needs to come from outside sources, but this project should be undertaken. The county itself generally has no extra money to spend for this. This is where the player knights come in, of course, as benefactors. The countess would no doubt reward such generosity with titles, rewards, or other gifts.

INTRIGUE

Queen Ygraine has taken refuge at Amesbury, putting her trust in God rather than the leaderless knights. Her youngest daughter, Morgan, is with her.

The sword in the stone is an intriguing mystery. Maybe it will divert the Saxons....

EVENTS

A great many events are possible this year.

TRIBUTE

The Countess, after listening to her most trusted advisors, decides to pay the tribute to Prince Aescwine. His followers drive the cattle off towards home, and a heavily armed guard watches over the carts of treasure.

The countess requisitions cattle from her landholders.



WIFE SEEKING?

War makes many widows, and many Salisbury noblewomen are now without husbands.

ADVENTURE: MEETING KING CERDIC

Source: Anglo-Saxon Chronicles

Setting: Sarum. It is early summer, after the tribute has been paid to the Essex king.

Problem: Messengers from Hampshire, panicked and worried, ask for help to resist a new fleet that has landed in the south. More Saxons! Let the player knights debate whether to go or not.

If they go, then on the way they meet refugees who tell them that there was already a battle and that the knights of Hampshire were destroyed. The enemy king, Cerdic, has taken the city of Hantonne.

If the knights continue onward, they meet a messenger carrying a flag of truce. The Saxon king has sent an offer to parley for peace. He wants to talk to the knights of Salisbury (and of all Britain).

If the knights decided not to go to help Hampshire, then messengers come to Sarum a few days later with news of the defeat and the capture of the city. Allow everyone to react and tell what they might do to prepare.

Then some British messengers come, but they are all strangers. They bear word from their lord, King Cerdic. These messengers seem British: Do the player knights inquire thereto?

"Yes, indeed," they say, "from the lands of the Gewessi." They say that their lord is the rightful King of Gewessi, but that he wishes to explain things himself. They say that King Cerdic wants to speak to his neighbors about peace. The king guarantees hospitality to whomever comes to listen to him.

Intrigue. (Success = The Gewessi were one of the old tribes who lived in the Gloucester/Hampshire region. Critical = Vortigern was their last leader.)

If no player knight makes the Intrigue roll, someone else (perhaps the countess if she is present) states, "The Gewessi were the men of evil King Vortigern." The visitors do not flinch.

"Our lord wishes to explain for himself," they repeat, and that is all they will say of it. "You are invited to come in peace to a feast. We are your guides and your guarantee of safe conduct."

If the players demand some proof of that guarantee, the leader among them says, "I am Cynric, the son of the king. I will be your hostage, here to guarantee your return." Cynric is a handsome young knight in his early 20's, well-dressed and well-mannered in the Saxon way.

This would be a good time to ask the player knights what their family history is regarding the Night of the Long Knives. If they performed the "Salisbury Family History" (see *Pendragon* Chapter 3), have them look at Year 463. There's a good chance that a Cymric player knight's grandfather was murdered there. Give out ap-

propriate checks for Prudent, Suspicious, Deceitful, etc., as appropriate for the players' actions and preparations.

In the end, if only at the countess's insistence, the players should go with King Cerdic's men, though they also ought to go armed and ready.

The ride is uneventful. The land does not seem devastated, though of course the peasants are mostly in hiding. The city shows signs of plunder, but that is normal. The castle is occupied by the Saxon lord, and there the party is welcomed into the Great Hall.

Characters: Cerdic, King of the Gewessi, is a handsome man, mannered in the British way but speaking with a Saxon accent.

Secrets: King Cerdic welcomes everyone and spreads a lavish feast. Judging from the service and food available, the people of Hantonne may already be accustomed to their new lord. After dinner, Cerdic makes his presentation, welcoming everyone and expressing hope that they can continue to be friends and peaceful neighbors. For after all, that is the way among fellow Britons.

"Yes, fellow Britons," he says, "For I am one of you more than I am a Saxon, as measured the civilized way where all of importance comes from the father's side. And my father was British.

"Measuring that civilized manner further, we know nobility is superior to normal humanity. I could not come from more noble stock, for my father was the High King of Britain. Indeed, my father was King Vortigern, the noble lord who ruled this island before the Pendragons. And indeed, though it counts less, my mother's own father was a king as well.

"I have many powerful connections among the Saxons. They are not as savage as you seem to believe, and in my future kingdom they will be my subjects, just as the British shall be; and both shall be equal, if I do not have to conquer.

"So I invite you to join me and my army, for surely there will be battles in the future, and I am sure you



King Cerdic

THE GREAT PENDRAGON CAMPAIGN



would wish to be on the winning side. I will be happy to accept your homage and loyalty, and I would treat you well and justly. Join me.”

With that, he looks briefly into each individual's eyes. “Discuss this among yourselves.” He leaves the hall. The meal and drinking can go on.

Some of the other British knights serving Cerdic circulate among the visitors for the rest of the night, talking about their great and honorable lord. They stress his generosity and his battle prowess.

If asked, they explain that Cerdic has been on the continent, fighting against the Franks and Danes. He was in several battles in Britain when he was younger, of course. Cerdic was raised in Saxony by his mother when her husband was foully murdered through the magic of the wicked Merlin.

Cerdic knows the knights are only messengers, not the earl, and he sends them home with an invitation to return any time, even to spend Yule with him if they wish.

Solutions: The Countess needs advice, and the player knights need to advise her. She will offer submission and fealty to Cerdic if they advise her to. Otherwise, if she has reason not to trust the player knights implicitly, she might stall and get word from other advisors about what they should do.

Glory: 15.

CHRISTMAS COURT

It is a very anxious winter. Without a king, chaos and anarchy reign supreme. All the upper nobility dead! Remind the players of the circumstances in Sarum: The count's heir is only 4 years old, so his mother the Countess will presumably rule in his stead for the next 14 years.

If the player knights have not sworn to support her, then everyone repeats the same message. She needs loyal knights to guard her and back her up. She is the legitimate authority, but only with cooperation of knights. Will the player characters pledge to her?

Leaders are needed. Encourage the player knights to discuss possible leaders. They have met some: King Lot? King Nanteleod? Perhaps some other, like King Idres of Cornwall and Brittany?

Elsewhere, gossip says that the King of Lothian has a new son. The Irish are warring in Gales, with thousands of them swarming over the land like rats. They're so successful that some Norgales exiles have gone far north asking for help. In fact, they have been promised the help of the three sons of the great warlord Cuneda, who are going to come south next year with an army.

Finally, of note, King Clovis of the Franks has finally taken the Christian faith. Incredible!

SPECIAL WINTER PHASE MODIFIERS

Be sure to apply appropriate modifiers to all Annual Manor Wealth rolls based on any tribute paid to Saxon kings.

YEAR 497

COURT

Countess Ellen's court is held at Sarum.

SPECIAL GUESTS

Two Saxon princes: Both Cynric and Aescwine are present.

GOSSIP

“Let me tell you, this is pretty grim. There is a sickness among the pig farmers, you know, and the cattle aren't calving properly. We are going to be short meat this year, I am afraid.”

“Uh huh, but with all those farms that were burned down I would think that there'd be more venison to find, too.”

“Well, I'll say it — there is *still* a man shortage. That is serious news!”

“Listen, darlings, it's not so bad. We have a good spring to plant, the lambing is just fine, and the invaders want to be friendly for a while. It's not much worse than usual. ... Except for the man shortage.” (*Laughter*)

“Don't you think it is just a ploy? Didn't this Cerdic's father murder everyone with treachery? Why is anyone trusting him at all?”

NEWS

The following pieces of news can be reported by any appropriate knights or messengers in Sarum.

- “The Collegium was not able to do anything about appointing a king. The nine surviving legates argued about protocol and precedence and did nothing. It seems to be the end of the Collegium as a functioning body.”

- “There was a small battle last year between the East Saxons and the knights of Caer Colun, and the Saxons lost! That old duke must be getting his men together at last!”

- “Almost everyone paid tribute last year. Even the two dukes (Silchester and Lindsey) paid. But Duke Ulfus is still hurting from the wounds he got at St. Albans, and agreed to ally with King Ælle!”

- “King Clovis of France finally was baptized! It only took him four years since he promised! Typical Merovingian haste, I say.”

- “War in Cornwall. King Idres of Cornwall is hiring, and the castellan of Dimiloc is asking for volunteers.”

- “King Cerdic of Wessex is raising an army, and wants mercenaries. He has gathered ships, too.”

- “War in Norgales. The Three Cadlews (brothers seeking to become king instead of King Pellinore's de Galis family) are accepting volunteers, to be paid with all the plunder they can take. But they're attacking the Irish there, and plunder will be scarce.”

CAMPAIGN OPTIONS

The rest of the information for this Period is written as loosely as possible to allow the county to go the way that the players desire. Other offers of leadership are sure to be made to the county, and the Gamemaster should allow things to go as the players wish. However, make sure that their decisions have clear benefits and consequences.

The temptation is to remain independent. This is fine until the county finds that it needs help. Be sure to include each year the segments about who is sending to them to ask for help of the county army.

THE SWORD IN THE STONE

A miracle in London! A sword has appeared, stuck through an anvil and block of marble. It says that whoever pulls the sword out of the stone will be the next High King of Britain.

Anytime it is convenient and desired, the knights can visit London to try the sword. Unless they think that they can be the King of Logres, they probably don't have any excuse or incentive to go to London just for this, but if their duties give them opportunity to pass through, Gamemasters should remind them of the chance to give the blade a tug.



THE COUNTESS

"The two *aethelings*, Cynric of Wessex and Aescwine of Essex, are both asking for tribute. They are both saying the same thing: pay up or be attacked.

"What is your advice on this matter? Can we fight them off? Can we afford to pay?"

INTRIGUE

The Saxons have been keeping their word, not attacking anyone who has paid annual tribute.

EVENTS

The Countess listens to everyone's advice. Assuming the player knights do not talk her out of it, the next day she summons the two Saxon princes and announces to them that *both* tributes will be paid. Both men are unctuously pleased.

Afterward, once Aescwine has departed, Prince Cynric asks to hire some soldiers and knights from her, thus reducing the tribute payment. The Countess refuses this, however, declaiming that her knights and footmen are to serve Salisbury only.

CERDIC TAKES WIGHT

The Wessex army was refused tribute by the lord of the Isle of Wight, and as a result the Saxons attack it. The castle is stormed, the nobles killed, and the island conquered. King Cerdic gives command of it to his son, Prince Cynric.

IDRES CONQUERS TINTAGEL

A messenger from Tintagel stops at Sarum Castle to rest. He reports that Idres, King of Cornwall and Brittany, is attacking Tintagel, and that he has been sent to seek Queen Ygraine to ask for instructions. She is at Amesbury, but the messenger will find she is helpless to do anything.

In late summer, Tintagel surrenders and pays homage to King Idres.

DUKE ULFIUS VISITS

In late summer, Duke Ulfius and his entourage visit the Countess. The duke says that the King of Sussex is demanding further tribute; he also says to everyone who will listen that Ælle of Sussex is the strongest of the Saxon kings, and that Silchester is going to ally with King Ælle, but withhold vassalage. The Saxon kings, he notes further, are angry with each other, and there is likely to be trouble between them. He recommends that the countess ally with Ælle next year when the tribute comes due.

SPECIAL EVENT

Far away, Guenever is born in Cameliard.

CHRISTMAS COURT

The winter is difficult with the food shortages from the tribute. The mood is grim and despondent. Is there no good news to be heard anywhere?

SPECIAL WINTER PHASE MODIFIERS

Be sure to apply appropriate modifiers to all Annual Manor Wealth rolls based on any tribute paid to Saxon kings.

496-500 Events





YEAR 498

COURT

Countess Ellen's court is held at Sarum.

SPECIAL GUESTS

Prince Cynric of Wessex
Prince Aescwine of Essex
Prince Celyn of Sussex

GOSSIP

"Don't you think matters are just getting worse?"

"Well, I'll say that, with all these Saxons showing up, there won't be a man shortage soon!"

"Listen, darlings, it can't be good next year if they all take cattle."

"Let me tell you, we can't take his forever. We have to do something."

"Uh huh, but isn't this better than being burned out and besieged? Look at those guys. If their men ever come over these walls we'll all have Saxon bastards next spring."

NEWS

The following pieces of news can be reported by any appropriate knights or messengers in Sarum.

- "War in Devon. King Idres of Cornwall is hiring, and so is Earl Erbin of Devon."
- "Merlin is departing Britain! He is taking ship to the continent, it's said. He wants a few trustworthy knights to guard his trip to the port."

THE COUNTESS

"They want *triple* tribute this year. We can not afford to pay everyone. And do you recall what Duke Ulfus said last summer, about becoming an ally with one of them?"

The countess needs well-informed opinions on what to do to preserve the county.

INTRIGUE

"These Saxons don't like each other, you know. Their comments to each other are sarcastic, and they report on each other in secret to the countess. They do not communicate with each other with any ease."

EVENTS

The Countess, after listening to the advice of everyone, does what the player characters want regarding matters of tribute.

ESCORTING MERLIN

Merlin needs a few hearty guards to see him safely to Dorchester, in Dorset, where he will take ship to the continent. If the player knights have established any relationship with the mage, they may wish to take this opportunity to say goodbye. Merlin is his usual brusque self, though he does answer a few questions.

Where: "To Europe, certainly Rome — maybe Virgil's notes are still there. And perhaps beyond. When a wizard wanders, the future is uncertain."

When: He doesn't know when he will return.

Why: He has no friends in Britain now. "It is time to let the stew simmer. All that is best is in hiding."

Glory: 25.

On the Way to Dorchester: Merlin has many enemies. This is their last chance to get even with him. Choose one of the following enemies:

- *Bandits*, perhaps sent by any of the above
- *Black dogs*, perhaps sent by Viviane or by one or more Saxon magicians
- *Knights*, perhaps sent by Queen Ygraine, King Lot, Brastias, Ulfus, or some other
- *Saxons*, perhaps sent by one of the Saxon kings

Alternately, perhaps the player knights hate Merlin and can be hired to attack him!

On the Continent: Unless the player knights accompany Merlin on his journey (in which case you are on your own for adventures there), then no one knows where he goes or what he does there.

Likely he travels through France, visiting powerful old druid sites, perhaps going among the Merovingian Franks. He may go to Ganis, and certainly plans to go to Rome. Afterward, perhaps he goes to Egypt for the secrets of Hermes Trismigistus, or even to Babylon to study the stars, or maybe even farther, to sit among the rishis and sages of India.

IDRES TAKES DEVON

The war in Cornwall is a success for King Idres. The army of Devon is outclassed and takes refuge in the city of Exeter, which is besieged. After a reasonable time, Count Erbin surrenders and pays homage to King Idres.

HUNTINGTON PAYS HOMAGE

The Count of Huntington pays homage to the King of Essex. This formal vassalage is a real change in relationship. The county won't have to pay tribute, but will have to help the kingdom in war. This all means that the King of Essex now has a contingent of knights at his call.

CHRISTMAS COURT

Everyone thought last year was dark and difficult, but it is worse this year. The tribute payments are really starting to take their toll; surpluses are nearly all used up. The departure of Merlin is greeted with a mixed response — some are glad the meddling old man is gone, while others are fearful that his help was needed to keep any part of the land free.

SPECIAL WINTER PHASE MODIFIERS

Be sure to apply appropriate modifiers to all Annual Manor Wealth rolls based on any tribute paid to Saxon kings.



YEAR 499

COURT

Countess Ellen's court is held at Sarum.

SPECIAL GUESTS

Prince Cynric of Wessex

Prince Mark, seeking hirelings

GOSSIP

"At last that evil old wizard is gone. I for one could not be happier. I'll never understand why those knights defended him at all. Or even why the king tolerated him."

"Well, he does seem evil, doesn't he? The queen's baby snatched away! You know, I'll be that those rumors about Prince Madoc having a son were true, too, but that Merlin snatched him away as well. He must secretly hate the Pendragons."

"I'm not so sure. Maybe had had some reason..."

"Oh, yes, and maybe the devil will be your friend, right? We have had enough trouble without the son of the devil himself!"

"You know, those pretty outfits that the lady and maids of Vagon were wearing were from Cornwall. King Idres is getting powerful, and the prince is handsome and well spoken. Maybe we ought to tell the countess we like him."

"Humph! As if our words would matter. Hah!"

NEWS

A messenger arrives from Jagent, where Earl Tegfan needs some help defending his lands against King Idres. However, he has no money and seeks volunteers.

King Idres is hiring mercenaries at the usual rates. His recruiters emphasize the series of recent Cornish victories. His messenger also suggests alliance with Cornwall.

THE COUNTESS

"Prince Cynric is asking for an alliance, not tribute! He says that if we ally with him then we need pay no tribute, but if we don't ally, then we will have to pay double tribute! What ought we do?"

"Prince Mark says he can see we are beset, but perhaps if there was an alliance with him, then Cornwall could help us out? He says, 'Better a British lord than a Saxon ally!'"

INTRIGUE

"The Saxons kings are competing against each other. If we're lucky, they'll kill each other off. The contenders all seem about equal: four hateful kings!"

EVENTS

The Countess, after listening to the advice of everyone, does what the players recommend.



Prince Mark

IDRES CONQUERS JAGENT

King Idres marches against Jagent, besieging several castles and finally the city of Ilchester. The earl resists for as long as is reasonable, then surrenders and pays homage to Idres.

SAXON COMPETITION

Several bands of warlords from the continent have been going from king to king among the Saxons, trying to get the best terms. Some want plunder, some want land to settle their families on. Regardless, whoever they choose to follow will be bad news for the Britons.

SAXONS MAKE OVERTURES

Over the summer, messengers from all four of the Saxon kingdoms visit Sarum Castle. They all want the same thing — an alliance and an agreement to send soldiers. They hint that the Saxon kings are about to settle their argument about who is the most powerful and deserving among them to be *bretwalda*, or High King.

CHRISTMAS COURT

"Things could be worse. We could be under attack by Idres or any of the Saxons."

It seems clear that the Saxons are going to attack each other instead, and that brings some thin good humor to the court.

SPECIAL WINTER PHASE MODIFIERS

Be sure to apply appropriate modifiers to all Annual Manor Wealth rolls based on any tribute paid to Saxon kings.



YEAR 500

COURT

Countess Ellen's court is held at Sarum.

SPECIAL GUESTS

The Princes of Sussex and Kent are both here, scowling at each other.

GOSSIP

"Those fashions from Cornwall look better to me every time another castle surrenders to King Idres. They are coming! This year Dorset, next year us."

"What're you, the king's marshal now? You sleeping with Prince Mark when he comes to know that?"

"My cousin knows a trader who goes to Sussex, and he says that they are all getting ready for another invasion. They put out a call for volunteers from overseas, and sent boxes of silver to hire Franks and Goths."

"Your cousin says that every year. Oh, did he bring back one of those brooches?"

"No, but wait until you taste the chicken tonight!"

NEWS

The following pieces of news can be reported by any appropriate knights or messengers in Sarum.

- War in Cornwall. Both King Idres of Cornwall and the Earl of Dorset are hiring mercenaries at the usual rates.

- War among the Saxons. Both King Ælle of Sussex and King Aesc of Kent are hiring mercenaries, at normal rates.

- War in Gales. King Nanteleod is hiring footmen. He is going into the mountains to fight the wild tribesmen there.

THE COUNTESS

"Both King Ælle of Sussex and Aethelswith of Essex have offered generous terms for us if we send just fifteen knights to help them in their war. They both also offer a promise that they will protect us from the other Saxons if we do this. If we don't, the usual tribute is required."

"King Cerdic has also, once again, demanded tribute from us."

INTRIGUE

The countess rejected some kind of secret offer from Cornwall, brought in the middle of the night by a squire of Prince Mark.

Intrigue. (Critical = It was an offer of marriage.)

EVENTS

The countess, after listening to the advice of her advisors, pays the recommended tribute.

INVASION

In mid-spring, a huge fleet of Saxons appears off the Caercolun coast. It sails to the Yar River and a

horde goes ashore to sack Yarmouth. They re-embark and sail upriver only to disembark again near Norwich.

The Duke of Caercolun marches his army to battle, but the Saxons prove more numerous than expected, and his army is butchered. The Saxons assault Norwich, then starve out Buckenham and Thetford. They occupy those larger cities, and groups of Saxon warriors wander the countryside, robbing and killing. Thousands of refugees flee. When caught by Saxons, they are beaten and tied; they become *thralls*, or slaves, of the Saxons.

Cwichelm is the Saxon king. In fact, he and his people are not really Saxons at all, except in the generic sense. They are the Angles. If anyone talks to them, they would tell that they left their native land of Angli because the Danes conquered it. Rather than live under foreign rule, they came to Britain to be free. (And it is convenient that the island provides so many slaves, too!)

WAR IN DORSET

King Idres besieges Dorchester, but the city has stout walls and good supplies. Cornwall withdraws before he conquers anything significant. Praetor Jonathel is claiming a great victory, for even though all he did was stop the Cornishmen, he is the first one to have done so.

Anyone working for King Idres or Praetor Jonathel of Dorset gets their mercenary pay.

INTERNECINE WAR

King Ælle's Saxon warriors from Sussex and the Jutes of Kent clash, marching against each other and meeting in battle deep in the Perdue Forest. There is nothing for any hired knights to do but wait on the roads, and no one attacks them. The battle is indecisive, and both forces withdraw.

The Saxon paymaster tries to not pay any mercenary knights in his employ, claiming that they did not fight and thus deserve no pay. The knights argue vehemently, and Ælle finally makes his paymaster pay.

WAR IN GALES

King Nanteleod of Escavalon wins a small battle against the king of Byrcheiniog and gains his vassalage. Resistance is only perfunctory, as if the king of Byrcheiniog had really wanted to aid Nanteleod. Then King Nanteleod, with the newly allied hill men, marches west and attacks the Irish in their own kingdom of Estregales. The King of Estregales is unprepared, but with his small household forces and local muster he fights a battle anyway, and is soundly defeated.

Now Estregales has sworn vassalage to Nanteleod of Escavalon.

CHRISTMAS COURT

"Saxons killing Saxons. Could anything be sweeter? Some good news! Does anyone have any advice on how to incite them even more? And Nanteleod is defeating the Irish! Didn't I say he was a strong king? Should we get closer to him?"



"Of course, there also have to be those new Saxons crushing Caercolum." (sigh)

"Does anyone have news of the war in the north, against the Picts?" (The Picts have largely stopped invading, settling now on petty raids, as in the past.)

SPECIAL WINTER PHASE MODIFIERS

Be sure to apply appropriate modifiers to all Annual Manor Wealth rolls based on any tribute paid to Saxon kings.

YEAR 501

COURT

Countess Ellen's court is held at Sarum.

SPECIAL GUESTS

Two Saxon princes, once again, seeking tribute.

GOSSIP

"I *do* hope the countess sends the army to help Ulfus. We need to stop those new Saxons! Why are they always so powerful when they first land? Can't they be stopped?"

"It's magic, dearie, magic. They have evil gods. Before they land here, they sacrifice babies and virgins to their war god, then they walk all over our armies."

"It was good for a bit there! Saxons killing Saxons. And Welsh and Irish killing Irish and Welsh."

"Uh huh, but how long is that going to last? Surely some of them will be killed, but all the survivors are going to be in one army afterwards. We've been lucky enough to hold them off this long, but do you think that they'll ask for tribute or alliance once they're united? It'll be all over."

"Well, I'll say they're not really much different from us. What do you suppose King Idres is, a Frenchman? It's just human nature for people to fight each other."

"Listen, darlings, if she wants to be consoled by 'human nature,' let her."

"Don't you think it just keeps getting worse and worse, though? Do you think it will be better when the young count is knighted?"

NEWS

King Nanteleod has challenged the Three Cadlews. Both of the kingdoms in southern Gales and also many of the mountain tribes are now under his rule. Norgales is preparing too. They are hiring any mercenary warriors who will help them, and promising a higher price than usual. (They seem desperate.) Nanteleod is hiring only experienced fighters skilled in warring in the mountains, but will probably be seeking siege troops next year.

A messenger for the Counts of Hertford and Huntingdon visits the earls and desperately seeks volunteers to help defend their counties "for the good of all Britain," they say. They are certain that the English horde that just overran the east will be soon coming to Hertford and Huntingdon. The two earls have sworn a mutual defense pact and are seeking others to help them.

"This is why we need a king," says one of the earls. "We'd have an army then."

THE COUNTESS

Once again, tribute....

INTRIGUE

Who would the player knights choose to be our king?



SAXON TROOPS



EVENTS

Once again, the countess, after listening to the advice of everyone, does what the player characters want.

ANOTHER SAXON INVASION

A small fleet of Saxons lands on the south coast, near Chichester, and takes over that city. The new chief, named Port, marches north; when he meets with the army of Cerdic, who is coming to see what has occurred, there is a battle — and Cerdic is defeated.

Afterward, Cerdic agrees to give a couple of cities to Port, who renames one after himself: Portsmouth.

KIDNAPPING ATTEMPT

A small but determined band of Saxons breaks into the nunnery of Amesbury and tries to take Queen Ygraine. No doubt, they think that by forcibly marrying the wife of the former High King, their king would obtain some legitimacy and prestige.

Knights set out in pursuit, but they come upon a band of dead warriors, where they find the queen waiting nearby with her daughter, Morgan le Fay. When asked what happened, Morgan, nonchalant, simply says, “They were careless.” The queen, still looking rather shocked, refuses to say what has occurred, claiming that she didn’t see it.

ANGLES CONQUER

HUNTINGTON AND HERTFORD

King Cwichelm and his Angles make a surprise move in early spring: They storm the city of Royston and sack it before the earls can respond. The two Briton armies march out, but the army of Hertford is destroyed before it can link up with the other. The Earl of Huntington retreats into Beale Valet and is besieged, then assaulted. He and his men are all killed or enslaved.

English messengers then demand tribute from the neighboring lands of London, Rydychan, Silchester, Lonazep, and even more distant Lindsey. However, their messengers are unable to find Brun or Tribruit.

WARS IN GALES

After a long summer of marching around in the mountains, with some deft maneuvering and the surprise appearance of an Irish army from Leinster, King Nanteleod of Escavalon traps the Three Cadlews and a battle ensues. The Cadlews are defeated and killed.

After the defeat, King Nanteleod names the nobleman Maelgwen to be king of Norgales, to serve as Nanteleod’s vassal.

ADVENTURE: MORGAN’S MARRIAGE

Queen Ygraine has agreed to the marriage of her youngest daughter, Morgan. She seeks some reliable guards to escort her and Morgan north. By some means, player knights are chosen for the escort. They join a sufficiently large and very competent force from Gorre. The party travels on the main roads.

Along the roads of Lambor, they meet an army of knights from Bedegraine and Lambor, marching to raid Cameliard; they are fighting over border disputes.

At Catterick, King Uriens meets the player knights in person. The escort is large enough to be safe even in dangerous Rheged, and the wedding party reaches Gaiholm Castle without incident. Gaiholm is a castle with a triple-sized motte, a bailey large enough to graze cattle





inside, and tall timber walls atop a double-wide ditch and mound. Despite the size of the castle, the residents themselves are not gigantic.

Everyone from the northlands is here for the celebration. Margawse and Elaine, Morgan's two elder sisters, are present with their children, so it is a great family reunion for the queen. Also present are the daughters' husbands, King Lot of Lothian and King Nentres of Garloth. Many tribesmen loyal to Gorre also come in from the mountains all around for the festivities; these are all rough northern men with old-fashioned clothes and thick accents. Pagan rites are used exclusively.

Unless the player knights do something stupid or have enemies in the north, nothing untoward occurs. The feast is lavish and the usual feast opportunities arise.

Afterward, the queen tells the knights that she is going to remain in the north with her daughters for a while, and that they should ride home without her. She gives them gifts (worth about £1 each) for their help, sees to provisions for the journey, and arranges for a guide to get them to the road and to the borders. The guide takes them to Cambenet, but after leaving Duke Escan's city of Carduel, the knights are on their own.

A small group traveling through Rheged is in far more danger than the large escort that came northward. The hill tribes of Rheged are completely independent of all overlords and get rich through banditry. The kingdom of Malahaut and the dukedom of Lindsey may be hostile to the knights as well; at the very best, they are stiff but polite. South of Lindsey, the player knights are probably in known territory again.

Gamemasters have an opportunity for ambush, rivalry, or court play here, or they may just whisk everyone home.

Glory: 50 for being assigned to the escort.

LYONESSE

Away in the little land of Lyonesse, the queen undergoes a difficult labor but at last gives birth to a handsome, strong son. Alas, the queen dies from the effort. The boy is named Tristram.

CHRISTMAS COURT

"This has been a bad year, hasn't it? Saxon victories in the east and the south. Well, at least in the south that impudent Cerdic was beaten. Hooray for that. But I'm sure it will come to the worst for us."

SPECIAL WINTER PHASE MODIFIERS

Be sure to apply appropriate modifiers to all Annual Manor Wealth rolls based on any tribute paid to Saxon kings.

YEAR 502

COURT

Countess Ellen's court is held at Sarum.

SPECIAL GUESTS

Saxon princes, all seeking mercenaries or allies

An emissary from the Angles

GOSSIP

"Let me tell you, found dead they were, all of them torn up like from wolves. Yes! Their blood was even drunk up, and bones all snapped."

"Ugh! What was that, dinner in Kent?"

"Nay — the kidnappers that tried to take the queen. My cousin was there. He said that they got there and the queen was hiding her face, huddled in terror; and little Morgan was just sitting there, drawing in the dirt. And all about them... <brrrr>"

"Listen, darlings, 'Little Morgan' is not so little. Has the queen recovered?"

"No, that's the tragedy. She's still kind of unhinged from it. She won't see anyone but the nuns at Amesbury, but they say they can mend her, mind and soul."

"And what do they say about this? About Morgan?"

"Morgan? Their little darling? They educated her there, honey. I am sure that the abbess gave her a stiff talking to."

NEWS

The messenger from King Nanteleod brings word that Gloucester, Orofoise, Galvoie, Cheshire, Cameliard, and Wuerensis have all agreed to submit to him as vassals. Bedegraine and Lambor have both submitted to Duke Corneus of Lindsey. Since both of them have a border dispute with Cameliard, it appears there will be war between King Nanteleod and Duke Corneus. Both of them are hiring mercenaries.

The emissary from the Angles declares their king to be the *bretwalda* of not only all Saxons, but also of the entirety of Britain. He defies anyone to deny this claim, and demands word from the countess as to where her loyalty lies.

THE COUNTESS

"Are we not the stupidest people in the world? It looks like the Saxons are going to fall on each other with sword and axe. So is there a leader among us who will take that advantage? No, of course not. Our strongest forces are going to fight against each other too." (sigh)

"Do you think we ought to just submit to one of these leaders and get it over with? Maybe one of those Saxon lords, or else Ulfius or Nanteleod. Ulfius seems to have the best interests of Britain at heart, and he has never harassed us."



INTRIGUE

Duke Ulfius is urging his neighbors to be neutral in the wars this summer. Silchester, Rydychan, and Salisbury can form a powerful block for self-defense. Perhaps the lords of Clarence, Somerset, and Dorset could join?

EVENTS

The countess, after listening to the advice of her advisors, does what the player characters want.

Gamemaster information: More distantly, Merlin is in Egypt.

WAR BETWEEN SAXONS

King Ælle and the others challenge King of the Angles in his claim to be *bretwalda*. They muster their armies, join up, and march northward. They meet at the Battle of Hertford. The Angles are driven from the field and the battle is a victory for King Ælle. However, he does not pursue, and he does not harass their territory.

AGGRESSION IN MIDLANDS

King Nanteleod spends the summer maneuvering through Lambor and Bedegraine, accepting the surrender of cities and besieging castles. The Duke of Lindsey, with his army nearby, does not engage.

CHRISTMAS COURT

"We have to discuss the options of closer alliance with Silchester and the lords of Rydychan."

SPECIAL WINTER PHASE MODIFIERS

Be sure to apply appropriate modifiers to all Annual Manor Wealth rolls based on any tribute paid to Saxon kings.

YEAR 503

COURT

Countess Ellen's court is held at Sarum.

SPECIAL GUESTS

Cynric, son of Cerdic, of Wessex

Duke Ulfius's son, Uffo

Lane of Lindsey, banneret of Lincoln

A herald from King Nanteleod (The herald is a cousin of Sir Alain de Carlion, who is busy up north with the king's muster.)

GOSSIP

"Oh my God – if the Saxons take London what will we do?"

"Let me tell you, we'll wear clothes from Cornwall, no matter what you think of them. And you *know* they are imported to Cornwall, of course."

"How can you talk about clothes?! Another big attack they say! I feel awful. My brother killed, my two



Sir Cadur of Cornwall

uncles and aunt, remember Cly and Began we knew as kids? And of course the earl — and the king!"

"We aren't eating sticks just yet. Well, not all the time."

"Listen, darlings, sometimes we have to take a stand. I am standing behind whatever the countess and her advisors do. We have no other choice in these times."

"Yes, well, you'll find me in the chapel if you need me."

NEWS

Sir Uffo: "Two Saxon kingdoms are mustering to attack. Kent and Essex are going to plunder to collect riches and Glory. They will of course come up the Thames River again, and perhaps try to attack London. We need you to stand by us and crush them."

Sir Lane of Lindsey: "We need your help. The duke says he is threatened on three sides by foes. We expect to be attacked by Gales and Malahaut and by the Angles this year."

Cynric, son of Cerdic: "We are not foolish enough to wish for a battle, but we'll extract our tribute in plunder if need be."

THE COUNTESS

"King Nanteleod is seeking alliances and vassals, saying that that is a big Saxon army coming up the Thames. What ought we to do?"

INTRIGUE

Many of the barons and lesser kings of the north are leaning toward joining with Nanteleod. However, Ulfius does not trust him.

EVENTS

The countess, after listening to the advice of everyone, does what the player characters want.

MERCENARIES OF THE BRUTAL TIMES

Sir Brastias: Sir Brastias was the bodyguard to King Uther. Now he is a lordless knight unwilling to swear fealty to anyone of lesser status. He is most often a guest of Duke Ulfius, who values his service, but he also goes about on other business.

Sir Cadur of Cornwall: A relative of the former queen and former knight of Duke Gorlois, Cadur's lands were impounded by King Uther and then conquered by King Idres. Sir Cadur has refused to take a liege since the duke's funeral, but does hire himself and his followers out if needed. He and his men live in a castle that he seized, where he acts as lord (and treats the peasants well).

Sir Helifer the Mercenary: Son of an architect from Rochester, Sir Helifer never achieved a position at court, but was hired by King Uther as needed (and as he does now). He is especially good at getting and using batteries, engineers, and troops willing to climb up ladders, so he is highly sought out for siege efforts. He is most often found in London, at his private quarters there.



IN THE THAMES VALLEY

King Aesc of Kent and King Aethelwulf of Essex both march out with their armies. They stop and besiege London, one army on each side of the river.

Duke Ulfus waits for reinforcements. Did Salisbury send knights? Would those no-goods in Rydychan send men? A few volunteers from far and wide, motivated by various personal reasons, show up for his muster.

Ulfus decides to attack before the two armies can join up. He crosses at Windsor and marches toward London. Unknown to him, a small fleet of boats ferries the Kentmen across the river at night. Ulfus is greatly outnumbered, and he hears that Saxon ships have sailed for Windsor to block his retreat. He fights a short battle, and then escapes with his army at night.

The Saxons besiege London, but although the Saxons normally don't have siege equipment to break in, this time they do. They have hired Sir Helifer the Mercenary, who directs batteries and engineers, and even several mobs of desperate swordsmen to go up the ladders.

Sir Helifer negotiates with the mayor and guildsmen. One day the city opens its gates and out come the mayor and guildsmen, the bishop, and the harbor master. They surrender the city to Sir Helifer and the Saxon lords, who thereupon enter and take possession of the city. The garrisons at both castles lock up tight.

The city is not sacked. The mayor will administer the city and county, as before, but pay taxes to the king of Essex this year, and to the king of Kent next year, and back and forth thereafter.

Saxon warriors flood into the city to enjoy its luxuries.

NANTELEOD DEFEATS MALAHAUT

King Nanteleod has alliances with Clarence and Lambor; he also goes to Bedegraine to accept the vassalage of the earl.

The King of Malahaut marches south, joined by Elmet, and begins plundering Lindsey. Duke Corneus can not hope to match his enemy's army, and everyone withdraws into their castles. The main army besieges Lincoln, where the duke has withdrawn.

King Nanteleod marches down the Trent, and three leaders meet outside of the city. Corneus plays it cagey, Malahaut is aggressive, and Nanteleod accepts the challenge and proposes that Lindsey, with its duke and little army intact, be the prize of the battle between the kings.

It's a grand and glorious battle between knights. Nanteleod wins the day when Malahaut's Saxons, much hated by the Britons, are crushed. It is a decisive victory.

Afterward, King Nanteleod and Duke Corneus are reconciled. The armies of Nanteleod and Lindsey spend the rest of the summer scouting Lonazep and skirmishing with the Saxons who are also scouting there.

CHRISTMAS COURT

"London to the Saxons now! Disaster is creeping our way year by year. We keep paying them off, they keep asking for more."

SPECIAL WINTER PHASE MODIFIERS

Be sure to apply appropriate modifiers to all Annual Manor Wealth rolls based on any tribute paid to Saxon kings.





YEAR 504

COURT

Countess Ellen's court is held at Sarum.

SPECIAL GUESTS

Prince Cynric

Sir Lak of Estregales (whom player knights may have met at Castle Pembroke when he was a young squire)

GOSSIP

"I thought it couldn't get worse and it did! Oh my God, I hope and pray this is going to end soon."

"Well, we can always hope for the Wheel of Dame Fortune to turn our way for a change."

"Don't even talk about that pagan. It is that kind of talk that made God turn away from us in the first place, you know."

"Oh, yes, I do see. So, now, I start going to church and the Saxons will go away...!"

NEWS

The King of Somerset has sent a herald to ask for help in fighting against King Idres. The King of Cornwall is sure to attack this summer.

THE COUNTESS

"The Saxons are applying a lot of pressure, but I'd like to withhold payment this year. Is it possible?"

INTRIGUE

The Irishman at court is Sir Lak, a young knight from Estregales. He has had several private meetings with the countess.

Intrigue. (Critical = His purpose is to discuss Salisbury's working with King Nanteleod.)

EVENTS

The countess, after listening to the advice of everyone, does what the player characters want.

IN SECRET?

If the knights are advisors to the countess, she tells them that the messenger, Prince Lak, has brought an offer from King Nanteleod: "He wants to march across Salisbury, allied with us and others, to attack the Saxons. Should we join or preserve our strength?"

SOMERSET FIGHTING

King Idres continues his march of expansion. His army invades Somerset and besieges the city of Wells. After the necessary length of time holding out, it finally surrenders.

CHRISTMAS COURT

"King Idres marches on from the west, the Saxons from the east. Things look ill for us. Let the men eat well. They are going to need their strength."

SPECIAL WINTER PHASE MODIFIERS

Be sure to apply appropriate modifiers to all Annual Manor Wealth rolls based on any tribute paid to Saxon kings.

YEAR 505

COURT

Countess Ellen's court is held at Sarum.

SPECIAL GUESTS

Prince Cynric, with threats

Sir Lak and Sir Alain, for King Nanteleod

GOSSIP

"I don't know why we don't just live here permanently. Just make one big barracks for everyone to sleep in, and put it inside a keep."

"Oh, it gives you a chance the visit the cathedral this way. And see us!"

"There is truth to that. Is it true that the Saxons have corpses that fight in their armies now? I heard of one that rides upon a gigantic lion."

"No one befriends lions, silly girl. Now come on, we can carry one more rock each if we keep at it."

NEWS

Prince Cynric threatens Salisbury. He says that his father, King Cerdic, backed by the kings Port and Ælle, will destroy Salisbury this summer if the countess does not submit now to him and then send her troops to help him in battle.

King Nanteleod is going to fight the Saxons. He has mustered his army and Lindsey allies, and will attack Essex and the Angles.

King Idres is going to war in Somerset again.

THE COUNTESS

"The Saxons were certainly explicit this year. How can they be delayed? Be sure to send all your sick and young to the castle very, very soon, along with all the food and livestock from your manor."

INTRIGUE

King Nanteleod is going to move through Salisbury against the Saxons. The countess has agreed to help him because he agreed to come to the assistance of Salisbury if needed. It appears that most of the leaders of Logres (if they are not fighting against Cornwall) have agreed.

EVENTS

The countess, after listening to the advice of everyone, does not pay tribute or alliance, but tells the Saxon messengers to return to their king without an answer. The prince says, "You were told of the consequences," and departs.



SOMERSET FIGHTING

King Idres invades Somerset with a large army; the king there leaves his cities occupied by footmen, but retreats into his hidden marshy strongholds. King Idres brings forth much siege equipment and takes both Bath and Bristol. The cities and castles of Somerset submit meekly to the King of Cornwall.

During this campaign, Cornish foragers cross through the Forest of Blakemore and Campacorentin and liberally take supplies from Salisbury lands. They succeed because most Salisbury knights are off with Nanteleod fighting Saxons.

WAR AGAINST SAXONS

King Cerdic marches north against Salisbury. With him is King Port, but Ælle is notably missing. The countess orders her people to the safety of the castles and city, and orders her army inside. (She keeps all the footmen and siege equipment, and sends most of the knights northward to wait at Wandborough.) The Saxons burn and pillage everywhere, but find little to eat. They lay siege to Sarum.

King Nanteleod's army moves south. It enters Wandborough, where the king welcomes the Salisbury knights to his army. They move south towards Sarum. King Cerdic raises the siege and marches north.

BATTLE OF LEVCOMAGUS

King Cerdic attempts to resist, but is outmaneuvered. With few losses except to his pride, his army retreats quickly off the field.

Length of Battle: 2 rounds

Battle Size: Medium

Commanders

King Nanteleod (Battle = 19)

King Cerdic (Battle = 18)

Modifiers

None.

After the Battle

Victor: Nanteleod. The Saxons took some losses, but slipped away as soon as possible.

Plunder: None

Glory: 30 per round

BATTLE OF ROYSTON (IN HERTFORD)

Nanteleod moves his army eastward, allowing Cerdic to escape. He joins with Duke Ulfius, who has been skirmishing with foes to the east and reports that a large Saxon army assembles there. The armies meet at Hertford.

Length of Battle: 2 rounds

Battle Size: Medium

Commanders





King Nanteleod (Battle = 19)

King Cerdic (Battle = 18)

Modifiers

None.

After the Battle

Victor: Indecisive. The Saxons armies all go home to lick their wounds. The wounded from Nanteleod's army are sent home, but he retreats to Beale Valet and waits. After a while he is joined by Duke Corneus of Lindsey.

Plunder: None

Glory: 30 per round

NANTELEOD'S SPEECH

The normal time for military service (40 days) is long past. Even Earl Roderick is expressing a desire to be done with this business and go home.

King Nanteleod goes before his troops and makes a stirring speech [Orate, critical success]. He inspires many, who volunteer to stay for the rest of the summer at their own expense (to be paid in the Winter Phase.) Nonetheless, many knights go home.

Player knights may choose to stay or go, as they wish.

BATTLE OF HERTFORD

King Nanteleod and Duke Corneus march south into the lands of Essex. The Britons plunder and pillage until the Essex army assembles. The gathering groups are scattered and destroyed.

Then King Aethelwith of Anglia comes marching down with his wounded forces. Full battle is met south of Hertford.

Length of Battle: 2 rounds

Battle Size: Medium

Commanders

King Nanteleod (Battle = 19)

King Aethelwith (Battle = 21)

Modifiers

None.

After the Battle

Victor: Decisive Victory. King Aethelwith is killed and the Angles are decisively defeated. The armies take much plunder.

Plunder: 2 rouncys, 2 palfreys, £5 of goods.

Glory: 30 per round, x2 for Decisive Victory.

CHRISTMAS COURT

People seem happier this year than they have for the past several. The Saxons were dealt solid defeats, and, more importantly, the Logres lords appear at last to be mostly united. The damage to western Salisbury done by the Cornish raiders was neither severe nor unexpected.

SPECIAL WINTER PHASE MODIFIERS

Since no tribute was paid this year, no modifiers are applied to Annual Manor Wealth rolls. However,

manors from the western edges suffer from the raids of the Cornishmen.

Also, some player knights might have paid £3 "at their own expense" to help out good King Nanteleod.





King Nanteleod

YEAR 506

COURT

Countess Ellen's court is held at Sarum.

SPECIAL GUESTS

Prince Mark, representing his father King Idres of Cornwall.

Prince Alain, representing his father King Nanteleod. (Note: Sir Alain de Carlion has appeared a number of times previously, but he was known as a vassal of Nanteleod, not his son. King Nanteleod recently acknowledged Alain as his son and proclaimed him his heir.)

GOSSIP

"It is good to have a king, I say. I hope the countess swears fealty to Nanteleod — there's not going to be any king of Logres coming forth, that's for sure."

"Well, there *could* be. My old nanny said that Prince Madoc's kid was an elf kid, like people say, he could be an adult right now."

"Could, could, could. Say, how many desserts are planned for tonight? I can't bear to have seven again."

"Well, victory tastes sweet, and it's a great change from those ordinary years."

NEWS

Aescwine is now the new king of the Angles. They are celebrating and making plans, and no tribute gatherers were sent out this year.

The two Cymric princes visiting Salisbury are not friendly to one another, offering veiled threats. Their courtly posturing has resulted so far in a chess challenge (which Mark won) and an oration contest (which Alain won). Of course, their behavior is natural considering they are just shy of officially being at war with each other.

Nanteleod is going to fight Cornwall. His preparations are well known, and Prince Alain is blunt about it.

THE COUNTESS

"War is still at our doorstep. Whom ought we pay homage to? It's no secret that I prefer Nanteleod. He held to his word for us. And he is certainly lucky."

INTRIGUE

King Nanteleod has been contacting the members of the Collegium to convince them to convene and elect him High King.

EVENTS

The countess, after listening to the advice of everyone, does what the player characters want.

WAR IN CORNWALL

Nanteleod attacks King Idres of Cornwall. Their armies maneuver around in Somerset, but never engage. The King of Somerset emerges with his knights to help Nanteleod. Many castles surrender to their king, but others are already stocked with Cornishmen.

The entire year is indecisive militarily.

CHRISTMAS COURT

"I have to say it again. Are we not the stupidest people in the world? The Saxons are finally beaten down, so we Cymru attack each other instead. We truly live in the Age of Animals, for our most base instincts determine our actions, that is certain. Do you think the pygmies of Africa act this way, or the dog-headed people of India? I wager they do not. Just us, savages."

SPECIAL WINTER PHASE MODIFIERS

Be sure to apply appropriate modifiers to all Annual Manor Wealth rolls based on any tribute paid to Saxon kings.

YEAR 507

COURT

Countess Ellen's court is held at Sarum.

SPECIAL GUESTS

Prince Mark

Prince Alain de Carlion

GOSSIP

"I bet it is safer up wherever the queen's daughters are. Up north there."

"In Lothian? You're mad. They don't even have furniture up there. There isn't a city north of Carduel, you know."

"But they don't have these Saxons coming in on us every year, either."

"No, just the Picts instead."

"But everyone knows the Saxons are mightier than the Picts. They run around naked in battle, for God's sake!"



NEWS

The King of Wessex and Chief Port have made an alliance. They cut a bull in half and stood between the parts to make a vow of friendship.

King Nanteleod's army is gathering in Cirencester.

Duke Corneus, with a hefty number of English mercenaries, is marching on London.

INTRIGUE

The countess is entertaining secret offers from both visiting princes. But King Idres offended her in some way, and she is going to go with Nanteleod. She makes this matter public after Prince Mark has departed.

THE COUNTESS

"We could decide the matter of this war if we allied with either Nanteleod or Cornwall. We control the roads and could allow either army to outflank the other."

She wants to know whether she ought to send her Salisbury knights along with the Escavalon army now, in light of her decision regarding King Nanteleod.

EVENTS

The countess, after listening to the advice of everyone, does what the player characters want.

LONDON LIBERATED

Duke Corneus of Lindsey besieges London, whose citizens rise in rebellion against their Saxon occupiers. A fierce battle ensues, and London is liberated as the Saxon defenders flee across London Bridge.

The duke moves into the White Tower, the former royal castle.

SOMERSET LIBERATED

King Nanteleod secretly marches from Cirencester to Mildenhall, then south to Sarum, then west through Selwood to Wells to meet the army of the King of Somerset, who had been hiding in the marsh. They besiege the castles and cities of Somerset and gain them all back again, but King Idres refuses to be drawn into battle.

SAXON RAIDERS

Assuming they haven't been paid tribute, a large number of raiding parties from Wessex roam through Salisbury. They are probably scouting for an invasion next year. Were the knights off with King Nanteleod?

This will affect harvests in the Winter Phase.

WAR IN NORTH

More distantly, the Centurion King (Malahaut) had a lot of fighting on his hands when King Lot led his Picts and Cymri to invade Cumbria. However, there was no large battle.

CHRISTMAS COURT

"If Saxons will raid, we have to be cautious about helping Nanteleod next year. Are his own men still willing to follow him? How is he paying them, anyway?"

SPECIAL WINTER PHASE MODIFIERS

Be sure to apply appropriate modifiers to all Annual Manor Wealth rolls based on any tribute paid to Saxon kings.

Was the army away with King Nanteleod? If so, and if the Saxons raided, the entire county suffers a +5 modifier to Starting Bad Weather rolls due to pillaging.





YEAR 508

COURT

Countess Ellen's court is held at Sarum.

SPECIAL GUESTS

King Nanteleod and retinue

GOSSIP

"Let me tell you, it's been a long time since we had royalty at this castle. Look at all these people! Where are they all from?"

"Escavalon, mostly, but surely you know that."

"I can't imagine what I was thinking when I was younger to hate this! I would sleep in the barn just to be around so many people."

"Well, I'll say that the countess should get her claws into that king if she can."

"Ah, too late for that now. Their time passed years ago I am told. But who knows?"

NEWS

All Salisbury knights muster this summer for battle. King Nanteleod is going to destroy Cerdic once and for all.

THE COUNTESS

"All knights must muster this year. Sharpen your swords, and say your last good byes to the girls."

INTRIGUE

Nanteleod's army is greater than Cerdic's.

EVENTS

King Cerdic marches north and waits near the decrepit city of Winchester. King Nanteleod marches south with his army to Salisbury. Other forces join, and they march south in good order.

BATTLE OF NETLEY MARSH

King Nanteleod gives his deployment orders, and his army maneuvers for position. As they approach final position, a huge army of Saxons unexpectedly joins King Cerdic.

Heraldry, +10 modifier. (Success = You see the banner of King Ælle of Sussex. Critical = There are also some Cornish horsemen, led by Prince Mark, and mercenaries from the continent.)

The two armies are composed roughly as follows:

8,250 British: 750 Cambrian knights; 500 Logres knights; 2,000 Cymri Infantry; 5,000 Irish and Galis warriors

11,000 Saxons: 2,000 Wessex warriors; 5,000 Sussex warriors; 2,500 continental mercenaries; 500 Cornish knights; 1,000 Cornish foot

Length of Battle: 9 rounds

Battle Size: Huge

Commanders

Nanteleod of Escavalon (Battle = 20)

Cerdic of Wessex (Battle = 18)

Modifiers

Surprise maneuver bonus for Saxons: +5

The Fight

Rounds 1–6, normal.

In Round 7, a band of mounted Saxons (!) led by Prince Cynric bursts from cover and attacks King Nanteleod and his guards. Anyone who is in the Rear of Battle this round may attempt to assist the king. Regardless, he is killed.

Round 8, his army breaks and flees.

Round 9, his army is pursued.

After the Battle

Victor: King Cerdic, Decisive Victory. King Aethelswith is killed and the Angles are decisively defeated. The armies take much plunder.

Plunder: None (Saxons only).

Glory: 60 per round, x 1/2 for Decisive Victory

ILL TIDINGS

All of Hampshire is overrun by the Saxons, who enslave all the residents and oust them from many villages. Many families of the continental mercenaries start to move into the villages.

Salisbury and Silchester are pillaged.

IN GANIS, A CHILD

More distantly, in the rich lands of Ganis, a male son is born to the king's wife. The baby is named Galahad, later to be known as Lancelot.

CHRISTMAS COURT

Nanteleod dead! Another winter of grief. Not only he has the most promising king of Britain been killed, but many Salisbury knights, soldiers, and commoners as well. Also, news is received that Duke Corneus of Lindsey also died over the summer, of age and protracted illness. His nephew and heir, Derfel, has been given his title.

Young Robert, the countess' son, is a young man now and tired of being a squire; he demands that he be knighted so that he, a man, can take control of his inheritance and save it in this time of need.

SPECIAL WINTER PHASE MODIFIERS

The entire county suffers a +5 modifier to Annual Manor Wealth rolls due to the pillaging.



YEAR 509

COURT

Countess Ellen's court is held at Sarum.

SPECIAL GUESTS

Prince Cynric of Wessex, demanding vassalage or triple tribute

Prince Mark

Sir Brastias

GOSSIP

"Let me tell you, a pair of boots like these will get you over the countryside anywhere. If we have to go through muck, you will want some of these, hear me? And a cloak like this, can you get one? You have to be able to carry it."

"Wear that? I'll die first..."

"Yes, yes probably. Or be a Saxon slave. And please, no jokes about that today."

"Darlings, you're all so helpless. Listen to me. You remember my sister's house, out there to the northwest? That's where I am going, and you can too if you have to. But I prefer these boots, and a wool blanket is better than any shawl."

"Will you carry a Bible?"

"Ha ha. You've never run for your life, have you. This is why they say to carry it in your heart."

"But what about that meeting in London? The lords are going to choose a king, aren't they? At last?"

"Will it be before the Saxons get here? I'll keep getting ready."

NEWS

Sir Brastias, the old bodyguard of the dead king, is here with news of a tournament to be held in London. The Supreme Collegium has decreed there to be a non-lethal "tournament" (the first of its kind ever in Britain), and that whoever wins the tournament will have their collective blessing. They are also going to discuss the matter of the sword in the stone.

Everyone else remembers one thing: Cerdic punishes those who fight against him.

THE COUNTESS

"We must collect the aid due to me for the knight-ing of Robert. Get ready to collect tribute, too. I will sue for peace this year, unless anyone has some other idea more brilliant and foolproof.

"We need to replace our knights and foot soldiers. I will pay coin, but not homage to a barbarian. I will leave that for my son to decide next year."

INTRIGUE

The countess believes that the upcoming tournament will end with a High King being selected and Britain unified again. She is stalling, hoping to let Earl

Robert get things together once he has taken his father's seat.

Earl Robert intends to have a very modest ceremony. He intercepts a part of the payment gathered for it and diverts most of the aid collected to contribute to the triple tribute. This is a very generous and humble thing for him to do.

EVENTS

Young Robert of Salisbury undergoes knighting ceremonies. He has asked to be knighted by the "best knight in Salisbury." Is this one of the player knights? If so, it is a very high honor to knight your own lord! The knight chosen will practically have a permanent favor from Robert.

The knighting is otherwise ordinarily eventful. It is a great court scene, however, and one in which the player knights ought to play a part. All the important people in the county take important parts in the process; though the bishop and his bevy of priests attend, and perhaps a few important visitors from neighboring counties, the player knights are likely to be important members of the county's gentry or nobility.

The investiture to the earl's seat is incomplete, of course, since the king must actually invest Robert with the office. Of course, there is no king at present. The countess passes on her power as if with the king's command, and the knights swear fealty to the young knight as if he were the real earl.

The new earl then rides through his whole territory, to see and to be seen. His household knights accompany him, while his vassals meet him on the way and put him (and his household) up at their manors.

Glory: 10 for attending the investiture. 100 for knighting Robert.

CHRISTMAS COURT

Earl Robert is in command this year, for the first time. He is young, eager, and ready to work. But to what ends? Circumstances seem particularly dark. He wishes to consult with his knights for advice.

Take a moment.

"I have lived all my life in Salisbury," he says, "and never spent a day outside of it. What do we know about Britain today?" he wants to know.

Lay out your map of Britain. Let the players speak briefly about where their characters have been (using their histories listed on the character sheets, if needed).

The county's treasury and granary are probably empty, an enemy kingdom is active just to the south, and there is a tournament in London. What ought an enterprising young count to do?

SPECIAL WINTER PHASE MODIFIERS

This is a difficult year. Due to the aid collected for Robert's investiture and the triple tribute, shift the Annual Manor Wealth roll downward by three columns.



COPING WITH CASTLES

Knights often find their foes holed up in a castle. Even a log-and-dirt castle is too formidable for one or several knights to attack or sneak into. However, this is precisely the problem which often confronts adventurers. Some solutions, along with their associated difficulties, are given below.

Mustering an Army: Go home and raise your vassals, kinsmen, and friends, or ask your lord for help.

Problems: This is not always the best solution, unless you have your own vassals and money to pay mercenaries.

Challenge Directly: Ride up to the front gate and defy your enemy, trying to provoke him into coming out to fight. The easiest way for this is to try to provoke one of his passions, perhaps making him reckless.

Problems: An enemy inspired by his passion is much harder to defeat. Sometimes, an enemy may have no appropriate passions, making him almost impossible to draw out.

Challenge Indirectly: Raid the enemy's lands until he comes out, or set up an illegal toll station to aggravate his people.

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

Subterfuge: Grab the enemy's wife, girlfriend, or elderly father, and threaten to kill them if he doesn't come out and fight.

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

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

ANARCHY PERIOD ADVENTURES

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

Also, it is a leaderless time, giving enterprising knights a chance to grab some land. Such activities are implicit in most of the other adventures in this era.

ADVENTURE: TRYING THE SWORD

Setting: London

Problem: A marvelous thing has appeared! A sword of regal workmanship is lodged in a rock in the churchyard of Saint Paul's cathedral in London.

Secrets: The sword, Excalibur, is destined for Arthur's hand alone.

Solutions: Every player knight should have a chance to put his hand to the sword and pull. Tell them that they can do it if they roll the right number. The right number is 21 on a d20. You don't have to tell them that, though, just look at each die roll and say, "Not the right number."

Glory: 100 for trying, collectable only once.

ADVENTURE: KNIGHT OF TUSKS

Be sure to use this adventure before Year 498, when Merlin departs the island! (Alternately, some time after he returns, in the next game Period, is just as good.)

Setting: Any castle at which the player knights stay. The wizard Merlin appears at the castle gate and is immediately escorted to the lord. While crossing the courtyard, Merlin stops and stares at the player knights. Finally he tells them, "Follow me to the meeting."

Characters: Merlin; Saxon warriors along with their chief (he is horsed).

Problem: Merlin tells of a large Saxon supply party nearby. It is led by the Knight of the Tusks, a fearsome Saxon warrior. The source of these supplies needs to be found and the knight has to be eliminated.

Merlin entreats the lord to lend him some knights for a southward patrol. He includes the player knights when the lord grants him this boon. Merlin rides with the group toward a nearby river or stream.

Eventually, the party, hidden, oversees an off-loading site. Many Saxon guards and workers are there around the boats. Merlin states he will lead most of the knights to attack the boats, but the player knights must go another way, up the newly cut road.

Solution: The road is easy to follow. Newly cut trees and stumps line the rutted road. After some easy tracking, the knights come upon ox-drawn wagons and pony-carts, plus a dozen slaves shackled and carrying heavy packs. The rear guard for the Saxons sees the

knights and runs to alert the group, where the other guards join them. The road widens out and the player knights can all charge their foes.

First, one regular Saxon warrior armed with a great spear resists each of the charging knights.

Awareness. (Success = The player knights can find a place to withdraw far enough away from the fight to get up another charge, if they wish; doing so requires 1 round of combat to ride out, after which then they can charge again the next round.)

In the second round, another wave of Saxons arrives; again, one Saxon warrior, armed with spear and shield, per knight. Since some of the knights are likely to have ridden off for another charge, the extra warriors fall en masse upon those knights presently in melee.

In the third round, a group of Saxon archers arrives, again numbering one per knight. They try to hang back, out of combat, and shoot arrows into horses and knights. Unless charged, they have unopposed rolls and should be treated as archers are in battle. (That is, on a successful Bow roll, see if knight or horse is hit for 3d6 damage.) However, if attacked by even one knight, the entire band of archers breaks up and flees madly into the woods, out of the fight.

Finally, there is the Knight of the Tusks. This is a big Saxon chief on a sturdy rouncy (5d6 damage), and having a Lance skill of 12. He wears the huge skull of a walrus on his head, with the tusks framing his face. He goes into combat anytime after the second round, whenever he sees the need.

If the Saxons are defeated, the entire wagon train belongs to the knights. If they free the slaves, who are Britons after all, the new freemen turn the wagon train around and bring it back to wherever the knights wish. Its value in goods is £12 in total.

Glory: 25 to each knight, plus whatever is earned for combat.

ADVENTURE: THE CHANGELING

Setting: Your manor and the Forest Sauvage.

Characters: Your son; a changeling.

Problem: Your newborn child, upon inspection at its first dawn, is brown-skinned and ugly, and it wails all the time. Your wife is distraught, the servants are shocked, and the commoners are frightened.

Your son has been taken by faeries and replaced with a changeling. Everyone suspects this, of course, but it must be confirmed. Confirmation may come from a scholar or book, Christian priests or abbots, magicians or enchanters, a heathen witch, or even a visiting faerie. Perhaps they know where the human boy is, or perhaps that is a different problem. The expert can also affirm that the knight's real son will have grown to be the same chronological age as this changeling.

Secrets: Whoever breastfeeds the child gains some control over it, for it will always obey her.



Whichever servant keeps it warm (bringing blankets, moving it closer to the fire, etc.) gains some control over it, for it will always be nice to him or her.

Whichever commoner is not afraid of it will be attacked, for it loathes all commoners.

The changeling grows at quintuple the normal rate of growth, being as large as a 5-year-old by the next winter, obtaining puberty after three years and reaching adulthood after just four. It is abnormally strong; fortunately, its weapon skills will be poor because it's had no time to train. Anyway, it is interested in attacking only peasants.

The child is Vengeful, Selfish, Deceitful, Cruel, and Suspicious. It steals, insults, disobeys everyone (two possible exceptions noted above), fights, swears, and eventually kills a peasant, maybe more. It is, in every way, the worst possible son an honorable knight could have. And as far as everyone in the world is concerned, this is your child.

Solutions: Despite its evil, you can not cast the changeling out, kill it, or even give it to Saxon slavers without instantly losing 5 Honor and 10 from Love (family).

Hurting the changeling will also harm the distant, lost son who is someplace in Faerie. In this case, he is probably dwelling with King Sauvage, but possibly any faerie lord. (Go to Chapter 3 for the adventure to resolve this.) The only way to get your son back is to go to the place where he is, be recognized by him (which is inevitable), and bring him back to confront the changeling. When the two meet, they will be very friendly and meet like old friends, talking a bit in the tongue of Faerie, and then the changeling will depart.

If you wish to play your son as a character, once he has returned, generate a new knight and give him a Faerie Lore of 15 and a Love (Faerie family) of 10. He should be a pagan. Otherwise, he is as a normal knight.

Glory: 200 for getting your son back.

ADVENTURE: THE ASSAILANT

Setting: Any Salisbury castle but Sarum itself.

Problem: A neighboring lord, Sir Bennem, has come with his army to take the castle.

Characters: Sir Bennem, a former banneret of Uther.

Secrets: The power-hungry Sir Bennem has his knights, some friends, his relatives, some hired troops, and some siege equipment to help seize an expanded property.

Solutions: Player knights can work to defend the castle and keep their county together, or not. Gamemasters should decide upon the specifics of Sir Bennem.

Glory: As gained in the adventure.

ADVENTURE: LAND GRAB

Setting: Gamemaster's choice. A nearby castle is best, perhaps Marlboro.

Problem: Sir Alan wants the assistance of the player knights. He plans to enrich himself at the expense of weak neighbors.

Characters: Sir Alan, a banneret, the leader of another Salisbury family of knights. The player knights know him well, having eaten and fought alongside him for years.

Secrets: Up to the Gamemaster. The attack may succeed, or it may fail.

The point of this adventure is to make the players aware of the nature of current events without any noblemen to coordinate the bands of knights who now rule the countryside.

Solutions: Get rich, boys!

Glory: As accumulated on the adventure.

ADVENTURE: THE YOUNG SCHOLAR

Setting: Starts anywhere that the young scholar can be introduced.

Problem: The young scholar has to get to Oxford, but robber knights completely surround it. He has no money, being just a poor churchman. But he would say prayers for the player knights afterwards, and offer them advice whenever they asked.

Characters: The young scholar, Pertoines, the younger son of a British lord.

Secrets: Pertoines plans to fulfill a prophecy and organize a university at Oxford. He is a genius who has read everything available in his country. He knows the Trivium (the "three roads" of grammar, logic, and rhetoric) and the Quadrivium ("four roads"; arithmetic, geometry, music, and cosmology) back and forth; he has studied philosophy and alchemy, scripture and law; he knows all the Classics; and he has dabbled with the *Keys of Solomon*.

Solutions: There's only one way to Oxford, and that is to go up the Thames Valley. Regrettably, this will take him and his escort through the lands of the de Wallingford brothers (see the adventure "OXFORD USURPERS").

Glory: 100 for getting him there, plus whatever is picked up along the way. The benefit of his adventure comes later, when player knights need scholarly information; or as a source for when the Gamemaster needs an excuse to hand out maps.

EVENT: CAMELIARD

Setting: The Kingdom of Cameliard, just north and west of Logres, anytime between 501 and 509.

Problem: None. (This is simply a chance to be a part of history.)

Characters: King Leodegrance; his wife and their young daughter.

Action: A chance to mingle with the royal family. Mention the pretty little girl running around; maybe a knight will take the opportunity to interact with her.

Secrets: This little girl is Guenever (who was born in 497). Don't point this fact out to the players now, but in 514, at her marriage to Arthur, be sure to have her go out of her way to recognize the old knight whom she met when she was just a little girl.

Glory: 50 (but not until Guenever's wedding takes place).

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

Bribery: Perhaps a disgruntled member of the enemy's household can be found and paid enough money to open a door to let you in.

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

Gain a Lover's Aid: Get a daughter or other noblewoman inside to fall in love with you so she will betray her own family.

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

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

Problems: This is simply unlikely.



RYDYCHAN COUNTY

Rydychan is a large county on the upper Thames River, wealthy when it is not occupied by usurpers. The Countess of Rydychan is one of the wealthiest heiresses in the lands, but usurpers currently hold all her properties. The knights may conquer these places for themselves, or possibly for her.

COUNTESS OF RYDYCHAN

The Countess of Rydychan is very attractive, a desirable heiress (though she is worth no Glory or income if she does not have her lands). She is a middle-aged woman, still quite pretty after all the years and children and sorrows. She has been married twice, and borne a daughter by the first and a son by the second, but both husbands have fallen in battle.

As a rich heiress, she wants a husband — but as a twice-widowed woman, she can choose her own. However, she seeks more than a husband. She wants revenge, and to once again rule over her father's holding.

When properly reinstated in her familial holding, Lady Rydychan has 60 knights and 150 soldiers at her call, and receives 360 Glory per year.

NOTABLE PLACES IN RYDYCHAN

Abingdon Abbey: This is a Benedictine (black monk) abbey. It is possible to stay overnight at here, for the monks are happy to have visitors and treat them well. Of course, they will also send a message immediately to Sir Basile in Oxford Castle, telling him who has arrived and also what they know of the visitors' purposes.

Dorchester: This town is surrounded by Roman walls and tower, and houses a British monastery of brown monks. It is possible to stay overnight at the abbey here, though these monks are not quite as friendly as those at Abingdon. The brown monks also send a message immediately to Sir Basile in Oxford Castle regarding any visitors they might have.

Oxford: Oxford is a small walled city (later, it includes a university; see the adventure "YOUNG SCHOLAR"). It includes a large stone shell keep, stone towers, and a bailey over a long bridge, and is currently home to the 30 knights and 75 soldiers who serve Sir Beleus (see the adventure "OXFORD USURPERS").

Shirburn: This motte-and-bailey castle houses 20 knights and 50 soldiers, and is currently held by Sir Bege (see the adventure "OXFORD USURPERS").

Wallingford: The town of Wallingford is built next to Wallingford Castle, and motte-and-bailey keep. It holds 10 knights and 25 soldiers loyal to Sir Basile (see the adventure "OXFORD USURPERS").

ADVENTURE: OXFORD USURPERS

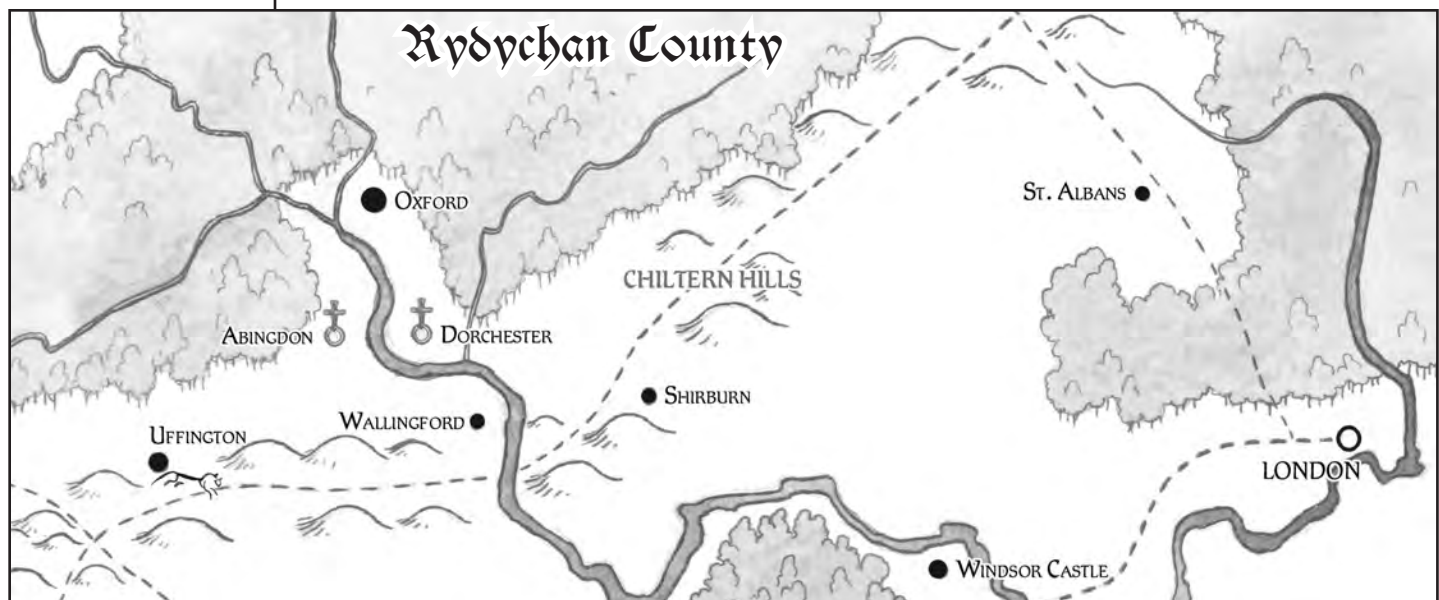
Setting: Any court where the Countess of Rydychan might presently reside.

Characters: The displaced Countess of Rydychan; the three brothers, Sir Bege, Sir Beleus, and Sir Basile.

Problem: Because the king was busy elsewhere, the countess's lands were seized by usurpers, three brothers, disloyal men who were once her vassals. They seized control of Rydychan after Earl Bledri died years ago. They refuse to acknowledge the countess's rights to the holding, claiming that only men have such rights and that since no men of Bledri's family live, it is theirs now.

The three brothers are bad vassals, rarely having answered the summons of King Uther "because we were not summoned as freeholding barons of his." Their argument is ridiculous, of course, since they do not legally hold title even at this time.

The countess will grant a holding to anyone who will take it from one of these knights and hold it loyally for her. If any of the brothers are attacked, messengers rush to the other brothers, who respond as quickly as they can to aid their sibling.





Secrets: If the player knights do not succeed at this, someone else will.

Solutions: The player knights may attempt anything they wish to take one or more of these holdings, though it will be extremely difficult. (See the nearby sidebar entitled “Coping With Castles.”)

It might be possible to seize one or more individual manors from these knights by killing the actual

holder and claiming the property, and then going to the Countess to “return” it to her. She can invest the knight in the holding. Now he can collect £6 per year, as long as he or a loyal retainer is on the land to oversee it. Of course, the usurper lord, if he survives elsewhere, will seek to attack the player knight and take the holding back.

Glory: 250 for returning the lands to the countess.

Sir Bege de Wallingford, Lord Shirburn

Sir Bege is the youngest brother of the three usurpers, an ambitious go-getter, eager to prove himself. A young knight of about 22 years of age, he holds Shirburn Castle, and also gains one-third of the income from Oxford City; much of his income is spent on his castle, but he keeps about £25 in secret, enough for his ransom.

Bege’s procedure when knights are spotted on his land is to muster his household knights and go in pursuit. He often simply challenges the leader of the opposing party to fight, but he will try to ambush a group larger than his party. If the invading party is truly large, he follows them at a safe distance.

Sir Bege always defers to his eldest brother. If he captures knights, he will ransom them.

SIZ 14, **DEX** 11, **STR** 13, **CON** 14, **APP** 12; **Move** 2; **Armor** 10 + shield; **Unconscious** 7; **Major Wound** 14; **Knockdown** 14; **Hit Points** 28; **Healing Rate** 3; **Damage** 4d6; **Glory** 1,120.

Combat Skills: Dagger 5, Lance 14, Spear 6, Sword 15; **Battle** 10, **Horsemanship** 10.

Skills: Awareness 10, Courtesy 5, First Aid 10, Heraldry 5, Hunting 5, Tourney 10.

Traits: Chaste 13, Energetic 18, Forgiving 10, Generous 13, Honest 10, Just 10, Merciful 10, Modest 13, Pious 10, Prudent 7, Temperate 13, Trusting 10, Valorous 16.

Directed Traits: Suspicious of foreigners +6.

Passions: Love (family) 18, Hospitality 15, Honor 15, Hate (Saxons) 12.

Horse: Charger (6d6).

Sir Beleus de Wallingford, Lord Orford

Sir Beleus is the middle brother of the three usurpers, a relatively good-natured, easy-going lord. A notable knight of about 25 years of age, he holds Orford Castle, gaining one-third of the income from Oxford City. Note that his income from Oxford City is spent on upkeep as a Superlative knight.

Beleus’ normal procedure with knights on his land is to get his household knights and intercept the intruders. He interviews the interlopers in the field, and if they are not enemies he takes an oath from them that they will leave his holding. If the intruders are hostile, he will escort them to his elder brother, Basile, in Oxford, and turn them over.

SIZ 15, **DEX** 11, **STR** 14, **CON** 14, **APP** 11; **Move** 3; **Armor** 10 + shield; **Unconscious** 7; **Major Wound** 14; **Knockdown** 15; **Hit Points** 29; **Healing Rate** 3; **Damage** 5d6; **Glory** 2,060.

Combat Skills: Dagger 10, Lance 16, Spear 11, Sword 19; **Battle** 14, **Horsemanship** 15.

Skills: Awareness 12, Courtesy 11, First Aid 10, Heraldry 10, Hunting 12, Tourney 10.

Traits: Chaste 13, Energetic 9, Forgiving 10, Generous 13, Honest 10, Just 10, Merciful 10, Modest 13, Pious 10, Prudent 10, Temperate 4, Trusting 10, Valorous 15.

Directed Traits: Suspicious of foreigners +5, Fearful of Countess Rydychan and her minions +7.

Passions: Love (family) 17, Hospitality 16, Honor 15, Hate (Saxons) 18.

Horse: Charger (6d6).

Sir Basile de Wallingford

Sir Basile, age 30, is the eldest of the three usurpers, the wily, suspicious, and practical leader of the family. His normal reaction to intruders is to meet them with a large force and question them in the field. If they are not enemies, Basile and his men escort them back to the border. If Basile does not trust the strangers, he arrests them for invasion, commands them to lay down their weapons, takes them into custody, and throws them into a cell in a tower. Many other prisoners are there, as well, and have been for a long time.

If the knights resist the arrest, then Sir Basile orders his knights to attack and take them prisoner. Then he throws them, wounded, into the cell. Fortunately, another one of the residents of the prison is a monk who knows how to treat injuries (First Aid 14, Chirurgery 16).

Note that Sir Basile’s income from Oxford City is diverted entirely to maintaining his opulent lifestyle.

SIZ 15, **DEX** 11, **STR** 14, **CON** 15, **APP** 11; **Move** 3; **Armor** 10 + shield; **Unconscious** 8; **Major Wound** 15; **Knockdown** 15; **Hit Points** 30; **Healing Rate** 3; **Damage** 5d6; **Glory** 3,010.

Combat Skills: Dagger 12, Lance 20, Mace 16, Spear 11, Sword 23; **Battle** 15, **Horsemanship** 17.

Skills: Awareness 13, Courtesy 10, First Aid 10, Heraldry 10, Hunting 14, Tourney 10.

Traits: Chaste 13, Energetic 13, Forgiving 10, Generous 13, Honest 10, Just 4, Merciful 10, Modest 3, Pious 6, Prudent 10, Temperate 10, Trusting 4, Valorous 16.

Directed Traits: Suspicious of foreigners +4.

Passions: Love (family) 18, Hospitality 13, Honor 13, Hate (Saxons) 17.

Horse: Charger (6d6).



Chapter Three: The Forest Sauvage

When King Uther dies, the kingdom shatters. Since “the king is the land and the land is the king,” forces that would normally be kept at bay are released in the heart of Logres. The wild lands grow stronger and threaten to overwhelm the civilized regions. People nearby are disturbed by the speed at which the land goes wild — almost violently it seems — and they are troubled by the occasional unnatural creature that ventures forth from it. But they are helpless except to observe it.

At the center of Logres, the forests grow thicker so that the former roads become trails, the former trails become paths, the former footpaths become game trails. The region becomes known as the Forest Sauvage. People outside of Sauvage remember that cities and castles are within it, and they can point out where the old roads and paths end, but they are not sure who now rules there, nor how far it is to the next castle, city, or village.

ADVENTURES IN FOREST SAUVAGE

The Forest Sauvage provides a setting for many adventures during the Anarchy Period of your *Pendragon* campaign (and possibly in later periods as well). These adventures, provided in this chapter, are not designed to be run one right after the other, and there is no pressing time limit. The forest is a setting for an extended adventure to be returned to after breaks for war or love.

Knights can do the smaller adventures at the forest’s fringes as separate adventures. The Forest Sauvage is a dish best nibbled away at. After the knights penetrate its fringes, they may be enticed to go deeper, or perhaps an external event will cause them to force their way in.

The Gamemaster must decide how to approach the larger story, using whatever method most entertains and engages the players. The forest simply stands there, silent, ominous, waiting. Its many smaller parts are bait, its secrets waiting to be delved.

THE MAGIC OF THE FOREST

The Forest Sauvage is the dense forest contained inside the triangle of Royal Roads that link Royston

to Lincoln and Lincoln to Cirencester, bound the Icknied Way across the south. The King is chosen as the arbitrary border of the area, remember that no King’s Road actually exists in the Anarchy Period since there is no High King and no physical roads are there, but not with royal sanction.) The Icknied Way, marking the south, is a historic trail along the tops of hills.

When Uther died, Excalibur was not returned to the Otherworld, and its presence triggers the release of magical energy, allowing the appearance of the Forest Sauvage. So goes the dominant theory anyway. Whatever the reason, the Glamour seeps into the parts of the forest where people do not go, and everything becomes a bit more magical.

The King of Forest Sauvage rules directly his demesne, and all the parts that are not ruled by other inhabitants. Thus, he “owns” the forest through which knights must travel to get in and out, but not the fields, meadows, and towns where people live. His own holding is a beautiful castle at the heart of the forest. However, it is impossible to get to his Faerie realm without going through other great adventure first.

Finally, a word on story sources for the Forest Sauvage. Almost every place cited there is a real place, with a real local story told about it. Books about English folklore have photographs of these sites or drawings of many of these events. Props always heighten the intensity and enjoy a game session. Gamemasters are always free to interpret and change things to suit their needs (or the toys at hand!), but the pleasure players can gain knowing that they are participating in “real” fantasy makes it worthwhile for the Gamemaster to revise information at some time during the game.

WHY VISIT KING SAUVAGE?

Here are ten hooks that might require a knight to visit King Sauvage.

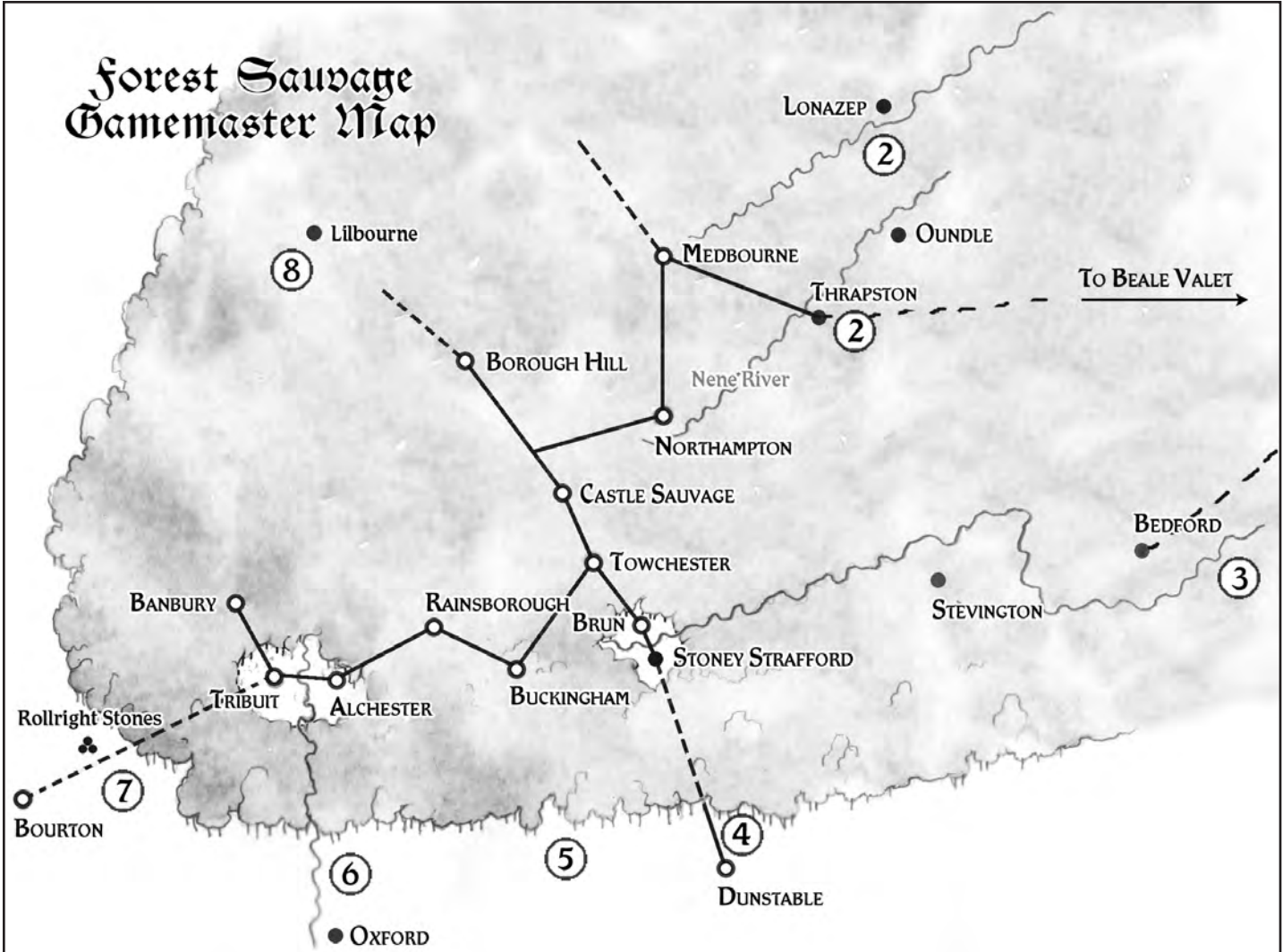
1. He and his knights kidnapped a young relative.
2. He left a changeling for your child. (See adventure “THE CHANGELING.”)

Forest Sauvage Players' Map





Forest Sauvage Gamemaster Map



3. He knows where Prince Madoc's son is.
4. He knows what castle someone is fated to hold.
5. He killed your father.
6. He stole a family heirloom of yours.
7. He promised your father a healing potion.
8. Your sister loves him and wants to live with him. (Take her or maybe, if you prefer, destroy the pagan king.)
9. Dubricus, a bishop, or some other famous abbot said the king must be overcome and banished.
10. Merlin sends you there for some reason.

ENTERING THE FOREST

Time: Anytime during the Anarchy Period (or perhaps thereafter).

The Forest Sauvage is a "lost" land within the heart of Logres, unknown and unexplored. Exploring such an area is a common activity for knights. De-

tails given here for the Gamemaster to use to make scenarios of his own.

Simply give the players a copy of the Player's Map of Forest Sauvage. The knights don't really have a map with writing, but they do have the same information contained on the map for the players' benefit: This represents what every Salisbury resident knows about the forest.

Entry into the forest can take one of at least nine routes; only from one of these is it possible to go further to King Sauvage's own domain. Paths are defined from their starting point in the natural world outside the forest's influence.

1. Banbury, entryway to Tribuit.
2. Lonazep, then upriver; or Thrapston, overland. See the adventure "GORBODUC THE DEVIL," below.
3. From Bedford, then go to Stevington Well. See the adventure "MAID OF STEVINGTON WELL."



4. From St. Albans, take the right-hand path to Dunstable.

5. From St. Albans, take the left-hand path. See the adventure "LOST IN SAUVAGE," below. If the party does find its way out, it ends up in Alchester, Buckingham, Stony Stratford, or outside the forest in Oxford.

6. From Oxford, go upriver. See the adventure "LOST IN SAUVAGE," below.

7. From Burton, at the Rollright Stones, go to Tribruit. See the adventure of "COUNTY TRIBRUIT."

8. From Lilborne. See the adventure of "LOST IN THE FOREST."

9. Simply ride into the woods. See the adventure "LOST IN SAUVAGE," below.

ADVENTURE: LOST IN SAUVAGE

Once inside the Forest Sauvage, the knights must find their way around. Wandering through the forest for any reason whatsoever instigates this adventure, unless the knights are accompanied by some faerie guide or magician who is not subject to the forest's confusing magic.

Note that this adventure is perfectly viable as a solo, so if a character wanders off and gets lost, you might allow him to play this while the others continue on their previous course.

Setting: A faerie forest with only paths and trails.

Secrets: Though difficult, the forest is not as hostile as a true faerie forest.

Solutions: Patience and very good Hunting skill; otherwise, only a hermit or a friendly faerie or local with instructions can get the lost character(s) out.

Glory: None simply for being LOST IN SAUVAGE, though Glory accrued for encounters therein is as normal.

Problem: To move around in the Forest Sauvage without getting lost, characters must make Hunting rolls, as usual (see "Hunting" in Chapter 4, *Pendragon*), but with a -15 modifier.

Once characters become lost, roll 1d20 once per day on the following table (in place of that found in the adventure "LOST IN THE WOODS," *Pendragon*, page 201).

TABLE 3—1: LOST IN THE FOREST SAUVAGE

d20 Roll	Result
1–10	Wander aimlessly without encounters
11–12	Faerie encounter (see below)
13–14	Sauvage beast (see below)
15–16	Beast encounter: Roll on the "Hunting — Normal Prey" table (see <i>Pendragon</i> , page 85)
17	Bandits (1d3 per knight)

18 Hermit (see below)

19–20 Local inhabitant (see below)

FAERIE ENCOUNTER

Choose a faerie creature from Appendix 1 herein (hags and spriggans are particularly appropriate, or you might use the adventure of the "GALLOPING DEVIL," for instance).

SAUVAGE BEAST

There are some strange magical beasts that occasionally wander in the Forest Sauvage and trouble the people of the nearby regions.

Upon seeing any of these creatures, a knight may attempt a Faerie Lore roll. Each creature is preceded by the information known on a success or critical success.

Roll on the following table to determine the precise nature of the encounter.

1d6 Result	Creature
1	Great Black Bear
2	Serpent of Three Colors
3	Black Stag
4	Sauvage Lions
5	Sauvage Elephant
6	Unicorn

Great Black Bear

This is a very large bear, normal except for its size and the fact that it speaks.

Faerie Lore. (Success = This is a faerie creature that talks and reasons; it's resentful of human intrusion into his forest because they hunt its kin, the other bears. Critical = It loves a good song.)

Upon seeing a person, the bear says, "Go away from here." If the trespasser does not go away immediately, the bear charges. If someone in the party makes a successful Singing roll, however, it lets the party go without a fight. If slain, it disappears.

Great Black Bear: Glory Won 125; SIZ 40, DEX 10, STR 35, CON 25; Move 10; Armor 12; Unconscious 15; Major Wound 25; Knockdown 40; Hit Points 60; Healing Rate 6; Damage 5d6 (maul)*.

Combat Skills: Claws 18.

Skills: Avoidance 15.

Ferocity: A bear attacks normally for 1 full round even after its current hit points drop below its Unconscious threshold or after it receives a Major Wound.

* **Maul:** The bear may attack only one target per round, using its Claws value of 18. If the bear wins the melee round, however, it makes two separate 5d6 damage rolls instead of a single damage roll, simulating its mauling attacks. Damage inflicted by these two damage totals is treated as two separate wounds.

Serpent of Three Colors

This monstrous wyrm has rings of color — red, blue, and green — that move endlessly along its body, starting at its head and moving slowly downward, each covering about a third of its length at a



time. It attacks with bite and sting, striking over its head at foes with its barbed tail.

Faerie Lore. (Success = The creature is hostile and will attack anyone who approaches; if wounded it always escapes; its weak spot is exposed when it strikes, displaying its belly. Critical = It does not like to fight, never pursues, and is content to go back to sunning itself if left alone.)

Serpent of Three Colors: Glory Won 250; SIZ 30, DEX 10, STR 30, CON 30; Move 9; Armor 18*; Unconscious 15; Major Wound 30; Knockdown 30; Hit Points 60; Healing Rate 6; Damage 8d6.

Combat Skills: Bite 20 and Tail Lash 17†.

Skills: Avoidance 0.

Prudent Modifier: +10. **Valorous Modifier:** -10.

* **Vulnerability:** The serpent has a soft underbelly with an Armor rating of only 6. Any character who uses the Berserk attack option (see *Pendragon*, page 120) may attack this vulnerable location once the serpent has made its unopposed attack.

† **Multiple Attack:** The serpent may make both a Bite and a Tail Lash attack each round; each must be directed at a different foe, but deals damage as normal.

Magical Avoidance: If wounded to less than half of its hit points, the serpent shrinks to SIZ 1 and slithers away. In this shape, its Avoidance skill increases to 35. If the knights try to follow it, they must make three successful Hunting rolls opposed to its Avoidance rolls. Success means they have found its lair, and they must fight again, this time to the death. After death, its sizable treasure of £200 is found, requiring 3 carts, 9 horses, or 27 laborers to carry it all away.

Black Stag

This very large, jet-black stag has 22-point horns. It shakes its antlers at the knights, stamps and snorts a challenge, and then dashes off into the woods. It can be pursued, but unless its Avoidance is defeated by Hunting, then it escapes and leave the persuer(s) lost.

Faerie Lore. (Success = If captured but not killed, then upon its release it will cough up a magical ball that holds magical healing powers. Critical = It can be captured only with at least one magical hound.)

Black Stag: Glory Won 25; SIZ 22, DEX 25, STR 25, CON 20; Move 9; Armor 6; Unconscious 10; Major Wound 20; Knockdown 20; Hit Points 42; Healing Rate 5; Damage 5d6.

Combat Skills: Gore 17, Hoof 15.

Skills: Avoidance 35. If the hunters have a magical hound with them, reduce this to 20.

Valorous Modifier: +5.

Charge: The Black Stag may travel up to its normal Movement Rate and still make a Gore attack as part of a single action. If it does move before attacking, it gains a +3 modifier on its Gore roll, and, if the attack is successful, deals +2d6 points of damage.

Magical Healing Ball: Touching any wound with this ball heals the wound completely. Roll 1d6 afterwards. If a 6 is rolled, the ball disintegrates. Otherwise, it can be used again.

Sauvage Lions

These magical beasts, also known as Crimson Lions, frequent the Forest Sauvage, where their pride

has dwelt for ages. They look much like normal lions (see *Pendragon*, Appendix 2), but are red of coat and mane. Choose a number sufficient to trouble the player knights' group, but the lions always travel in groups of at least 2.

Faerie Lore. (Success = Once the lions have sighted potential prey [a knight is a good as any other meal...] there is no chance to flee. Critical = The lions do not always fight to the death. If wounded, they will flee if given a chance to do so.)

Sauvage Lion: Glory Won 250; SIZ 40, DEX 25, STR 30, CON 20; Move 11; Armor 10; Unconscious 10; Major Wound 15; Knockdown 40; Hit Points 60; Healing Rate 5; Damage 7d6.

Combat Skills: Claws 21*, Bite 20 (prone foe only, +2d6 damage).

Skills: Avoidance 10.

Valorous Modifier: -5.

* **Claws:** A lion may make two separate claw attacks per round, each using its Claws value of 21; both attacks may be directed at one opponent, or at two different ones. A character attacked by both must defend separately against the two attacks, as if he were attacked by two different opponents (see "Multiple Opponents" in *Pendragon*, Chapter 6). Each claw deals damage as normal.

Sauvage Elephant

A Sauvage elephant is a rare and unusual creature.

Roll 1d6.

- 1-2 The beast is neutral toward strangers and capable of speech. If approached respectfully, it can offer advice and direct the knights out of the forest.
- 3-4 It is a standard Sauvage elephant, attacking only if it feels threatened by a creature's approach.
- 5-6 It is hostile: Get too close or look at it too threateningly and it will attack!

Faerie Lore. (Success = These elephants can be very dangerous. Critical = Some Sauvage elephants are wise and, if approached with respect and humility, can answer difficult questions.)

Sauvage Elephant: Glory Won 200; SIZ 50, DEX 20, STR 50, CON 25; Move 11; Armor 10; Unconscious 19; Major Wound 25; Knockdown 50; Hit Points 75; Healing Rate 7; Damage 10d6.

Combat Skills: Trample 18, Grapple 15 (tosses target 1d6+5 yards; 7d6).

Skills: Avoidance 0.

Prudent Modifier: +5. **Valorous Modifier:** -10.

Unicorn

Roll 1d6:

- 1-2 Greater Unicorn
- 3-6 Lesser Unicorn

Faerie Lore. (Success = It is partial to virgins. Critical = If it heals you, you owe it a favor.)

HERMIT

This old holy man lives alone in the forest. This encounter provides an opportunity for a Religion



check if the hermit is of the same Christian church as any knight in the party. (Roll 1d6: 1–3, British Church; 4–6 Roman.)

Roll 1d6.

- 1–3 The hermit wants to be rid of visitors, so he gives directions out of the woods. The player knights may make a Hunting roll the next day to find their way out, *without suffering the usual –15 modifier for being within Sauvage*. (Success = Depart from Forest to the nearest road. Failure = Lost again!)
- 4–6 He *really* wants to be rid of the visitors, so he leads them out of the woods himself the very next day.

LOCAL INHABITANT

Roll 1d6.

- 1–3 A lord or knight from the nearest castle, out hunting. (This can be any castle in the forest, and need not be one near where the knights began.) He shows the player knight(s) out of the forest.
- 4–6 A local peasant who shows the knight(s) out of forest.

PLACES OF SAUVAGE

The heart of the Kingdom of Sauvage cannot be reached directly, but only by going through another adventure first. After overcoming other obstacles, knights may enter using one of the routes noted earlier under “Entering the Forest.”

Alchester: This is a small, unwallled city on the east side of the ford, over the Cherwell from Tribruit Castle. A path leads eastward from it. The river flows south and might be followed.

Banbury: Banbury is a short way amidst the trees, up an unused path from Kinton on the Royal Road. Banbury is a castle, motte and two baileys; with 10 knights and 25 soldiers. It is ruled by Sir Landri, and it is a guardpost. Sir Landri’s job is to send strangers away back to Kinton, or delay them after sending a messenger to the earl. One path connects Banbury to Tribruit.

Brun (Castlethorpe): Brun is a backwater barony happy to be isolated from the outside world. A great feeling of ease and indolence lies over it. It has a walled city and a motte-and-bailey castle, reinforced with a second bailey and 60-foot ditch. See the adventure of “CASTLE OF EASE.”

Buckingham: Buckingham is a reinforced motte-and-bailey castle on the upper Dubglas River. A trail joins another trail from here to either Towchester or Rainsborough Camp. See the adventure of “CASTLE OF THE RACE.”

Borough Hill: This is a huge hill fort, the second largest in Britain. The inner defense covers fully 4-1/2 acres, and the lower 150 acres. A trail through the woods from Lilborne comes here, and continues on to Castle Sauvage. See the adventure of “MAGPIES.”

Dunstable: This is a small town huddling inside the crumbling ruins of a Roman fort. Bland, the local priest, speaks for the town. Nearby are the Five Knolls, where five kings are buried. Also nearby is Maiden Bower, another old hill fort. A normal road goes south to St. Albans, and a path north through the woods to Stony Stratford.

Ippolitts: This small town is along the Icknied Way. Here stands the church where St. Hippolytus, a famous horseman, is buried; the power lying here is said to cure sick horses of almost anything. Horses to be healed are brought in by the north door to touch the altar, where the relics lie. Anyone witnessing the healing of a horse gets a check to Pious. Payment is a thanks-offering (i.e., whatever amount the recipient wishes to give), which might give a Generous/Selfish check.

Northampton: The eminently hospitable Sir Felix rules this small city, protected by a motte-and-bailey castle. A path leads from here north to Melbourne, or westward to Borough Hill or Castle Sauvage. It is also possible to follow the river to Thrapston. See the adventure of “CASTLE OF FELICITY.”

Rainsborough Camp: Now a guard post for Tribruit, this simple hill fort houses 8 footmen, 3 knights, and their dogs, all assigned to keep out visitors. They first send word to the Earl of Tribruit, then threaten visitors, then fight. An eastward path leads to here from Buckingham and Towchester, and westward goes to Alchester.

Rollright Stones: This landmark circle is near the edge of the woods; nearby, a pathway goes to Compton, on the Royal Road, and then to the guard post just inside the woods, and beyond to Tribruit Castle. Like Rainsborough, this guard post has dogs, 8 footmen, and 3 knights assigned by the Earl of Tribruit to send strangers away, or to delay them after sending a messenger to the earl. One path connects this place to Tribruit. On midsummer night, the gigantic stones of this circle march down to the nearby river to drink.

Sauvage Castle (Farthingstone): A magnificent, tall, crimson-colored castle surrounded by rich fields and many villages and towns. The castle has curtain walls, four double-tall towers, and a double-tall keep. The exterior walls are bright, shining red. In some places, green ivy is starkly visible climbing upon its surface. Previously, this had been a large motte-and-bailey; apparently the King of Sauvage has upgraded it. Paths connect this place to Towchester, Northampton, and Borough Hill. See the adventure of “ARRIVING AT CASTLE SAUVAGE.”

Stevington Well: A renowned healing well near the Dubglas River. It never freezes, and it never runs dry. See the adventure of “THE MAID OF STEVINGTON WELL.”



Stony Stratford: A village at the ford for the Dubglas River, this is the only place to cross for miles in either direction. A long woodland trail leads from here to Dunstable, and, across the ford, to Brun. See the adventure of "PRESAGE JOUST."

Towchester: This is an incredibly wealthy, friendly town. Paths go to Brun, southward; to Sauvage Castle, north; and to Buckingham westward. See the event "AT TOWCHESTER" at the end of this chapter.

Tribruit Castle: This is a small county in the central west part of the forest, centered on the old city of Alchester at Alchester Ford, which is surrounded by valley farmlands along the upper Cherwell River. A reinforced motte-and-bailey castle, held by the Count himself, guards the ford to Alchester. Paths come here from Banbury, the Rollright Stones, and across the ford from Alchester. See the adventure of "COUNTY TRIBRUIT."

ADVENTURE: MAGPIES

Setting: Borough Hill Fort.

Problem: This is an Entryway to Sauvage Kingdom.

Characters: Magpies.

Action: Whenever a party of outsiders comes here, a huge flock of magpies leaps into the air and flies southward. One in particular, larger than the rest, remains behind and is obviously spying on the travelers as it flits from branch to branch along the trail. At one point, it alights within reach of the player knights, perhaps while they are eating dinner or resting under a tree. It even speaks to them, saying "I am here to spy on you!"

Solutions: If a knight wishes, he can grab the bird and wring its neck, smash it with a log, or dispatch it in some manner. However, it has an effective Avoidance score of 20.

Secrets: Killing the magpie is only a temporary solution, and doing so has repercussions in the adventure of "ARRIVING AT CASTLE SAUVAGE."

Glory: 10 for killing the bird. Write it down.

ADVENTURE:

THE WHISPERING PATH

Time: Anytime

Setting: Lincoln Forest

Characters: Black Dogs; Guardian Ghosts.

Problem: The Whispering Path is known to be haunted. In addition to the usual problems of following a path in Forest Sauvage to explore unknown territory, the ghostly guardians of the path must be met and overcome.

Solutions: Travel the path and brave the creatures there.

AREA ONE: FAERIE DOGS

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

Valor, -5. (Success = You stand strong. Failure = Retreat to the far side of the camp and cower for 1d3 rounds.)

Faerie Lore. (Success = The creatures are Black Dogs of Faerie.)

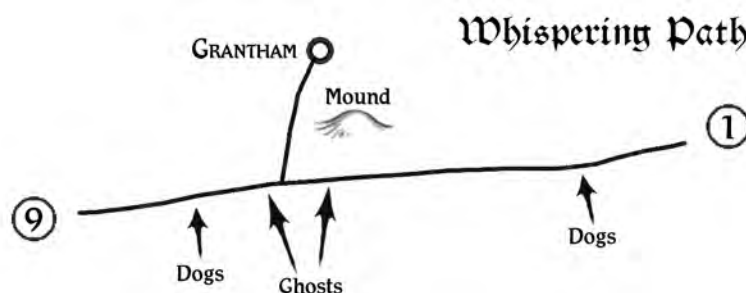
Awareness. (Success = The dogs are only passing through, incidentally scaring off the horses.)

If the knights interfere with the Black Dogs, however, they attack. See Appendix 1 for Black Dog stats.

AREA TWO: GUARDIAN GHOSTS

The next night, a guardian, either female (if coming from the west) or male (from the east), approaches the camp. Each is ghostly transparent, 8 feet tall and skeletal in shape, with tattered rags flapping in a soundless chill wind. The guardian shrieks, "Go away. This is not for you!"

Valor, -10. (Success = You stand strong. Failure = Retreat to the far side of the camp and cower for 1d3 rounds.)





Faerie Lore. (Success = You recognize the creature as an unhappy ghost.)

Everyone hears the horses, greatly agitated and straining at their tethers. Those knights able to take actions can either confront the ghosts, whereupon they disappear, or go and calm the horses.

Horsemanship. (Success = They are calmed, and remain calm as long as they are attended. Failure = Try again next round, as long as the horses have not been panicked for at least 3 rounds (if so, they bolt as if the roll had fumbled). Fumble = They panic, break tethers or throw riders, and bolt into the darkness.)

AREA THREE: CROSSROADS

A new path goes northward. If the knights continue on the east-west trail, they go through the same encounters as above, but in reverse order. They should continue north. Anyone who urges it gets a Reckless check, however.

AREA FOUR: THE BARROW

Early the next day (whatever their rate of travel), the party reaches this area. A partially desecrated burial mound is nearby.

Faerie Lore. (Success = This is a bad place because the dead may have been disturbed. Critical = This is probably where the guardians, and maybe the dogs, come from.)

That night, if the knights remain within five miles of this mound, both dogs and ghosts attack. When this occurs, the knights' horses, if any remain, panic.

Horsemanship, -5. (Success = They are calmed, and remain calm as long as they are attended. Failure = Try again next round, as long as the horse have not been panicked for at least 3 rounds (if so, they bolt as if the roll had fumbled). Fumble = They panic, break tethers or throw riders, and bolt into the darkness.)

Two ghosts attack the two knights having the most Glory. One dog attacks each of the other knights.

Guardian Ghost: Glory Won 50 (100 if laid to rest permanently); SIZ 25, DEX 15, STR 12, CON 10; Move 12; Armor 10; Unconscious 10; Major Wound -; Knockdown -; Hit Points 27; Healing Rate 20; Damage 6d6.

Combat Skills: Claws 15 (x2).

Skills: Awareness 35, Heraldry 20, Hunting 20.

Traits: Chaste 4, Energetic 18, Forgiving 10, Generous 16, Honest 17, Just 10, Merciful 10, Modest 7, Pious 22, Prudent 10, Temperate 10, Trusting 12, Valorous 10.

Valorous Modifier: -10.

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

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

Proper Burial: Player knights who think of this get a Pious check. Religion. (Success = The knights must accompany a holy person to the site, and protect them while they perform the proper rite.)

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

Inside the Mound: The mound is a large chamber, stone-lined but not decorated. Piles of rubble show where furniture or clothing might once have stood. The skeletal forms of the ghostly figures (use the same stats as for the ghosts, minus any damage previously taken), wrapped in rotten rags, lie on slabs of stone on the floor.

Entering the mound alerts the corpses, which spring from their slabs and attack the knights. (Use Average Knight stats from *Pendragon* p.176.) Once the corpses are slain, if the knights take their eyes off of them, they spring back to life, fully healed, and attack again. If the ghosts are killed and the chamber searched, seven gold statues can be found. They can be sold in a city for £15 each.

AREA FIVE: GRANTHAM

The town of Grantham may be claimed as a fief by one of the characters who pass through the Whispering Path and rid the area of both Black Dogs and Ghosts. He chooses his own lord. It is worth two manors in value.

ADVENTURE: BLACK ANNIS

Black Annis is a demonic hag. Her features are a livid blue, and she has great teeth and iron claws that she used to dig her cave. She attacks lone travelers and children, as well as taking any wandering beasts in the area. Black Annis may have once been human, but if she was, she has become permanently possessed by some evil deity. She may be a faerie. Either way, she is an incarnation of the Destroying Goddess.

Time: Anytime

Setting: Around Leicester

Characters: Black Annis

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



Secrets: Black Annis must be vanquished by force. If killed, her body slowly fades into a mist and disappears. She cannot be permanently slain by normal means, for after being killed she reappears in her cave during the midwinter season and continues to terrorize the countryside.

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

In the ritual, a dead cat, soaked in aniseed, is dragged from the bower to the house of the Mayor of Leicester, who then gives all participants a great feast. Thereafter, this ritual must be performed every Easter Monday or Black Annis will be restored.

Annis ignores terrified characters or those trying to control their horses, if other knights are still able to fight.

Black Annis: Glory Won 100 (150 if slain permanently); SIZ 20, DEX 20, STR 20, CON 25; Move 7; Armor 20; Unconscious 11; Major Wound 25; Knockdown 20; Hit Points 45; Healing Rate *; Damage 7d6.

Combat Skills: Claws 25 (x2), Spit Acid 20 (2d6+6 damage to target, and reduces Armor by like amount).

Skills: Awareness 20, Hunting 20.

Prudent Modifier: +5. **Valorous Modifier:** -5.

Roar: Once every other combat round, Black Annis may give a blood-curdling screech that chills the blood of all hearers. This requires a Valorous roll with a -10 modifier from everyone who hears the roar. (Failure = No action possible that round.) Black Annis may still take actions normally on rounds during which she roars.

The roar also frightens all horses, and requires a Horsemanship roll from any mounted character. (Failure = No other action that round.)

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

Note: Legend states that a cave runs from Black Annis' bower to a secret room beneath Leicester Castle. This fact is not exploited here.

ADVENTURE: BAYARD'S LEAP

Location: Near Bayard

Secret: A wicked witch lives in the village of Bayard. To be rid of her requires knowledge gained from some Gamemaster source.

Action: To be successful requires gathering all the villagers' horses, and then watching to see which one lifts its head when the herd is approached by the volunteer. This is the right steed for the job. The horse turns out to be an ordinary peasant horse (in legend named Bayard), and it cannot carry an armored man.



A volunteer then rides to the witch and insults her so that she leaps up behind him. She strikes. Then the rider must stab her, which causes her to dig her nails into the horse, causing it to leap 30 feet over a pond, throwing the witch into it. She tries to drag the rider down. Whether she does or not, she drowns there.

Glory: 150.

ADVENTURE: SIR GORBODUC THE FIEND

Time: Be sure to use this adventure before Year 498, when Merlin departs the island! (Alternately, some time after he returns, in the next game Period, is just as good.)

Setting: The town of Medbourne.

Problem: A sorcerous knight has reportedly taken control of a nearby manor, where he is building a stone tower.

Characters: Merlin the Magician; Sir Gorboduc the Fiend; robbers.

Secrets: Sir Gorboduc is not merely a sorcerous knight, but a fiendish one.

The Adventure: One night, as the player knights are traveling, they must camp out; however, they have a terrible time sleeping due to nightmares.

Energetic. (Success = Awake, remembering the dream.)

The knights dream that they are on a hillside overlooking a village. As they watch, a huge serpent comes forward and spits onto the village's little church, melting it. The serpent then crawls widdershins (i.e., counterclockwise) around a motte nearby, and raises its head high as if to strike.

As happens in dreams, the serpent's body turns into the walls of a bailey, and its raised neck into a tower. The gates of the bailey spring open with a metallic clang, and many smaller serpents slither forth, spreading out around the countryside, quickly return with fledgling eagles, young lambs, wolf cubs, and babies in their mouths.

Folklore. (Success = Anything occurring widdershins suggests bad luck or evil.)

The next day they continue their traveling. Along the way, a boy shows up on the trail; he addresses each of the knights by name, commenting on their most characteristic trait as they pass. (For instance, "Ah, Sir Marcus, of the great appetite. Sir Gradlaun the brave.") This ought to make them stop and question the boy, who suddenly laughs, and in

a twinkling changes form to that of a wizened but energetic old man.

Recognize, +15. (Success = It is Merlin the Magician.)

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

If they answer affirmatively, Merlin smiles and asks them if they know of the Serpent's Tower, a place of incipient evil so great that it invades men's dreams. Whatever their response, he continues: "Near to here is a holding called Medbourne, once the land of Sir Staterius, a humble knight with a fair daughter whose innocence and ignorance kept her from knowledge of the powers which visit the nearby well on Samhain night. She was entranced by them on that solemn night, though, and returned home with a child growing inside her. She died when it was born, and her grieving father raised the lad, whom he named Gorboduc.

"Perhaps it was Sir Staterius' grief that blinded him to the boy's unnatural growth, for at but seven years of age he was the size of a full-grown man. It must also have been grief that did not let Sir Staterius see Gorboduc's corrupt mind. The boy-man became the leader of a band of ruffians, commoners all, who delighted to follow him in raiding neighboring villages for the purpose of rapine and pillage. At the age of nine, Gorboduc slew his grandfather, burned the church of Saint Helen, and made his fellows into the village leaders.

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

"This is a great danger for the region. It must be stopped, and quickly. Are you the men to rid the land of this evil?"

Presumably the player knights are just those men. Merlin instructs them regarding the village's location and sends them on their way. Just before they leave, he says, "Have no mercy on them. May the Creator of this world, whether he be God or Goddess to you, watch over you. May the local spirit, Helen of the Wells, be with you." Without another word, he is gone.

Religion. (Success = You know who Helen is. Pagans consider her a goddess who oversees blessed



wells; Christians aver that she is a saint who blessed many wells.)

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

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

Awareness. (Success = Some rough-looking guards are visible, roughly equal in number to the player knights. Critical = A great many more guards than you first noticed are currently in the village; in total, they are about thrice the number of the knights.)

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

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

As the players speak to the boss, they can see that the laborers are in bad shape, perhaps being whipped by their foremen.

Just. (Success = The peasants are being treated harshly, but not unjustly. [The Dark Ages were tough on peasants!])

Several options exist for the player knights. They might simply attack, or they might ask to see the lord.

ATTACK THE RUFFIANS

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

Rounds 1–2: The immediate defense is from the bandits watching the peasants; they equal the knights in number, and gather quickly. However, being poorly armed and on foot, they are not likely to

last long (though long enough to allow the rest of the force to prepare).

Rounds 3–6: The second wave of bandits outnumber the knight about 2:1, but is also on foot and poorly armored. They gather in force and fight dishonorably, trying to get in strikes from behind if possible.

Rounds 7+: The third wave includes Gorboduc himself and his 3 well-armed lieutenants. All are mounted, and together they pose a formidable threat. Since their own men are in melee with the knights, however, the riders cannot charge into the fight.

Bandits

SIZ 12, DEX 10, STR 12, CON 12, APP 8; Move 4; Armor 4 + shield; Unconscious 6; Major Wound 12; Knockdown 12; Hit Points 24; Healing Rate 2; Damage 4d6.

Combat Skills: Great Spear 8, Sword 11.

Skills: Awareness 16, Hunting 13.

Traits: Cruel 14, Valorous 9, Suspicious 16.

Passions: Hate (knights) 12.

Lieutenants

SIZ 14, DEX 11, STR 11, CON 14, APP 11; Move 2; Armor 6 + shield; Unconscious 7; Major Wound 14; Knockdown 14; Hit Points 28; Healing Rate 3; Damage 4d6.

Combat Skills: Dagger 5, Lance 12, Spear 8, Sword 15; Battle 8, Horsemanship 10.

Skills: Awareness 17, Heraldry 5, Hunting 13.

Traits: Cruel 15, Valorous 13, Suspicious 16.

Passions: Hate (knights) 12.

Horse: Rouncy (4d6).

Sir Gorboduc the Fiend

SIZ 15, DEX 6, STR 32, CON 16, APP 5; Move 4; Armor 17* + shield; Unconscious 12; Major Wound 16; Knockdown 15; Hit Points 47; Healing Rate 5; Damage 8d6.

Combat Skills: Dagger 8, Lance 14, Spear 10, Sword 19; Battle 10, Horsemanship 10.

Skills: Awareness 16, Heraldry 8, Hunting 13.

Traits: Chaste 4, Energetic 16, Forgiving 3, Generous 7, Honest 6, Just 4, Merciful 2, Modest 9, Pious 8, Prudent 11, Temperate 7, Trusting 7, Valorous 15.

Passions: Hate (knights) 15.

Horse: Charger (6d6).

Valorous Modifier: –10.

* Gorboduc wears 12-point reinforced chainmail (among the first available in the campaign until the Boy King Period) and has 5-point natural armor from his fiendish ancestry.





VISIT SIR GORBODUC

If the knights demand to see the ruffian's lord, he tries to put them off. If actually threatened, however, he calls one of the other men to him and tells him to go tell the lord that someone wants to see him.

After a while the man returns, saying that the lord will see them in his house. The knights are led to the largest house in the village, where they are invited inside. Squires are to be left outside with the horses.

Inside the house, they are brought into a large room, sparsely furnished, and left waiting for a while. Many armed bandits then come in behind them, outnumbering the knights by about 2:1. After another while, their lord enters, armored and escorted by his 3 well-armed lieutenants. The leader introduces himself as Sir Gorboduc and asks what the strangers want in his land. He listens patiently for a while.

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

Gorboduc then replies to whatever the player knights have said, saying little; he is stalling for time. Soon, the man who departed re-enters by the front door, accompanied by even more armed men. At this point, Gorboduc insults the knights and says they are rude and do not deserve their titles of knighthood. In fact, they do not deserve to live, he says, for they are foolish to come into the lair of an enemy.

"Kill them," he says.

The knights are outnumbered about 3:1 by the bandits here, and on foot. Their superior skill and armor are all they have to help them. However, after one-third or more of the enemy have been put out of action, they panic and draw back. At this point, Gorboduc and his 3 lieutenants go into action, inciting the rest to attack again.

If Gorboduc is defeated, the rest panic and flee at once, turning their backs to give the knights great advantage.

What if the knights lose? It is quite possible that the knights will fail before this onslaught, especially since Gorboduc himself is such a fearsome foe. There is one possible salvation for the knights if they are badly outmatched. When about half of the party is left, ask the players of any knights still living (even if unconscious) to make a Religion roll. (Success = They get the idea to call upon Saint Helen of the Well.)

In calling on Helen, have each knight make a Pious roll. (Success = A cold wind suddenly blows, as if through the walls of the house. A voice wails behind the knights, and when they turn, they see the ghost of a knight, bloody and angry, pointing accusingly at Gorboduc. At this the men halt, then give way to panic, and then run away. Only Gorboduc stands, and with a few gestures and strange words banishes the ghost, which thereupon disappears. He curses his cowardly men loudly, but he is alone now. The player knights might still succeed.)

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

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

Glory: Surviving player knights get 10 Glory for each bandit slain, 20 Glory for each lieutenant, and 120 for killing Gorboduc, all divided among the survivors.

Divide a further 150 Glory among the survivors if they did not call upon Helen; if they resorted to this supernatural aid, they get only 75 to divide.

ADVENTURE: ESCORTING NINEVE

Setting: A small village somewhere in or near the Forest Sauvage.

Characters: Nineve, the Lady of the Lake; her handmaidens; an old lady; several irritants along the way.

Problem: Nineve needs an escort into the dangerous Forest Sauvage.

Action: The Lady of the Lake doesn't get lost in the Forest Sauvage. With her escort, she goes where she wishes. She may stop and stay somewhere overnight, happily welcomed, in places that the knights may have previously visited.

First Day: Ride through the woods, and take a rest stop in the forest. A beggar with nice shoes stops and asks for a cloak. He promises to show them the correct way if he can have a cloak to cover him. A man's cloak, please.

Will a knight give up his cloak? If so, he gets a Generous check. Yet, somehow, when the man puts the cloak on, it covers only one shoulder. "This is no cloak! Give me another one, too!" Again, anyone who gives one up gets a Generous check. But both the cloaks still don't cover him.



Nineve

If any knight has held out this long without offering a cloak, he gets a Selfish check.

Nineve says, "This man is to have all your cloaks and those of your squires, or we'll never be going." Knights who received a Selfish check must now attempt a Generous roll, with a +10 modifier for the pressure of Nineve's "request." Anyone who fails this roll draws an exasperated stare from the enchantress, who says, "Well, then, Dame Oir will make one to replace yours."

Second Day: The escort rides through the woods. A group of several pretty young noblewomen stand by the roadside. Their ladies-in-waiting and pages hang back. The tallest among them steps forward.

"I am Lady Blanche de Blanche," she says. Indeed, she has pale blond hair, pale eyes, and wears a white dress. "I would like you to teach my ladies something," she says. "Will each of you please tell us why you are a good man?"

Let the players explain, or not. Give out Modest/Proud or other checks as appropriate.

Third Day: Again, the escort rides through the woods. They come to a field of red poppies and people start to fall asleep. The ladies go first, and even Nineve is having trouble staying awake. They simply fall asleep, slumped over their horses' necks.

Knights must Energetic/Lazy rolls to stay awake. It will only take one person to remain so, and he can then carry everyone else past. If everyone falls asleep, they wake some time later, lost in the woods, but Nineve can get them back on track with just a half-day's travel.

Fourth Day: Still riding through the woods. Around mid-day, they come to a small hut in the

middle of nowhere. The women of the party wait around outside, while Nineve goes inside. After a while, she comes out and explains her position. Inside is a friend of Nineve, an old, dying woman who was a keeper of these woods in earlier, better times; now she is suffering badly from a wasting illness. She has asked to die, and Nineve has agreed to assist her, but she has to go to pray first, and perform some rites.

A handmaid can answer the knights' questions: Nineve will use a powerful poison whose use she learned from a Saxon wise-woman. The old lady will die quickly and painlessly.

The knights can do much to effectively stop this euthanasia. The important thing is to give them a chance to discuss the situation, and to get Merciful/Cruel or perhaps Pious/Wordly checks. Get people to think of this and write on their character sheet the name of the adventure.

Solutions: When Nineve returns, she goes into the hut again. The handmaids are in there singing a song. After a while Nineve comes out again. Her travels are done.

After a few days' uneventful travel, they emerge from the Forest Sauvage near to a castle, where Nineve says she is going to remain for a while. She releases the knights from her service. If Dame Oir owes anyone a cloak, Nineve gets one from the lord of the castle, then gives it to Oir, who gives it to the knight.

The knights must make their own way home.

Secrets: The old lady in this adventure is in fact the mother of Sir Balin. Later, the Lady of the Lake will pay for this act of medieval kindness, when Sir Balin strikes off her head to become the Knight with Two Swords. At that time, look for this adventure and remind the knights of their part in this matter.

Glory: 15 for the escort.

ADVENTURE: GALLOPING DEVIL

Time: Any.

Setting: Anywhere in Britain, but most often near lonely moors and faerie woods.

Characters: The Galloping Devil and his Dandy Dogs.

Problem: A storm has risen abruptly. The wind makes even the stoutest horses stagger, and the rain is driven like sling-driven pellets. Then, over the shrieking wind, comes the sound of terrible howling.

Valorous, -5. (Failure = Fear has struck, and the fearful person flees in terror if outside, or cowers if inside.)



Awareness. (Success = As the howling approaches, you see a pack of twelve devilish dogs, behind which, atop a black horse, sits a black hunter with saucer eyes, horns, and a tail, carrying a long hunting pole.)

Faerie Lore, +10. (Success = This is the Wild Hunt.)

The Devil's Dandy Dogs (see Appendix 1) lead the most dangerous of the many Wild Hunts that occasionally rage through the eerie moors and lightless forests of Britain. They are a pack of spectral hounds that breathe fire and terrify all living creatures with their howls.

The Wild Huntsman, also called the Galloping Devil, is a diabolic being seeking evil souls to take home to his master. Sometimes he is out collecting the souls sold to the devil by evil sorcerers, sometimes just the souls of generally bad people. (Are any of the player knights particularly un-Christian...?) One story is told of how he took Dando, a bad priest in Cornwall.

Devils are spirits of evil. (Not all spirits are devils, but all devils are evil spirits.) Devils are ordinarily out of the league of *Pendragon* characters. They are not just some kind of gigantic monster, but entities beyond the normal laws of life, incarnations of conscious and intelligent cruelty, revenge, greed, deceit, and suspicion.

Whether or not you believe that devils are the motivator for wicked behavior, most Christian characters in *Pendragon* at least admit that such a thing is possible. In fact, anyone with a high Pious score and good Christian religious virtues has a strong belief in the Devil. Quite simply, devils sometimes appear. Their appropriate use in the game is given here.

Action: The idea of fighting a medieval devil, even with superhuman Sword skill, is too much for *Pendragon* characters. Anyone unlucky enough to meet a devil instead uses the following system:

Find the character's measure of Evil (i.e., add up his Vengeful, Selfish, Deceitful, Cruel, and Suspicious trait values).

- If the total equals 75 or more, the devil simply takes that character, who is permanently Out of the Game. The only possible salvation for an Evil person is for someone else to make a critical success on a Pious or Religion roll to drive the devil off (see below).
- If the total is less than 25, the devil avoids that character altogether.
- If the total is 26–74, the devil attempts to strike the character. It can strike any number of victims within its reach per round, and never misses. Each strike deals 3d6 points of damage, minus that character's Pious trait (armor and shields have no ef-

ADVENTURES WITH THE DEVIL

Devils, by that name, do not exist in pagan lore. "Devil" is a Christian term. However, many wicked or malicious creatures and spirits certainly existed in pagan legends and times, to be labeled devils by later folk. Still, most of the old pagan "devil" stories lack the theme of moral and spiritual evil that Christians associate with the devil.

Often, the same type of "devil stories" are told about other creatures or beings. For instance, many devil tales tell of such creatures building a bridge or church, only to be tricked by virtuous or canny characters, just as in many giant stories from older times. In some cases, however, the creature is clearly the Christian devil, no matter how you look at it.

Each Gamemaster must choose which type is prevalent or useful in each scenario. In most cases, the pagan version offers a more colorful (and believable) adventure.

A few examples for appropriate substitutions in devil tales involving the Forest Sauvage are the following:

Ansty Cave: A phantom and/or fomorian.

Brent Pelham: The Christian devil is actually the best analogue here.

Cymbeline's Castle: A druidic, magic-using ghost.



fect). The devil always gets at least one strike in first before anyone can pray.

When a devil has fallen upon a character, he must succeed at either a Pious roll or a Religion roll to keep it from striking. Success in both during the same round indicates that the devil leaves that person alone from that point forward, but continues to attack any other viable targets. A critical success on either roll drives the devil away from everyone in the vicinity immediately.

For each round that a character fails either the Pious or the Religion roll, the devil strikes that character once with its hunting pole. It always stops striking a person who falls unconscious. No character's Hit Points can be reduced by a devil to less than 1 in this manner, however.

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

Solutions: Be good, for goodness sake!

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

ADVENTURE:

CASTLE OF EASE

Setting: Brun (10 knights, 25 soldiers)

Secrets: This place is the home of Indolence itself. An Energetic roll is needed each day just to behave normally. Lazy knights sit around the hall drinking, talking, and playing games throughout the day. (Indulgent, Orate, and Gaming checks are all possible here.) Only Sir Lance seems to be different, going out to joust every morning and coming back at night.

Problem: Player knights have come to Brun for some reason, undoubtedly with an agenda. Sir Garmon, the castellan, is undisturbed: "Please accept my hospitality and stay until you are rested." Sir Garmon is content and unambitious. He knows the way from Brun back the way the knights came from, but none other.

Garmon invites the players to stay and relax a while. The food he gives out at each meal is delicious and plentiful, the wine and beer apparently endless. Each knight has his own real bed with down inside, pillows, clean sheets, and a comforter.

Solutions: Energetic knights can try to rouse their companions by inciting their passions or an appropriate trait. If everyone succumbs to the pleasure, they stay until the first snow snaps them out of it. They then realize how long they have been here, and may ask to be granted permission to leave by Garmon, who always ends with, "And we look forward to your return!"

Glory: 15 for spending any length of time here, awarded only once.

Sir Garmon of Brun

Distinctive Features: Overweight to the size of Jolly.

Hometown: Brun

Culture: Cymric

Religion: Pagan

Current Home: Brun

SIZ 17, DEX 7, STR 12, CON 12, APP 10; Move 2; Armor 10 + shield; Unconscious 7; Major Wound 12; Knockdown 17; Hit Points 29; Healing Rate 2; Damage 5d6; Glory 4,000.

Combat Skills: Dagger 5, Lance 10, Spear 6, Sword 10; Battle 10, Horsemanship 10.

Skills: Awareness 10, Courtesy 16, Gaming 15, Heraldry 10.

Traits: Chaste 15, Energetic 0, Forgiving 15, Generous 18, Honest 15, Just 10, Merciful 10, Modest 10, Pious 5, Prudent 15, Temperate 5, Trusting 17, Valorous 10.

Passions: Loyalty (lord) 15, Love (family) 15, Hospitality 17, Honor 13.



ADVENTURE:

CASTLE OF THE RACE

Setting: Buckingham, a reinforced motte-and-bailey castle on the upper Dubglas River.

Secret: Sir Yves of Buckingham loves to race horses with his guests. In fact, he refuses to grant hospitality unless someone races with him. Moreover, every day a party stays in the castle, he must race against another person. Only if he ever loses does he end this custom.

Characters: Sir Yves (Horsemanship 30) and his magic courser "Thought" (Move 7, even among trees).

Action: Sir Yves lays out the course; if a rider walks the course first, it's easily apparent. However, when horses run on it, the clarity disappears and trees, bushes, streams, and fallen logs are everywhere. Any rider other than Sir Yves suffers a -10 modifier to Horsemanship, and if he fails once, he is lost in the forest (see the adventure "LOST IN SAUVAGE").

Solutions: One player races the course while the others watch. Alternately, anyone else riding a magical horse can see the path normally as well (not taking the -10 modifier).

Glory: 15 for being in this race, 45 for winning it.



ADVENTURE:

CASTLE OF FELICITY

Setting: Northampton

Characters: Sir Felix; his daughters; entertainers, game players, etc.

Problem: Sir Felix is a happy fellow, with a castle full of enjoyable temptations. He likes visitors, so he puts off all discussion of business until tomorrow. Forever, if possible.

Action: Sir Felix (Hospitality 23) rules over a small city protected by his motte-and-bailey castle. Visitors are always taken politely to Sir Felix for interview. When the player characters enter his court, he releases a white dove that flies to a high window, then away.

Awareness. (Success = The knights see the dove fly off as they approach the castle.)

Sir Felix invites the visitors to stay; after dinner, he assures them, they will discuss business. Staying in the castle is a pleasure, a great occasion for all the courtly skills to be used, and for all the pleasurable traits to be tested.

Whenever the knights ask permission to go, Sir Felix insists, "Surely no one must go off *today*, when we are going to [*do whatever tempts the player knight speaking*]." No malice is intended.

Solutions: Only by succeeding at a contest of Hospitality against Sir Felix can the player knights get permission to depart. Until then, enjoy!

Secrets: The dove is a messenger pigeon taking word to the King of Sauvage.

Glory: 25 for spending the adventuring season here, or 50 for getting out quickly.

ADVENTURE:

THE MAID OF STEVINGTON WELL

Setting: Stevington Well

Characters: Earl Dafydd of Beale Valet; Earl of Huntington, a beleaguered lord at the edge of the hostile Angle kingdom; Sir Band, castellan of Bedford, who warns the players not to seek the well, for it is dangerous, guarded by a wicked seductress who lures knights into her clutches so they are never heard from again; Vithelen, the Maid of the Well.

Problem: The knights need some water from this well. They must first find out where it is, then find it, and then get water from it. This water is a key ingredient in a healing potion that certain sor-

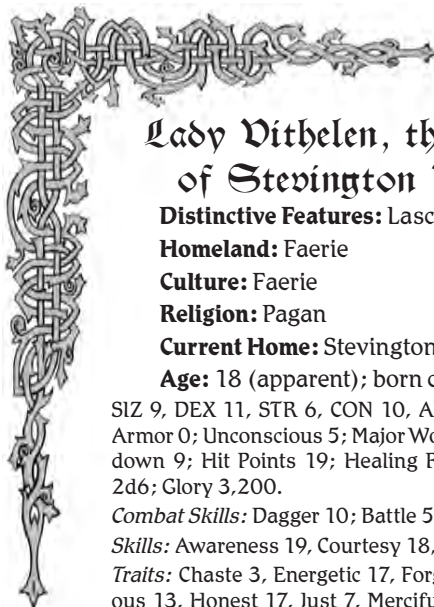
ceresses can brew. The potion cures 1d6+2 points of damage when drunk or poured over a wound. However, the water from one visit makes just two doses, and the sorceress will keep one and give the other to the knight who brought the water.

Secrets: Finding the well is difficult. Go to Beale Vale Castle, near the city of Huntington, in the County of Hertford. Go a one-day ride upriver to Bedford Castle. Go another day's easy ride up the Dubglas River and find the well. Pass a pair of cooing, pure white doves in a tree, then hear singing, and then dismount and go towards the beautiful sounds.

Solutions: Vithelen, the Maid of the Well, protects the well's sacred waters. She sings beautiful old songs all day, and at night retires to sleep in a small bower of white chrysanthemums (the flower of Truthfulness). Note that although she is a faerie, she will never make mention of her nature, nor is it detectable to any knight. To them, she is just a very beautiful woman. Gamemasters need never tell the players "This is a faerie woman."

When approached, Lady Vithelen hands each of the knights a white chrysanthemum. She looks like a young woman, perhaps 18 to 20 years old, dressed in the clothing of a noblewoman. She does not seem afraid.

She listens to what the player knights wish, and then tells them that only a chaste, honest man may get water from the well. "Is one of you he?" She is



Lady Vithelen, the Lady of Stevington Well

Distinctive Features: Lascivious figure.

Homeland: Faerie

Culture: Faerie

Religion: Pagan

Current Home: Stevington Well

Age: 18 (apparent); born centuries ago

SIZ 9, DEX 11, STR 6, CON 10, APP 28; Move 4; Armor 0; Unconscious 5; Major Wound 10; Knockdown 9; Hit Points 19; Healing Rate 2; Damage 2d6; Glory 3,200.

Combat Skills: Dagger 10; Battle 5.

Skills: Awareness 19, Courtesy 18, Flirting 25.

Traits: Chaste 3, Energetic 17, Forgiving 5, Generous 13, Honest 17, Just 7, Merciful 8, Modest 16, Pious 17, Prudent 10, Temperate 10, Trusting 14, Valorous 10.

Passions: Loyalty (King of Faerie) 10, Loyalty (Stevington Well) 28, Love (family) 25, Hospitality 15.





asking for a volunteer. The knights can discuss who among them is most qualified.

Only one person can undergo the test. She takes the candidate some distance from the others, into the woods, and beckons him to sit on a stone there, as she sits upon a stump facing him. She asks him why he has come. He must tell her, honestly, why he needs the water. If he tells the truth, he gets a Truthful check.

As the lady talks, however, her gown falls open, quite innocently and accidentally, revealing one perfect breast. The knight can not help but see, and must make a Chaste roll. If he succeeds, he totally ignores this temptation, and after a moment she carefully draws her gown closed again. If he fails the Chaste roll, then he must, as usual, make a Lustful roll. She is beautiful, and she seems to be deliberately tempting him now. If he succeeds at his Lustful roll, she moves closer to complete her seduction, and they make love in the forest.

If the knight fails both Chaste and Lustful rolls, the player can choose what his knight does. If he does accept her embrace, he gains a passion for her of Love (Lady of Stevington Well) equal to his current Lustful trait. Toward the end of the day, which has passed oh-so-quickly — as afternoons of love tend to do — she tells him to go meet his companions again, “And tell them you have failed to find the well.”

The knight may not wish to return to his companions. If he wishes to stay, she invites him to do so, in which case she retires with him to her bower, and he is Out of the Story. Simply ask the knight to write in the History section on the back of his sheet, “Went off with Lady of Stevington Well,” the date, and then turn his character sheet over to the Gamemaster. Tell the player it is time for another character. The lost knight might be back in a few years. (Oh, yes, her last lover is in the bower, awaiting her return, and he will fight, to the death, any knight who returns with her.)

The companions of the lost knight may not find the bower, nor can they find the well unless they depart and go out past the pair of doves again, where they coo by the trailside; if they turn around and try again, then the process begins again.

If the failed knight returns to his friends, let the player decide what his knight does or says. Remind him that he has a new passion. Will he speak of it, or will he be modest? Use the opportunity to grant checks for behavior, or to roll traits or passions over 15.

The next day, if the first knight returned to the group, a second knight may attempt the Lady’s test. The next day, if he fails as well, a third, or fourth, or however many are in the party, may try each subsequent day if they do not depart and none of them

chooses to spend the night with her. If several of them conceive passions for her, then the knights and Gamemaster should deal with that jealousy and rivalry.

If a knight is honest and does not succumb to his lust or her desirability, then she takes him to the well and sings a different song, one with some power in it, while he dips out a container full of the liquid. He may take it and depart.

Note: While the knights are waiting for their companion to return (or not) they can all make a Hunting roll. Anyone who succeeds notices that the meager path that they followed to this place seems to continue onward, westward, deeper into the Forest Sauvage.

ADVENTURE: PRESAGE JOUST

Time: Anarchy Period.

Setting: Stony Stratford.

Characters: Sir Lance, a rather stiff but friendly knight.

Problem: A knight wishes to “joust” at the ford. Of course, the player knights have never heard of “jousting.”

“I will show you,” he says. “Truce on honor? Let us talk.”

Secrets: Sir Lance is not human, but a faerie knight (Lance 18) who cannot be harmed by jousting. If anyone else asks about him, the locals say, “Oh, him? That’s just Sir Lance,” as if that explains everything.

Action: Sir Lance is here to joust with all knights “in the upcoming manner.” He will show them his hollow lances designed not to kill anyone. Then everyone must joust with him. He does not fight anyone on foot for any reason. If he’s knocked down, he just gets up and mounts, and continues jousting. Knights who are knocked off their horses take damage from the fall, but with a significant change: Sir Lance’s critical success results only in 1d6+3 points of damage to the victim, not normal lance damage.

Afterward a series of jousts, he will escort the knights to nearby Castle Brun.

Glorify: 15 for this “presage Joust,” plus normal Glorify for the joust if Sir Lance was defeated.

ADVENTURE: COUNTY TRIBUIT

Setting: Castle Tribruit

Problem: Tribruit maintains its independence by being half-hidden and well-guarded. To get in requires combat, perhaps a lot of it. These are just ordi-



nary folks hiding in the forest, and this is primarily a combat and courtly opportunity.

Secrets: Lord Meilyr, the Earl Tribruit, prefers to take prisoners; he holds them as gentleman guests, on their honor not to flee. They eat with him and are entertained by him, treated well. They simply are not allowed to leave, either until ransom is collected or until someone defeats the earl.

So eloquent and well-mannered is the earl that, after spending a while in his presence, listening to his tales of having been plundered and pillaged, many of his guests join him in defending his lands.

Actions: Whenever anyone approaches the Entryways near Tribruit, the guards are ready to fight to keep them out. Polite refusals are followed by firm rejection, followed by combat. If the invaders get past the guard post, they can go on. The paths become roads that lead to the castle and city.

Immediately upon seeing strangers, the leader of the Entryway guards sends a messenger to the castle. Earl Meilyr immediately musters his household troops and sends word to his vassal knights to arm and come to the castle immediately, which takes a few hours at the least.

Earl Meilyr waits with his men outside the castle, where the main road goes. He always has 40 to 50 footmen (all lightly armored at best), one-third having great spears, one-third spears and shields, and the remainder daggers and javelins. The precise number of assembled knights depends on how long he has had to muster them. If it has been a short time, only his 10 household knights accompany him. If it has been at least half a day, then he has as many as 18 knights lined up, ready for combat.

The earl comes forward to speak, along with a bodyguard and a herald bearing a flag of truce. "You have entered into a dangerous and forbidden realm. We are just men, but beyond are monsters and a land of the lost. Allow us to escort you back, from whence you came, without quarrel."

If this is accepted, the entire army goes with the player knights to the Entryway point, where they wait until the knights are gone.

If the offer is refused, Meilyr offers to accept the surrender of the knights, whereupon he will make them his guests in the castle until released. That is, he will hold them for ransom.

If this is refused, he signals in the foot soldiers to fight the invaders first, then he sends his knights to capture them.

If conquered, the player knights have to send their squires back to their liege lords or manor holders to bear the unhappy news of ransom.

Courtesy. (Success = Once a knight gives his word and his squire is sent, then honor requires that it is, among gentlemen, as good as paid. Critical = And so, considering that fact, perhaps the earl will allow the party to depart into the dangers beyond? The earl is amused, and allows this.)

Solutions: Conquer him or get past his guard posts and rush through the county before he can muster his troops to defend.

If he and all his knights are defeated in fair battle, then the earl surrenders and offers to make himself the loyal vassal of whoever conquered him. However, his conditions include that he never be forced to tell what lies beyond his realm; also that he never be forced to fight outside his realm, except by the rightful King of Logres; and finally, that he may marry into the family of his conqueror.

Glory: 10 to each knight for traveling entirely through the county, plus whatever else is obtained through combat.



Earl Meilyr, Lord Tribruit

Homeland: Tribruit

Culture: Cymric

Religion: Pagan

Current Home: Tribruit Castle

Age: Early 20's (born 23 years before the adventure)

SIZ 14, DEX 11, STR 15, CON 15, APP 11; Move 3; Armor 11* + shield; Unconscious 7; Major Wound 15; Knockdown 14; Hit Points 29; Healing Rate 3; Damage 5d6; Glory 3,300.

Combat Skills: Dagger 10, Lance 15, Spear 11, Sword 20; Battle 14, Horsemanship 16.

Skills: Awareness 15, Courtesy 15, First Aid 10, Heraldry 13, Hunting 10.

Traits: Chaste 7, Energetic 13, Forgiving 10, Generous 13, Honest 13, Just 10, Merciful 10, Modest 7, Pious 10, Prudent 10, Temperate 10, Trusting 10, Valorous 15.

Passions: Love (family) 12, Hospitality 18, Honor 18, Hate (Saxons) 17.

Horse: Charger (6d6).

Equipment: Fine clothing (£2).

* Consider this a precursor to the 12-point reinforced mail armor available in the coming game Period.





ADVENTURE: FOUNTAIN OF THE GOLDEN CUP

Setting: Forest Sauvage

Characters: The Maiden of the Golden Cup; a magical magpie

Problem: As the player knights travel along the path, it widens in to a glen in the woods. In the center is a marble fountain, as one might find in the center of a Greek city. It's got a low circular wall around it, about 3 feet tall, making a circle about 20 feet across. In its middle rises a base, and then a sculpture of a man with a lion's head, encircled by two serpents.

A block of marble, like a table, stands next to the fountain. Atop it is an ornate gold cup, with a gold chain holding it to the block beneath it. A bird — a magpie — perches next to the cup, on the stone block, and it says, "Don't drink this. Don't even think of it." If someone touches the cup, it says, "That is not yours. You are in danger. Put it back."

Action: If anyone drinks the water without the cup, he becomes physically ill, from that moment forward suffering a -10 modifier on all rolls thereafter until he gets to rest for a week with decent food, etc.

If anyone dips the water using the golden cup, the magpie says, "You now have an enemy. Please, put that back for your own sake." Hereafter, all magpies are the enemies of this person. Since they are common in woods, that knight is accompanied by the cries of the magpie whenever he rides through the woods. (He suffers a -5 modifier to all Awareness and Hunting rolls in forest settings.)

If anyone drinks, the magpie says, "You are a fool," and flies to the top of the lion's head on the statue, from there watching.

The Maiden of the Golden Cup then comes forth. She is an attractive, well-dressed noblewoman, perhaps a lady-in-waiting for a countess somewhere. The maiden simply welcomes the knight, then asks him where he wishes to go. It does not matter what the knight says. The Maiden of the Golden Cup says, "I knew you were going to say that." Then she points to a trail, and says, "Go there."

Secrets: It really doesn't matter whether the knight takes the shown trail or not, or takes some other trail (including the one he came in on), for magic is at work: The player knights go out from here to some random forest location afterwards. When the Maiden is at the font, the way out is always wrong: Roll on the following table whenever the knights depart to determine their point of egress from the forest.

d6 Result	Destination
1	Brun
2	Buckingham
3	Alchester
4	Banbury
5	Northampton
6	Towchester

Solutions: What if I don't touch the water? Ride on through. Nonetheless, this fountain is confusing at its best. So roll on this:

d6 Result	Destination
1-3	Go your own way
4-6	Roll on the table above

Glory: 100 for being the first one misdirected due to drinking, plus 50 for everyone else the first time they do it; none for people the second or subsequent times they drink.

EVENT: OUNDLE DRUMS

Time: Anytime

Setting: Oundle Village

Secrets: The village well echoes the sound of war from anyplace in Britain. If someone recognized the source kingdom of the sound, the Gamemaster should include, in that year's gossip, the fact that war was there.

Problem: None. This is just a curious landmark, of the type you would go a couple of miles out of your way to witness. Whenever the knights pass by here, usually going elsewhere, the Gamemaster should ask them if they want to drop by and listen at the Oundle Well. At various times they hear the various military beats. One time the knight may hear the beat of their own army mustering, and thereby discover that there is a war at home.

Action: Gamemasters should check with current events in the chronology to see who (if anyone) is at war in Britain at this time. The drumming sounds only when troops are mustering for a war.

Awareness. (Success = You hear a drum beating a march, of the type used to muster an army. Critical = You know it is coming from a well in the town.)

Knights can go close to the well and listen.

Battle. (Critical = You recognize the march as being from a specific kingdom/region.)

Glory: 10 for hearing the drums, or 20 if you recognized the march as being from a specific kingdom/region.

Notes: This can be a great special effect to use when the player knights are far from home and need to learn somehow that there is war in their homelands.



EVENT: AT TOWCHESTER

Setting: Towchester

Secret: This is an incredibly, unnaturally wealthy town. The women all wear nice dresses, the men wear clean linen, the animals are scrupulously clean, and so on.

Characters: Squire Tovus.

Problem: The player knights need to ask directions. When anyone is asked, they lead the knights to Squire Tovus, the leader of the people and also commander of the guard. The town guards are friendly folk overall, and do not impede knights passing through.

The market is full of goods, but anything purchased here is revealed to be rags, leaves, sticks, straw, or other natural debris once it is brought out of Forest Sauvage.

Normally when someone comes into the kingdom from Brun, the citizens here send him out toward Buckingham, and vice versa (never deliberately to Castle Sauvage).

ADVENTURE: THE HEART OF SAUVAGE

The ruler of the Kingdom of Sauvage is King Madog de Sauvage. His army includes 10 household knights, 61 vassal knights, and 185 soldiers.

Setting: Castle Sauvage.

Problem: For some reason, a player knight wishes to see (or must see) the King of Sauvage, who oversees this entire realm. The king does not want to be met, however, and has set up a series of tests that must be passed before anyone sees him.

The first problem is to discover the location of Castle Sauvage. The best anyone can tell is that "It is in the heart of Forest Sauvage." A learned person can probably supply the information from players' map of Sauvage. (Give the players a photocopy of it to write on.)

The second problem is in trying to find a way to get there. The map shows several possible entry routes. The players can choose whatever they wish.

The third problem is to actually travel the right way. All entries are fraught with danger, and travel in the forest is confusing and difficult. Each is worthy of a session as players probe, engage, and succeed or fail. It may take multiple sessions, and many game years, to succeed.

Glory: None.

ADVENTURE: ARRIVING AT CASTLE SAUVAGE

Characters: The Dwarf of Sauvage; the Gallant of Sauvage; the Lady of Sauvage; the King of Sauvage.

Secrets: An entire staff works here, silent to the visitors; a garrison stands guard also, and farmers work the fields, but all are utterly silent toward the visitors. If threatened with violence, they explain that they mean no harm or ill will, but are under orders not to speak to strangers, "but spare me," they offer, "and I will take you to the castle." This they will do, and the dwarf, lady, and knight wait to be good hosts.

At the outer gate, the drawbridge is already lowered, and several foot soldiers check everyone passing in. They know all the locals, and stop only those they don't know, which of course includes visiting knights.

Visitors to Castle Sauvage are welcomed graciously, but the king is never here. His throne sits empty. Instead, there reside a dwarf, a gallant, and a lady who are his spokespersons. After some friendly conversation, the knights find that it is impossible to see the king until a visitor has undergone the "Three Sauvage Quests." It is possible to meet the King only if one character is present when all three of the guardians are satisfied with the results of their quests, each listed separately below.

If all three are completed, then on the next visit the king is present upon his throne. Go to the adventure of "THE KING OF SAUVAGE."

At the Castle: As the footmen question the player knights, two Sauvage knights, Sir Sun and Sir Moon, come from the gateway and continue the interrogation. (Use Famous Knight stats from *Pen-dragon* p.177, for Sir Sun and Sir Moon.) They wait in the gateway, ready to charge out, with lances, against anyone assaulting the footmen.

Finally, assuming all is well, Sir Sun escorts the visitors toward the main hall. They ride through a clean, happy town, with workers busy everywhere, women waving from windows (but not speaking to the visitors), all amid a general air of prosperity and contentment.

From the town, they pass through another gateway and into the inner court. The knights dismount, ascend stairs, and pass into the citadel, where the king presumably lives. Inside the citadel, the servants all wear identical livery, green on one side and red on the other.



The Great Hall is empty, save for one of the three residents from below. That person (the Lady, Dwarf, or Gallant, as appropriate) tells the visitors, "The king will see you in due time, but he is not present at the moment. Nonetheless, we have a nice chamber for you to rest in while you wait." Servants lead the visitors to the chamber.

Servants also bring bowls of water and towels to wash up, and also some nice robes to wear while they are here. The room has beds enough for everyone and carpets on the floor for the squires. A window looks out over the castle and town.

Knights can choose to disarm or not.

Around 8 p.m., a page comes to bring them to dinner. The court has been furnished with tables, the tables with residents, and a high table for the visitors alongside the Sauvage Courtiers. Introduce the Dwarf, Lady, and Gallant of Sauvage in general.

The courtiers delay the party for as long as they can. When players finally ask about seeing the king, the three reveal that they each have a test to be overcome in order to see the king. The Three Challenges must be attempted, and the visiting knights must win at them all to see the king.

Disappointed visitors may come back next year and try again.

THE DWARF'S CHALLENGE

Setting: Castle Sauvage.

Problem: The dwarf proposes a game of chess as his challenge.

Characters: The Dwarf of Sauvage, a trusted servant of the king. He is short and fat, ugly of face, bald but bearded, and has stumpy little fingers that seem to make it hard for him to handle the chess pieces.

Solutions: The dwarf, with a Gaming stat of 20, must lose a game to a player knight.

While playing, he also engages his opponent in contest of knowledge of some kind (whatever sort of lore skill the knight has the highest score in, such as Faerie Lore, Religion, Folklore, Heraldry, etc.). Through conversation, the dwarf chooses a subject and both he and the knight must engage in an opposed roll in that area; losing this contest does not affect the result of the chess game. The dwarf's score in all such areas of lore is 18.

Glory: 100 to win either contest.

THE GALLANT'S CHALLENGE

Setting: Castle Sauvage.

Problem: The Gallant proposes a test of virtue.

Characters: The Gallant is a tall, handsome nobleman of obvious strength and character.

Solutions: The Gallant of Sauvage takes his opponent to the mews, where there are hawks and falcons of all description. Each of them, explains the Gallant, represents a single virtue. The player knight must choose one. This is a test of any one British Christian trait (player's choice) and also of Falconry. Add the chosen trait and the Falconry skill values together, and divide by two to get the knight's effective skill value for this test. This is opposed by the prey, which has an Avoidance value of 10.

The object is to bring some game home.

Glory: 100 to succeed.

THE LADY'S CHALLENGE

Setting: Castle Sauvage.

Problem: A test of manners.

Characters: The Lady of Sauvage, a tall noblewoman of great physical beauty.

Action: One evening, the hall is especially packed, and the knights are moved from the high table to the floor. Oberon, the King of Faerie, is visiting, and even the Gallant, the Lady, and the Dwarf are waiting on the High Table.

As the dinner progresses, the king raises his voice and asks about the human visitors. Now is the time to make a Courtesy roll, to see if one of the player knights can act properly as a spokesperson under these circumstances. A simple, unopposed roll is sufficient.

Special: Has any knight hurt the Lady's magpie? (See the adventure "MAGPIES.") If so, the spokesperson suffers a -10 modifier to Courtesy because she is so angry with him.

Glory: 100 for passing this test.

ADVENTURE:

THE KING OF SAUVAGE

Setting: Castle Sauvage.

Problem: Player knights have some reason to see the king.

Characters: King Madog; his court.

Secrets: Once his tests are passed, the king makes himself visible to the knights. He is absolutely polite and personable. He goes out of his way to be hospitable, having sumptuous warm cloaks brought to the knights and so on. He has no complaints against any of the knights unless they have violated his hospitality or lied to him.

When knights present their problem to him, the king responds quickly and kindly, as given below.



Afterward, there is a great feast, and the next day the knights depart, with escort, to the edge of the forest.

Problem: He and his knights kidnapped a young female relative. *Solution:* He returns the girl, unviolated, and she has a Faerie Lore skill of 15, Chirurgery 20, Dancing 20, and First Aid 20. People afterwards call her “the Sauvage Healer.”

Problem: He left a changeling for your child. *Solution:* He has the son, who is five times his age in mortal years. See the adventure of “THE CHANGELING.”

Problem: He knows where Prince Madoc’s son, the heir to Logres, resides. *Solution:* He says, “In the forest where lost men find, where only eagles roost.” Where is that? “Spend ten years lost, to start. That is all I know.”

Problem: He knows what castle someone is fated to hold. *Solution:* He tells what castle, and how to take it. But he offers no more details than that.

Problem: He killed your father. *Solution:* It was not him, in fact, but his son who bears the same coat of arms. He orders the son before them to answer the charges and to do whatever the visitor wishes.

Problem: He stole your family heirloom. *Solution:* He thanks you for the loan of the object, explaining that his sister was healed of infertility by its presence, and then she returns it along with a large golden armband worth £10.

Problem: He promised your father a healing potion. *Solution:* He smiles to remember the promise. He gives you an Unguent of Healing that cures 1d6 Hit Points when rubbed on a wound. Each time it is used, roll 1d6: When a 6 is rolled, the unguent is used up.

Problem: Your sister loves him and wants to live with him. *Solution:* If you take her to marry him, collect the bride price of one magic cow and clothing worth £3 for each visitor. After the marriage, all the trails into the Kingdom of Sauvage (but not its fiefs) disappear. The magic cow is the Black Polled Cow: This animal never dies naturally, though it can be killed (or stolen); it gives a +2 modifier to the Stewardship skill of whoever runs the manor or farm where it lives.

Problem: Dubricus, a bishop, or some other famous abbot said the pagan king must be overcome and/or banished. *Solution:* The king offers to engage in a philosophical debate with one candidate among the visitors: Roll his Pious against the knight’s. If he wins, the knight converts willingly to paganism. If the knight wins, the king will go into voluntary exile (i.e., the enchantment of Forest Sauvage ends.)

Problem: Merlin sent the knights to confer with the king. *Solution:* Gamemaster’s option.

Problem: Make up your own story. *Solution:* Make up your own solution.

Glory: 100 to accomplish any of the above quests.

WHAT? FIGHT HIM IN HIS HOUSE?

This would be very, very foolish. All knights know this. He has offered his hospitality, and you accepted it. To throw that aside is dishonorable, and probably suicidal. If combat comes to pass anyway, a regular melee combat ensues. If it is in his castle, after he has granted hospitality, then whoever starts the fight loses 8 points of Honor.

Madog’s relevant combat stats are below, though he would probably not have his armor on unless given a minute to don it (it is magical...). King Madog may roll against his Hospitality passion to become inspired against the attacker(s).

His faerie knights rush out, one per attacker. His Gallant, unarmored but otherwise a faerie knight, is also present. His lady, also a magician, is present to help out. His dwarf shouts imprecations from the side.

If any other knights present refuse to participate in this outrageous breach of hospitality, they are guarded by the elf knights, who simply stand aside to watch the subsequent fight unfold. After a while, the King, quite nonplussed, comes to the humans and asks them to retire to talk further, where it is peaceful. Everyone goes to another nice audience hall.

If the offensive knights survive the first melee, they can either stay (and fight again), or run. They can not join any of their friends who have retired with the king to talk. If they choose to stay, another wave of attackers comes at them. This time, the attackers are not faerie knights, but some of the more monstrous faerie creatures such as spriggans, black dogs, or fomorians.

Those who flee enter the adventure of “LOST IN THE FOREST SAUVAGE.” They might escape! If they survive, they are nonetheless invisibly marked as an enemy of Faerie, and every denizen of Faerie will recognize them and be hostile because of this flagrant violation of hospitality.

All such knights gain the directed trait “Loathed by all Faerie 20.” Also, put on the character sheet the character’s new passion: Fear Faerie, with a starting value of 8, +4 for every faerie denizen struck down in the combat.



MADOG, KING SAUVAGE

Distinctive Features: Short and ugly, curved spine, potbelly, big nose, wisps over his bald pate, scraggly beard; he wears beautiful, expensive clothing perfectly tailored to grace his ill-shaped body: "The usual stuff, silks and satins and rare colors with silver thread."

Homeland: Sauvage

Culture: Elf

Religion: Pagan

Lord: King Oberon

Current Home: Castle Sauvage

Age: Ageless (born when the last glacier left this spot).

King Madog: SIZ 10, DEX 19, STR 15, CON 30, APP 6; Move 3; Armor 21* + shield; Unconscious 10; Major Wound 30;

Knockdown 10; Hit Points 40; Healing Rate 6†; Damage 4d6; Glory 8,000.

Combat Skills: Dagger 10, Lance 20, Spear 26, Sword 21; Battle 20, Horsemanship 25.

Skills: Awareness 35, Heraldry 20, Hunting 20.

Traits: Chaste 4, Energetic 18, Forgiving 10, Generous 16, Honest 17, Just 10, Merciful 10, Modest 7, Pious 22, Prudent 10, Temperate 10, Trusting 12, Valorous 10.

Directed Traits: Trust (family) +5.

Passions: Loyalty (lord) 15, Love (family) 18, Hospitality 20, Honor 13.

Horse: Faerie courser (7d6).

Valorous Modifier: -10.

* Madog wears 15-point magical faerie armor and has a 6-point natural bonus to his armor due to enchantments woven about him.

† Includes +2 bonus for pagan religious knight virtues.





Chapter Four

Boy King Period: 510–518

In this Period, King Arthur takes the throne and fights a series of fierce battles to hold his claim. He is aided by Merlin in many ways.

HISTORICAL COMPARISON

The Boy King Period is roughly equivalent to 12th-Century England in terms of culture and warfare. In many ways, the coming of King Arthur parallels the end of the Norman dynasty and the coming of King Henry II of England and the Angevin dynasty (whose monarchs are commonly called the Plantagenets). Think too of Queen Eleanor of Aquitaine, the strong wife of Henry, as Queen Guenever.

YOUR CAMPAIGN

The campaign is largely scripted throughout this Period. The role of player knights is to participate in the events and to acquire Glory from the many battles. Of course, they can choose to find some way to go off on adventures, but if they do there is the chance that they will miss much of the action. Remember, refusing a lord's command to muster causes a loss of honor, is a sign of cowardice, and if continued deserves degradation.

POLITICS

King Arthur fights first to acquire his throne in Logres, then to attain the High Kingship of Britain. He follows the route of conquest, not acclamation, to become the High King, and thanks in large part to the recklessness of the other kings of the land, succeeds.

The component power blocks in Britain at this time are as follows:

Logres: Logres is still broken up into its counties. The two remaining duchies of Lindsey and Silchester dominate the lowlands.

Saxon Lands: The south has five kingdoms and many small chieftains (such as Chief Port or the Haestingas). Two strong kingdoms encroach upon Malahaut.

Malahaut: The Kingdom of Malahaut is still a strong kingdom with several cities around Eburacum,

plus the Catterick lands. Numerous hill tribes and peoples are allies, such as Elmet, Rheged, and the Pennine tribes.

Norgales: King of Norgales also rules Gomeret, Snodonia and nearby hill tribes, plus the plain of Chester.

Cameliard: Cameliard is nervously independent between aggressive Norgales and protective Lindsey. The king plays a key part in the upcoming royal story.

Escavalon: The strongest kingdom in south Wales includes Gloucester and Gwent. The city of Carlion, in this land, plays a key part in the upcoming Arthurian story.

WHAT'S NEW

The standards in the Boy King Period are slightly advanced from those of the earlier two Periods. If something's not mentioned here, it doesn't exist at this time.

EQUIPMENT

The following equipment is currently available.

Armor: Better armor becomes commonly available to most knights who can afford it: 12-point reinforced chainmail, worn with a closed helm.

Weapons: The newly available weapons are the jousting lance, morning star, and warflail.

Horses: Chargers become widely available. The result is that the mounted sergeantry are mounted upon them as well as all knights.

Clothing: Clothing during this Period shifts from 5th- or 6th-Century dress to later medieval fashions. Men wear both a long-sleeved undertunic and an overtunic of fine wool or linen. The overtunic has no sleeves, and is fastened at the waist by a belt. Legs are covered with *chausses*, which are thick stockings. Thick leather shoes are common. The cloak is knotted and pinned at the right shoulder. Hair cuts are short, with a soup-bowl style being popular among knights, in part because it suits the type of helmets being worn. Men are clean-shaven.



Women wear sleeved undertunics like a man's. The overtunic, called a *bliant*, fits tightly at the waist and flows into a skirt. The neck is cut low to reveal the undertunic beneath and is laced up the sides. Belts are worn around the waist, and the cloak is attached with a cord across the neck.

HERALDRY

Knighthood is recognized as having special privileges and rights, and one of those is to have individual coats of arms. Personal designs cannot be duplicated by anyone else in the kingdom, and in this early period fights and feuds may occur when people discover someone else has chosen the same design.

Heralds also make their first appearance at this time, their job being to advise and to keep track of the increasingly complex arms.

CUSTOMS

Chivalry is instituted as a real phenomena in Year 511. Starting three years later, in 514, King Arthur uses it as one method of qualifying for membership in his Round Table, the most prestigious club in the world.

Women acquire more social status in this Period. Everyone is quite impressed that King Arthur marries Guenever for love rather than (just) politics.

TOURNAMENTS

The first tournaments are established as a method for knights to show their prowess and practice their skills. It is also a way to win Glory and, just as importantly, money.

Three types of events occur: animal fights, the *bohorth*, and the *melee*. The first two are not for knights.

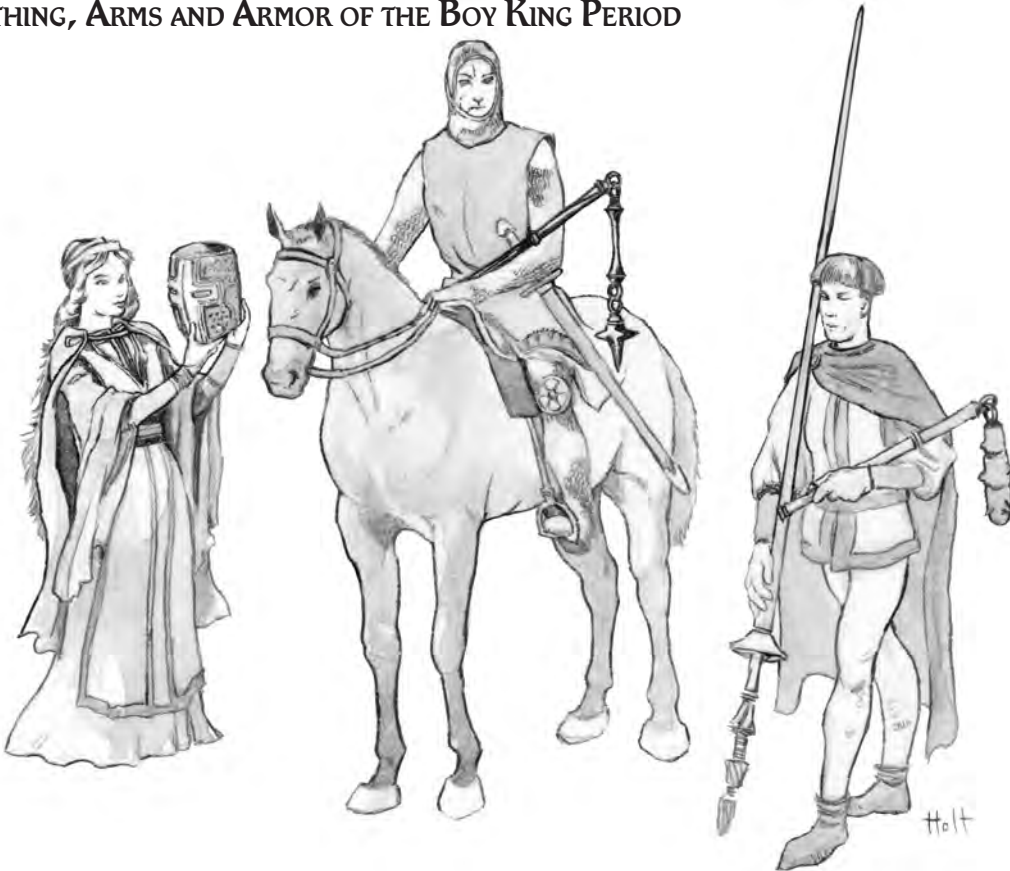
Animal fights are meant for peasant entertainment; either animals fight each other (bulls versus bears is popular), or, occasionally, men fight against beasts.

The *bohorth* is a rough-and-tumble fight of non-knights seeking to prove their prowess to overlords, perhaps so that an individual might be chosen as a squire.

The *melee* is the primary knightly event. It is fought between two teams



CLOTHING, ARMS AND ARMOR OF THE BOY KING PERIOD



of knights. An area, often of several square miles, is marked off as the combat area. It overruns fields, towns, and vineyards. A safe area, wherein the knights may not be attacked, is marked for each team. A time limit is set, usually half a day, and the event begins and ends only when the marshal's bugles are blown.

Only sword and lance may be used in the melee. At first, the sponsor may choose to allow either blunted or normal weapons, though after a short while only rebated weapons are used to preserve the lives and limbs of the combatants. Only fair fighting is allowed — no attacks from the rear, no multiple opponents on one, no tricks such as tripping horses or using dogs to panic steeds. However, there are not yet any judges to oversee this, so honor is required from all participants to follow the rules.

Any knight may participate, and he may be assisted by his squires, servants, or even masses of footmen. The object is to capture enemy knights and bring them to the refuge, whereupon they are captured and forfeit their horse and armor. This is very expensive for the losers and very lucrative for the winners. Prisoners who have been captured but not yet returned to the safe area may attempt to escape without besmirching their honor.

FIEFS

Fiefs are still grants of land, or perhaps of some other right (such as raising a toll booth on a bridge, or taxing part of the income from a town), in return for fealty and service. However, landlords naturally still prefer to retain all their income and reluctantly make such grants. They much prefer temporary gifts that are not inheritable.

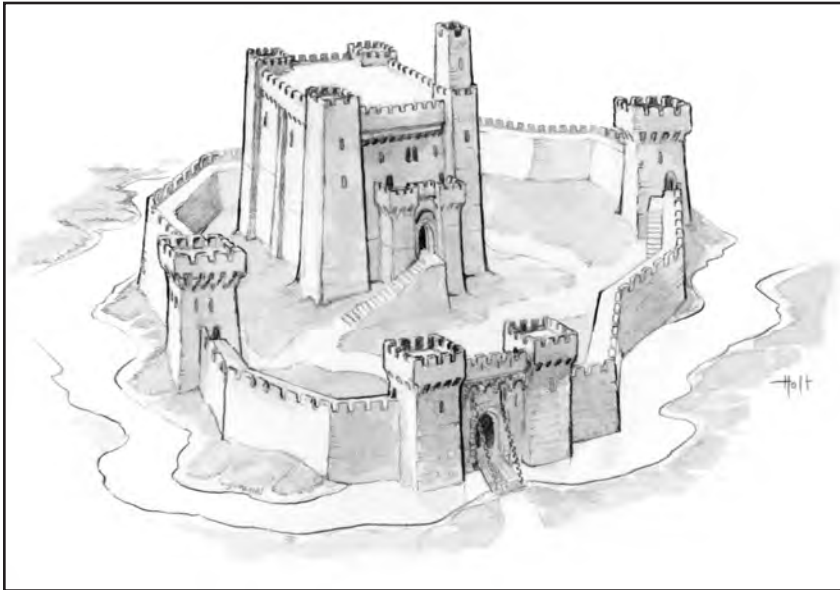
CONSTRUCTION

Commoners start to build their houses with chimneys. While the army is gone, many new manors are built with them. This greatly improves the standard of life inside these buildings.

Motte-and-bailey castles are common because they are cheap and quick to raise, but stone begins to replace timber for castles in this Period. The Pen-dragon finances many such keeps and stone walls for his holdings.

The following components become available, at the given costs, during this Period:

- Curtain wall (DV 7): £20 per area
- Curtain wall, double (DV 9): £30 per area
- Gate and gateworks (DV -1): £6
- Gate and gateworks, large (DV -2): £7
- Gate and gateworks, postern (DV 0): £6



Gate tower, square (DV 4): £15
 Keep, huge (DV 20): £100
 Keep, square (DV 10): £30
 Keep, tall square (DV 15): £50
 Tower, double-square (DV 8): £20
 Tower, square (DV 5): £10
 Tower, triple-square (DV 11): £30

SAMPLE CASTLES

Small Castle: DV 16/10. Cost £82. *Outer works:* Double ditch, moat, curtain wall, gate, gate tower. *Stronghold:* Square keep.

Medium Castle: DV 26/10. Cost £102. *Outer works:* Double ditch, moat, curtain wall, gate, square gate tower, two square towers. *Stronghold:* Square keep.

Large Castle: DV 32/19. Cost £147. *Outer works:* Double ditch, moat, curtain wall, gate, square gate tower, two square double towers. *Stronghold:* Tall square keep, gate tower.

TROOP TYPES

This list ranks the available troops of the times, from best to worst. The number in parentheses indicates the actual number of individuals, used only to calculate the relative size of a battle.

Rich knight (3)
 Ordinary knight, Saxon berserk (2)
 Poor knight, sergeant, Saxon warrior, armored foot soldier, Italian crossbowman (1)
 Hobilar, foot soldier, Irish kern, Cymric warrior (1/2)
 Pict warrior, bandit (1/5)
 Peasant (1/10)

HERALDRY

A coat-of-arms is the core of heraldy. Each knight is entitled to his own coat-of-arms, unless he is an heir, in which case he bears his father's arms; in general, sons derive their arms from their father's so that the family association is maintained.

On the following page are some popular charges for use with player knights' own coats-of-arms. These can be copied or traced onto character sheets if desired.

CUMBRIA

This section outlines the "generally known geography" of Cumbria, also called Gales (or Wales). The roads shown are the Royal Roads of Malahaut, as protected by the Centurion King. Many castles and towns along the road (and elsewhere) are not shown here, and many other roads connect the towns as well.

Aldborough: A city in Malahaut, about a half-day's travel from Eburacum. It was once called Isurium Brigantum, the capital city of the Brigantes, the most powerful of the pre-Roman tribes.

Amans: This castle in the western Pennines is ruled by a king; it commands one of the few trails over the Pennines.

Appleby Castle: A castle on the Appleby Road between Brough and Whelp, subject to the Baron of Appleby.

Appleby Road: Another name for the Celibe Forest or Pass, this is the easiest way over the Pennines between Cambenet and Catterick, though it is narrow and travelers are easily ambushed. Now the four castles of Baron Appleby guard this way over the mountains. The castles of Bowes, Brough, Appleby, and Whelp are each one normal day's travel apart. He currently is a vassal to the King of Malahaut.

Bowes Castle: Southernmost castle on the Appleby Road, subject to the Baron of Appleby. It is built within the remnants of an old Roman fort.

Brandigan: This motte-and-bailey is the only castle in all Rheged, and the seat of its king.

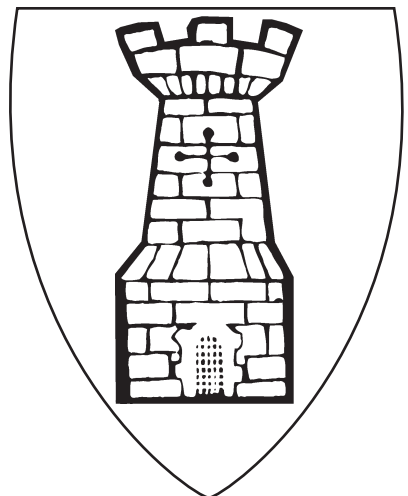
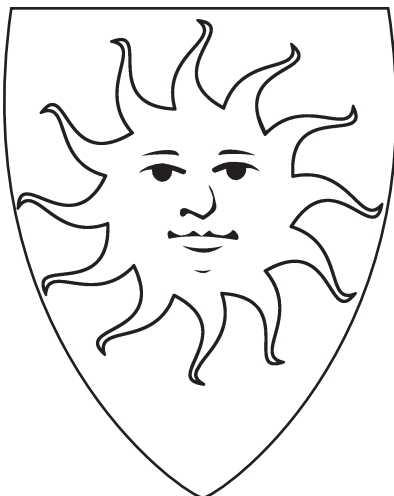
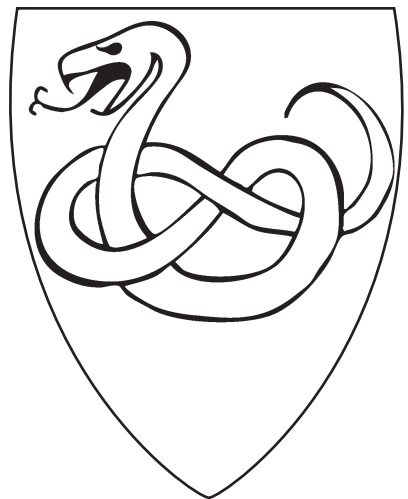
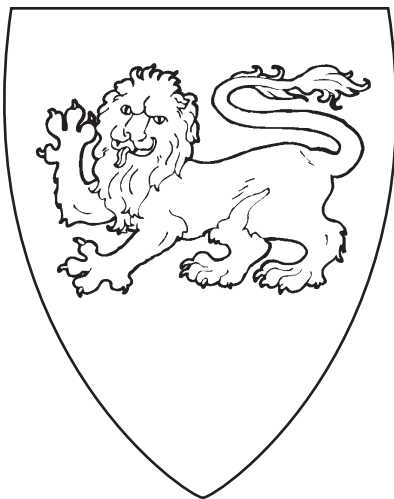
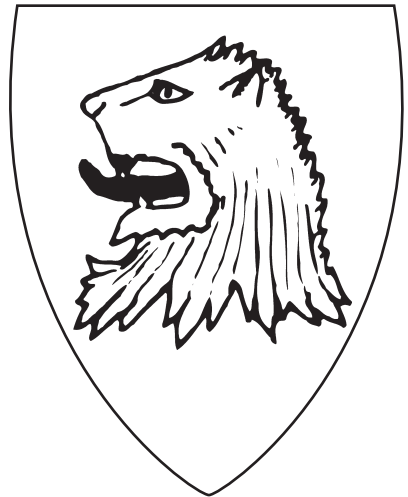
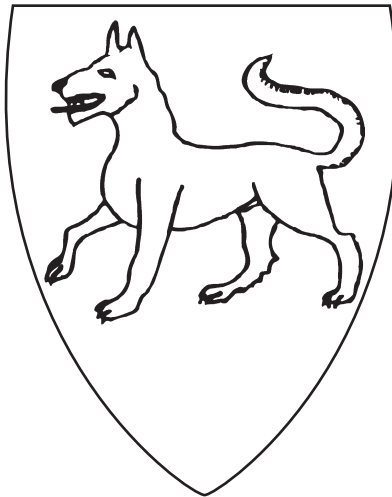
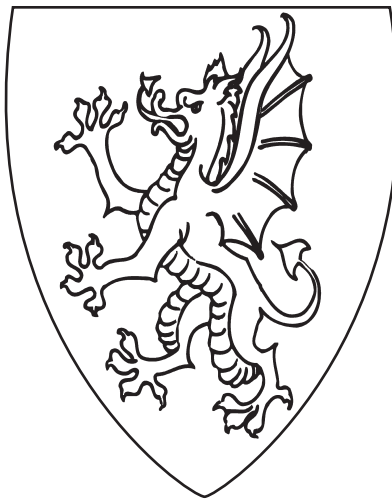
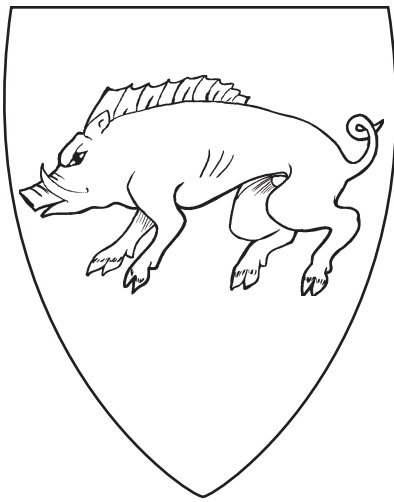
Brigantia: This is the southern county of Malahaut; it includes the rich lands (and marshes) just north of the Humber, extending up to the border with Ripon.

Brough Castle: A castle on the Appleby Road between Bowes and Appleby, subject to the Baron of Appleby. It's triangle-shaped, built within the foundations of an old Roman fort.

Buxton: Motte-and-bailey castle of Amans, at the center of the Amans Road that goes from Sheffield to Buxton and north to Pase.

CAMBENET: A British dukedom centered on the city of Carduel. It includes Carduel City and Penrith Castle.

Carduel (Carlisle): This walled city is the largest and best seaport in the area, and is the center of the Duchy of Cambenet. It has a large castle.





Castleford: A castle of Elmet that guards a ford for the main road there.

Catterick: This walled city is the center of population and civilization in northern Malahaut. It's an important trade center and also a stop along the King's Way.

CATTERICK: The land of Catterick surrounds the city of the same name. It includes Richmond Castle, Catterick, Bowes Castle, and parts of the Nohaut Forest.

Celibe Forest/Pass: The pass through the Pennines contains the major Carduel/Malahaut road, and the gap separates the central and northern Pennines. This is rugged terrain, with much uphill and downhill travel along this apparently straight road; much of its length is surrounded by forest. See also Appleby.

Conisbrough: This castle is the major stronghold for the County of Conisbrough, which is the southern half of Elmet.

Cumbrian Mountains: The mountains west of the Pennines, west of the Vale of Eden. These are tall, rugged peaks unlike the rest of the Pennines, and are much more difficult, hilly terrain than real mountains. After about 515, they are contained within the Wastelands.

Danger Castle (Lancaster): This castle is the seat of the "Duke of Danger," or the Duke of Lancashire. His largely wilderness territory is scarcely populated. It is accessible by sea, if the tides and winds are right.

DEIRA: Deira is the forested coastal region of northeast Malahaut. It is largely unoccupied until the Saxons settle therein during the Uther and Anarchy Periods. It has no significant castles or cities.

Deira Forest: The Deira Forest covers much of Catterick and part of Nohaut.

Des Maris Castle: Amidst the marshes of Maris is a castle of the Marsh, de Maris. The lord of the marsh people lives there.

Doncaster: This city in Roestoc is the seat of legate for the High King's council. It is a city of Elmet.

Durham Castle: A castle built after the conquest of Nohaut to control the Saxons. Later in this Period, it is held by a baron serving King Arthur. It is on a road from Catterick to Wandesboro.

Eburacum: Eburacum is the second largest city in Britain. It is upon the Ouse River, in the county of Brigantia.

Egremont: A county of the western coast, subject to the king of Listeneisse.

ELMET: Elmet is the name of the kingdom that occupies the land of Roestoc. Its northern county is Aire County and the southern is Don County.

Estroite: This castle is the main seat of the Count of L'Estroite, a vassal of the Duke of Danger. It sits astride a pass over the Pennines that goes from Leeds to the Castle of Danger.

Hadrian's Wall: This ancient Roman fortification once kept the northern barbarians out. Now it is in ruins, many parts fallen to nothing, though portions are kept up and inhabited by intrepid defenders and, reputedly, Roman ghosts.

Inglewood Forest: The enchanted Inglewood is south of Cambenet (and, following the Dolorous Stroke, north of the Wastelands). A famous pool, Tarn Wadling, is found in this forest.

LANCASTER: Lancaster is the political name for this area, whose leader theoretically rules over the scattered the people living in the Perilous Forest and central Pennines. It includes Castle Danger and the Perilous Forest.

Leeds: A small city, the center of the Kingdom of Elmet.

Legionary Road: Traces of this old Roman road still exist, controlled by the King of Pace, with Castleshaw and Castle Blanc at either end. The Legionary Road is one of the few passes over the Pennines, and the king collects a goodly toll from everyone who goes along it.

LESTROITE: Lestroite (or "L'Estroite") guards a major trail that goes over the Pennines, separating southern and central portions.

Lestroite Road: A pass goes from Airedale to Etroite Castle and from there by hidden ways northwest then southwest to Castle Danger or southwest into the Perilous Forest.

Listeneisse: After Year 515, this is a dead kingdom located in the midst of the Wastelands. Its chief castle is Carbonic. It is easy to find the Wastelands, but very difficult to find any of Listeneisse, either people or places therein, because of enchantment.

MALAHAUT: The most powerful kingdom of Cumbria, Malahaut is centered on the city of Eburacum. It includes the counties of Brigantia, Ripon, and Catterick, ruled by the Duke of Richmond. It includes the cities and castles of Aldborough, Castleford, Eburacum, Pocklington, and Tadcaster, and many wild lands. It used to include the lands of Deira and Nohaut as well, but those have been taken over by Saxons.

MARIS: The marshes of the Humber River are extensive, populated by a strange, shifty people of ancient times. They are ruled by the lord of the Castle Des Maris, which is hidden amidst the marshes.



NOHAUT: This is a Saxon land carved out of the thinly occupied lands between Malahaut and Garloth. It is now ruled from Durham. It lies between the Yorkshire Moors and the wall.

Nohaut Forest: This is an extensive forest that lies between Nohaut on the east and Rheged and Catterick in the west.

PASE: A small kingdom with local power only because it controls the old Legionary Road to Elmet.

Pase (Manchester): This is a walled city, the namesake of the Kingdom of Pase.

Peak, the: This is the most notable peak in the south Pennines, hence a landmark.

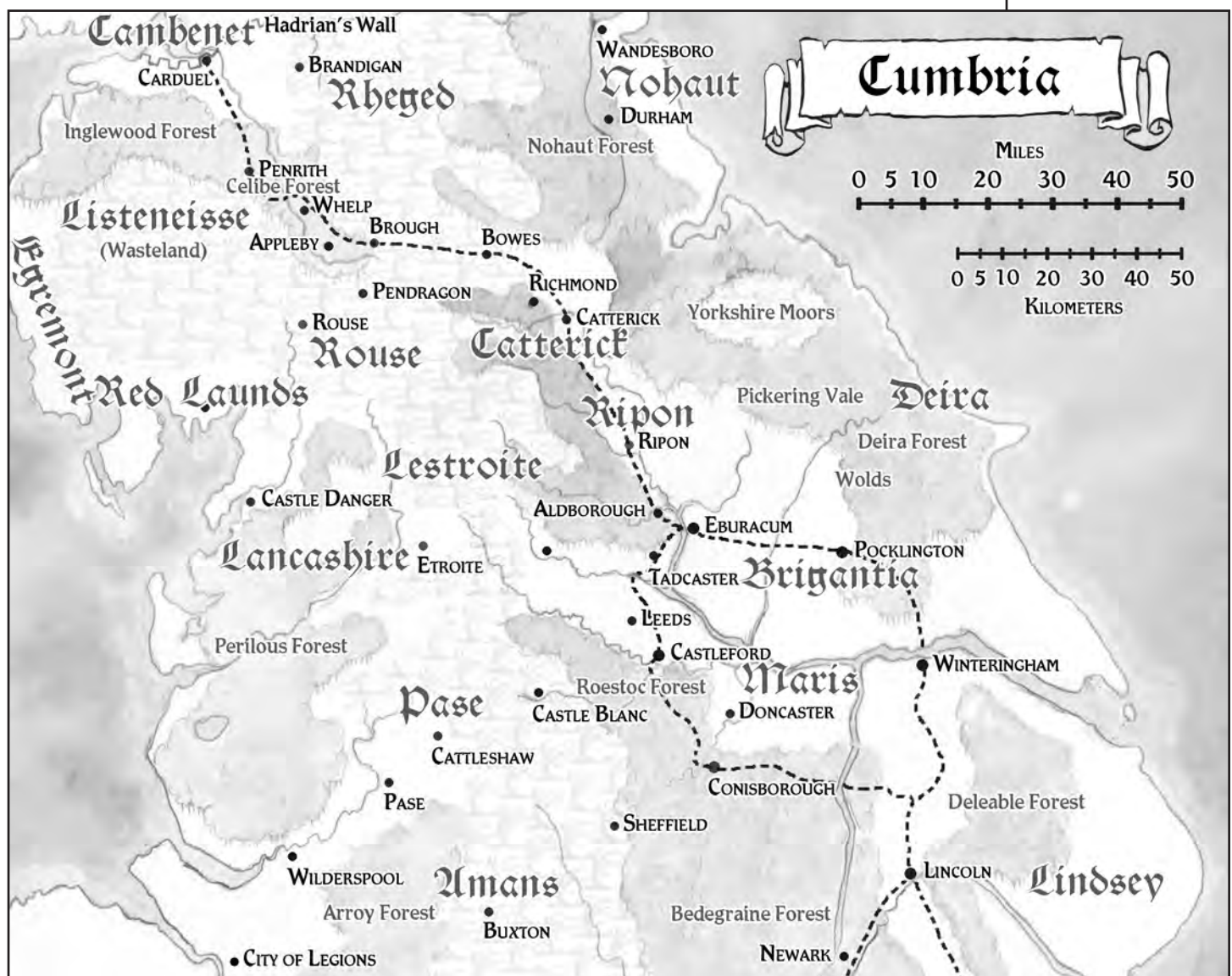
Pendragon Castle: A strategic castle that controls the Mallerstang Trench, a narrow valley from the Celibe Forest to the dales to its south.

PENNINE MOUNTAINS (Central): The central Pennines are between the Celibe Pass and Pase. The scattered peoples in the north are more or less united by the Duke of Rouse.

PENNINE MOUNTAINS (North): The northern Pennines are north of the Celibe Pass and gradually merge with the Southern Uplands. The hill tribes are united as the Kingdom of Rheged.

PENNINE MOUNTAINS (South): The Pennines south of Pase, whose hill tribes are part of Amans, but whose outlying hill tribes often ally with the neighboring kingdoms as well.

Penrith Castle: This is one of the important guard castles on the Carduel/Eburacum road; it sits at the edge of the Celibe Forest. It is a border castle to defend the Duchy of Cambenet.





Perilous Forest: This is an enchanted forest, dangerous and extremely difficult to get out of. It covers most of the territory of Lancashire.

Pickering Vale: A pleasant region of rivers and level lands between the moors and hills. It was abandoned during the Saxon wars and resettled afterwards.

Pocklington: This is one of the cities of Malahaut, in County Brigantia.

RHEGED: Rheged is the kingdom of the hill tribes of the Northern Pennines. At its strongest, it includes the Celibe Pass, and the Rheged tribes are notorious for robbing caravans in the pass. Its castle at Brandigan is where the king can be found.

Richmond Castle: This is a large castle near Catterick, the seat of the Duke of Richmond.

RIPON COUNTY: Ripon County includes the lands from the Pennines, up to and including the marshes, and from Brigantia to Catterick.

Ripon: This is a small city on the main road north, with a castle that is the residence of the Count of Ripon, an extremely religious man.

ROESTOC: A kingdom between the Pennines and the Marsh, it is sometimes part of Logres, sometimes part of Malahaut, or (as now) neither. It includes the city of Doncaster and Castle Conisbrough.

ROUSE: The Rouse are the hill tribes of the Central Pennines, including the rich areas called "the dales" (Airedale, Londale, etc.) The Duke of Rouse, who lives in the castle of that name, rules them. They are generally tributaries to the King of Malahaut.

Rouse Castle: This old style castle commands the Lon Valley, which is one of the known (to locals) routes through the Pennines from Edenside to Ripon County.

Sheffield: This castle guards an old road into the Pennines, to Amans. Raiders often come from there to raid the Don Valley.

Tadcaster: This castle in Malahaut guards the border with Elmet.

Wandesboro (Wallsend): This is a fortified port city on the North Sea. It is currently vassal to Garloth, not really part of Cumbria at all.

WASTELAND: This region does not appear until Year 515. Formerly the kingdom of Listeneisse, it is ruined by the Dolorous Stroke, to become a dead, empty, and haunted land, best avoided.

Whelp Castle: Northernmost castle on the Appleby Road, subject to the Baron of Appleby. It is built within the shell of an old Roman fort.

Wolds: Gently undulating low hills and valleys in Malahaut.

Yorkshire Moors: A hazardous rise of moors, boggy at the top and prone to unseasonable fogs capable of hiding just about anything.

YEAR 510

This portion of the campaign is a one-year, closely timed and scripted military campaign. It leaves little room for individual action. However, it provides two singular opportunities: a chance to be close to King Arthur during his first year; and a chance to win great Glory from a few Huge battles. Although this is the most "historic" period of King Arthur's life, much of our story is taken from Romance. (Read Malory for more details of this era in Arthur's legend.)

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

This year is also sure to demonstrate why a good Healing Rate is valuable. Player knights will undoubtedly be wounded in battle, and they may be tempted to rush back to join the army for the next battle without healing fully. The unpredictable outcome of one unit in any battle, even amid King Arthur's greatest victories, may kill such enthusiastic knights. Others may stagger away with thousands of Glory points.

Note: This is a good year for each player to have more than one character, for there is a good chance that the player's favorite may be killed or temporarily taken out of play.

EVENTS

Young Count Robert insists on going to London for the tournament that has been announced. Naturally, he will take his retinue, including the player knights.

Player knights do not necessarily have to be at the New Year's tournament if it doesn't suit the campaign. The subsequent delaying action by the noblemen allows everyone who is curious get to London in time for the rest of the year's events. The Game-master must work out what, if anything, occurs to the player knights if they wait in the crowded city of London during the period between successive drawings of the sword from the stone.



ADVENTURE:

THE FIRST TOURNAMENT

Source: Malory 1, 5–18

Time: New Year's Day

Setting: London

Characters: The following lords and their retinues are present, plus others at the Gamemaster's discretion.

King Alain of Escavalon

King Leodegrance of Cameliard

The Centurion King of Malahaut

King Lot of Lothian and Orkney

Duke Escan of Gloucester

Duke Derfel of Lindsey

Earl Sanam of Bedegraine

Earl Robert of Salisbury

Earl Gilbert of Hertford

Baron Macsen of Lonazep

Action: A convocation of British lords and church officials has called for a "tournament" to be held in London. The winner is to be declared High King. Be sure to provide some description of the other events the player knights might witness, such as the animal fights and the market.

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

Tournament Rules: Blunt weapons only; every lord for himself. (Each lord will have his own followers. Whoever is the last to leave the field will be declared the winner.)



Earl Robert of Salisbury

Solutions: Run a Regional Old-style tournament.

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

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

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

EVENT: THE SWORD IN THE STONE

Upon entering the crowded court of Saint Paul's cathedral, the knights see three men standing by the sword in the stone: an old knight (Sir Ector), a young knight (Sir Kay), and a squire (Arthur). The sword is stuck into the stone and anvil, as always. Surprisingly, Merlin the Magician stands patiently nearby, not far — but notably distant — from Archbishop Dubricus.

A crowd of noblemen shoves their way about, each trying to get another turn to pull out the sword. All fail. The crowd gets surly, and at last someone cries, "Let the boy try!" Everyone takes it up: "Yes, let the boy try!"

Arthur steps up to the sword, and with a small flourish pulls the sword out and brandishes it overhead. Celestial trumpets blare, a beam of light shines down from above, and a dove and an eagle fly upward in a spiral (stage decorations courtesy of Merlin, though he shows no sign have having done anything).

Actions: What do the player knights do?

"Who is that boy?" shouts someone.

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

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

Most of the greater barons and outland kings express similar astonishment and disbelief, but many lesser noblemen swear loyalty instantly. Among those who swear immediately are the following (this is by no means a complete list): King Leodegrance of Cameliard; Sir Ector, Arthur's stepfather; Sir Kay, Arthur's step-brother; Sir Hervis de Revil, a famous but landless knight; Prince Lanceor of Estregales, son of the King of Estregales; and the famous Sir Brastias.

(Of passing interest is the fact that King Leodegrance of Cameliard departs abruptly with his knights when he receives word that King Ryons, a warlord out of the Perilous Forest, is threatening his kingdom. Still, he has already sworn to Arthur before leaving.)

King Lot, on the other hand, laughs contemptuously; the Duke of Gloucester registers indignant



Arthur

righteousness; and others shout defiance and swear that this “lad” will never be their king. The crowd of commoners grows surly, voicing resentment against the nobles, threatening to riot.

Before trouble breaks out, Merlin and Dubricus calm the crowd, announcing that they will hold another contest, with anyone who wishes to try to pull the sword having a turn. They order the word be sent out by all means possible to everyone to meet again in a month, at Candlemas.

Merlin and Dubricus then choose the ten best and most honorable knights present to set a continual watch over the sword and the stone until Candlemas. (Any player knight with at least 5,000 Glory and an Honor score of at least 15 is chosen automatically; others who almost meet these requirements might be chosen, at the Gamemaster’s discretion.) Each of those ten then chooses ten more knights to stand guard with him.

Player Hooks: Player knights may be chosen to guard the stone (or the young king).

Glory: 100 for witnessing Arthur’s drawing of the sword; 100 for having been selected as one of the “ten best knights” to guard the sword; 20 for having been selected to guard the sword by one of the ten knights originally chosen.

FEBRUARY 2, CANDLEMAS

Arthur draws the sword before another assembly. Many knights and noblemen now accept the witness of their own eyes and pledge loyalty to the Boy King. These are named the “Eager Vassals,” who always come first to the battle and bring the largest contingents, best equipped, without excuses. Especially important among these new royalists are those

ranking noblemen of Logres who had been close to the old king. (Perhaps some banneret player knights are among these worthies.)

The Eager Vassals include young Earl Robert of Salisbury; Ulfius, Duke of Silchester; Duke Corneus of Lindsey; Bishop Baudwin of Britain; the Earl of Hertford; the Earl of Dorset; many lesser lords and bannerets; the mercenary Lord Cadour of Cornwall; and any other lord the Gamemaster wishes to include.

MARCH 21, EASTER

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

The Good Vassals include the Duke of Clarence; the Earl of Jagent; the Earl of Wuerensis; and any other lord the Gamemaster wishes to include.

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

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

MAY 1, PENTECOST

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

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

First, King Arthur is knighted by “the best man present” (Malory 1, 7). This “best man” is unidentified in Malory, so there is perfect justification for his being a player knight. Otherwise, use Bishop Baudwin, Duke Corneus, or Cadour.

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

During this ceremony, the last of the recalcitrant Logres nobles grudgingly pay homage to King Arthur: These are the “Reluctant Vassals,” who usually came



to battle last, often with the least number of soldiers, and sometimes even with excuses instead of knights. The Reluctant Vassals include every other lord of Logres not named previously as a vassal to the king.

After days of feasting and celebration, a great procession escorts King Arthur across Logres to Carlion. Thousands of commoners gather for the celebration. All knights of Logres follow their lords to this celebration. (Mercenary knights likely follow Brastias.)

IN OTHER LANDS

Throughout Britain, the lords summon their vassals to hold council for advice on what they ought to do. There is a new king in Logres, and that is difficult enough. But his heralds claim he is also the High King!

What ought to be the proper response? No one thinks to support this unknown squire — a mere puppet of Merlin! — as the new High King. But should they ignore him, or oppose the beardless upstart? The reasons to attack are many. Among them are the need to put this upstart in his place, and, like it or not, the chance to plunder the rich lands of Logres.

Among the foes are Lothian and its many allies, Malahaut and allies, and even the distant Pict kingdoms of Benoic and Escoco.

MAY 10

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

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

Amid the celebration, Arthur learns that six northern lords have arrived, with their armies in tow, at the city. He sends them presents and bids them welcome, but King Lot and his allies insult the messengers and the boy king instead, saying “they [have] no joy to receive gifts from a beardless boy that [is] come of low blood...” (Malory 1, 8).

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

Glory: All attendees get 100 Glory for viewing the coronation. Participants get 150.



King Lot

BATTLE OF CARLION

Arthur's army of 1,500 is outnumbered roughly two-to-one by Lot's army.

Length of Battle: 8 rounds

Battle Size: Medium

Commanders

King Arthur (Battle = 7)

King Lot (Battle = 25)

Modifiers

Arthur is outnumbered: -5

Arthur is aided by Merlin: +5

Knights desert King Lot and join Arthur: +3

The Fight

Round 1: The First Charge occurs as normal.

Rounds 2–4: Normal.

Round 5: Lot and his men charge, with lance, against Arthur's own unit, which takes a terrible beating.

Round 6: Arthur draws Excalibur, Sword of Victory, and its flash of magical power blinds nearby foes and awes the rest of the enemy. Arthur's commanders are all *inspired* automatically by their Loyalty (Arthur), gaining a +10 modifier on all Battle rolls for the rest of the battle.

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

Round 8: Lot sounds the retreat, and his army withdraws in an orderly fashion from the field. No pursuit is possible.

After the Battle

Victor: King Arthur. Indecisive Victory.

Plunder: 1 charger, 2 rouncys, £2 in goods

Glory: 30 per round



MID-MAY: CARLION GRAND COUNCIL

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

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

Alternately, send them to request help from some other nearby king. Arthur would ask almost anyone for help at this point. (You might send the characters to ask the Saxon *bretwalda*, who is very polite but says, "No, thanks.")

At the end of the Council, Arthur and his army depart for the north. King Ban and Bors have not yet shown up, but are secretly conducted to the field (along with the player knights, if they were the messengers) by Merlin's magic.

BATTLE OF BEDEGRAINE (EARLY JULY)

Commanders

King Arthur (Battle = 7)

King Lot (Battle = 25)

DAY ONE

Length of Battle: 5 rounds

Battle Size: Huge

Modifiers

Arthur is aided by Merlin: +10

Arthur has the high ground: +5

Arthur has superior troops: +5

The Fight

Round 1: During the First Charge, Arthur's forces are superior to Lot's: Apply a -5 modifier to the Random Battle Enemy Table.

Round 2-5: Lot's Pictish mercenaries, having no honor, freely attack the horses of Arthur's knights.

After the Battle

All knights must make a roll on the "Horse's Fate" table (*Pendragon*, page 109), modified by -1 per round he remained in battle.

Victor: Indecisive.

Plunder: None

Glory: 60 per round

DAY TWO

Arthur's horsemen took many losses from the Pict warriors. He forms units of footmen and intersperses them on the hill between his knights. Player characters without horses fight in one of these units. (One of them may be a unit commander.)

Lot sends his infantry to the rear and orders his knights to fight.

Length of Battle: 5 rounds

Battle Size: Large

Modifiers

Arthur is aided by Merlin: +10

Arthur has the high ground: +5

Arthur has inferior troops: -5

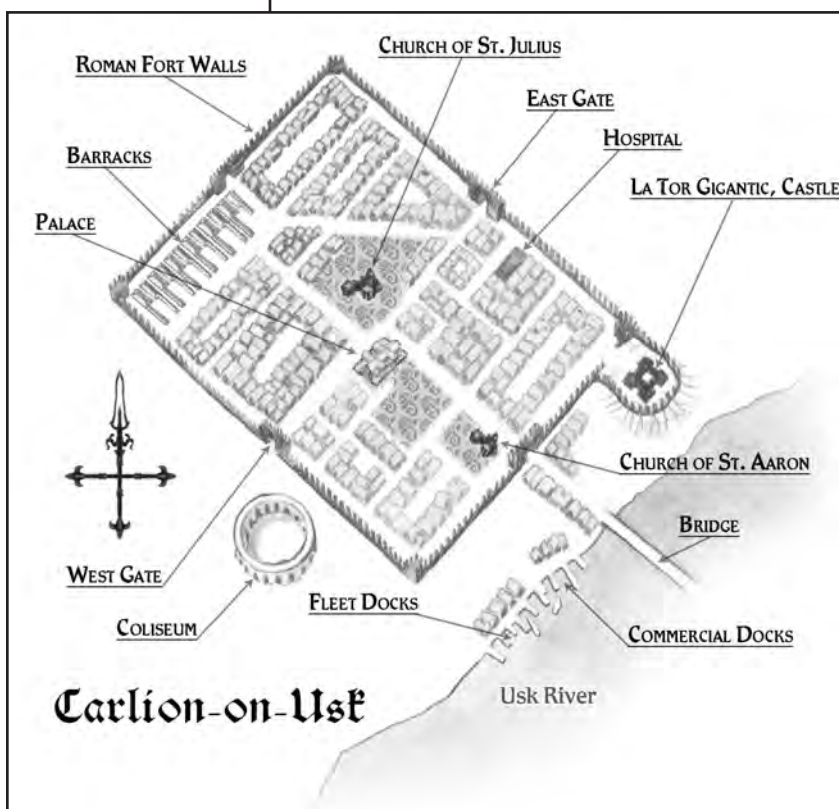
The Fight

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

Round 2-3: Normal.

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

Round 5: Add a +10 modifier to the Unit Events Table roll for Arthur this round. The enemy army falls back, abruptly but in good order. No pursuit is possible.





After the Battle

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

Victor: Arthur. Indecisive.

Plunder: None. (Arthur gives all the battlefield plunder to Ban's and Bors' armies. Thus, the men of Ganis and Brittany each get three times the normal plunder; Arthur promises to give his own men a suitable reward soon.)

The next day, Merlin tells King Arthur where a great treasure is buried, and sends a small party of men to recover it. They find a huge cache of Roman silver. (This can be a mini-adventure, with a chance to test Selfish/Honest rolls when the player knights first see the treasure. Gamemasters must decide what to do if dishonesty prevails: Remember, Merlin is watching!)

After he receives the Roman treasure, King Arthur distributes it among his own men. All knights get £20 worth of silver. The knights who actually went to retrieve the silver each get £20 extra!

Glory: 45 per round

EARL SANAM'S COURT

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

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

EARLY AUGUST

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



PICT WARRIOR AND CHIEFTAN



LATE AUGUST

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

BATTLE OF CAROHAISE

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

Length of Battle: 4 rounds

Battle Size: Medium

Arthur's army: 600 knights

Leodegrance's army (besieged): 50 knights

Ryons's Army: 600 knights

Commanders

King Arthur (Battle = 7)

Ryons (Battle = 22)

Modifiers

Arthur is assisted by Merlin: +10

The Fight

Rounds 1–4: Normal.

After the Battle

Victor: King Arthur. Indecisive Victory.

Plunder: 1 charger, 1 palfrey, £2 in goods

Glory: 30 per round

510 Events

-  = ENEMY AT CARLION & BEDEGRAINE
-  = ENEMY AT BEDEGRAINE



AUTUMN

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

WAR IN GARLOTH

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

CHRISTMAS COURT

Royal: "Well, we can look forward to more of these, then, can't we. I look forward to some time for each of you, to learn what you bring here, what you need and would like to have."

Salisbury: "We are in this now with this young king of ours. I will live or die next to King Arthur in battle."

SPECIAL WINTER PHASE MODIFIERS

Because of the fighting and the visiting nobles, the following counties suffer the following modifiers to the Starting Bad Weather.

Logres (all): Land was raided (+1d6)

Escavalon, Cameliard: Land was pillaged (+2d6)



YEAR 511

COURT

Arthur's court is held at Carlion.

SPECIAL GUESTS

Merlin the Magician
Dubricus, Archbishop of Britain
Lak, King of Escavalon
Hervis de Revels
Ulfus, Duke of Silchester
Brastias, knight banneret of Cornwall
Ector, Arthur's foster father
Kay, Arthur's foster brother
Queen Margawse of Lothian

GOSSIP

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

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

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

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

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

NEWS

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

ROYAL CONVERSATION

"We are of many lands, but the Brotherhood of Knighthood unites us all. We all, even though hailing from different kingdoms and speaking different tongues, are all leaders of men, acknowledged superior to those who are beneath us. We have the same rights

in our own lands, and we have more in common with each other than with the commoners we lead.

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

INTRIGUE

Arthur is not as secure in his throne as the daily scenes in court seem to imply. Some of his supporters — King Alain of Escavalon, for instance — seek to attack the rebels and aid the Saxons, but others, including Duke Ulfus, want to attack the unprepared Saxons. Yet others (such as Ector and Brastias) say to hold back and rest, to let the new knights train for a year.

No doubt, though, the king will do whatever Merlin wants.

EVENTS

Several royal and noble visitors come to court, such as Queen Margawse of Lothian. The court reception for the queen is magnificent as Arthur attempts to impress the wife of his greatest rival. She, a lusty ruler, attempts to learn all she can about the boy king.

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

Gamemaster's Note: Chivalry is detailed in Appendix 1 of the *Pendragon* core book. Repeat the necessary information to your players as desired. From this year forward, player characters may strive to become Chivalrous knights.

ARMY ACTIVITIES

Arthur's army repairs the walls of St. Albans and helps direct the building of many castles throughout Logres. Sir Hervis de Revil grows impatient without action and incites a band of volunteers to raid Saxon lands.

Player Hooks: A raid into Saxon lands is appropriate. The characters may choose to join with Hervis, or to go off on their own. If observant, they note that Hervis has a Hate (Saxons) passion that pretty much makes him slaughter them whenever he sees them.

LATE SUMMER COURT

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



CHRISTMAS COURT

Royal: At winter court, a strange knight asks for hospitality. His old Norman-style armor is all brown, though not with rust, and his sword and spear both gleam. His shield is also Norman style, but instead of a normal coat-of-arms he has an oak branch attached to its face. He has only one squire.

The stranger introduces himself as the Brown Knight of the Wilds (*le Chevalier Brun des Terres Sauvages*). He says, "I have heard your ideas of honor among men, and I have come to see if this is a court where such things are only spoken about, or if they are acted upon."

Arthur greets him warmly and invites him to sup at his board for the winter. The Knight of the Wilds accepts.

Salisbury: "A year without war! The new king's reign is auspicious already! And if that ruffraff *aetheling* ever comes here demanding money again, don't even let him into the door."

SPECIAL WINTER PHASE MODIFIERS

None.

YEAR 512

COURT

Arthur's court is held at Silchester.

SPECIAL GUESTS

Sir Lanceor

Many other knights and lords of Logres

Roman ambassadors. Early in the spring, twelve ambassadors arrive from Rome. Senators, praetors, and centurions, they tramp solemnly into court. They demand that King Arthur submit to the emperor and pay tribute, "for Britain is and always has been part of the Roman Empire."

King Arthur refuses, saying that perhaps the Romans should submit to Britain since all the best emperors came from this island. He then sends them packing back to Rome, saying that the only tribute that the Britons will send are sharp swords and spears.

The ambassadors do not try to linger, but leave angrily.

GOSSIP

"Hervis de Revel is certainly a wonderful knight, isn't he? That raid against the Saxons was bold and well executed, despite some losses. (We should expect that among fighting men, after all.) He is a fine example to prove that a knight does not have to be a great landholder to shine famously among us."

"Those Romans are certainly arrogant, aren't they? I am glad the king treated them as he did. I hope that those stodgy Romans in the cities don't forget where their loyalty lies!"

"Mmm, and Margawse was certainly a charmer, wasn't she? Everyone says that, of all the daughters, she got most of her mother's looks."

"Well, if Ygraine was half as beautiful as Margawse, I can understand Uther's legendary lust for her!"

"And Margawse certainly cozied up to the young king, didn't she? Do you think they...? Well, what do you suppose Lot will say?!"

"Oh, I don't think he minds. They are pagans, after all — you know how they feel about such things. But I have heard that she is pregnant now. Even *you* can count the months backward... and where was King Lot then?"

NEWS

Kay: "Those stupid Romans. Imagine them thinking we'll surrender! It's the last we'll see of them!"

Brastias: "We are going to march against the northern kings this summer. Maybe even against Malahaut if they try to resist. We are going to teach King Lot what it means to resist the rightful king now!"

Merlin: "We are entering new times. Exciting deeds are forming in the hearts and minds of men. Dire emergencies are rising from the depths of the land. Magic is being raised anew, coursing through the roots of the land to be eaten and drunk by all. Listen to the king, for he has secrets to improve the future."

ROYAL CONVERSATION

"Knighthood is marvelous, but chivalry is a knight's duty. *Chivalry*. Just as knights have been set above the normal run of mankind, so are the chivalrous set above other knights."

INTRIGUE

The northern kings spent the winter bickering. Lot has outfitted another army, and though many of his previous allies are not backing him, he has others instead, including King Ryons, who is the son of a giant and a sorceress.

EVENTS

King Arthur and his court depart upon their progress throughout Logres. Several interesting events occur along the way. Player knights have many opportunities to observe or participate in some of the seminal events of Arthur's history. Gamemasters should contrive some reason for them to travel with the court.

LATE FEBRUARY

King Arthur decides to visit the shrine of St. Albans. The road is crammed with pilgrims also going



to the shrine. King Arthur is lodged in Kingsbury Castle.

One night, during a feast, old Queen Ygraine is brought to dinner. Though aged, she is like a faded flower that has grown fragile, but no less beautiful. She wears a nun's habit, having joined the Amesbury Abbey many years earlier.

During the dinner, Duke Ulfius leaps up suddenly, loudly accusing the queen of having been a traitress to the king. Everyone is, of course, thrown into a tizzy.

Awareness. (Success = You focus on one of the following people, who do not seem upset: Ulfius, Ygraine, Merlin. Critical = You note that Arthur is extremely anxious, but tightly controlled.)

After several knights exclaim guilt, innocence, or outrage, the queen herself stands and waits until everyone quiets down. Then, without hesitation or fear, she tells the story of how she was visited by someone with the semblance of her dead husband on the very night he was killed. She bore that child, and gave him to Merlin to raise as her husband had promised. She does not know where that child went.

"My Lady," says the magician, "this is your son, and Uther was his father."

Without taking his eyes off her, Arthur asks, "Sir Ector, what do you know of this?" Ector then tells how Merlin gave him a child to be raised in secret. Arthur and his mother embrace, both overcome by emotion, and both weep upon one another. The king then calls for a feast that lasts eight days.

The rest of the pilgrimage is conducted with mother and son praying together at the site of Uther's death and at the shrine of St. Albans. Many pilgrims that year are cured of their illnesses here.

No one misses the important point that King Arthur is now recognized to be the son of Uther Pendragon. No more can he be called "Merlin's brat" or "the Bastard." Now he is truly Arthur Pendragon.

Glory: 100 for witnessing Ygraine's tale.

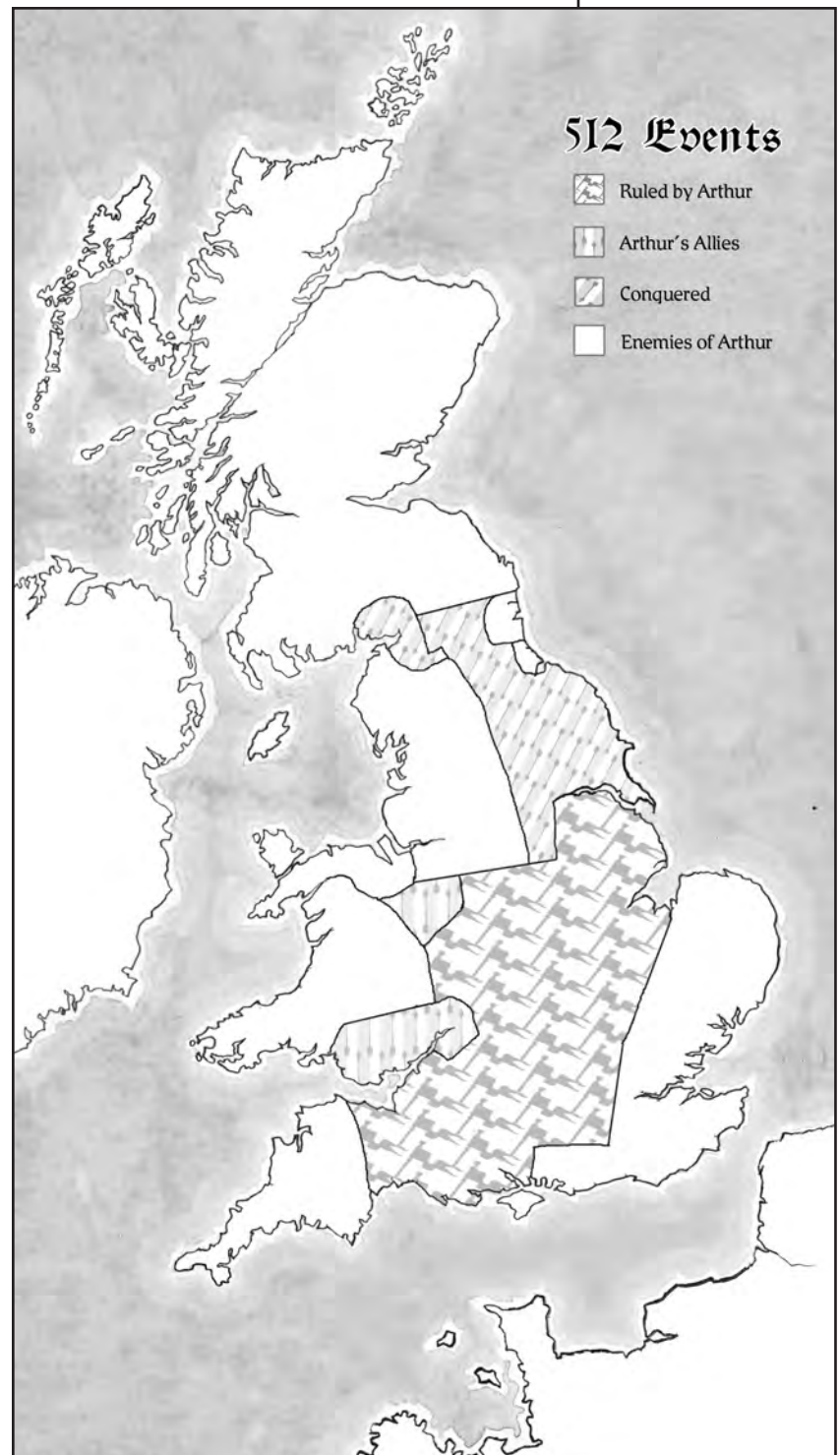
EARLY SPRING

In March, a squire arrives at court leading an exhausted charger, across which is draped his master. He tells the following tale: At a well on nearby Otmoor, a strange knight is challenging all passersby to joust, and will let none pass without combat. Though his master would have avoided the fight if it had been possible, he fought and was slain.

Arthur feels this is an affront to his brave court and asks who among his court will accept such a challenge? Before anyone can do anything, a young squire dashes forward and throws himself on his knees before the king. He begs to fight the strange

knight, and demands to collect the boon that Arthur owes him as his lord. Though King Arthur is reluctant, he concurs, so he knights Griflet and sends him forth to combat.

Player Hooks: Will the player knights also take the challenge? If so they must go forth to joust, then fight sword to sword, with King Pellinore, who is the knight





at the fountain. Pellinore is chivalrous; he spares anyone who surrenders, and insists on fighting one-on-one.

(See the *Pendragon* core book, page 199, for Pellinore's stats around age 33. He is in his 50s now, and his stats should be considerably better — he is currently one of the preeminent knights of the land. It might be more apt to use the “Extraordinary Knight” stats from *Pendragon*, page 177.)

That evening, Sir Griflet is brought back to court, draped over his horse, in dire need of surgery. As night falls, the court discusses events, each man making whatever comment or vow he sees fit.

The next morning, much to everyone's alarm, King Arthur is absent, no place to be found. Merlin is also gone. Officers order searches of the nearby lands. Player knights are surely sent to search for the missing king.

The actions of player knights may include the following (or whatever else the Gamemaster wishes):

- Meet King Pellinore, still at the fountain and waiting to joust. Even if they know him, the king insists on jousting.
- See Arthur's first combat with Pellinore. Arthur is beaten, his Sword from the stone broken, and he is saved only by Merlin's magic.
- See the Questing Beast. Pellinore hunts this creature with an undying passion, and has only taken a break because the creature has lost him. As usual, it eventually works its way back to lure the king again to the hunt.
- Witness, perhaps from the far side of the misty lake, Arthur regaining Excalibur at the lake. He and Merlin pole out amidst the fog, and at mid-lake a hand rises from the water, brandishing a sheathed sword. Arthur receives it gently, brandishes it, and poles back to the far side of the lake with the treasure.
- Witness Arthur's return to court. There he reveals his deeds and reveals the reclaimed Sword of Victory, much to the acclaim of all. Men marvel that they have a king so brave that he would go on an adventure to prove the worth of his court. Many knights are shamed, and secretly make vows that they will not again be outdone by a boy, even their king.

LATE SPRING

A damsel arrives at court, beautiful but dressed in a strange manner: She wears a sword belted about her narrow waist — most unseemly! The lady bears a challenge as well. She seeks a knight who can draw the sword, for it is said that it may be unsheathed only by the best of knights. She has walked many lands and found no one able to draw it, and came here only when she heard of Arthur's prowess.

Many knights try, but all fail. Among those who try is Sir Lancelot, a prince from Estregales who has

just arrived at court and is still armed and armored, unlike most courtiers. Arthur is disappointed, but as the lady departs, a poor knight at the rear of the court offers to try to draw the weapon.

Recognize. (Success = You are sure you have never seen the fellow before [unless for some reason the player knight has met Sir Balin].)

The poor knight succeeds at drawing the sword.

“Certes,” says the damsel, “this is a passing good knight and the best that ever I found, and most of worship without treason, treachery, or villainy, and many marvels shall he do. Now, gentle and courteous knight, give me the sword again.”

“Nay,” says the knight, “for this sword will I keep, but it be taken from me with force.”

“Well,” says the damsel, “ye are not wise to keep the sword from me, for ye shall slay with that sword the best friend that you have, and the man that ye most love in the world, and the sword shall be your destruction.”

“I shall take the adventure,” says Balin (for that is the knight's name), “that God will ordain me, but the sword ye shall not have at this time, by the faith of my body.”

“Ye shall repent it in a short time,” says the maiden, and leaves the court, weeping bitterly.

The knight claims he will henceforth be called the Knight with Two Swords. King Arthur calls him back, and urges the knight to stay and be of his court. The knight, Sir Balin, begs to depart on his own business. Arthur dismisses him, but asks him to return as soon as possible, promising largess. The Knight with Two Swords departs to arm for his journey.

Trumpets blare. The herald announces the next visitor. Forth steps a Lady of the Lake, almost blinding in her resplendent gowns, which wash and flow like wisps of fog. She reminds King Arthur that she gave him the sword Excalibur, and that therefore he owes her a boon. He agrees to pay her whatever he can pay without losing honor.

“Well,” says the lady, “I ask the head of the knight that hath just won a sword, or else the damsel's head that brought it; I take no force though I have both their heads, for he slew my brother, a good knight and a true, and that gentlewoman was causer of my father's death.”

Arthur refuses, claiming (quite rightly) that such a “gift” would besmirch his honor. The lady refuses any other gift. At that point, an armed knight clanks into the room.

Heraldry. (Success = The character is sure he does not know the arms [again, unless for some reason the player knight should know Sir Balin's arms]).



Awareness. (Success = You see two swords on this stranger's belt: Surely it is Balin again.)

The knight listens only a moment to the lady's tirade, swears at her, and then, before any can react, lops off her head. "Alas, for shame!" cries Arthur, leaping from his throne. "Why have ye done so? Ye have shamed me and all my court, for this was a lady that I was beholden to, and hither she came under my safe conduct; I shall never forgive you that trespass."

Arthur is enraged, inspired by his Hospitality passion. Who dares abuse his court's regal sanctuary?! This is murder in the king's court, a double felony.

The knight tries to speak in his defense, but is shouted down by the rest of the shocked court. Cries of "Traitor!" and "Felon!" are heard. Yet no one moves forward since they are unarmored, while Balin is fully armed and holding a bloody sword in his hand. At last Arthur silences his court.

"Only my own hospitality, which you have violated, prevents me from having you killed here and now. Depart this court forever. Wander the woods and roads like a homeless wolf, for all of this court is now bound against you!" says the king, condemning the knight. The court remains silent.

"Sir," says Balin, "me forthinketh of your displeasure, for this same lady was the untruest lady living, and by enchantments and sorcery she hath been the destroyer of many good knights, and she was the causer of my mother was slain, through her falsehood and treachery."

"What cause so ever ye had," says Arthur, "ye should have forborne her in my presence; therefore, think not the contrary, ye shall repent it, for such another despite had I never in my court; therefore withdraw you out of my court in all haste that ye may." [That is, "Whatever reason you have, you should not have done this in my court. You will be sorry for this, believe me, for this is the worst thing that ever happened in my court. Therefore get away from me as quickly as you can."]

The knight bows once to Arthur, takes the severed head by its hair, and departs from court. In the bailey outside, he meets his squire, who has horses packed and ready, and they hurry from court. When he is gone, Arthur's court erupts into clamor. What an insult! What a savage!

Sir Lancelot, already armed and armored, rushes forward, kneels, and volunteers to perform the king's work. Arthur quickly grants it, and Sir Lancelot dashes from the court. A young woman from the crowd gasps once, cries, "No, wait!" and dashes after him.

Player Hooks: Will the player knights go in pursuit?

Just. (Success = The characters know this is a major insult to the king and his court!)

The player knights are probably not dressed in armor while visiting the High Court, of course, so they must arm before pursuing this criminal. Thus they are probably far enough behind Lancelot, who was right off from the start, to miss the ensuing fight between him and Balin.

Energetic. (Success = You are armed and mounted before most of the rest of court.)

If the player knights pursue, they come upon this scene: Lancelot lies by the roadside, a spear thrust through his chest. Upon his body lies the corpse of a lady.

Recognize. (Success = She is the one who cried and pursued him from court.)

Nearby lounges a nobleman, amid his entourage. The nobleman stands, eulogizing the tragedy.

Heraldry, +5. (Success = He is a knight of Cornwall. Critical = He's in fact Sir Mark, one of many royal chieftains of the Cornishmen.)

When he is finished his eulogy, Sir Mark turns to his entourage, and orders them to bury the pair; he asks for others to rouse the local peasantry to disassemble a nearby ruin and use its parts to erect a memorial to this love. The work is done very quickly (and in the coming weeks marble blocks are brought here and a proper tomb is painstakingly crafted). Merlin then appears and prophecies about the place, saying that some day the world's two greatest knights will fight here.

This landmark, a couple hours' ride from Cirencester, is known henceforth as the Tomb of Lancelot. Golden letters are on the side: "Here lieth Lancelot the King's son of Ireland, what at his own request was slain by the hands of Balin." And on another side, "His lady, Colombe, and paramour, slew herself with her love's sword for dole and sorrow." And on a third side, "Here shall fight the two best knights in the world." Later will be added, "and they hight Sir Lancelot du Lac and Tristram de Lyonesse."

Meanwhile, Sir Balin has disappeared.

EARLY SUMMER

In mid-May, Merlin and Lady Nineve visit the kings of the north, spreading tales that on this May Day just past a famous boy was born. They hold all the royal families within the glamour of their prophecies, and when they depart the magical pair take many newborn boys with them.

MID-SUMMER

Arthur takes the war to the northlands. He invades Malahaut, whose king has gathered a few allies. The Humber River cannot be crossed against opposition, so Arthur moves north through Roestoc, whose cities surrender quickly. At last he meets the King of Malahaut, called the Centurion King, on the borders of Malahaut.



BATTLE OF BASSUS RIVER

The River Bassus is the river in southwest Malahaut, on which sits Castleford. The battle is fought on a low hill, upon which the Malahaut army awaits Arthur's troops.

Length of Battle: 7 rounds

Battle Size: Medium

Commanders

King Arthur (Battle = 10)

Centurion King (Battle = 21)

Modifiers

Arthur fights uphill: -5

Cumbrians have higher ground: +5

Cumbrians fighting desperately for homeland: +5

The Fight

Round 1: First Charge. King Pellinore, in a thunderous crash, kills the Centurion King with his lance.

Round 2: King Nentres of Garloth, allied with the Centurion King, is also killed. Arthur's side gains a +5 modifier on Unit Events Table rolls this round.

Round 3: Sir Galegantis, son of Nentres, is inspired, and wreaks great havoc in Arthur's ranks. Galegantis's side gains a +5 modifier on Unit Events Table rolls this round and for the next 2 rounds.

Rounds 4-5: Galegantis's side gains a +5 modifier on Unit Events Table rolls. The player knights may have a chance to attack Galegantis. Do they dare?

Round 6: If the player knights do not succeed, then the Brown Knight of the Wilds defeats Galegantis and takes the unconscious prince prisoner.

Round 7: The defeat of the prince is the last straw, and the enemy army routs. Pursuit takes place.

After the Battle

Arthur gives fair terms to the heir of the Centurion King, whose name is Barant de Apres. However, he takes parts of Malahaut, and the whole of Garloth, for his own.

The Brown Knight of the Wilds very graciously and generously grants freedom, without ransom, to Prince Galegantis, who immediately asks King Arthur for his father's lands. Arthur refuses, saying that the lands were actually his sister's, taken in a war years ago. He will hold the land, he says, for his sister (who was married to King Nentres of Garloth). However, Arthur promises Galegantis a suitable reward if the prince serves the Pendragon.

Galegantis may become a friend of the player knights. (In the future, he serves the king heroically and is eventually rewarded with the Dukedom of Clarence.)

Arthur spends the rest of the year securing Malahaut and sending scouts further into the north.

Victor: King Arthur. Decisive Victory.

Plunder: 1 charger, 1 palfrey, 1 cob, £2 in goods

Glory: 30 per round

Other: Urge the player knights to discuss King Arthur's decisions, the Brown Knight's actions, and the value of chivalry.

CAMBRIA RAIDED

While Arthur was campaigning in Cumbria, King Lot and King Ryons led an army to plunder many unprotected Cambrian lands: Cameliard, Lam-bor, Wuerensis, and Escavalon.

LATE SUMMER

King Lot returns home to two disasters: first, news of the defeat of Malahaut at the Bassus River; second, news that his new baby son was taken away, and the sons of many of his best men.

As Queen Margawse tells it, Merlin came, and with smooth words, threats, or magic he collected all the noble boys born last winter, including her own young baby boy. Months after Merlin took their children, the women visited Queen Margawse to ask her where their boys had gone. That night, as a dark storm raged, the Queen of Lothian, herself a practitioner of magic, performed a ritual to find out.

A magical viewing pool showed the queen and her women a vision of their infant sons aboard an unscrewed, storm-tossed ship, groaning toward dark, wave-lashed rocks. As the ladies and their followers watched, the ship groaned and, with a crack like thunder, broke in two, filling with water. The mothers burst into tears, and their tears joined the blowing rain and the waters of the magical pool. The vision vanished.

King Lot is enraged. His son kidnapped and sent to sea to perish! Along with the other victims of the kidnapping, he takes a grave oath; he sends the arrow of war to his vassals, and an invitation to his allies.

CHRISTMAS COURT

Royal: "Malahaut humbled! He will be a great ally, and we will not treat him as less than the greatest king beneath the Pendragon. But if he holds to the terms of his vassalage, then his knights will be a great addition beside ours."

Salisbury: "How can one not believe in this king! Did you note that he bears an image of the Virgin on the inside of his shield?"

SPECIAL WINTER PHASE MODIFIERS

Because of the fighting, the following counties suffer the following modifiers to Starting Bad Weather.

Malahaut: Land was raided (+1d6)

Roestoc: Land was pillaged (+2d6)



YEAR 513

COURT

Arthur's court is held at Leicester.

SPECIAL GUESTS

Noblemen and/or their envoys flood the court, especially those who have marriageable daughters. Most noblewomen are also present, and court is a veritable bees' nest of smiles, laughter, gaiety, and jealousy for the attention of the High King.

GOSSIP

"Well, I knew it all the time, you know, that Arthur was truly the Pendragon. One of Brastias' maids told me, when I was in Cirencester, you remember, several years ago."

"Tut tut, such lies. If his own mother didn't know, you didn't know, dearie. I think it was King Uriens who was the closest when he said that the courage in Arthur's veins showed his kinship with Uther."

"Well, while you girls gossip I have real news: Someone did a terrible thing in the northern lands. You hadn't heard? Hundreds of infant boys were kidnapped, stolen right from their cradles as if by faeries. And then they were all murdered, perhaps as a pagan sacrifice."

"Oh, stretched truth! Who would do such a thing?"

"It's an old pagan land up there, you know, but everyone thinks it was Merlin. He was lurking around the castles of many of the bereaved families. You can never tell what that old devil is up to, you know."

"Well, some pagan magic is good. Excalibur isn't an ordinary weapon, you know. It is magical, forged by faeries in the Land of Youth for their gods to use. Arthur is worthy of the blade because he is the Shining One — the pagans are saying that he is the incarnation of their own hero, a sleeping god, come to save the land in its time of need."

"Well, I don't know, but the king is looking for a wife, they say. That's why Margawse was here, to offer her daughter as part of a peace plan that would divide Britain between Arthur and Lot. Do you think he will do it?"

NEWS

Kay: "King Pellinore has come to aid Arthur in war and is wintering in Carlion to get an early start next year. Other knights have also stayed the winter."

Brastias: "The northerners have gathered again. This time they won't escape!"

Merlin: "That Lady of the Lake who was killed was called Nineve, and she was one of the worst women ever to bear the staff and cup of the craft. The sisterhood is better off without her. It is too bad

for the court that the Knight with Two Swords killed her; we could use a man like him these days. But I predict that his deeds are not finished yet."

Duke Cadore: "The new king of Malahaut has taken his father's old title as well, but he has changed it slightly: His father was crowned the 'Centurion King,' but Barant is calling himself the 'King of 100 Knights.'"

ROYAL CONVERSATION

The events of the missing children in the northlands, if they are true, are an outrage. King Arthur has ordered Merlin to investigate the truth of the matter.

Discussions of Chivalry continue. The king is so eager about this subject that he stops his work to discuss it with any knights who express sincere interest.

INTRIGUE

The king is troubled with nightmares. Perhaps he is bewitched, perhaps going mad? No one knows except Merlin, and who dares to question the Archmage?

EVENTS

The rebel army of the north moves southward, matched by Arthur's counter-movements. The armies meet, at last, on the field near Castle Terrabil [the modern Eccleshall Castle], located in Cameliard, northwest of Stafford.

BATTLE OF TERRABIL

Two events occur here that are very important. First, on the night before the battle, two knights, unrecognized by the guards, approach Arthur's camp and turn over a prisoner. Battered and bloody, King Ryons is received by the Pendragon and clamped into irons since he refuses to surrender honorably.

Second, on the morning of the battle, Merlin appears to King Lot, surrounds him with a magical barrier, and fascinates him with talk so that he loses all sense of time. By the time Lot realizes what has occurred, his allies are defeated. Undaunted, he leaps up and leads his men (patiently waiting all this time, or perhaps ensorcelled as well) against Arthur's already battered army.

Enraged that his elder brother Ryons has been captured, incensed that his ally King Lot is absent, and fired by the impetuosity of youth, Sir Nero leads half the rebel army against Arthur.

MORNING BATTLE

Both armies rouse early and battle joins immediately after first light.

Length of Battle: 7 rounds

Battle Size: Huge

THE TOMB OF TWELVE KINGS

Location: Near Castle Terrabil.

Thirteen figures, gilt with gold to gleam in the sunlight, make up this monument. One is young King Arthur, standing triumphantly before the other twelve. The other statues crouch over their marble tombstones, each of them clutching a candle that burns perpetually (aided by Merlin's magic).

Eleven of the twelve kneel in submission. The twelfth, of King Lot, is larger than the other dead kings, and instead of kneeling with head bowed, it stands with eyes raised to Arthur.

Secret: Merlin tells Arthur, "When I am dead these tapers shall burn no longer."



Commanders

King Arthur (Battle = 12)

Sir Nero (Battle = 18)

Modifiers

Arthur outnumbers foe: +5

Nero inspired by Love (family): +10

The Fight

Rounds 1–7: Normal.

Sir Nero, like his brother King Ryons, is the son of a giant and a sorceress. He might meet the player knights face to face (in which case, you might use the stats for a Faerie Knight from *Pendragon*, Appendix 2).

After the Battle

Victor: Arthur. Indecisive.

Plunder: None.

Glory: 60 per round.

Arthur's army watches Nero's army run away, but does not have time to pursue or to celebrate before another army arrives, hastily assembling to charge. Arthur hurriedly orders his army to reform. Many wounded join the ranks, knowing how desperate the battle sits.

Fortunately, another stranger, leading a party of fresh knights and footmen, approaches and offers service to Arthur.

Heraldry, +7. (Success = It is King Pellinore.)

Pellinore's army is given the central place in the next battle.

AFTERNOON BATTLE

King Lot was mesmerized by Merlin's Glamour this morning, but he frees himself at last and assembles his army against Arthur. He realizes he is too late to help his ally, but he throws himself, fuelled by hatred, against Arthur.

Length of Battle: 4 rounds

Battle Size: Huge

Commanders

King Arthur (Battle = 12)

King Lot (Battle = 25)

Modifiers

Arthur outnumbers his foe: +5

Arthur's army is tired: –5

Arthur's army has been victorious already today: +5

The Fight

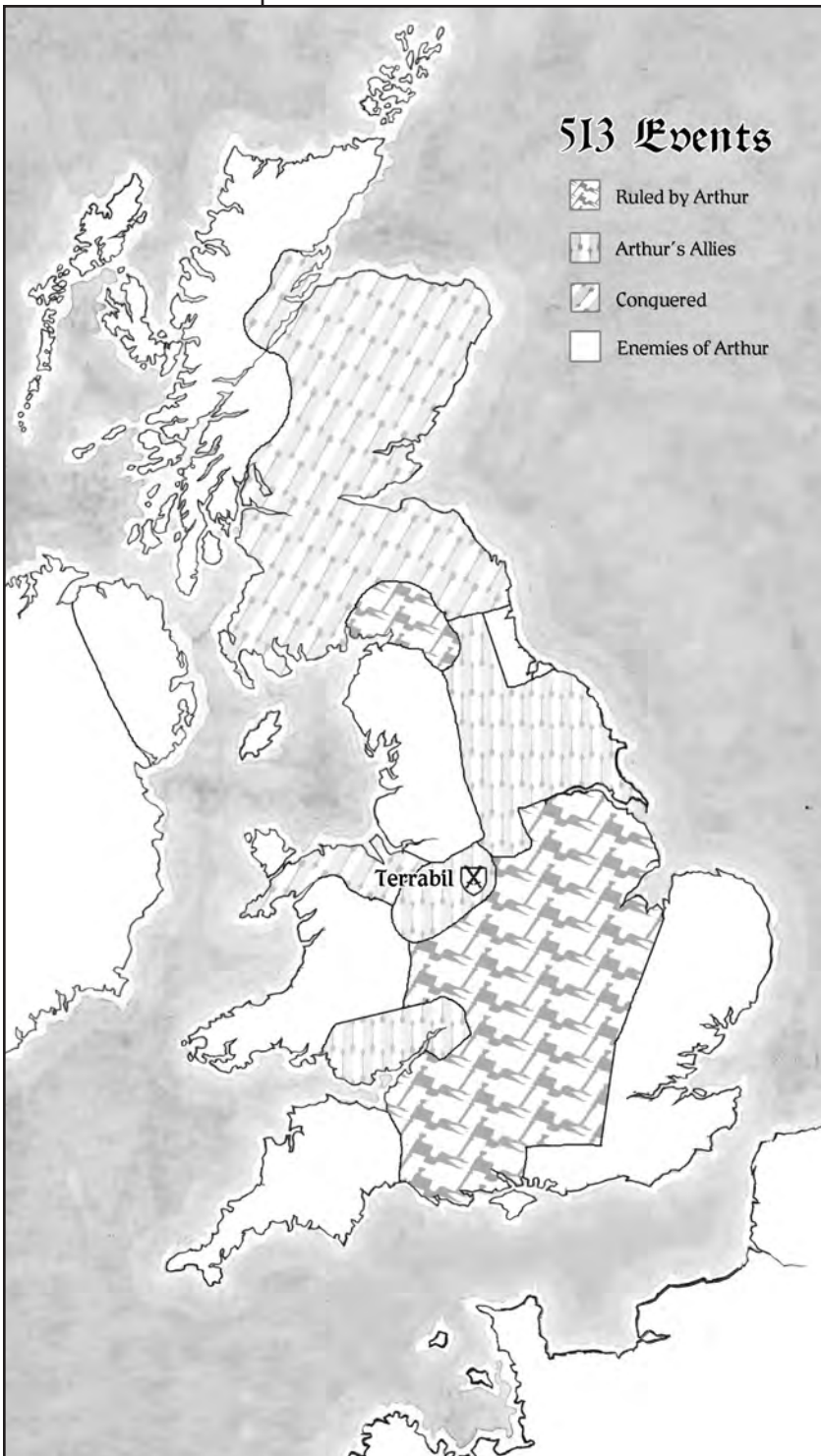
Round 1: First Charge. Normal.

Round 2: Two knights burst from cover and fall upon Lot's flank, killing knights and single-handedly scattering their foes like a storm. Lot's army loses its morale. Arthur's army gains a +5 modifier to Battle Unit rolls this round and next round.

Round 3: Normal. King Lot and King Pellinore clash. With mighty blows that strew gobbets of blood, armor, and flesh around the field, the two mighty heroes fight until, at last, Pellinore strikes Lot dead, cleaving him from skull to teeth. The rebels are stunned for a moment, then either surrender or turn and flee. Arthur's army gains a +5 modifier to Battle Unit rolls this round.

513 Events

-  Ruled by Arthur
-  Arthur's Allies
-  Conquered
-  Enemies of Arthur





Round 4: Arthur's knights may pursue.

After the Battle

Victor: Arthur. Decisive.

Plunder: 3 chargers, 3 palfreys, £8 goods.

Glory: 60 per round.

Arthur orders a magnificent tomb erected to cover the graves of the twelve enemy kings slain here. He takes his remaining army and marches northward, seizing the possessions and lands of all who opposed him. Norgales falls, as does Lothian. Arthur seizes the lands of the dead kings, and their strong points occupied by his army.

CHRISTMAS COURT

Royal: "Let us pray that this is the last of those forbidding battles. Certainly the Virgin of Battles has been with us. But for the sake of the commons, our farms, and especially our wives, let us drink to this being the end of the fighting!"

Salisbury: "I am willing to keep fighting, as long as it is far outside of Logres!"

SPECIAL WINTER PHASE MODIFIERS

Because of the fighting, the following counties suffer for the following modifiers to Starting Bad Weather.

Northern Cambria: Land was raided (+1d6)

Cameliard: Land was pillaged (+2d6)

YEAR 514

COURT

Arthur's court is held at Carlion.

SPECIAL GUESTS

King Pellinore

Envoys from King Leodegrance, whose servants quickly let it be known what is going on: Their lords have come to discuss the marriage of King Arthur and Lady Guenever, daughter (and only child) of King Leodegrance of Cameliard.

GOSSIP

"Victory at last! Now all of the Cymri are one kingdom again. Praise to High King Arthur!"

"A wedding! Guenever is a good match for Arthur... though I have to wonder which he loves more — her, her dowry, or the Round Table of Uther. Oh, I am sure it is love. The boy king is entranced with beauty and his youthful ideas. And that silly girl hasn't a brain in her head to bother him with."

"A wedding will be grand, though. Think of the food, the visitors, the merchants with their foreign

wares. I bet every knight and dame in the land comes here to feast and frolic."

"Did you hear, it was King Lot who ordered all those babies killed. A witch said that one of them was his son and would kill him when it grew up, so the king ordered them all killed."

"Anyway... (*glare*) This marriage is nice, but it is only for convenience, you know. Arthur doesn't love that girl, no matter how pretty. He just wants the Round Table that her father has been keeping since Uther died."

NEWS

Kay: "This is a major event, and everyone is expected to contribute his share. Extra taxes this year!"

Gawaine: "A marriage for the king is a great thing. Guenever is a beautiful and intelligent woman — she's never had anything to do with me, after all!"

Brastias: "The Cornish are in trouble again. Now that King Idres is dead, all of Cornwall and Brittany are deep in a power struggle for their High Kingship."

Griflet: "There is no real danger this year from the Saxons. The garrisons are in good order, and they are having some squabbles among themselves, I hear."

Merlin: "The marriage of the High King to this queen fulfills the oldest laws of the land. The mighty Ancient Ways will be fulfilled when the King of the People marries the Queen of the Land."

ROYAL CONVERSATION

"Knights are special, and we think that everyone ought to have his own coat of arms. We should keep ours similar if we are kinsmen; that is only natural. But each of us is important too, and we should each



Guenever



Upon First Beholding Guenever

Guenever is widely acknowledge to be the most beautiful woman in all of Britain, and perhaps all of Christendom. It is impossible to look upon her without experiencing some visceral reaction. For men, the reaction is most often one of desire; for women, one of trust.

Men

Men first laying eyes on Guenever must make a Lustful roll with a +10 modifier, with results as shown below.

Lustful Result	Effect
Critical	You are utterly smitten by her beauty, and have great difficulty acting normally in her presence. Gain a passion of Amor (Guenever) equal to 3d6+10.
Success	You would want her if such an admission were likely to be fruitful, but of course it isn't (after all, she is the king's wife!). Gain a passion of Amor (Guenever) equal to 3d6.
Failure	She is truly stunning, but somehow she's <i>just not your type</i> . (Could it be her gray eyes, or her perfection, or your knowledge that such women are always trouble?)
Fumble	Something about her makes you mistrust her. Gain a directed trait of Suspicion (Guenever) +2d6.

If the viewer already has a Love or Amor passion greater than the number just rolled for Guenever, then no passion for the queen is gained at this time, unless the player wishes. Otherwise, the new Amor (Guenever) passion may, at the Gamemaster's option, either supersede or exist in harmony with the previous Love or Amor. (This is an exception to the rule that a knight may have an Amor or Love passion for only one particular lady at a time.)

Male characters may also take the Amor (Guenever) passion deliberately, in which case normal rules apply, and 3d6+10 is rolled. A safe alternative to secret amor exists in this option: A knight may make the Amor (Guenever) passion openly, striving to impress her enough to be invited to join her Queen's Knights. He does not expect to become her lover, just her sincere admirer. Someone stricken with a passion for an unsuitable Amor might even journey to see Guenever, and thus, with any luck, find an outlet this way.

In a relatively short time, the effect of the queen's charm and beauty becomes well known, however: A character not wishing to put another existing Amor or Love passion at risk upon first seeing her may make a roll for that passion opposed to the Lustful roll for the Amor (Guenever) passion. If the established Love/Amor passion roll succeeds, the character is unaffected by Guenever's charm.

Women

Women first seeing Guenever must make a Trusting roll, with results as shown below.

Trusting Result	Effect
Critical	She seems such a great woman that you would do anything to serve her. Gain a directed trait of Trusting (Guenever) +2d6.
Success	You admire her greatly. Gain a directed trait of Trusting (Guenever) +1d3+1.
Failure	She is beautiful, yet just another woman. Her actions will determine how you feel about her.
Fumble	You feel threatened by her. Gain a directed trait of Suspicion (Guenever) +1d3+1.

Note: The information here supersedes that found in the "Amor (Guenever)" sidebar in the *Pendragon* core book, page 170.



have our own arms — not just the kings and noble-men, but every knight."

INTRIGUE

Merlin is not happy about the king's marriage to Guenever, having foreseen something bad about it in the future. However, the king is actually in love with Guenever, and will not hear of it.

EVENTS

The story of Arthur's and Guenever's wedding is a great opportunity for the Gamemaster to stage

a major social scenario with his player knights. Still, the knights are simply witnesses for much of this, perhaps vying for non-combat checks in appropriate situations. And they will want to be at Arthur's wedding, if only for the free gift and the Glory....

A Gamemaster must decide how much of a long description his or her players can tolerate. Be courageous and try it: With enough rolls and checks, players are likely to be interested even if the story itself bores them a little. Most will even enjoy the tale.



However, if the players are bored, skip over the details. Just say they are near the back of the crowd and hear “something of a commotion about a Sir Tor,” and so on.

KING ARTHUR’S WEDDING

A long ceremony goes on as the royals and their retinues attend Mass, then go through their wedding vows. Shortly thereafter, everyone retires to the Great Hall to give Arthur and Guenever gifts. Around noon, the royal couple reciprocates and gives everyone a gift to exhibit their largesse.

The Gifting

The greatest noblemen ask for their gifts first, and then Archbishop Dubricus asks for (and receives) the right of Sanctuary for all their churches in Arthur’s lands. Then lesser noblemen and great knights, and around late afternoon ordinary knights, begin to ask.

Knights may ask for anything they want, and, if it is not unreasonable, get it. However, to be refused a gift asked this way is a terribly shameful denunciation: A knight loses 1 point of Honor if his gift is refused. (Players should ask for whatever is reasonable to their station and need, at the Gamemaster’s discretion.) A knight denounced in this way is still given something of an appropriate value.

In general, the characters know (and the Gamemaster should tell the players) that an appropriate gift for any knight is something of about the value of his annual income, give or take some small amount. You might make a list of what the various knights who go before the player characters ask for, and then let each player choose from that same list to be safe, or try something else if they wish.

After everyone chooses, tell each of them what trait checks they have earned, based on the type of gift they asked for, as described below.

Humble: Anything worth less than 2/3 of the knight’s average annual income.

Just: Anything worth 2/3 to 1-1/3 of the knight’s average annual income.

Selfish: Anything worth 1-1/3 to twice the knight’s annual income. (Anything more than twice the knight’s income is almost certain to be denied.)

If a knight asks for something of the king’s choosing, Arthur gives him a piece (or perhaps a set) of jewelry worth an appropriate amount: for example, a gold brooch with pearls; gold earrings with emeralds; a gold ring with a ruby; a large silver armband shaped like a dragon; etc.

If someone asks for too little, King Arthur grants it, and the character gets a Modest check; then the

king gives a further gift as well — a bag of silver worth an amount equal to the character’s annual income.

Note that non-material gifts or boons may be asked for, as well, although landholdings are well beyond the realm of what is suitable here.

Special: Toward the end of the gift giving, an old man comes forward and asks King Arthur to make his son into a knight. The king says that such a gift is not cheaply given, and asks to see the boy. The youth is named Tor, and he is wide-shouldered and strapping. Arthur inquires about the boy’s parentage, and the old man reports that his father is actually King Pellinore. Arthur is amused, and agrees to have the young man made a knight.

Awareness. (Success = You note Sir Gawaine and his brothers whispering together, jealous of the attention given Sir Tor, who is the son of their father’s slayer.)

After everyone is granted gifts, they retire to the feast.

The Spectacle

Player knights might witness the spectacular events of the feast, whether as feasters, servants, or spectators.

First, a white hart dashes into the room, nimbly leaping down the long tables. Next, a single white hound comes crashing and skidding among the dishes of the table, only two bounds behind the fleeing deer. Then sixty black hounds burst through the doorway into the room, dashing over and under everyone as they follow the white hound.

DEX, +5. (Success = You stay seated when the dogs scramble up, over, and under you.)

The white dog bites the white hart, which leaps out of sight through the doorway. The white dog lands on the lap of a man who then rises and walks out with it. Then a woman, riding upon a white horse, enters at the doorway, unbothered by the sixty black dogs dashing out past it. She shouts angrily that the white dog was hers and she wants it back, but before anyone can answer, a knight in black, mounted on a great black charger, rides past, grabs her from her own horse, and rides out.

The events with the women and knight are so fast that no one has a chance to act. Everyone sits, stunned by what just happened.

At last the king speaks. “Well,” says Arthur, “I’m glad that’s over! Good riddance: Her shouting gave me a headache!”

“No, no, Arthur,” says Merlin, hurrying to the table. “That is not how you must do it! If you wish your fellowship to be the best in the world, then your knights must be inspired to do great and unusual



deeds. Here we have seen a marvel, unlike anything you will see in an ordinary court! You must send knights off on a quest to resolve these mysteries.”

“I will be advised by you, Merlin,” says Arthur. “Whom should we send?”

Of course, here, Gamemasters may name a player knight. The difficulty of these quests is simply that they are each for one character alone, leaving other players bored while their characters get perhaps only a few courtly rolls. Alternately, the Gamemaster may dispense with canon and run several characters on each adventure. (Gamemasters must always be careful about ignoring some of the players.)

If no player knights are sent, Arthur says, “Let us call forward first Sir Gawaine, and send him to recover the white hart. Also, call Sir Tor who was made a knight today, and let him bring back the brachet and the knight, or else slay him if he will not come. Finally, call Sir Pellinore, for he must bring back the lady and the knight, or else slay him. And these knights will all do marvelous deeds before they return again.”

The three knights accept their honorable tasks and leave, to arm and then depart on their quests. The feast goes on.

THE WEDDING TOURNAMENT

On the day after the wedding, a large tournament is held. Of course, the player knights ought to be in it; tournaments are a major opportunity to engage in non-courtly skills in a relatively safe environment, and especially to try to make contacts with important or interesting people. This one has the added attraction of allowing the knights to witness the results of the actions of some of the Great Knights (assuming the player knights aren’t themselves Great Knights at this point).

This is a Regal, Old-style tournament. (See “Tournaments” in the Preface to this book.) The teams are Logres knights versus non-Logres knights. The stakes are for Love (i.e., weapons are rebated and gear is not wagered), to prove that you like King Arthur. Competing is a way to show appreciation for his gifts and his leadership by providing him with great entertainment.

The tournament is several days long. It is so large that on some days the player knights do not have any scheduled events. Let each player decide what he does during this time. Thus, they might be busy doing something else away from the royal reviewing stands and not see some of the noteworthy events described below. (However, they are certain to hear about them afterwards.)

Day One

Excellent jousting by Sir Lamorak, the son of King Pellinore.

In the early afternoon, two knights temporarily stop everything when they show up and report to King Arthur. Sir Sorlouse of the Forest and Sir Brian of the Forest report that “the knight who follows the white hart” sent them. They tell how they were fighting each other for the right to take an adventure when the aforementioned knight stopped them and brought them to their senses, and sent them here.

Later in the afternoon, two more knights, Sir Felot of Langduk and Sir Petipace of Winchelsea arrive. They tell how they were jousting down by “the knight who went in the quest of the knight that went with the brachet.”

At mealtime, the multi-color spun sugar hunt scene is the size of a table, the juggler does somersaults and juggles knives at the same time, and Merlin sings an heroic tale of King Bran fighting the Irish.

Day Two

Hervis de Revel wins the joust.

A couple of pickpockets are lynched down among the commons.

In the morning, Sir Ablamor of the Marsh comes, carrying a dead lady across his saddle. Before the whole of the tournament he tells how “the Knight that Follows the White Hart” (i.e., young Sir Gawaine) slew the white deer, which was his pet, given him by his ladylove. Consequently, Ablamor fought that knight, but was conquered by him. He tried to surrender, but the Knight that Follows the White Hart would have slain him — except that his lady interposed herself to beg for mercy, and took the blow instead. Thus, she was murdered by the Knight that Follows the White Hart. Everyone is shocked.

At evening, Sir Gawaine returns, and with great shame relates his deeds and misdeeds. His story is the same as that which Sir Ablamor of the Marsh told. He continues, telling how he and his squire were attacked by vassals of Sir Ablamor after the lord had left the castle. He would have been killed, but four women begged for him to be saved, and he was spared.

Queen Guenever chastises Gawaine severely, reminding him that he lives because he got the mercy he did not offer when he slew a lady. Gawaine weeps and expresses his terrible grief at slaying the woman. He then takes a great oath to always help women (and he never breaks it from this day forward). This action helps set the new trend of honoring women, which is inaugurated by Guenever.

At mealtime, the serving maids, squires, and pages are all dressed in exactly the same livery, with



bells. Five priests intone a part of the Life of Saint Patrick in perfect harmony.

Day Three

Sir Tor returns with the white hound. He tells how he took it from some ladies, and the next day fought with a Sir Ablellus for it. He tells that he would have spared the knight, but a lady demanded his death.

Sir Pellinore returns at nightfall with the Lady of his quest, who is in fact Nimue, the young Lady of the Lake. He tells a tale of how he passed by a young girl with her dead lover on the way out. Later, he found her slain by lions on his return. Merlin condemns Pellinore, and pronounces a doom, telling Pellinore that it was his own daughter whom he failed, and that this act would bring his doom upon him. Pellinore takes this soothsaying stoically.

King Arthur praises both the newly knighted Sir Tor and his father, King Pellinore. He gives Sir Tor some land to keep him in wealth.

The tournament ends with the usual gifts, prizes, and celebrations.

At mealtime, the tremendous cake contains hundreds of tiny whistles, an illusionist performs the Rope Trick, and a marvelous storyteller from Carmarthen entertains.

Note: Sir Tor is a good character to associate with player knights. He is presumably, more or less, at their level of integration into court. He is destined to become a courtier, very good at Gaming, Tourney, and various entertainment skills, who knows everything about all the women of the court, and is quite deadly with a sword. Later, player knights who like social interaction should be urged to seek Sir Tor to gain information.



Nimue

THE ROUND TABLE

The Round Table is one of the most important objectives of play from this time forward. Everyone *wants* to be on it, but not everyone qualifies. Membership is special and must be treated as such or else it will risk cheapening the values of the game.

In general, the rule for being asked to join the Round Table is that the knight be chivalrous, that he successfully adventure for the good of the realm, and that he be famous. There must be a vacancy at the table, of course, at which time the king then invites the suitable candidate to join. No one has ever turned down the invitation. To join the Round Table is to “win the game” as much as can be done in *Pendragon*.

Once on the Round Table, a player knight’s life does not change significantly. He doesn’t need to move into the royal court and work for the king (although that is possible.) Instead, the knight continues his old life, with his usual companions, but with this new title and with a source of income sufficient to maintain a Rich lifestyle.

Qualifying for the Round Table: The institution of Arthur’s Round Table begins this year, in 514. Player knights may qualify, so we must take a close look at the institution. Malory states that King Leodegrance gave the Round Table, which seats 150 men, to King Arthur as part of Guenever’s dowry. He also gave a hundred knights of quality to fill most of it, leaving Arthur to choose the other fifty.

With Merlin’s help, Arthur gathers 28 knights, “but no more could he find” (Malory III, 2). The other 22 are eventually filled by such notables as Gawaine, Pellinore, and Tor. As knights die or are retired, though, newcomers to the brotherhood can take their places.

Arthur’s job of filling the seats is made easier given the fact that candidates’ names appear magically in gold upon the Table’s seats to indicate whose seat is whose. Unfortunately, the Gamemaster’s job is more difficult, so we offer these guidelines:

- Knights should have at least 8,000 Glory to qualify.
- Candidates generally must have proven themselves by being Chivalrous knights and by having acted to support Arthur’s rise to power, including fighting in his battles and serving him on special missions. Riches are not important here, but virtue.
- King Leodegrance might have appointed anyone to the table whom he wished. If player knights had come to his attention, they might have been appointed among the first 100 knights. (Maybe all of the player knights get on!)



- If it is the Gamemaster's desire, new players might generate characters who have previous experience and age enough to reach Round Table status already. The main problem with this level of play is that most published material (including this book) will have to be upgraded for stats to provide a sufficient challenge for a group of such characters.

- In truth, Arthur could appoint anyone for any reason that he wanted. Sometimes his choices seem arbitrary to us. Who can understand the reasons of a truly wise and virtuous king?

- Note that even enemies sometimes join: An enemy of Arthur might be offered membership if he proves himself sufficiently honorable and capable, so even a player knight who has resisted Arthur might be offered such a chance. Such efforts to resist Arthur, however, are very dangerous. None of Arthur's loyal knights exhibit restraint in overcoming their enemies, so to brand oneself as an enemy is usually fatal if Lancelot or Gawaine and his brothers find you.

Early Appointees: Baudwin of Britain; Sir Ector (Arthur's foster father); Sir Brastias; King Alain of Escavalon (formerly Sir Alain de Carlion); Cadur of Cornwall; various other earls and dukes of note.

Later Appointees: Regardless of the game's Period, members should qualify only through virtue and great deeds.

Note that up until the Grail Quest Period there are few changes in membership. The wars and adventures are soon replaced by tournaments, and the aging Round Table membership is scarcely changed. The massive fatalities of the Grail Quest change that.

QUELLING THE REBELS

In some areas, the former vassals of various slain lords have not surrendered. Arthur sends small forces out to quell them.

Player Hooks: This is precisely the type of event where player knights can gain Glory and, perhaps, rewards.

CHRISTMAS COURT

Royal: "We are devoted to restoring some balance to the world, and I will work with my dearest wife Guenever toward that end. The world of men is clear: We slay and die, with poets and accountants to record our passage. But women? Where is their realm so clearly set forth? The good woman, our Queen, will be seeking the expression of this testament in our good court."

Salisbury: (*Well-meaning laugh*) "Did you understand anything that lovesick king of ours was talking about?"

SPECIAL WINTER PHASE MODIFIERS

Due to the blessing of the king's wedding, all of Britain gains a -10 modifier to Starting Bad Weather rolls this year!

YEAR 515

COURT

Arthur's court is held at Silchester.

SPECIAL GUESTS

Many lords and ladies of the realm.

A Byzantine sailing vessel arrives during the winter storms bearing the young nephew of the Emperor of Byzantium. He is named Sagremor, and called "of Byzantium" at first. He seeks to find whether the glory and virtue of King Arthur's court, of which he has heard even in Byzantium, is true.

NEW ROUND TABLE MEMBERS

King Pellinore

GOSSIP

"King Pellinore is the greatest knight in the land. He is certainly the strongest and most persistent — who else could maintain the chase for that damnable Questing Beast? His martial skills are uncompromised; he beat King Arthur in a fight, killed King Lot in battle, and then held off all comers when he jousting at the fountain. He certainly deserves that seat next to Arthur at the Round Table."

"His son, young Sir Tor, certainly shows promise too, doesn't he? That just goes to prove it: It's a man's blood that makes him great."

"Well, Sir Gawaine sure learned a lesson about women the hard way, didn't he? And what a change in the lad! He is like a new man now that he has discovered manners."

"The Brown Knight of the Wilds has been seen by some of the household knights: He aided them when they were in trouble in the wilderness. No one is *still* sure of his name..."

NEWS

Brastias: "The rebellion is over for now. I have counted the northern lords present, and most of the important ones are here. A few years to mop up the holdouts and we will have all the old roads clear again. I am glad — we can use their help. Those Saxons have been getting bolder and bolder in their raids. It's about time we taught them a lesson."



INTRIGUE

King Idres of Cornwall has died. His son, Mark, is the new king. He has great holdings in both Brittany and Cornwall.

EVENTS

Most notably, King Arthur, for no apparent public reason, appears in sackcloth and goes on a humble pilgrimage to the shrine of St. Albans, where he remains for 40 days in prayer.

He and his court say nothing about his reasons for this.

THE DOLOROUS STROKE (HIDDEN EVENT)

Source: Malory II, 12–15

Sir Balin continues on his way across Britain, seeking to slay the malicious Invisible Knight. He enters the Perilous Forest and finds his way to Lisenisse, to King Pellam's castle. There, all rules of hospitality are broken.

Sir Balin is struck by the Invisible Knight and lashes out, slaying the dastard. Then he finds out that his host, King Pellam, is actually the brother to the Invisible Knight. The king pursues Balin through the castle to kill him. Balin at last grabs a spear off a wall and strikes the king down. The entire castle shakes, rumbles, and falls to the earth, destroyed.

The entire kingdom is laid waste, and is afterward called the Wasteland. (The Lake District is the modern name for this region.) Once entered, the Wasteland's borders are limitless, for Faerie quickly overwhelms the natural world there. As well, the invisible Wasteland, the one that inhabits men's souls, is loosed into the realm.

The Enchantment of Britain (see sidebar, *Pen-dragon*, page 155) is begun by this event. It radiates slowly, and eventually covers the whole island. But that is many years to come.

THE DEATH OF BALIN (HIDDEN EVENT)

Source: Malory II, 16–19

Sir Balin wanders from the ruins of the Grail Castle, only to meet his end when he is given new arms and told to fight the Red Knight at the nearby ford. (To do so was the local custom among knights, he is told.)

Thus, Sir Balin goes and fights his own brother Sir Balan to death — for that is the identity of the Red Knight — neither recognizing the other. Both knights die here and are buried in a great tomb by Merlin. Thus ends the story of Sir Balin.

**** Note:** The various adventures of Chapter 5: The Wastelands can be run any time after this. ******

CHRISTMAS COURT

Royal: “Here we are, two years at peace. I won't forget to keep the castles in condition, but I am going to honor God with some new churches as well.”

Salisbury: “The king has promised some money to us for strengthening Sarum and some other castles of the county. I am going to need your input about where it might be spent. I will petition for it until we get it.”

SPECIAL WINTER PHASE MODIFIERS

None.

YEAR 516

COURT

Arthur's court is held at Carlion.

SPECIAL GUESTS

Many lords and ladies of the realm.

NEW ROUND TABLE MEMBERS

Sir Bedivere, cup-bearer to Arthur

GOSSIP

“That Sir Sagremor is certainly a dashing fellow. Can you imagine Dodinas daring to challenge him? Sagremor is just so civilized. Don't you just love his Greek accent?”

“Accent! What about his deeds!? On the quest he fought every foe first, dashing right into combat here and there. He defeated Saxons, outlaw knights, and bandits with equal ease. And he's so handsome! He is so eager to fight that everyone is calling him ‘le Desirous.’”

“Dodinas is the dashing one, if you ask me. Her-vis, Brastias, all those old knights have long proved themselves competent. But Dodinas tugs at my heart-strings. I love those dark Welsh eyes. All these young knights, you know, are like that. They are not just good fighters like the old men, you understand, but are so gallant, too. Nicely dressed, clean fingernails, and such splendid clothing!”

“Say what you wish, Bedivere is the best man. He's a good, solid man, not one to be foolish or stupid, but courageous enough to take care of a family or a kingdom.”

“The king certainly got religion, didn't he? King Arthur's penance was certainly impressive, wasn't it? I think it was because he killed his in-law, King Lot, and many other good British knights.”

“Not me: Well, perhaps it was related to killing Lot, too.”



"Well, whatever it was, he certainly paid his dues. Imagine a king debasing himself so much? Of course he had to, I suppose, for no one can escape from the wrath of God for his misdeeds."

"Well, I hope God has been as forgiving of the king as you have, whatever his sins might have been."

NEWS

Kay: "This Greek knight is really a joke! Brave and bold... <humph>. After every fight he stops and falls down like an empty sack, and then he just mopes around like a dead fish. 'Le Desirous,' they call him? I'll call him 'le mort jeune' ['the dead kid']!"

Brastias: "We are going after the Saxons again. They have gotten away with their raiding year after year for far too long. Now we have them on the run."

Griflet: "Did you see this neat helmet? It's called a closed helm."

"Well, sure you can see out of it — you're only going to look straight ahead at the enemy anyway, aren't you? Seriously, though, you can see pretty well."

Merlin: "Every change can be a disaster if you see only its dark face, but the world moves from darkness to light and into darkness again, changing always and forever. We live in a time of that change. As the earth turns, a great transformation is taking place. The magic and miracles of the land are growing active. The wonders of the land will continue to grow."

"The world is making itself ready for us, revealing the wonders and horrors of the magic that underlies it. These events will continue, each bringing a challenge of greater proportions until it reveals the greatest of all quests, after which all the parts of the world will become whole again."

INTRIGUE

Sir Kay's mistress is having a baby.

EVENTS

An army of Saxons and other freebooters lands in Deira and, with a forced march, surprises the defenders and takes the city of Eboracum. The King of 100 Knights barely escapes, fleeing northward to Catterick. The city surrenders.

Upon receiving this news of this impending war, Arthur is very angry; he's had too little time to spend with his beautiful new wife. He sends word for his army to aid him, but dashes off with only his household, some visiting knights, some Round Table knights, and whoever along the way volunteers to help. He takes Guenever with him as well, though, which slows him down enough to let some of the army catch up.

Sir Kay brings two pavilions that stand one within the other, wherein Arthur and Guenever stop each night.

BATTLE OF HUMBER

Sources: Malory IV, 2–4; Geoffrey ix, 1.

The armies meet north of Lincoln, near the site of the later "ABBEY OF BEALE" adventure. The battle has four parts, including the Siege of Eburacum.

Arthur arrives after midday, to learn that the enemy is waiting for him. Upon hearing of Arthur's small force, the Saxons attack in short order.

EVENING BATTLE

Length of Battle: 2 rounds

Battle Size: Large

Commanders

King Arthur (Battle = 15)

Colgrin of Saxony (Battle = 17)

Modifiers

Arthur's army is badly outnumbered: –10

Arthur's army is surprised: –5

The Fight

Round 1: First Charge. Normal.

Round 2: Arthur's troops have a very bad time of it. As night falls, Arthur's army retreats from the field, and the invaders pursue.

After the Battle

Victor: Invaders. Decisive Victory.

Plunder: None for Arthur's side.

Glory: 45 per round, x1/2 for defeat

However, Arthur's commanders refuse to be defeated and spend the night rallying their men.

NIGHT BATTLE

Later, the foreign kings surprise Arthur's army with a night attack that sweeps the entire camp, sending the army into a panic. This is not a normal battle, but a sustained bout of individual combat. Player knights should find each other in the woods and decide whether to fight or flee.

If they fight, treat this as a Skirmish. Determine a Unit Leader, then give the knights several rounds of a confused night battle. Determine the enemy on the Random Battle Enemy Table: Saxons, and apply modifiers from the Unit Events Table, as usual.

Note that combat in darkness imposes a –10 modifier for everyone on both sides. Knights can fight from horseback if mounted, but cannot mount a lance charge. In this fight, their foes always try to kill the horses first.



All knights who choose to stay and fight get a Valorous check.

In the confusion, Arthur and some of his companions encounter the enemy commanders in conference and, though outnumbered, attack. In the fight that ensues, the Saxon commanders are all killed. In the morning, when the enemy troops discover their dead commanders, they are confused; when attacked by Arthur's men they rout and flee.

After the Battle

Victor: Arthur. Decisive Victory.

Plunder: £2 of goods.

Glory: 15 per round.

Arthur rallies the remnants of his army and marches in pursuit of King Colgrin, who withdraws to Eburacum and shuts himself inside. The King of Malahaut joins King Arthur there, and together they lay siege. Arthur sends his wounded back to London, Lincoln, and Leicester.

MORNING AMBUSH

Another Saxon army, led by Colgrin's brother Baldulf, comes to relieve its allies; however, Arthur's scouts report their approach. King Arthur sends Sir Cadur of Cornwall and his army to ambush the Saxons.

Length of Battle: 3 rounds

Battle Size: Medium

Commanders

Sir Cadur (Battle = 16)

Baldulf (Battle = 19)

Modifiers

Cadur completely surprises enemy: +10

The Fight

Rounds 1–7: The Saxons never recover from their initial surprise. Cadur's forces gain a +5 modifier on all Melee Events rolls.

After the Battle

The Ganes and Brittany armies withdraw to the ports, and thence to home; their kings remain with Arthur for a while. The army camps and recovers.

Victor: Cadur. Decisive.

Plunder: £4 of goods.

Glory: 30 per round, x2 for Decisive Victory.

Baldulf survives the battle, and sneaks into Eburacum to be with his brother, Colgrin. King Arthur continues his siege.

SIEGE OF EBURACUM

Length of Battle: 1 round (special)

Battle Size: Small

Commanders

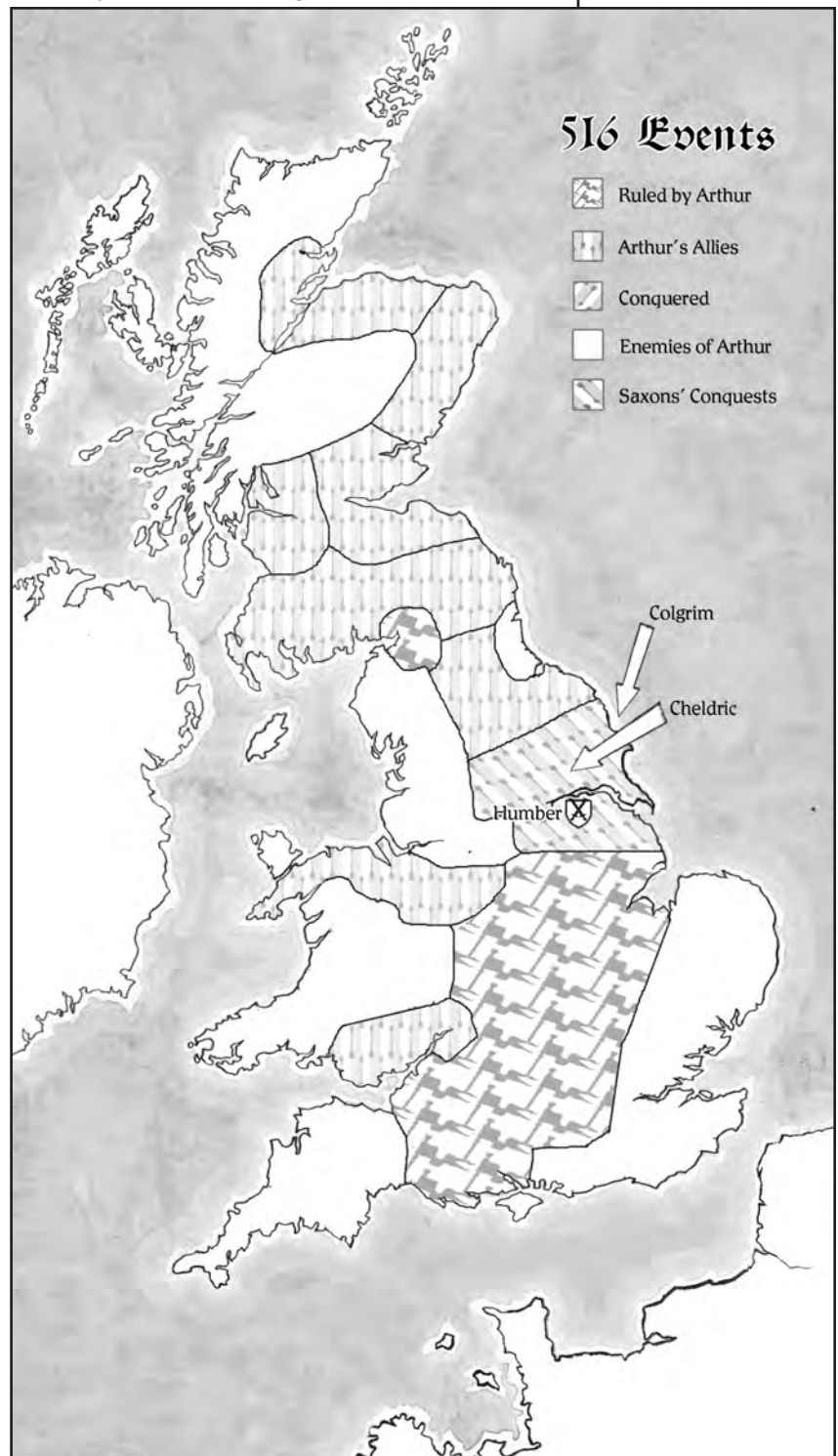
King Arthur (Battle = 15)

Colgrin of Saxony (Battle = 17)

Modifiers

Siege (see the siege rules in the Preface). Eburacum's Roman walls have a DV of +11.

Anyone in the assault gets a Valorous check.





The Fight

Round 1: Without siege equipment, the assault fails. No subsequent melee rolls are possible.

After the Battle

Arthur settles down to starve the Saxons out, waiting for siege equipment to be brought or made. Soon, though, another Saxon army from overseas, led by King Cheldric, lands in Deira and marches rapidly towards Eburacum. Rather than be trapped between two armies, and since the weather is worsening, Arthur departs, going to London where he remains for the winter.

Victor: None.

Plunder: None.

Glory: 15.

A WIFE FOR EARL ROBERT

The young earl wants to get married. He has selected the Lady of Uffingham as the best candidate, because she is both a wealthy heiress and an attractive one, but mostly because he loves her.

Knights are needed to take gifts and to negotiate with her liege lord, who might be either the Earl of Rydychan or of Marlboro.

Gamemasters may make of this what they wish. Lady Uffingham (or her liege lord) may insist on some kind of proof through adventure, or simply agree without a problem.

CHRISTMAS COURT

Royal: "This year has been a lesson to us about patience and preparation. Haste is no virtue, neither in war nor in marriage. Next summer, the whole army will go to fight, not just parts at a time."

Salisbury: "We are content with peace, of course. But I'd like a volunteer to go visit King Cerdic. He's never changed his claim for our land."

"Cambria was busy this year, what with Sir Sagremor le Desirous and Sir Dodinas le Sauvage, son of the King of Sugales, competing for glory and renown."

SPECIAL WINTER PHASE MODIFIERS

Because of the fighting, the following regions suffer the following modifiers to Starting Bad Weather rolls.

Lindsey: Land was raided (+1d6)

Southern Malahaut: Land was pillaged (+2d6)

YEAR 517

COURT

Arthur's court is held at London.

SPECIAL GUESTS

Several lords and ladies of the realm.

NEW ROUND TABLE MEMBERS

Four of the "Old Knights": Uriens, Lak, Hervis, and Galagers.

Four of the "Young Knights": Gawaine, Griflet, Kay, and Tor.

GOSSIP

"Everyone was a hero at Humber, I think. But we cannot fail when our own leaders are so willing to enter the fray. King Arthur himself struck down the foe."

"But no one outdid Sir Kay! I always thought that he had more going for him than skill with figures, and this proves it."

"I wish there was something we could do about these foreign kings and princes! Have you heard about the contest between Sagremor le Desirous and Dodinas le Sauvage? They have announced that they are competing to see who can win the most glory."

"Yes, well, the Young Knights have not achieved everything yet. Sir Pellinore appeared in disguise, you know, and jousting down every one of them: Gawaine, Dodinas, Griflet, Tor, Galeantis, Kay, Agravaine, Gaheris, Sagremor... There were more, but I can't remember them all."

"Merlin is dead. He was the spirit of this land, you know. Really, he was the incarnation of its fellowship. Now he is dead, struck down by his enemies, whoever they were."

"Well, you know it was Morgan, of course. She was always jealous of his magic. Now she has won."

NEWS

Brastias: "Those damned Saxons! We will get them this year, though. We won't be so rash this time."

Gawaine: "There's not much that I like more than killing Saxons. I shall have my fill this summer, to be sure!"

ROYAL CONVERSATION

The Round Table is the highest honor of the land, and not anyone can join. A knight must fulfill the ideals of chivalry and work to bring those ideals to everyone. And he must swear loyalty to Arthur first, as Liege Lord, over all the lords that a man may have.

INTRIGUE

The King of 100 Knights has promised to pay a large annual gift if the Saxons are driven out of Eburacum and Malahaut.



EVENTS

King Arthur musters his army and marches against the Saxons, who have left Eburacum and are besieging Lincoln. They disengage the siege and prepare to fight Arthur outside of Lincoln.

BATTLE OF LINCOLN

Source: Geoffrey ix, 3.

Length of Battle: 5 rounds

Battle Size: Large

Commanders

King Arthur (Battle = 16)

Cheldric (Battle = 20)

Modifiers

None.

The Fight

Round 1: First Charge. Normal.

Round 2: Normal.

Round 3: An unknown knight wearing gleaming white armor appears and enters the fray on Arthur's side, driving all the enemy before him.

Round 4: The Saxon army breaks and routs from the field.

Round 5: Pursuit is possible.

After the Battle

King Arthur and his army pursue the fleeing Saxon army. The White Knight refuses to give his true identity, but is welcomed by Arthur.

Victor: King Arthur. Decisive Victory.

Plunder: 1 charger, 2 cobs, £5 in goods.

Glory: 45 per round, x2 for Decisive Victory.

BATTLE OF CALEDONIAN WOODS

Source: Geoffrey ix, 3.

With skillful cavalry maneuvering, Arthur cuts the Saxons off from friendly territory. Rather than stand, the enemy keeps moving northward, hoping vainly for help. They travel beyond the Wall, past the land of Gorre, and are in the wide forest that lies between Lothian and Strangorre.

The remnant of the Saxon army is finally trapped in a valley in the Caledonian Forest. Arthur does not engage the Saxons directly, but instead he is inspired by Hadrian's Wall, which they had just passed: He orders his men to erect a palisade of logs around the Saxons to starve them out. The tactic is successful.

The starving Saxons, seeking to win freedom, assault the wooden wall manned by Arthur's men.

Length of Battle: 3 rounds

Battle Size: Medium

Commanders

King Arthur (Battle = 16)

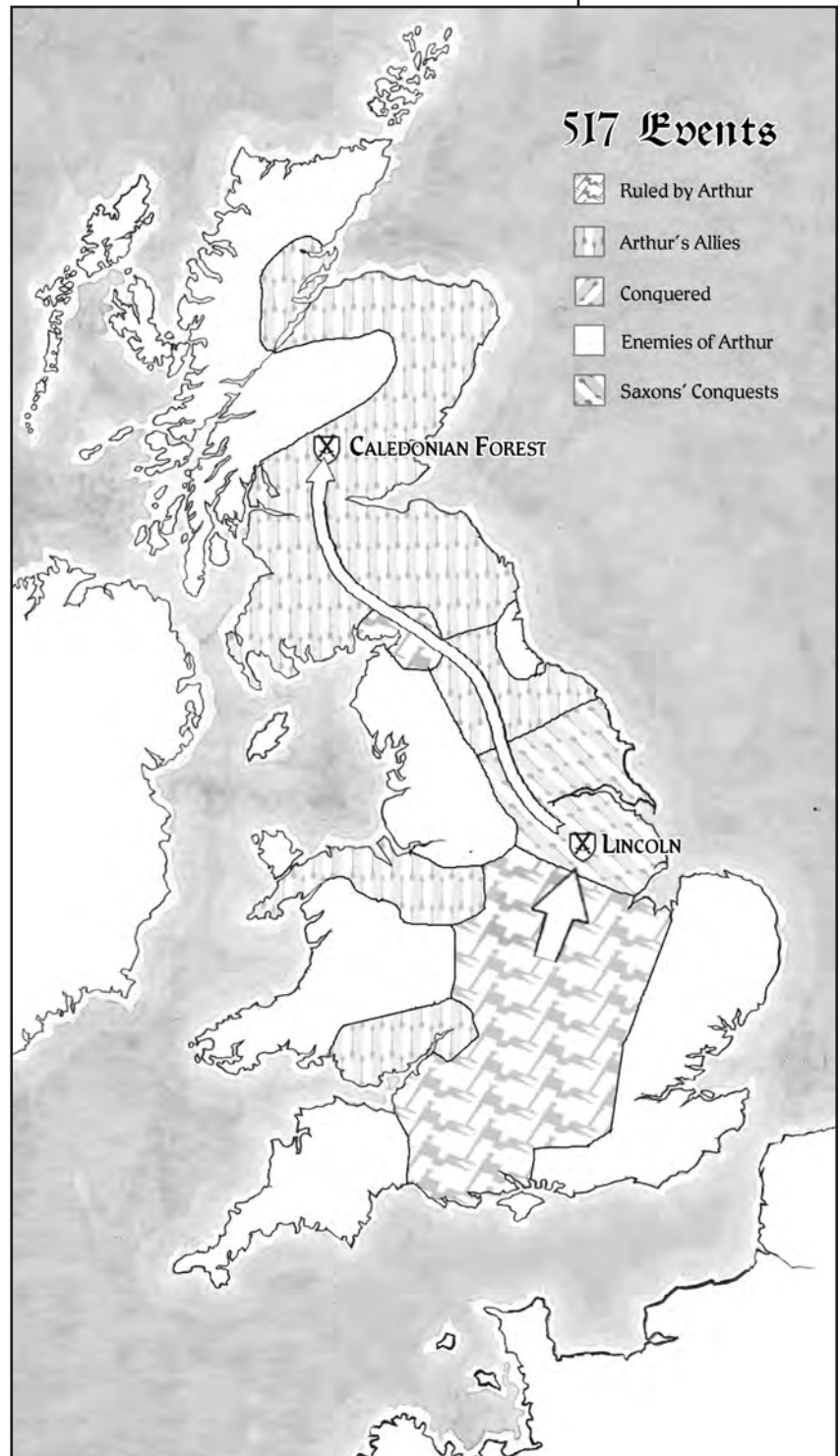
Cheldric (Battle = 20)

Modifiers

Arthur's men have higher ground: +5

The Fight

Use melee rules, as in a skirmish.





After the Battle

The Saxons give hostages to Arthur and all take an oath to sail back to Saxony and never to fight against Arthur or the Britons again. (However, they promptly break their oath and join their kinsmen in the south.)

Victor: King Arthur. Decisive Victory.

Plunder: £2 in goods.

Glory: 30 per round, x2 for Decisive Victory.

SAXONS RAID LOGRES

While Arthur is busy in the north, swarms of Saxon warriors come across the borders and raid most of southeastern Logres quite heavily, doing much damage despite the local efforts to prevent them.

The *bretwalda* says the island is not big enough for two High Kings, and has sworn to leave only one in Britain next year.

CHRISTMAS COURT

Royal: "Well, we knew that this is going to happen. It was only a matter of time, and that time is now. Merchants from the continent say that every port is full of wandering warriors, and every one of them wants passage to Britain."

Salisbury: "I will give a place in the city for every knight to store your treasure against the Saxons, but first you must bring all your food and livestock. Send your old and weak to the city early."

SPECIAL WINTER PHASE MODIFIERS

Because of the fighting, the following regions suffer the following modifiers to Starting Bad Weather rolls.

Salisbury*, Silchester, Hertford, Huntingdon: Land was raided (+1d6)

Salisbury*: Land was pillaged (+2d6)

* If your player knight was at home this year and was able to defend against the pillaging, treat his lands as having only been raided (+1d6) instead of pillaged.

YEAR 518

COURT

Arthur's court is held at Carlion.

SPECIAL GUESTS

The assembled lords of Britain.

NEW ROUND TABLE MEMBERS

Many new members are announced this year to bring the Round Table numbers up to full membership before the Battle of Badon.

GOSSIP

"The Round Table knights certainly earned their keep last year. And it's time to do it again. The Saxons are coming in force! What will we do? This is one time that I am glad we have a strong army."

"It's too easy to remember how bad everything was before the King came! All those raids, all those deaths. It certainly had been better in recent years, until this one past."

"Have you seen that young man, the White Knight? What pale eyes, and such fine hair — you know he's come of good lineage... even if he doesn't tell us his name like a good knight ought. If truth be told, I think he is a monk in armor! He eats only bread and fish and has not glanced twice at a woman."

"I sure wish that Merlin was still around. I can't believe that he is alive, or else he would be here now, in this time of Britain's greatest need."

"Merlin is not dead, only ill. He has been nursed by that Lady of the Lake who has been his apprentice. You know, the one everyone says is his lover. (As if that old man were still interested, if you know what I mean...!)"

"King Pellinore is coming to help us again, and with him all the kings of Cambria. Imagine having all those wild Welshmen with their long knives on our side for a change!"

NEWS

Kay: "Impressed by the White Knight? He is certainly a fine young warrior, if knight he is. Yet he guards his chastity like a girl! Let's see if he acts the part of a real man in the coming battle with the Saxons."

Brastias: "This is it — the Saxons' big push. Their entire army has mustered, and they've called in all their friends from overseas. We Round Table knights will make the first charge if I have my way."

Gawaine: "Those oath-breaking Saxons! They turned right around and joined their cousins after swearing to leave our land! Arthur has hanged all their hostages, you know."

ROYAL CONVERSATION

"Ask not what your country can do for you, ask what you can do for your country. The Saxons are preparing for a big push. They are all busy stealing horses, laying in corn, and greeting the shiploads of their barbarian cousins from the continent.

"We expect 30,000 of them."



INTRIGUE

King Arthur is troubled because messengers have arrived from Ganis, where his allies, Ban and Bors, have asked him to send men to help them out, just as they helped him years ago; King Claudas of France and many of his vassal counts are attacking them.

EVENTS

Everyone feels that this year's muster is to be the decisive push. Arthur calls all his men together, maneuvering to fight against the Saxon army. The armies meet on the Salisbury Downs, clashing in skirmishes several times, with battle culminating at Badon Hill.

BATTLE OF BADON

Source: Gildas; miscellaneous legends.

Badon is a hill fort on the Salisbury Plain, north of Salisbury County, near Wandborough.

All player knights should be at Badon, for it is one of the greatest events in Arthur's history. Gamemasters should be prepared to emphasize the desperation and chaos by killing off about half of the player knights; such ruthlessness will make everyone remember the event, and when someone says, "I was at Badon," then everyone will understand. Gamemasters do not have to make special exceptions to do this: the tables below will ensure desperation.

Gamemasters should also take every opportunity to present colorful and dramatic events, and be willing to throw away the tables (and perhaps even some rules) for the sake of flexibility. Also, remain flexible enough to allow player knights a critical part of the battle. For instance, if they kill or capture a Saxon leader, then that capture should affect subsequent actions in that battalion.

The battle lasts for four days.

Commanders

King Arthur (Battle = 19)

Ælle Bretwalda (Battle = 22)

DAY ONE

Arthur attempts to lift the siege of Silchester. As his army is crossing the Enbourne River, it is attacked.

Length of Battle: 6 rounds

Battle Size: Huge

Modifiers

Arthur is outnumbered: -5

Arthur has superior troops: +5

Arthur attacked while crossing river: -5

The Fight

Rounds 1-6: Normal.

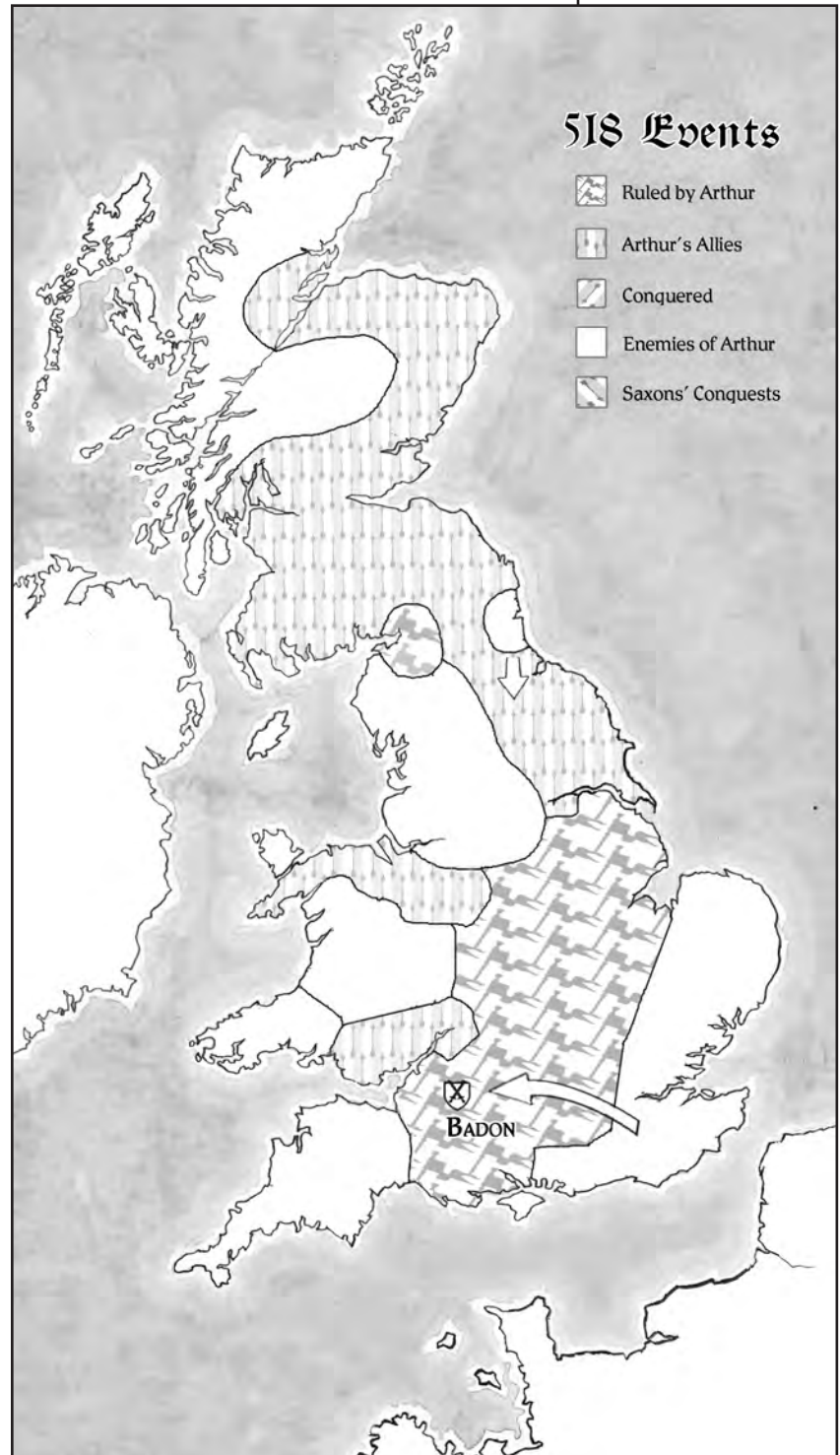
After the Battle

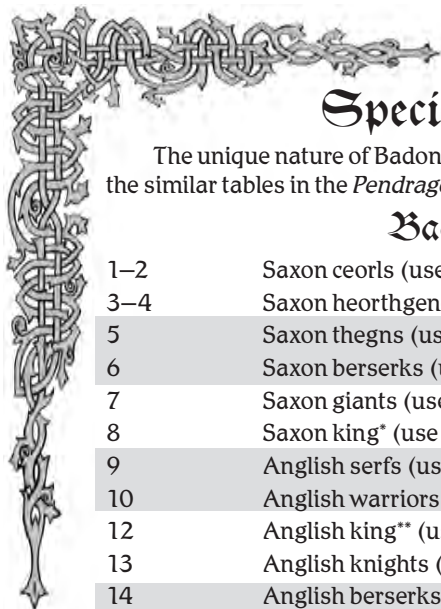
The Saxons are reinforced, so Arthur orders the retreat and reassembles during the night. However, his reassembly is slower than expected, for a great rain-storm breaks overhead, drenching the countryside.

Victor: Indecisive.

Plunder: None.

Glory: 60 per round.





Special Badon Battle Tables

The unique nature of Badon warrants these special tables for the Gamemaster. Use them in place of the similar tables in the *Pendragon* rulebook, Appendix 4: Battle.

Badon Random Enemy Table

1–2	Saxon ceorls (use bandit stats)
3–4	Saxon heorthgeneats (use Saxon warrior stats)
5	Saxon thegns (use Saxon chieftain stats)
6	Saxon berserks (use Saxon berserker stats)
7	Saxon giants (use small giant stats)
8	Saxon king* (use notable knight stats) and royal guardsmen
9	English serfs (use bandit stats)
10	English warriors (use Saxon warrior stats)
12	English king** (use Saxon chieftain stats) and royal guardsmen
13	English knights (use Saxon warrior stats)
14	English berserks (use Saxon berserker stats)
15	Jute serfs (use bandit stats)
16	Jute warriors (use Saxon warrior stats)
17	Jute king*** (use notable knight stats) and royal guardsmen
18	French mercenary knights (use experienced sergeant stats)
19	Pict mercenaries (use Pict warrior stats)
20	Warrior women (use sergeant stats)

* Roll 1d6: 1–3 Aescwine of Essex; 4–5 Ælle Bretwalda of Sussex; 6 Chief Port of Sussex.

** Roll 1d6: 1–4 Cwichelm of Anglia; 5 Byrhtnoth of Sorestan; 6 Yffi of Deira.

*** Roll 1d6: 1–4 Ælle of Kent; 5–6 Cerdic of Wessex.

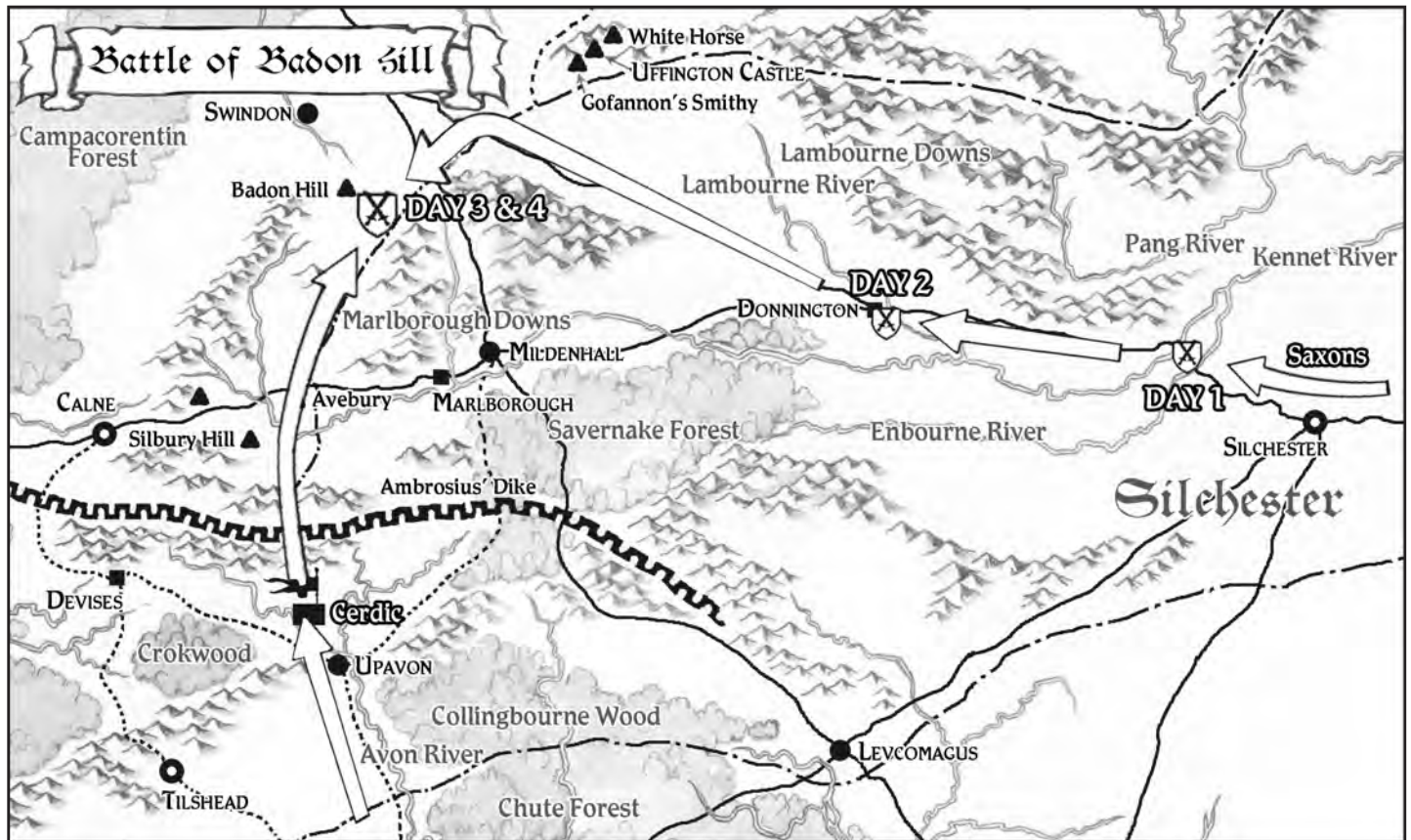
Stats for these enemies are all found in *Pendragon*, Appendix 2.

BADON MELEE EVENTS

3d6 Result	Modifier	Event/Situation
3	–15	A furious one-eyed berserker is wreaking divine havoc nearby*
4	–10	Ælle Bretwalda is fighting nearby
5	–10	A Saxon hero or leader is fighting nearby
6 (triple 2s)	–5	Player battalion retreats*
6	–5	Inspired enemies fight nearby
7	–5	Rain of arrows confuses you
8	–5	Enemy pushes forward
9–12	+0	Could go either way
13	+5	Enemy is confused
14	+5	You outnumber the immediate foe
15	+5	Furious attack nearby by a hero on your side
15 (triple 5s)	+5	Enemy battalion retreats*
16	+10	An allied king and his bodyguard fight heroically nearby
17	+10	A party of Round Table knights fights nearby
18	+15	King Arthur is fighting nearby*

* Ignore these results if they are generated by a lone knight currently acting as a unit; roll again until you get a suitable result.





DAY TWO

The dark rain continues, making the ground too muddy for horses to be used effectively (so Arthur does not get his bonus for having superior troops).

Length of Battle: 4 rounds

Battle Size: Huge

Modifiers

Arthur is outnumbered: -5

The Fight

Rounds 1-4: All combat rolls on both sides suffer a -5 modifier due to the rain.

After the Battle

Arthur's scouts report that the incredible rain-storm was severely localized. Everyone suspects Saxon magic. Arthur decides to quit the field again and reform at Badon Hill.

Victor: Indecisive.

Plunder: None.

Glory: 60 per round.

DAY THREE

Length of Battle: 8 rounds

Battle Size: Huge

Modifiers

Arthur is outnumbered: -5

Arthur has high ground: +5

Arthur has superior troops: +5

The Fight

Rounds 1-3: Normal.

Round 4: Ælle fumbles his modified Battle roll, and Arthur criticals his.

Rounds 5-6: Normal.

Rounds 7-8: Night falls. All combatants suffer a -10 modifier on all combat rolls, except Ælle's Pict warriors (see "Pict warrior" in *Pendragon*, Appendix 2).

After the Battle

Victor: Arthur. Indecisive Victory.

Plunder: None.

Glory: 60 per round.

DAY FOUR

Dawn breaks over the carnage to reveal that the Saxon army has been largely smashed. (The only remaining opponents are enemy leaders and their bodyguards, but each with 2d6 damage already taken.) The survivors, however, true to their vows, are forming up to die rather than accept defeat.

In any case, most of Arthur's men do not look much better.



Length of Battle: 6 rounds

Battle Size: Medium

Modifiers

Arthur has superior troops: +5

The Fight

Rounds 1–2: Normal.

Round 3: Ælle is killed. Arthur's side gains a +5 modifier to subsequent Unit Events Table rolls.

Round 4: Cerdic of Wessex is taken prisoner, and the other Saxons kings are slain.

Round 5: The remaining few Saxons break and run.

Round 6: Pursuit.

After the Battle

Victor: Arthur. Decisive Victory.

Plunder: £10 of goods.

Glory: 30 per round, x2 for Decisive Victory.

Arthur buries his own dead in a mass grave on Badon Hill. The Saxons are all burnt, according to their own rites, in another mound nearby. Hundreds of swords from the enemy are used to create a ring of stakes around the memorial, which remains a permanent landmark for many years afterwards.

PILLAGING THE SAXONS

King Arthur follows up his great victory by sending his troops into the Saxon lands to force every remaining Saxon to surrender. His orders are to kill everyone who does not swear to acknowledge his overlordship.

The army is divided into groups to go to each Saxon kingdom.

Player Hooks: This event gives the player knights license to kill and plunder at will, perhaps to vent player frustrations or to coincide with characters' Hate (Saxons) passions. Player knights have the choice of getting very rich here at the expense of a few negative trait checks.

Hate (Saxons). (Success = The player knights go a-plundering.)

The player knights, if they go hunting Saxons, are in the same unit. The Gamemaster should choose the Saxon kingdom in which they wreak havoc.

To make matters simple, you might simply rule that each plundering knight receives £1d6+2 extra for each of the following experience checks he is willing to take: Vengeful, Selfish, Deceitful, Arbitrary.

If the player knights choose to reap 4 rounds of plunder in this way, they enter an area where the White Knight is working. He shows great mercy even when everyone else does not; in fact, he scolds knights for their vengeance and other bad traits if

they display such behavior. (Ask the player knights if they wish to continue their behavior.)

If they do continue, they receive *another* £1d6+2 extra for each of the following experience checks they are willing to take: Cruel, Worldly, and Indulgent.

ANOTHER INVASION

Word arrives that an army of Irish under King Gilmaurius of Dal Riada has joined with an army of Picts and besieged Alclud, in the far northern kingdom of Strangorre. However, Arthur's troops are exhausted, and it is too late to do much now anyway.

Hopefully, Alclud can see out the winter.

CHRISTMAS COURT

Royal: "We will spend the cold winter in somber celebration of this victory. The Saxons are crushed — their kings all dead, their warriors eating with their war god. This should give us peace from that quarter forever.

"Raise a toast to those men who gave their lives to bring us this blessing."

Salisbury: "I find it hard to celebrate such a victory. There is not a family that did not lose someone precious. Yet perhaps no one hereafter need lose someone to the Saxons if this is truly the victory that it seems to be."

SPECIAL WINTER PHASE MODIFIERS

Because of the fighting, the following regions suffer the following modifiers to Starting Bad Weather rolls.

Salisbury, Rydychan, Wuerensis: Land was raided (+1d6)

Silchester: Land was pillaged (+2d6)

Anglia, Essex, Kent, Sussex, Wessex: Land was plundered (+3d6)

BOY KING PERIOD ADVENTURES

The following adventures are appropriate to games in this Period.

ADVENTURE: DOLOROUS GARDE

Setting: Garloth.

Problem: Dolorous ("Sorrowful") Castle is the haunted lair of an evil, undead enchanter. Now inhabited by monsters and ghosts, it is also believed to be the site of great hidden treasure. Many knights have entered it and never returned. A huge rock, prophesied to be picked up only by the lord fated to take this castle (whose name is destined to appear on the rock as well), lies unmoved in the courtyard (–25 modifier to STR to lift).



About 30 guardians protect this place, active at various times during the day and night. There are lions (see *Pendragon*, Appendix 2); Celtic ghost knights (as average knight, but without Unconscious or Major Wound stats); and copper giants (see Appendix 1 herein), in addition to the ghostly magician who rules the place (Gamemaster's discretion as to his stats and powers, based on the skill of the player knights).

Secrets: Canonically, Sir Lancelot will achieve this quest in time and change the name to *Joyous Garde* ("Joyous Castle"). Although it is supposedly fated for him, however, in your game the player knights might contribute to his pre-success; they might try to beat him to it; or they may just accumulate Glory here.

(*Designer's Note:* In my house campaign consistent and unexpected successes against the guardians by player knights were resolved by one of them finally finding his own name upon the rock. Lancelot had to settle for some other castle to rename.)

Glory: 100 to claim the castle, plus any for guardians defeated.

ADVENTURE: KNIGHT OF THE MOON

Setting: Along the road somewhere.

Characters: The Knight of the Moon; a famous bard.

Problem: The Knight of the Moon (use famous knight stats), so called because of the arms he bears, refuses to let anyone pass without a joust. His terms are unusual: the loser pays 6 months' knight-service or the equal scutage (i.e., £1), starting next Pentecost, at a castle to be named. The Knight of the Moon states beforehand that if he loses he will pay the scutage.

A famous bard, whose skill is readily apparent, is nearby, ready to make up songs about whatever occurs, but most especially to satirize cowards who refuse to joust.

Secrets: The knight is gathering an army to attack Castle Spidora, where an enemy has imprisoned his ladylove. Thus, he needs good men to take into his force. (The Gamemaster must design and run the Battle of Spidora, if necessary.)

Solutions: Joust. If you win, accept the money and go away. If you lose, either join his army, pay, or renege and lose 1 point of Honor.

Glory: 25 if you beat him.

ADVENTURE: KNIGHT OF THE WOLF

Setting: Along the road somewhere.

Characters: The Knight of the Wolf; his Irish wolfhound; a dozen archers in his service.

Problem: A squire, nearly terrified to death, is stumbling slowly down the road exhausted. If helped along with some water and kind words, he explains his problem. His lord has been attacked and killed by the wicked Knight of the Wolf, so-called because of the huge shaggy beast that accompanies him everywhere. Archers hidden in the woods cut down the lord's men and then took his daughter.

Secrets: The Knight of the Wolf (use famous knight stats), though ruthless, has simply avenged his father, who was killed by the ambushed lord using hidden crossbowmen. The Wolf Knight's attack was dishonorable, but given his high Love (family) passion, his viciousness is perhaps understandable.

Solutions: Visiting the Knight of the Wolf allows him to reveal his secret; player knights who simply attack before trying to parley will never learn the truth.

Although the slain lord's lovely daughter is refusing to eat and generally being difficult, she is unharmed. He has not mistreated the dead, either, and is willing to show the player knights a small plot in the nearby churchyard where the dead lord and his retainers are buried to any who challenge his respect for the deceased.

The Knight of the Wolf agrees to release the daughter if the player knights will perform a deed for him. He wants the knights to regain a family heirloom that was taken from him many years ago by the dead lord, and then lost. A knight known as the Lord of the Ivy Tower has it, but will give it up only if he is defeated in single combat. The Knight of the Wolf would go himself, but he took an oath swearing never to again to seek it when the Lord of the Ivy Tower defeated him many years ago.

Glory: 50 for *not* fighting the Knight of the Wolf, but learning the truth and then recovering his family heirloom for him.

ADVENTURE:

CRUEL KNIGHT OF LANDOINE

Setting: Along the road somewhere.

Characters: A piteously wounded knight; the Proud Knight of Landoine; other knights of Landoine.

Problem: A wounded knight, carried about in a wagon, cannot have his poisoned wounds healed until his attacker is slain. His attacker is the Proud Knight of Landoine, which is in eastern Logres. The suffering of the wounded knight is pitiful.

Merciful. (Success = You feel compelled to help the suffering knight.)

The first player knight who volunteers to help him without making a Merciful roll gets a Just check immediately.



Secrets: The Proud Knight of Landoine (of similar Glory and skill as the player knights, but an Evil knight) has a magical sword of poisoned steel. Any time it deals a Major Wound, then that wound can never be healed while its wielder lives. The Proud Knight is a skilled fighter, notorious for invoking his passion of Hate (Chivalrous knights) in battle.

Solutions: Fight and kill the Proud Knight, so that all who have poisoned wounds from him may be healed.

Glory: 150, plus any gained from combat.

Note: The sword is a good prize, but costs the bearer a check to Cruelty each time he uses it.

ADVENTURE: BOOBRIE

Setting: A lake or marshy area.

Problem: A boobrie (see Appendix 1) is troubling the area.

Action: The knights must discover how to kill, capture, or drive away the monster.

Solutions: The boobrie must be hurt to half its total Hit Points in order to discourage it, whereupon it will fly away.

Glory: 10, plus any gained from combat.

ADVENTURE:

TOWER OF THE BRASS BELL

Setting: The tower stands somewhere in the hills, near a chasm.

Characters: A miserly dwarf.

Problem: The tower's drawbridge offers the only possible passage across a chasm in the mountains. The porter of the tower, an ugly dwarf who shows his face from the top of the tower, lowers the bridge only for an exorbitant price: £1 per traveler, paid in advance. He lowers a bucket to bring the payment up to him, then lowers the gates.

Action: This is harassment, but not dangerous. The dwarf never leaves his tower, fishing for food in the river far below.

Solutions: Pay to cross the chasm or besiege the dwarf.

Glory: None, unless gained from combat.

ADVENTURE: THE LITTLE HARE

Setting: Anywhere.

Characters: A nun.

Problem: One of the player knights is pursuing a hare through apparently empty lands when the creature dashes underneath the robes of a praying nun.

Action: The nun notices the animal hiding, then the hunting knight. She asks the knight to spare the innocent creature. This is nothing more

than a chance for characters to test their Merciful rolls. Knights are under no obligation to respect the nun's wishes for the sake of a hare!

Note: This test might also be applied to one or more of a player knight's passions.

Solutions: If a knight befriends the nun, she offers to take the party to her abbey, nearby, where they can be fed and housed.

Secrets: Any number of secrets are possible: Perhaps the nun is a saint-in-training who can miraculously stop the hostile knight from action — in which case he might gain a Fear (nuns) passion of 3d6.

Glory: 10 for not killing the hare.

ADVENTURE:

CASTLE OF THE BEARD

Setting: A castle near a road.

Problem: Three knights are always ready to joust any knight passing by. The knights demand the beard of all passing men; if refused, they attack him until he is defeated and then cut it off, inflicting 1d3 damage as they do.

Characters: The lord of the Castle of the Beard; knights of the Castle of the Beard.

Solutions: Defeat the three knights (use average knight stats), and then the lord who holds with such an evil custom (he is a notable knight). However, the lord shuts his gates if his knights are defeated, refusing entry to his enemies.

Glory: 100 for defeating the lord and stopping this custom forever.

EVENT: GOTHAM

Setting: Gotham (a town near Nottingham).

Characters: The townspeople.

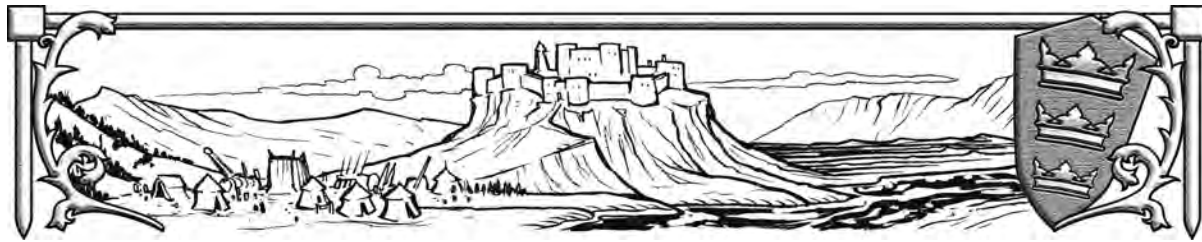
Problem: The knights need a place to stay or to get supplies, or they are just passing through.

Action: The townspeople refuse to cooperate with the visiting knights in any way. Worse yet, they act quite insane. One man tries to rake the reflection of the sun or moon out of the lake; others try to drown an eel in a bucket of water; others roll cheeses down a hill so they might take themselves to market; others stand hand-in-hand around a bush with a cuckoo in it, claiming that they will be able to capture the spring season that way.

Secrets: The villagers are not really so stupid. Every time a nobleman comes into town, they feign madness so that they will not be expected to perform any labor for him.

Solutions: None, really. This is just quite an amusing site.

Glory: 10 for witnessing the "madness."



Chapter Five: High Adventure in the Wastelands

The scenarios in this chapter can be played in parts, with the player knights returning to the Wastelands any number of times. The adventures here begin abruptly at the tomb of the brothers Balin (the Knight with Two Swords) and Balan (the Red Knight), and take the knights through many steps to the Castle of the Holy Grail in the Wastelands, where they have the opportunity to defend the Grail Castle against the evil King of Castle Mortal.

To start the initial adventures in this chapter, simply introduce them abruptly into virtually any other adventure. They can be used any time after Year 515.

ADVENTURE: MERLIN'S ISLAND

Setting: Any forest near the Wastelands. (Note: Since this is a gate to Faerie, it might move around in terrestrial geography.)

Problem: The player knights are lost in the forest. They come to a raging, crystal clear, icy river with a small island halfway across. On the far side a city gleams in the sunlight. A giant sword stretches, like a bridge, from the island to the riverbank on the player knights' side.

Secrets: This landmark came into being at the conclusion of the woeful tale of Sir Balin and the Dolorous Stroke. A disguised guardian used to prevent anyone from crossing, but that quality of this adventure was broken by the deaths of Balin and Balan.

Actions: No natural animal of Britain can cross over the bridge. To cross over, a man can balance carefully by making a DEX roll, modified for armor as usual. If unarmored, he takes 1d6 points of damage from walking along the sharp edge. If crawling, clutching with hands and legs, he takes 2d6+5 damage if unarmored or 1d6+3 if armored, but gains a +10 modifier to the DEX roll.

Falling into the raging torrent means the knight must swim or drown. Swimming the river is difficult. The water is icy cold and rages around the island, imposing a -5 modifier to the two Swimming rolls

needed to reach the island or swim away from it. (This modifier is in addition to any imposed by armor or encumbrance; see *Swimming in Pendragon*, Chapter 4.)

However, if one knight achieves a crossing, then the river miraculously becomes shallow and placid for a short time, easily waded by the rest of his party.

The sword-bridge can be crossed safely at any time by people traveling *from* the island.

Problem: Exploring the Island.

The island is overgrown but not wooded. It measures about sixty feet for its length, and about twenty wide. A great marble tomb is in the center of the island. It has writing on it, and two coats of arms that are very much alike.

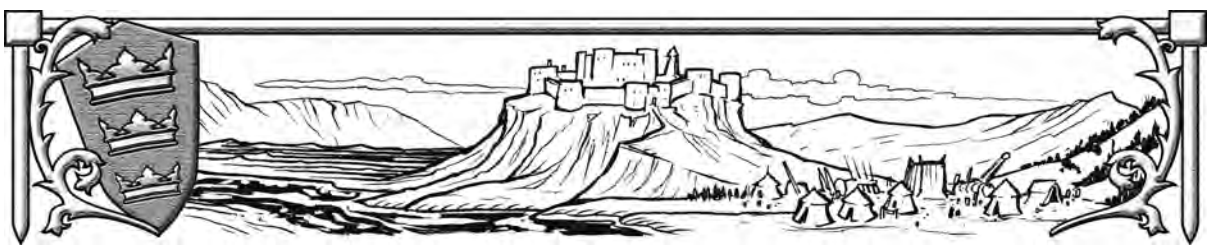
Read [Latin]. (Success = Written in Latin upon the tomb is the following: "Here lieth Balin le Sauvage that was the Knight with Two Swords, and he that smote the Dolorous Stroke.")

Heraldry, +4. (Success = The arms are those of Balin and Balan.)

Awareness. (Success = The island reveals its final marvel. At the upriver end sits a huge block of red marble, just off shore as if in the shallows. However, the water here is 15 feet deep, and the grip of the sword is 2 feet below the small rise where the knights stand. The red marble floats upon the water, bobbing slightly in the current. Sticking out of the marble is a sword hilt, its diamonds glistening and its unmarked blade gleaming. Its appearance is reminiscent of the sword that Arthur drew, for both were arranged by the magician Merlin to find the most worthy men in the world. One revealed Arthur, while this one is destined, in years to come, to reveal the purest man living, Sir Galahad, who will achieve the Holy Grail.)

Read [Latin]. (Success = Written upon the pommel are these words: "Never shall man take me hence, but only he by whose side I ought to hang, and he shall be the best knight in the world.")

Glory: 35 for being the first from any party to cross over; 10 for others who then cross the river.



THE CITY OF GLASS

Setting: A beautiful city, without walls and with many graceful spires, made entirely of translucent glass in many colors, rises on a hill on the bank of a river. A wide, desolate plain of brown grass, dried brush, and leafless trees surrounds it. Brown, naked hills are visible in the distance.

Characters: Princess Alis; her handmaids (all of whom are elf women, their names Belina, Caria, Denie, Elfwina, Floria, Gloria, Hermione, Ingrid, Julia, etc.), one for each knight.

Action: As the knights approach the city, a small crowd of men and women come out to greet them. The crowd seems happy to have visitors, who are made welcome. The knights are taken to a palace courtyard where their horses are led from them to be tended, and are then ushered to the courtroom of Princess Alis, ruler of the city. She greets them and invites them to stay for dinner and then for the night.

If the invitation is accepted, the knights are shown to a beautifully furnished chamber to disarm and clean up. The handmaidens assist. They flirt with the knights, whose subsequent actions depend upon their personalities. None are asked to do anything that they would not normally do. (Thus, for instance, Chaste knights are not approached seduc-

tively, while Lustful ones are engaged with promises of secret meetings after dinner.)

The feast that night is magnificent. (Temperate/Indulgent checks may be gained here.) Knights who are wounded are miraculously healed by the end of the meal. During the meal, the knights may ask about the tomb or other wonders of Merlin's Isle. Princess Alis explains the sorrowful story of the death of Balin and Balan.

Toward the end of the meal, a commotion erupts at the end of the hall. A messenger, dried blood caked upon his armor, staggers up to the Princess.

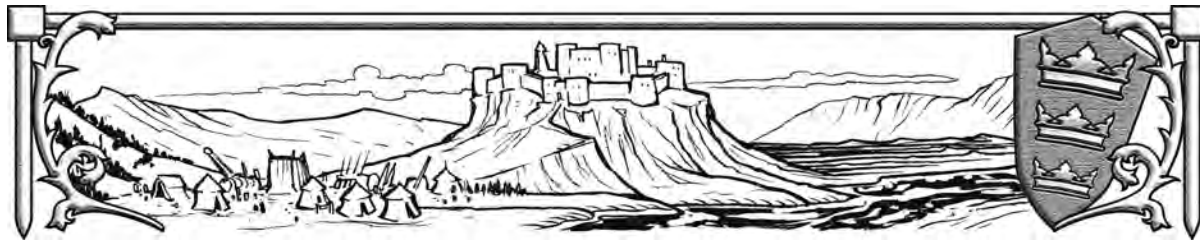
Heraldry, +4, or Recognize, +4. (Success = It is the Brown Knight of the Wilds.)

"My Lady," he says, "I am Sir Darnates, come from Castle of Joy with a message of dire import from our liege, King Fisherman."

"Speak, Sir," she says, "and quickly, so that we may tend your wounds."

"My Lady, a terrible foe has fallen upon the Castle of Joy. The King of Castle Mortal has come with a great and terrible army and besieged us, with the desire to destroy King Fisherman and all that is good. Our liege sent many messengers out to find help in his hour of need, and I have come here to beg for your help."





The Princess pales. “This is grim news,” she says. The torches around the hall all dim, fluttering as if caught by a chill breeze. “I know not how to help our lord in this.” The court falls into a glum silence.

Awareness. (Success = The player knights look around and realize that there are no other knights here. They are the only fighters around.)

The player knights have many alternatives at this point. If they are interested but ask for more information, they gain a check for Prudent; if they volunteer to help immediately, they gain checks for Valorous, Reckless, and Trusting; if they decide they are in the wrong place at the wrong time, they gain no checks.

The Princess volunteers this much information: King Fisherman is the lord of this whole land. He was a strong king, well able to defend his realm, until he was struck and wounded by the same wandering knight who lies in the tomb on the river. That terrible wound is what caused the devastation and waste all about them. Now the king’s wicked brother, who rules from a castle on the Enchanted Mountain, has taken the opportunity of the weakness to invade.

That Night: Knights achieve their desires with the women, who are whatever the men dreamed of. (If one of the knights, for instance, wishes to spend the night in prayer, his maiden-helper joins him. If he wishes to spend it reading, she helps him find the right books. And so on...) Give checks as appropriate.

However, *every* knight who spends his time with a woman, even innocently, conceives a passion for her: If he tries to ignore her, it is an Amor 1d6; if he is friendly but platonic, it is Amor 1d6+6; if he achieved a Lustful check, the passion is Love 2d6+6.

The Next Morning: Whatever their feelings the night before, the knights feel some reluctance about departing. Their new lovers also urge them to stay since the mission is quite dangerous.

Lazy, or new Amor or Love passion [whichever is highest]. (Success = The knight chooses to stay. However, if he already volunteered to assist King Fisherman the previous night at dinner, go to next step.)

Honor. (Success = He recalls his obligation and may go without further problem.)

If a knight both succeeds at his Lazy roll and fails his Honor, he must be persuaded by his companions to go. A companion must make a successful opposed resolution of his Valorous or Honor against the knight’s Lazy or Amor/Love passion.

Failure here means the knight stays behind in the city and is for now Out of the Story (see the Rules Expansion). Gamemasters must decide if he stays here forever.

Glory: 25 for spending the night at the city. 25 for volunteering to help King Fisherman.

Note: Knights who decide to depart without helping the Fisher King can cross back into the Wastelands at Merlin’s Isle. The river is shallow while traveling out, but turns back into a raging torrent once the crossing is completed.

Such craven and unadventurous knights are Out of the Story.

ADVENTURE: TRAIL OF CHIVALRY

Time: Immediately following adventure of MERLIN’S ISLAND.

Setting: The Wastelands.

Characters: The Brown Knight of the Wilds.

Problem: Travel across Faerie terrain. This is a magical, non-geographic terrain drawn from the emotional state of those who travel it.

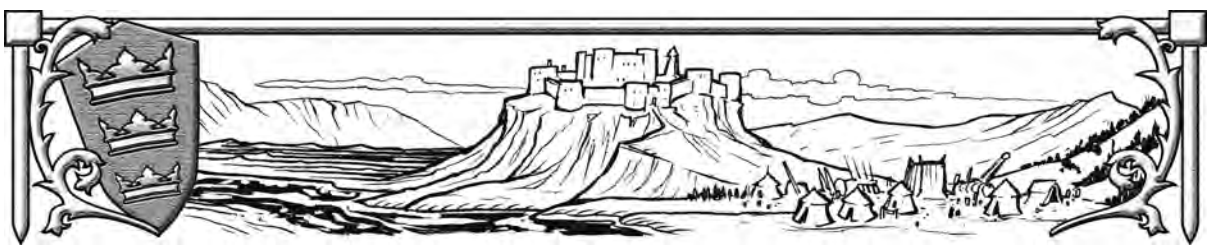
Action: The Brown Knight of the Wilds instructs the player knights on the route to take (but does not accompany them — he is going to find other vassals of King Fisherman): Their path is called the “Trail of Chivalry,” along which are a number of landmarks.

THE LANDMARKS

Travel from one landmark to the next takes an indeterminate amount of time, but never more than a few hours. At each landmark, all knights must attempt the listed trait roll. If a knight fails, the associated event for that trait roll then occurs to him. Sometimes, another knight who does not fail may be able to rescue or stop the activity of the failed knight(s). If all the knights fail, they all do what is listed.

Lost in the Wastelands: Knights may be lost in the Wastelands singly or in a group as a result of a failed trait roll at a landmark. Lost characters wander for a week, finding only a minimal amount of food and water for themselves and their horses; the land they travel through is lifeless and dry. For each week spent lost, the harsh and depressing terrain effectively reduces all of the knight’s positive traits — i.e., those on the left side of the slash — by 1d6 (each rolled separately upon each instance). This reduction has no effect on the associated negative trait.

After each week of being lost, the knights find their way back to the same landmark at which they most recently failed trait rolls. They must attempt the same test again, with their cumulative penalty. This process continues until everyone’s trait for that test is effectively reduced to 0, at which point everyone is Out of the Story.



For example, if Sir Ambrut has been lost for 2 weeks, he has all positive traits reduced by 2d6. The next time he tries to make a Merciful roll (starting value 10), he rolls 2d6, for a total of 5, and subtracts that value from his Merciful trait. Thus, his Merciful value is, for all intents and purposes, a 5 at present. If he fails again, he is lost for another week and must reduce his traits by another 1d6; if he happens to roll a 5 or 6, Ambrut's Merciful is reduced to 0, so he cannot even attempt to save himself and is considered Out of the Story (unless a companion still has a positive Merciful score and can manage to pass the test).

Gorge of Sloth

A valley where everyone is overcome by torpor.

Energetic. (Failure = You fall asleep. Success = You may go on to the next landmark, and see below.)

Each knight who succeeds can attempt one opposed resolution of Energetic against each sleeping ally's Lazy trait to wake him. Failure means the sleeping knight cannot be woken; he is Out of the Story.

Vale of Gifts

A great bounty of goods lies about, each with a person's name on it. Everyone knows these are gifts intended to be given away some time in the future.

Generous. (Failure = You take the gift and ride off. Success = You may go on alone to the next landmark, or see below.)

A knight who succeeds may opt to chase after those allies who failed and attempt one opposed resolution of Generous against each ally's Selfish trait to convince him to return the gift. If the gifts are not all returned, all of the knights except those who chose to go on alone are Lost in the Wastelands. This process continues until all of the remaining knights' gifts are left behind, at which point everyone proceeds to the next landmark, or until everyone's Generous trait is effectively reduced to 0, at which point everyone is Out of the Story.

Precipice of Decision

A cliff-side trail over a drop-off that tests one's moral balance.

Just. (Failure = You slip and fall off the cliff. Success = You may go on alone to the next landmark, or see below.)

A knight who succeeds may opt to catch one ally who failed and attempt an opposed resolution of his Just against that ally's Arbitrary. If the Just knight wins, then both are saved and they may both proceed to the next landmark. If Arbitrary wins, then both are pulled over and become Lost in the Wastelands.

Crevice of Mercy

Blocking the path is a crevice, on the far side of which stands a known enemy of the player knights

(choose an appropriate foe). The foe asks for forgiveness in return for a boon.

Merciful. (Failure = You spurn the enemy's plea, so he does not tell you where to jump down safely.)

If even one knight succeeds, he can tell the others where to jump, so all may proceed to the next landmark; otherwise, all the riders and horses fall down the crevice, Out of the Story.

Cave of the Questioning Hag

An old hag blocking a trail on the hillside asks each passerby a question about himself, designed to determine what sort of person he is.

Modest. (Failure = She shoves you mightily so that you tumble down the hillside. Success = You may go on alone to the next landmark, or see below.)

A knight who succeeds may opt to help one ally who failed, lifting him back up the hill; no roll is necessary, and they may both proceed to the next landmark. A knight who fails and is not assisted becomes Lost in the Wastelands.

Coward Stone

A brief earthquake threatens to topple a cliff down upon the knights.

Valorous. (Failure = You are frozen with fear and cannot pass. Success = You may go on to the next landmark, and see below.)

Each knight who succeeds can attempt one opposed resolution of Valorous against each frightened ally's Cowardly to convince him to ride on. Failure means the frightened knight cannot go any further; he is Out of the Story.

Glory: 10 for each test passed without help; 25 for each critical success.

JOURNEY'S END

All trait modifiers from being Lost in the Wastelands disappear once the knights have successfully passed the final landmark.

The journey ends on a hilltop facing west just as the day comes to a close: The eastern horizon is grey, and the sun in the western sky is blood red. To the south is a hilly land, grey with shadows. A chill wind from the north precedes great black clouds moving in.

A wide valley lies westward before the knights, in which a wide, lazy river winds from north to south. The Castle of Joy, gleaming white atop a huge motte, stands in the center. To the right, north of the castle, is a great military camp; to the left, south of the castle, is a wide plain, scorched and black.

Each knight may choose to study only one from among the castle, the camp, or the scorched fields.



Castle

Awareness (Success): The castle is unusually tall, its walls at least 40 feet from their batters to their crenellations; the towers rise another 20 feet above the walls. The walls, towers, and turrets are unusual in that they are not topped with wooden hoardings; in fact, the four towers are topped with red tile roofs. A small gate is set into the wall facing you.

The tall motte seems to be stepped on its sides, which is also quite unusual. A wet moat surrounds its bottom; however, a huge ramp of dirt has been heaped on this side and an uncannily tall siege tower sits halfway up to the walls. The motte side is littered with bodies, black with crows and flies.

An erratic series of pavises and earth walls surrounds the motte. A dozen huge trebuchets and scores of smaller missile throwers cluster in groups. Mobs of men move around.

Awareness (Critical Success): The tile roofs of the towers have holes in them, and a dark crack, from batter to battlements, mars the castle wall. The moat is filled in, the ramparts thrown down.

Outside the castle, the siege works are poorly laid out. There is plenty of room for knights to ride through to the castle.

Camp

Awareness (Success): The camp is big enough for thousands of men. Many tents and pavilions are spread around almost haphazardly, with a leader's pavilion sitting in the center of each cluster. Many men can be seen, with numerous tiny campfires apparently preparing dinner.

One black pavilion, twice as large as the rest, stands amid the biggest cluster. A huge banner stands before the tent.

Heraldry, with a positive modifier equal to Religion [Christian], if any. (Success = The banner holds the arms of the Devil! Critical = They are differentiated, having red toads.)

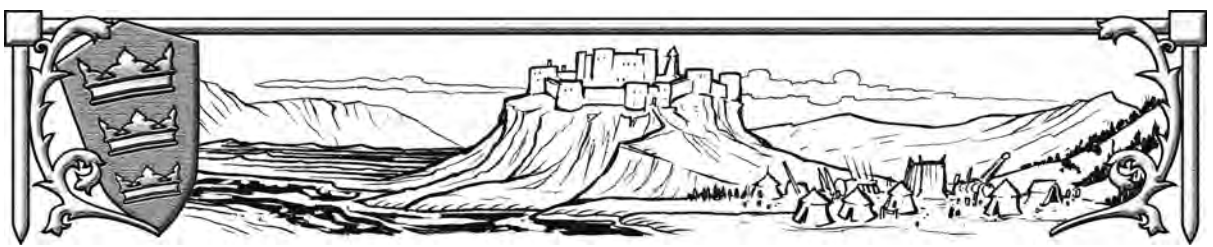
Awareness (Critical Success): Misshapen monsters, a dozen or more, are moving around near to the leader's tent. Some huge creatures are also sleeping outside the camp's circle. Several score little men are getting up, quarreling among themselves.

Faerie Lore (make three rolls). (Success = The creatures are fomorians, small giants, and goblins, respectively.)

Scorched Fields

Awareness (Success): The fields are stark and bare, everything burned. Lumps of ash show where villages once stood, and the creeks are filled with ash.





Awareness (Critical Success): One place shows considerable movement: Many beings that look like small children are moving around down there. Several great mounds of dirt are being rapidly camouflaged as they are brought up; obviously, something is tunneling under the castle.

Faerie Lore. (Success = The wee beings are gnomes, a type of mining faerie.)

Homely Thoughts

After noting what lies ahead, the knights all have an urge to look behind them. The eastern sky is grey with approaching night, but suddenly a brilliant flash of multicolored light beams upward from the ground into the sky, lighting the whole horizon like lightning. Everyone feels that this is a sign from the people in the City of Glass, thinking of the knights and wishing them luck.

Each knight must make a passion roll (Amor or Love, as appropriate) for the woman with whom he spent the night back in the city. If madness strikes, its effects manifest after reaching the Castle of Joy.

ADVENTURE: ENTERING THE CASTLE OF JOY

Problem: The characters wish to enter the besieged castle, but they have limited choices that they should discuss among themselves. These are the most readily apparent options:

- Depart altogether (in which case they are Out of the Story)
- Dash past the camp and stop to be interrogated at the gate
- Fight through the camp and charge to the castle
- Go parley for passage with the King of Castle Mortal

DASH TO CASTLE

This is the wisest option, rating a Prudent check for each knight who suggests this plan.

The player knights can ride fast from their hill-top position, winding among the surprised men and haphazard siege-works. Most men encountered scatter to cover as the knights thunder past, but one band of men turns to pursue. However, they cannot catch up unless the knights turn to engage them.

Battle, +10. (Success = You know you can escape if you ride on, and that you'll be badly outnumbered if you turn to fight.)

Turning to engage is a Very Bad Option. If any knights do turn to fight, they are each attacked by 1 average knight and 1d3 sergeants. Disengaging can still be attempted by means of Evasion (see *Pendrag-*

on, page 121). If a knight fails to disengage after two rounds, another average knight and 1d3 sergeants, again *per knight*, join the fray in the third round and again every other round thereafter until the knights either win free or are defeated/captured.

If they continue to ride on, they can easily ride right up the long earth assault ramp. As they go around the siege tower, the men there cower inside it or jump off the sides of the ramp to get out of the way.

At the gate, the porter questions the knights. His Suspicious trait has a value of 10. If any Round Table or Companion knights are in the party the gate is opened immediately. Stating they are from the City of Glass also qualifies for quick entry because the guard knows the party must have come via the Trail of Chivalry. Otherwise, the knights must convince him of their intent. The pursuing riders are, all this time, getting closer.

Honest, opposed to porter's Suspicious roll. (Success = He admits the knights after questioning them for a moment.) This can be attempted each round; the pursuers catch up.

The gate springs open with a loud metallic clang. When the knights enter they snap closed just as quickly. The portcullis at the far end of the gatehouse springs up, and the knights can enter the court of the Castle of Joy.

FIGHT THROUGH THE CAMP

The knights know only a surprise raid has any hope of success; a full assault would clearly be suicidal.

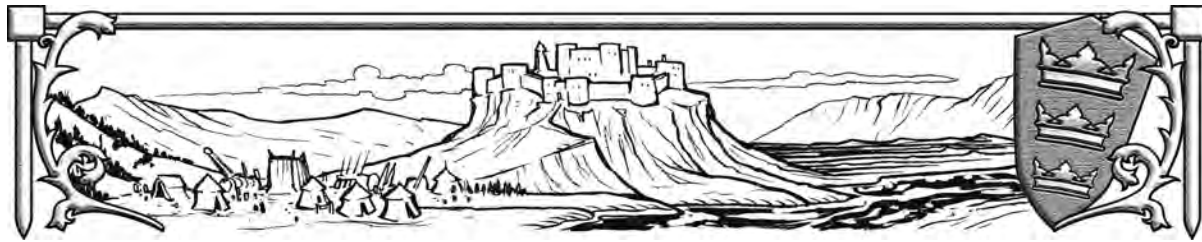
They must each fight 1d6 unprepared foot soldiers, all with -3d6 modifiers to their combat skills due to surprise. Then, each knight must face a mounted sergeant, prepared to charge, armed with a lance. After that, they can break free from the camp and ride to the castle. Glory is gained normally for any foes defeated.

The people inside have been watching, and as the knights ride up the ramp the door springs open for them automatically. They enter the court of the Castle of Joy.

PARLEY WITH THE KING OF CASTLE MORTAL

This is a Very Foolish Thing To Do, provoking an automatic Reckless check from each knight who agrees to this plan.

Guards challenge the knights as they approach and, after preliminary questioning, take them to the watch commander (a notable knight). The knight either disarms the visitors or extracts an oath of hospitality from them not to do violence during this visit. He then leads the visitors to the pavilion of the King of Castle Mortal, also called Duke Klingsor.



The knights get a good view of the barbarians and monsters camped around the pavilion.

The knight goes into the pavilion. Next to it are two piles: one of bodies, one of heads. The guard who first met the visiting knights says that those are the good knights who tried to sneak into camp. The king, he says, has a magical ability to see inside a man's heart.

This is the last chance the players have to escape without disadvantage. They can turn and ride, fighting 2 sergeants each (but one at a time), who try to lance them down on the way out. Any survivors can ride to the castle as if they had raided the camp, as above.

The Gamemaster should, at this point, tell the players that their characters are being very foolish. They *should* run. They will not even get a Cowardly check if they do, being as they are in such extraordinary circumstances with so many monsters about.

Duke Klingsor is human, but huge, like a mighty Saxon. He is wearing armor like none ever seen: 14-point full plate, all black. He scowls, and is under no pretence of friendship or kindness.

Treat Duke Klingsor as a fiend knight (see Appendix 1), but with Lance 18 and Sword 17.

The king questions the visitors simply. His fierce eyes seem to burn into them when they answer. He is seeking to determine their internal make up. If they are suitably wicked, he offers them a job with his army: An Evil character (i.e., one whose values in the Evil knight traits total 80 or more) is immediately offered a job as an officer.

The knights must each attempt rolls against Vengeful, Selfish, Deceitful, Cruel, and Suspicious. All knights roll for the same virtue at the same time. Any knight who succeeds in at least four of these rolls is offered a job as mercenary.

If any knight fails at least three of the traits, the king snaps the order, "Kill him," and one fomorian for that knight steps through the tent flaps, armed and ready to fight. Knights who were offered mercenary work may stand back, effectively joining the evil army and going Out of the Game, or step up to aid his allies; any knight who does the latter forfeits the king's offer, and another fomorian steps up for that knight.

If any knight survives the fight, he has a moment of rest after the fomorians are all dead. A tightly packed ring of men surrounds him, but they do not attack. (They are clearly afraid of someone who can kill fomorians.) The king then pushes to the front and orders a band of goblins to attack. However, they too are afraid of the player knight(s), so they turn and run. A stir goes through the army. The king roars in anger and engages the nearest knight himself, and

then any other surviving knight, one at a time, until he or they are dead. Remember that the king will invoke his Love [the Devil] passion of 20 for the fight.

Any knight slain by the king gains the posthumous 1,000 Glory for dying a glorious death.

If Duke Klingsor is slain, the surviving knights are heroes, and his slayer gain 500 Glory in addition to that from combat. Further, his whole army routs, so the rest of the war scenario is prevented and the Castle of Joy is saved. The remaining knight(s) go to the Castle of Joy and meets with the king (see below).

If the knight who slew the king is also dead or wounded, his body is found by the people of the castle and taken into court. If living, he is healed by the Holy Grail, and goes on to meet the king.

THE CASTLE OF JOY

Or, Turning Castle

DV: Normally 17/38/44, now 0/32/44.

Outer Works: On a river bank (7), on a rise (5), double ditch (3), moat (4), large gate (-3), large gateworks (1).

Inner Works: On a river bank (7), on a rise (5), curtain (7), large gate (-3), large magical gateworks (1+1), 4 square towers (4x5 = 20).

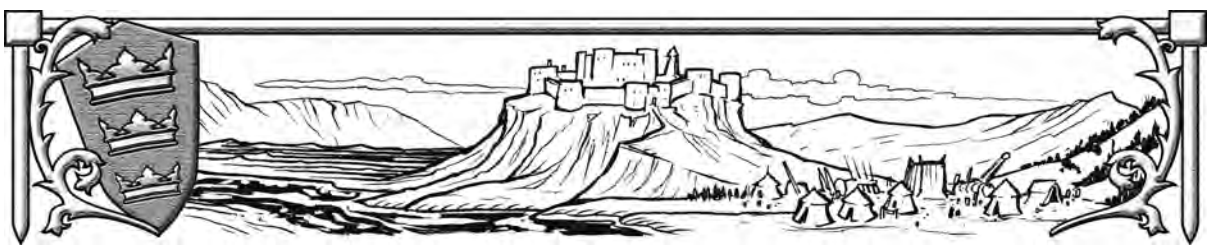
Stronghold: On a river bank (7), on a rise (5), huge square keep (20), 4 tall turrets (2x4 = 8), barbican (4).

Special: The walls are manned by automated simulacra made of brass, looking like 1st-Century Roman warriors in unusual armor. They are not treated as creatures, per se, but count as 25 points of permanent Siege Equipment. In addition, they generate 20 points of actual Siege Equipment each day that the castle is besieged, up to 100 points of which can be stored at a time.

Siege Equipment: Every 6 feet along the walls, a pile of rocks is neatly stacked; behind the merlons are stacks of spears and shields, a pair of crossbows, and a crate of quarrels; upon the parados, hidden by the hoardings, are pots to heat and dump boiling oil; cranes, which can hoist up rams and assault towers, are secured into place; spares of everything are stacked in the courtyard, with an efficient means of transporting it all to the wall.

INSIDE THE CASTLE

Once through the gatehouse, the knights are in the bailey of the Castle of Joy. A great keep, perfectly cube shaped, sits in the middle, surrounded by another wet moat. A wide courtyard stands between the outer walls and the keep, and it is now filled with peasants, their livestock, and their goods. The yard is surrounded by residential buildings, work buildings, a kitchen, barn, stables, mews, and kennel, all built with their backs to the outer wall. On the right side



WHAT ABOUT PAGANS?

The Castle of Joy or Turning Castle, the resting place of the Holy Grail, is clearly a Christian stronghold. If a party of knights has many pagans, they may feel a bit uncomfortable here. If they are radical pagan militants (!), they might question aiding their rival religion at all. How you handle these can be a delicate matter if the characters (or players) are actually belligerent. It is a matter of the dominant attitude in your campaign. If it is open enough to allow pagan knights, however, it certainly ought to be open enough to allow room to convince the characters.

Dame Brisen approaches the pagan knights after dinner, in private. She speaks kindly, and with apparent knowledge of their own beliefs. The Gamemaster should choose which of these explanations (or all of them) to use.

1. The Holy Grail is not an accepted Christian symbol, being ignored by the acknowledged Catholic Church. It is universal, and currently adapted to the dominant Christian religion. In elder times it held the myths of Cerridwen's Cauldron, and in the future shall hold something else unforeseen.

2. The Holy Grail is a subtle and necessary subversion of the acknowledged Catholic Church. It is really the Cauldron of the Goddess, brewing another transformation and turning the ancient secrets of the Isle of the Mighty into hidden tools for the freedom of the future.

3. The Holy Grail is really a dangerous heresy. It seeks to balance the Trinity, which is unbalanced without any feminine influence. The implanting of this idea will bring about the recognition of

is a finely built small church of simple stonework attached to a round tower behind it.

Many excited people greet the newly arrived knights. A herald greets them in the name of King Fisherman, the lord of all Listeneisse. He scans them quickly, discerning all who are seriously wounded, melancholy, or mad, and waves squires forward to take them to the chapel. He orders nearby grooms to tend the knights' weary horses. He invites the remaining knights to follow him.

A kindly, middle-aged woman named Dame Brisen tends knights in the chapel there, along with a half dozen white-robed nuns. There, the wounded or maddened men go to sleep automatically, whatever their personal desires. While they sleep, all madness and melancholy leaves them, and they are magically healed of their injuries. They awake the next morning, rejoining the game.

The herald leads any healthy knights to the keep at once. It is a huge, square keep with four tall turrets. A barbican stands before the second-story entranceway, with its own drawbridge and defenses. Thus, to enter the keep, the long entrance ramp must be ascended, a drawbridge crossed, the barbican passed through, another drawbridge crossed, and finally the interior guardhouse passed through before the knights enter the Main Hall.

The knights are treated generously and with the best manners. A steward greets them at the door, and with chamberlains he ushers them to a side chamber. A man and woman come and apply magical First Aid to their wounds (3 Hit Points regained per wound, automatically). Pages and maidens assist the visitors in bathing, and they are given comfortable rooms in which to spend the night. In the morning, an array of handsome garments of silk and samite are offered to each knight to wear during his stay.

Squires are shown the way to their own entertainment, Out of the Story for now. As the knights are getting ready, their wounded companions join them. The newly healed men are quite astonished at their own recovery, crediting it to the magic of Dame Brisen.

A chamberlain shows the knights to the Great Hall.

THE GREAT HALL

The Great Hall is perfectly cubical on the inside. In the center, lying on a bed, is King Fisherman (i.e., King Pellam). He is wearing a rich gown and a sable hat. Before him is a cube of marble, and on it is burning a great fire. Four legs hold up a brass chimney.

As the knights approach him, the heat from the fire makes them sweat. The king apologizes for his condition, saying "the pains of an old man prevent

me from sitting upright to speak to you." The king interviews his guests, asking how they got there, and why they came, as usual. As the knights speak to the king, they see he is shivering.

Awareness. (Success = You see a pool of blood beneath the king's couch. Critical = It is still dripping through the couch.)

The king is not suspicious; he welcomes the knights and invites them to share his dinner. At his command, tables are brought out and laid with rich tablecloths. White salt and white bread are put around.

Awareness [three rolls]. (Each success brings one of the following to the knight's attention: 1. three pretty women standing to the side, looking very sad; one of them is bald, another has very short hair, and the third has long hair; 2. Another sad woman, brunette, who neither speaks nor smiles; 3. A young girl, perhaps six or seven years old, strikingly beautiful, dressed in rich robes.)

The visiting knights are shown to the high table, sitting in places of honor near the reclining king. The king lowers his head, as if to say grace. A bell chimes lightly, and a door opens on the side of the chamber. A procession enters. It is so strange that the visitors are struck temporarily dumb.

At the front walks a handsome, solemn boy carrying a white lance. From its tip drips blood which runs down the pole, across his hand, and onto the floor. Two boys follow, each carrying a golden candelabrum inlaid with black enamel, with ten candles burning brightly on each. Next comes a beautiful maiden who bears a silk pillow, upon which sits a golden cup whose radiance is greater than that of the 20 candles. Finally, another girl comes carrying a silver trencher. A beautiful odor, unidentifiable, wafts across the hall.

Religion. (Success = This is a singularly sacred place; gain a Love [Cauldron of Inspiration/Holy Grail] passion of 3d6. Critical = If pagan, you know this is the Procession of the Cauldron of Inspiration; if Christian, the Procession of the Holy Grail. Gain a Love [Cauldron of Inspiration/Holy Grail] passion of 3d6+3.)

The procession passes between the couch and the fire, then exits out the other side. The hall breaks into talk. The knights see that their place is laid with their favorite foods. The little girl comes and chats happily with the king, who does his best to reply. He is now too busy to talk to the knights, who are free to speculate among themselves if they are not awestruck.

Intrigue. (Success = You learn that the king was wounded by Balin, the Knight with Two Swords, years ago. He had been considered invulnerable because he was the paragon of virtue. However, his



wicked brother convinced him to adventure in the realm of Romance, and he sullied his perfect life.

THE QUESTION

The secret of the Procession is whether or not the visitors ask the correct question. Many variants exist: "Grandfather, what ails thee?" or "Whom does the Grail serve?" Other alternatives are "How may I help you, King?" and "What is the Secret of the Grail?"

Players may know that this act is one of the solutions to the Grail Quest, and they may wish their knights to ask the right question. Players may be argumentative about this. If they are, simply remind them that their character must be in the correct state of mind and soul to ask the question successfully. If necessary, remind them of this story from *Perlesvaus* (one of the stories of the Grail Quest):

Sir Gawaine finds his way to the castle. He had already talked to Percival and knew what was going on. When he gets there, some of the guests, described as ageless young grandfathers, recognize him and say things like, "You will remember to ask, won't you?"

"Yes, yes, absolutely," says Gawaine.

Then, when the procession passes ("Remember to ask, now," they say again), three drops of blood fall to the floor; suddenly, Gawaine is transfixed by an insight into the Mysteries of the Trinity and cannot speak. (The young grandfathers groan and weep.)

For player knights to succeed where Gawaine fails, they must succeed at the correct virtue, skill, and passion rolls. Three tests are critical. Demand them from players who wish to ask the questions, or who have attributes of 16 or more in all three of the requisite stats.

Religion. (Failure = You are not in the right state of mind to ask. Success = You almost say the right words, but you remain in a deep trance, hypnotized by the power; you cannot speak the words, but gain 100 Glory. Critical = You may attempt the next roll.)

Pious. (Failure = You are not in the right spiritual state to ask. Success = You are transfixed by the immensity of the sacred situation and fall into a reverent silence; you cannot speak the words, but gain 100 Glory. Critical = You may attempt the next roll.)

Love [deity]. (Failure = You are not in the right emotional state to ask. Success = You are overwhelmed by a revelation of Divine Grace and nearly swoon; you cannot speak the words, but gain 100 Glory. Critical = You are the fated one who knows the requisite question and actions, and are able to speak and perform them.)

If the healing question is not asked by anyone, then dinner is finished; the king groans mightily and excuses himself, and is then carried on his couch from

the room. The three women, noticed earlier, wipe up the bloody pool with the many tears they weep. The feast finishes, rather gloomily, with a priest reading from the Bible.

If a knight successfully asks the question, King Fisherman smiles, and gives the appropriate answer. The Gamemaster should ask the player which question he asks, and have the player speak the words aloud.

• **Question:** What ails thee? **Answer:** My grief is multiple: The ghastly wound I bear grieves me. The sin that caused my wound grieves me. But these are not the worst sorrow, which comes from the negligence which outsiders have shown to me. But you alone, of all the outer world, has shown me compassion, and I welcome you now, Healer!

• **Question:** Whom does the Grail serve? **Answer:** The Grail serves the Grail King. And the Grail King serves all of us, mankind and the rest of the world.

• **Question:** How may I help thee? **Answer:** Your question alone has been the help which I have awaited, O Healer. The attention and concern of the outer world has been that which I needed for help.

• **Question:** What is the Secret of the Grail? **Answer:** The Grail has no form nor shape, except that which we need to bring us onward and outward to find peace and wholeness in the world.

As he speaks, King Fisherman swings his legs over the side of the couch and sits up. He is ready to be cured. As everyone watches, the knight who spoke takes blood from the lance and rubs it across King Fisherman's wounded thigh. The color returns to the king's face. He is healed. The inhabitants break into celebration. The asking knight gains another 700 Glory, making it 1,000 total for passing the three tests and healing the Grail King. If he has a Love (Cauldron of Inspiration/Holy Grail) passion, he also gains +2 to that passion, up to a maximum of 20.

If the army of the King of Castle Mortal is still outside, King Fisherman immediately orders his marshals to muster the army. He invites the knights to help. The army of the Castle of Joy follows its king out to fight the forces of darkness.

Go to "Battle of the Plains of Joy."

DAME BRISEN'S PROPOSAL

This occurs only if the player knights have failed to ask the appropriate question of the king.

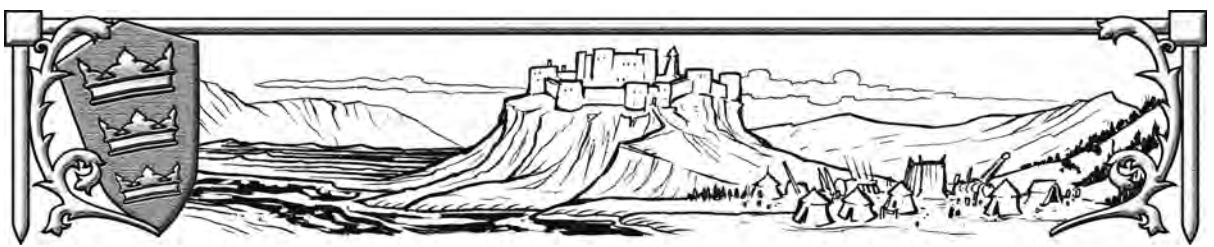
After the feast, when King Fisherman has been carried away, Dame Brisen approaches the player knights. "Your visit here has been in vain. You have not healed the wound of King Fisherman. You can never enter this castle again except by the grace of God. Soon the allies of the King of Castle Mortal

the physical resurrection of the Virgin Mary. In this way, the Goddess will re-enter the world, and bring about the return of the pagan mysteries.

However the Holy Grail is viewed, some things are certain — it is a vehicle for the divine life force, the Grace of God or the Blessing of the Goddess, which bestows blessings upon all who work for it, Christian, pagan, or agnostic.

If the pagans are unconvinced and plot evil against the residents, they are ultimately tossed out. The Gamemaster must decide how far he wishes things to go. If the whole party agrees to flee, then playing out a secret escape might be fun.

Otherwise, a drugged wine or a sleep spell by Dame Brisen can send them out of the adventure: They wake in the Wastelands, with equipment, and find their way home, for now Out of the Story.



will arrive to assault us for the last time. His devil weapons will make our walls into dust, the hordes of screaming savages will crawl over each other's corpses to mount the walls, and evil knights will trample all beneath their iron boots.

"The king will be killed, I will be raped and killed, and young Elaine..." She sighs. Ask players to make a Love (family) roll, and gain a check to it if successful.

"If that assault succeeds then all Britain, perhaps all the world, will be laid waste. Kingdoms will fail." Players roll Loyalty (liege), and gain a check to it if successful.

"Hate will rule everything." Her speech reminds the knights of their loves. Players roll Love (amor) or Love (wife), if they have it, and gain a check to it if successful.

"One other chance exists, if some brave men will strive to achieve deeds for the good of all mankind."

She looks expectantly at the knights. Some may volunteer right away. Of the others, ask who has just gained at least two checks: Those knights also go, driven by their emotions. Anyone who made only one check may choose either to go on the mission or to get a Cowardly check. If someone did not immediately volunteer and either made none of the three checks or opted for the Cowardly check, he is asked to leave them now. He goes to his chamber, falls asleep, and is Out of the Story; he wakes days later, with his equipment, near his home.

To those remaining, Dame Brisen explains, "We know who some of the allies of the King of Castle Mortal are. Some of them are good men, some of them are brutal but just, and others are motivated by greed. Our hope is for you to go to them and convince them, one way or another, that they must not attend to Klingsor's needs and demands.

"A further need exists: that our kinsmen be notified that the battle is here and they must come with as many troops as possible. The enemy preparations

will be complete soon, and the attack will surely come at Midsummer's Day next year.

"Finally, any new allies you can bring to us will be a tremendous boon. Do you have vassals to bring us? Will your lords send an army to help? Do you know any great barons, or perhaps King Arthur himself?

"Of these three things, first you must make sure our kinsmen and allies know to come, and most important is Alain le Gros. Second, dissuade our enemies, for among them is the Unjust Foe who bears the wounds of our defeat. And thirdly, try to bring us more outlanders. We place that priority last, for we think that only a certain type of person can come into our land, and an army of uninspired murderers is not that type.

"Will you vow by the Holy Grail to fulfill these tasks, to your best ability, so long as it shames ye not?" asks Brisen.

We hope everyone agrees.

The visitors are shown to their sleeping chambers. The beds are marvelous, and every ache of the saddle, armor, and wound is gone. Everyone rests amid pleasant dreams. If someone tries to stay up to stand guard or to make a tryst, they find it impossible.

The next day they all awake, amid the Wastelands, sleeping on the ground. Everyone's armor, horses, squires, and equipment are nearby. Saddlebags are filled with food and water casks. All wounds are healed, including those needing chirurgery.

ADVENTURE: SEEKING ALLIES

The characters travel about seeking to enlist allies for King Fisherman and/or discourage his opposition. The players may decide how they wish to do this. The accompanying map shows where these people are.

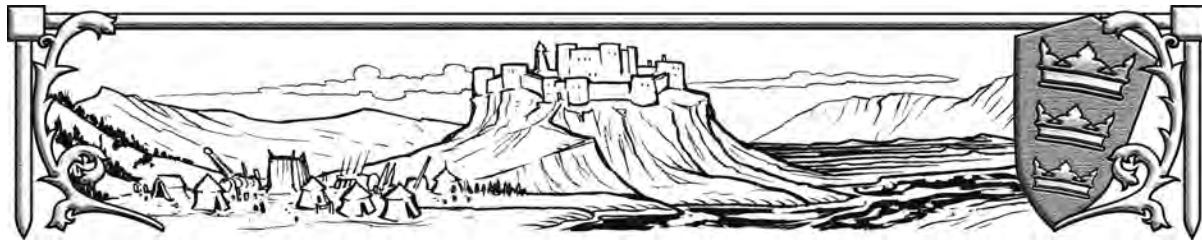
Problem: Although the player knights were given a list of three things to do to help, the limited time imposes restrictions that are advantageous to the Gamemaster in controlling how much gets done. The time limit also lends a sense of urgency to the task. The allies/enemies being sought are going to insist on protocol being followed, and will not be rushed into making their decisions.

The encounters are given in an order that presents a clear story for knights to follow to discover places and meet people they do not know. They do not need to be told exactly where they are on the map until they figure it out for themselves by finding well-known landmarks (probably Catterick first).

Players may choose to split up, making each undertaking a separate task. This will cause the game to disintegrate into many separate one-on-one adventures wherein the Gamemaster and single player run

Note: It is currently one year later than the year when the knights entered this scenario. If they notice now, you can confirm their queries: yes, time has passed. If they do not notice, you can display the fact gradually after they leave Faerie. Perhaps they are asked their opinion of the latest rumor of court, of which they know nothing. If they arrive someplace where they were expected, perhaps home, the knights learn they were gone for a year or more.





through the events of one knight while the others go off on their own.

The Gamemaster must decide how to handle this, but it is not necessarily a bad way for things to go. The biggest problem in separating is getting the knights back together for the climactic scene. The best solution is to remind the player knights to determine a meeting place for them all after they have finished their individual tasks.

Glory: Knights get 50 Glory for each ally whom they convince to lend help, and 100 Glory for each enemy they convince to stay away.

LEAVING THE WASTELANDS

The knights can travel from the Wastelands in whatever direction they wish. They camp the first night on a deserted ridge, and when they wake they see that the valley below them has a rich manor house, with smoke idling lazily from the breakfast fires of many village houses. Upon descending into the valley, the knights can learn from the peasants that this is the holding of Lord Eurain, a powerful and independent lord.

LORD EURAIN

Lord of Brandigan, 4,280 Glory

Reputation: Cymric, pagan. A peaceful, law-abiding warlord who once paid homage to the Duke of Cambenet, but has not seen his liege for many years.

Home: Brandigan Castle.

Found: In castle, performing usual landlord duties.

Army: Bodyguards, 2 knights and 5 foot; household, 4 knights and 15 foot; vassals, 6 knights and 25 foot (2-week muster).

Other Important Persons: Eurain's young nephew Mabonagrain.

Enemies: King Balor.

General Reaction: Sir Eurain is not moved to help at first. However, if no one thinks to recite to him the list of foes, he asks. When he hears that King Balor is helping the King of Castle Mortal, Sir Eurain reacts with great anger, for he hates King Balor. He will gladly go and fight with all the men he can muster, and claims to know the way.

Sir Eurain asks who else the messengers seek, and says that no one knows where some of these men can be found any more. Alain le Gros has not been seen for many years. Sir Lamorak and the White Knight are probably off adventuring, though they could also be at Arthur's court. However, Baudwin of Britain can be found. He gives directions to get to Sir Baudwin's holding of Castle Blanc, in Roestoc: Sir Baudwin should be there.

TO CASTLE BLANC

After crossing a ridge, the trade road leads to a village where it meets the King's Road from Eburacum to Carduel. Player knights who frequent the passage may recognize Barnard's Castle where the roads join. The old knight-lord of the castle tells them where they are.

Players can choose their rate of travel on the road. As the player knights travel through western Malahaut, the Gamemaster should pay attention to the date and local events.

For instance, if the player knights set off in Year 515 (as suggested in the default chronology), then they are traveling through this area in 516. Roestoc, Lindsey, and Eburacum are all war zones in which Arthur fights the Saxons. The area should be presented as being on alert, perhaps recently raided, and certainly dangerous. Player knights should be given the chance to quit the quest and join Arthur's army, if they prefer — Galahad will be along to complete this quest in time, anyway.

If the quest is undertaken in a different year, check to see what similar events might occur.

BAUDWIN OF BRITAIN

Bishop and Knight of the Round Table, 9,876 Glory

Reputation: Cymric, Christian; a fierce and proud warrior, a fanatical warlord more than a Christian.

Home: Blanc Castle.

Found: Hunting in nearby woods. If this is 516, he is at his castle or riding patrol.

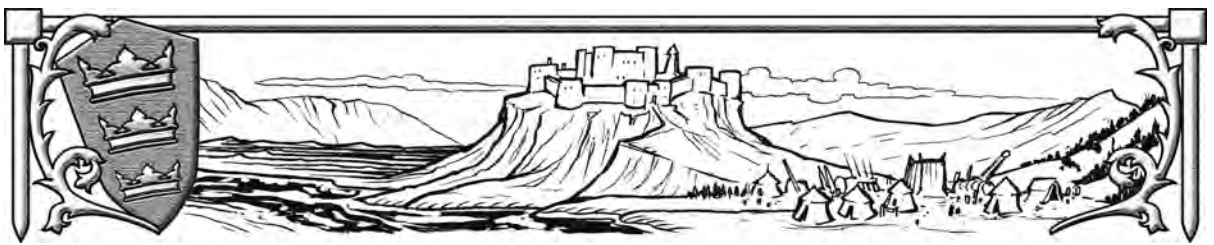
Army: Bodyguards, 6 knights; household, 16 knights and 60 foot; vassals, 16 knights and 120 foot (2-week muster).

Enemies: Duke Brunor of the Long Isles (Hate 15).

General Reaction: Baudwin practices his faith in Christ the Warrior with diligence. If he can, he summons all the soldiers of his realm to aid King Fisherman.

If this is 516, then Bishop Baudwin is caught in a dilemma because Arthur has ordered him to stay in Castle Blanc and harass the Saxons in Roestoc. After he is told of the request to help the Castle of Joy, Baudwin asks the knights to remain one more night while he decides. The next day, he declines, saying that his loyalty to Arthur is more important than to the small castle of a holy man who has never paid homage to the High King. He reminds the knights that they have a loyalty to their lords, too, and that they should probably be at war with the Pendragon's army now, somewhere in Lindsey.

Leave player knights to discuss this, to make up their own minds where their duty lies. If they decide to help Arthur, the Gamemaster must play the rest of the



ROMBOLD MOOR

Time: Anytime.

Setting: Rombold Moor is a few miles south of the town of Ilkey. It is littered with ancient stones of every description: cairns, mounds, barrows, enclosures, circles, and so on.

Characters: Rombold the Giant.

Problem: Rombold (use the standard giant in *Pendragon*, Appendix 2) is tough and malicious, and raids nearby lands regularly.

Solution: Slay the monster.

Glory: 50, plus that gained for defeating the giant.

scenario by ear. Perhaps the players are all Out of the Story. Maybe they can help the Pendragon, and continue their quest on time. Maybe they are on their way when messengers come telling of Arthur's victory.

Bishop Baudwin also has a clue about where Alain le Gros can be found. In Etroite lives the lord of that land, who can get them to Alain le Gros if he wants to. If he does not want to co-operate, though, there is nothing to be done about finding Alain.

LEEDS

On their second stay in Leeds, on their way to find Alain le Gros, the player knights meet a famous knight.

Heraldry, +18. (Success = He is a de Gales knight. Critical = It is Sir Lamorak, one of the knights you are seeking!)

SIR LAMORAK DE GALES

Round Table knight, son of Sir Pellinore, a pre-eminent adventurer. 18,000 Glory.

Reputation: Cymric Christian, a Chivalrous knight and a great fighter. He, like his father, loves to hunt.

Home: None (he wanders).

Found: At the King's Court or on the road. Lamorak always challenges strangers to joust with him, for love, before giving his name.

Army: None.

Other Important Persons: His brothers, Tor, Aglovale, and Dornar.

Enemies: The (likely still unknown) murderers of his father.

General Reaction: Sir Lamorak is eager to hear the news, and alarmed at the proposition. "The King Fisherman is a relative of mine, and I will get my brothers and go to aid him. What other instructions do you have?"

After hearing about Alain le Gros, the knight says, "He also is a kinsman of mine, but I do not know where his home lies. If Baudwin sent you to Etroite, try there. I must go where I know my brothers are. But in the name of knighthood, I ask you to bring a message to the daughter of the lord of Etroite. My thanks to you, good Sirs."

"Tell the daughter named Isabel that I, Sir Lamorak the son of Pellinore, have seen the Knight of the Silver Axe, and he is well. Give her this ring, which is a token he gave to me for this purpose."

LESTROITE

The bishop's directions are reinforced by Lamorak's, and as long as at least one of the knights' party makes a Hunting roll, they reach Ilkey without incident.

Ilkey is a town with a problem. The residents tell of a giant named Rombold living to the south, and whom they would like removed. The people say their good lord, Govier of Etroite, has refused to send any more of his men against it.

However, to pursue the adventure of "ROMBOLD MOOR" (see sidebar) will probably take one or more of the player knights Out of the Story at this time. The knights should plan to return to kill it some time in the future.

LORD OF ETROITE

Lestroite is a small land that occupied what appears to be a pass through the Pennine mountains. Several towns are barely connected by a half-hidden trade road that winds up and down steep hills, among rocks and through bare vales, and across unbridged streams.

The knights must travel as if exploring new terrain, taking a -3 modifier to Hunting rolls for its being hilly. If everyone fails, they miss the turn-off for Etroite, and travel until they find a downhill road that overlooks a wide forest in the distance: the Perilous Forest.

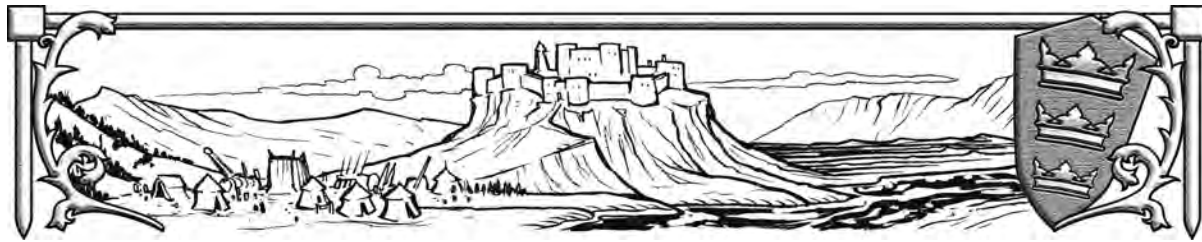
The knights must turn around and find their way back with another successful Hunting roll. Etroite is a palisaded town with a stone tower that stands beside a swift and narrow mountain river.

Awareness. (Success = The people are reacting with fear at your arrival; everyone is dashing for cover as a bell starts ringing in the town.)

By the time the player knights reach the town, a half-dozen average knights, backed by a score of footmen, are on the walls ready to meet them. Lord Govier (a notable knight) does his own talking. He is cautious, but not hostile. Govier identifies himself, then inquires as to the names and business of the visitors. He invites the riders inside, and the usual hospitality follows. Govier will not be rushed, but takes his time talking to the knights.

Awareness. (Success = You can see that both the footmen and the knights are poorly armed and armored, the knights wearing only 10-point Norman armor. Only Lord Govier is better equipped, with 12-point reinforced chainmail.)

Accommodations for the player knights are in a small guest house near the stone tower. A larger house holds Govier's hall, where a simple but bountiful country dinner is served. Isabel, the young daughter of the lord, is present at the dinner, serving as chief steward, quietly efficient. No wife is apparent. Govier is hospitable, but more interested in news outside the land than telling what is going on with him. (In fact, nothing is going on here anyway.)



Intrigue. (Success = A maid says that Lord Govier has never paid homage to King Arthur; the last ruler here was killed in battle years ago, fighting Arthur. Critical = The Knight of the Silver Axe is Isabel's lover.)

After dinner, Govier asks if there is something that the knights want from him besides hospitality. Now is the time for the knights to ask him to take them to Alain le Gros. The news from Lamorak, from the Knight with the Silver Axe, ought to be told first. It is such good news to the daughter that her father is taken aback, but suddenly becomes friendly, for he hasn't seen his daughter this happy in five years. For this gift, he is willing to grant whatever boon the knights want. They should then ask for passage to find Alain le Gros.

If the knights ask for passage first, it is refused. But after they tell the daughter the news from Lamorak, she is so overjoyed that her father relents and offers to show the knights the way to Alain.

Govier tells the knights to be at the riverside at midnight on the next dark New Moon, where he will meet them and see to their travel arrangements.

UP RIVER

At the appointed place and time, an old woman arrives with a flute, and she and a couple of men with drums begin making music. A bunch of other people sing raggedly along. Govier joins in, and leads a procession to the river, where he throws a carved log into the water. They continue to sing.

After an hour or so, a large raft, big enough for the knights and their squires and horses, appears on the river, moving swiftly up stream. It glows a pale green, and is piloted by a tall, slim man with flowing beard and hair.

"Get aboard," says Govier, "and it will let you off upriver. You will see a path going over the crest of the mountains. Follow it, and at the end is Ka'amalot, the castle of Alain le Gros."

The knights should board. The boat moves swiftly upriver, leaving the people still singing far behind. The night is dark, the shapes along the riverside are shapeless, and the journey is short. After the knights disembark, the boat continues swiftly upriver and disappears. Dawn will come in a few hours.

Ka'amalot, at which the knights arrive just after dawn, is a shell keep, with a flourishing town nearby. Fields and herds can be seen all across the distant valley. The approaching knights are met not with fear or hostility, but with curiosity. A peasant runs to tell their lord the news.

ALAIN LE GROS

Lord of Ka'amalot, kinsman of King Fisherman.
7,472 Glory.

Reputation: Cymric, Christian; a mighty warrior, excellent lineage; has never fought against Arthur.

Home: Ka'amalot.

Found: At his castle.

Army: Bodyguards, 2 knights and 4 foot; household, 6 knights and 30 foot; vassals, 12 knights and 80 foot (2-week muster).

Other Important Persons: Brothers, lively wife.

Enemies: King of the Moors (Hate 20).

General Reaction: Alain le Gros is a kinsman of King Fisherman, and will go to the aid of Castle of Joy with as large an army as possible. Likely, he realizes that it must be his household only, for it is probable that time is running short.

Alain and his brothers are thankful for the news of the coming battle, and they offer the player knights whatever supplies they need to continue their journey. Alain regrets that he cannot bring them with him to the Castle of Joy himself, but he hopes that Lady Brisen explained the reasons, for he, a simple knight, cannot.

Alain's wife suggests that the Wild Damosel might be able to lead them, however. Alain responds that returning to Turning Castle is too much for knights to be expected to do.

Pride. (Success = You protest, saying that you (at least) can be expected to do the extraordinary. Didn't you get here...?)

Alain agrees, and explains about the Wild Damosel: "Westward from this place lies the Land of Dangereux, whose king is a fierce warlord who has never paid homage to King Arthur. He has a powerful army and a great castle, and he is so fearless that he hunts regularly in the Darnantes Forest, where fabulous creatures roam.

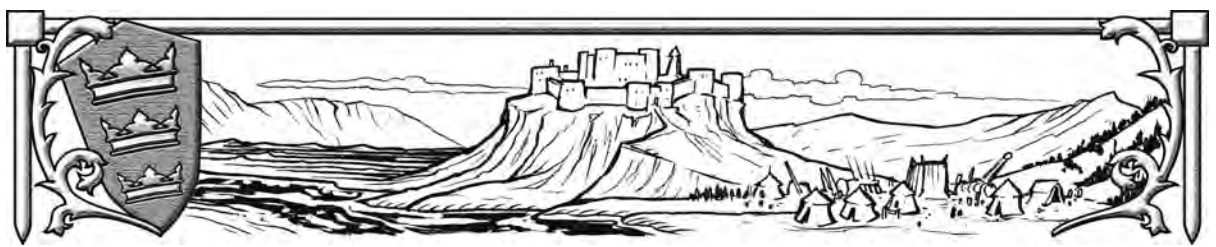
"The King of Dangereux has a wild daughter who has sold her soul to the ancient forest, and for years wandered mad and naked, covered with mud and sores. She is still called the Wild Damosel. She knows everything about every forest, and is a great druidess. If you do not mind putting your immortal souls in peril, you can ask her for help.

"I have been told that you can call her if you put a loaf of bread upon a certain painted rock and ask for help from anyone who is listening; she will come after a week or two, and ask what you want. She will tell you what she wants to be paid, if she will do it.

"I can give you plenty of bread, if you wish, and have my hunter show you the way to the hill fort. Tell her you want to go to the 'Turning Castle.' Don't call it the Castle of Joy."

THE WILD DAMOSEL

Alain's huntsman leads the knights down from the mountains to a wide, unsettled plain. A single



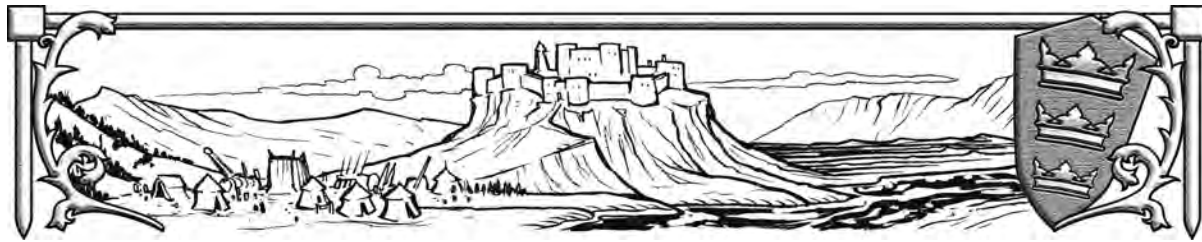
hill, topped by an ancient hill fort, Ingleborough, stands alone. The hunter points out the painted stone, asks a final time if they want to return with him to safety, then departs.

Good Christians will not perform this ritual. Indifferent or bad ones can participate, with the same effect that pagans have. It must be done every day for a week. On the eighth night, a woman wearing a long

brown cloak, sitting atop a small black pony, waits at the sacrifice rock. She sits silently as it is done, and then answers and asks what the knights want.

The knights ought to reply that they want her to take them to the Turning Castle. She thinks for a few minutes, then says, "I can do this, but the price is high. I will ask you to do something for me in the





future, and you must pledge yourself to do it, as long as it does not bring you shame or dishonor.”

Assuming the knights agree, the journey goes without problem. Travel is done only at night, and everyone is forced to ride close together by the Wild Damosel. The first night the party passes a ghostly castle. At midnight, at a raging river, they come to the Devil’s Bridge, where (says the Wild Damosel) her grandmother tricked the devil into making the beautiful bridge in return for nothing. “Now, be cautious,” she says, “because this is the Darnantes Forest, where fabulous creatures roam.”

Gamemasters may make this trek as exciting and dangerous as they wish, or they can just speed through, with the knights traveling at night and spending the day resting beneath a stand of twisted oaks, where a flock of ravens nests. Knights should stand watch.

After dark the next night, the Wild Lady leads the knights to a cliff, where carved into it are steps. “These are Faerie Steps,” she says. “Tread carefully, and lead your horses.” The climb is not high, but it is tricky for the horses, and takes hours. The moonlight is bright — it is a full moon tonight.

They enter a valley, and the Wild Lady urges everyone to ride quickly. Her own pony seems faster than it ought, and the knights follow her as she gallops through a wide, wasted land. In the moonlight, fallen houses, decaying forests, and rotted fields of grain can all be seen. A castle is visible down in the valley, its roofs fallen and dark. They dash through a town, its church burnt, houses scorched. Corpses litter the roadside in places. Another castle, in the middle of a wasted city, is visible to the left. Hills loom ahead. The Wild Damosel leads the knights among them, where they shelter in an unnatural cave cut into a large mound.

Finally, after they have stopped again, the Wild Damosel says, “Tomorrow you will go on your own. I can take you no further. This is exhausting and deadly for me now. I ask you now for the payment which I demanded: tell King Fisherman that I brought you here, and sent you to him, and what you promised me, and how I collected it. That is all. Tomorrow you will ride north, and with Goddess’ blessing find what you seek.”

THE WASTELANDS

The next day, the Wild Damosel sets off, riding south. In the sunlight she looks wan and tired, but bright-eyed. She is prettier than any of the knights had noticed during the night. She says only, “Farewell,” and departs.

The knights view a wide wasted land to the north. Trees are leafless, the grass is brown, and

the brush is naught but lifeless branches. The only movement is a pillar of dust rising to the northeast. Northward movement intersects with the pillar of dust around noon. It is a small column of riders.

Heraldry, +4. (Success = It is the White Knight and his retinue!)

THE WHITE KNIGHT

Mystery knight, 4,250 Glory.

Reputation: Cymric, Christian; a knight of overwhelming piety and humility, who recently appeared at Arthur’s court; if this occurs in or after 523, he is now leader the Knights of the Temple of the Grail, established in that year. He never lies.

Home: Unknown (often a resident of Arthur’s court).

Found: He is marching towards the center of the Wastelands. He has heard the news, and he not only knows the way but can lead any army there.

Army: Bodyguards, 6 knights and 18 foot.

Other Important Persons: After 523, his Templar knights (1d6 are with him).

Enemies: All enemies of the King Fisherman are enemies of the White Knight.

General Reaction: The White Knight claims that he is kin to King Fisherman and dedicated to the quest of freeing the castle. A black column of smoke is visible, far to the west: “It is the Turning Castle,” says the White Knight grimly. As the army marches, another column of dust becomes visible, closing on them. At nightfall, the two groups close ground.

Heraldry, +1. (Success = This is a kinsman of Sir Balin. Critical = It is Sir Bavid, Balin’s youngest brother.)

Sir Bavid and his party recognize the White Knight as well. Challenges go forth, and Bavid claims to be seeking justice by attacking King Fisherman, who slew his kin. The White Knight and his men are agitated at this. Some of them urge an immediate attack. The White Knight’s virtue prevents it until further negotiation ensues.

Players may remind the White Knight that they had been told to enlist this man’s aid to help King Fisherman. The White Knight happily gives the player knights a chance to talk to the knights of Sauvage.

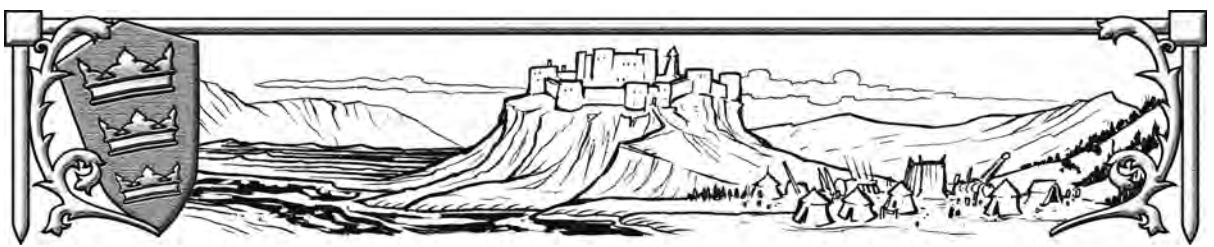
SIR BAVID OF SAUVAGE

Knight, brother of Sir Balin. 1,250 Glory.

Reputation: Cymric pagan; a good knight.

Home: The Tower of the Boar, somewhere in Sauvage Forest.

Found: Bavid and his men are on their way to avenge the death of their kinsman, Sir Balin, the



Knight with Two Swords. They heard that he was killed by King Fisherman and seek to attack the murderer.

Army: Household 2 knights, 19 sergeants, and 35 foot. All are kinsmen of Balin or their retainers.

Other Important Persons: None.

Enemies: King Fisherman (mistakenly).

General Reaction: Bavid feels an obligation to avenge his famous kinsman, who was, he believes, killed by King Fisherman. Bavid can be convinced that he is mistaken only by discovering the truth. The Gamemaster may remind the players that they know the truth, having seen Balin's tomb and heard the story from Princess Alis. At least one knight must take an oath that he is stating the truth. All knights who do so must also attempt Honest against Bavid's Suspicious (value 11); just one knight's success is enough to convince him.

If the player knights fail, then Bavid declares them his enemies, but departs until the Battle of the Castle of Joy is joined.

If he is convinced, he and his retinue are thankful, willing to assist the player knights' efforts. In fact, he seems relieved. They join their force to that of the White Knight, and keep riding to battle.

Either way, the forces of the White Knight and the player knights reach the Castle of Joy that night. The White Knight, as leader, reports to the King Fisherman. He is acknowledged formally, and then the King Fisherman says, "Welcome home, son." He motions to Brisen and says, "Bring a throne for my son, Eliazar." The White Knight sits next to his father for the rest of the proceedings.

King Fisherman calls forth the player knights who carried the messages. They are asked to tell their stories, and all the knights who participated in any part of the tale each get 100 Glory.

A tally of people shows that Brandigan is here, as is Alain le Gros and Lamorak de Galis. Also, other lords and kings whom the player knights do not know are here. The courtyard is full of troops.

Anyone who needs healing gets it.

Secret: Bavid is in fact the Unjust Foe who can bring down King Fisherman. He *must* be convinced. No one in the game should know this fact.

THWARTING ENEMIES OF KING FISHERMAN

The second part of Brisen's request is unlikely to be attempted, so less detail is given for these actions. However, it is best to be prepared for surprises. [Designer's Note: In my campaign, the King of the Marshes was killed!]

Also, the information here is useful for the upcoming Battle of the Plains of Joy.

DUKE KLINGSOR

King of Castle Mortal, Lord of the Enchanted Forest; an Evil knight. 15,000 Glory.

Reputation: Cymric, Evil Christian; Klingsor was once a good knight, but was overcome by envy and grew evil enough to attack the sacred castle of his own brother.

Home: Castle Mortal.

Found: Klingsor can be approached only in his camp during this scenario; his guards are vigilant and bring all intruders to their king.

Army: Bodyguard, 6 fomorians, 6 famous knights, 25 foot; household, 25 knights, 125 foot; vassals, 100 knights and 5,000 foot. He has also mustered many human and nonhuman allies.

Other Important Persons: Klingsor's guests, his allied kings, are present.

Enemies: King Fisherman (Hate 39), whom he strives to destroy, along with his followers, kinfolk, friends, and memory.

General Reaction: Klingsor hates King Fisherman and everything that he stands for. He seeks to own the mystic Grail for himself, and allows nothing to stand in his way. He is cruel and relentless, without mercy or chivalry.

GUINEBAUT

King of the Marshes, Lord of Roestoc. 5,600 Glory.

Reputation: Saxon Christian (prefers Saint George, who slew Jormungand).

Home: Conisbrough Castle, Roestoc.

Found: Guards watch all known approaches, and conduct visitors directly to the castle to be interviewed by the King.

Army: Bodyguard, 2 knights, 1 sergeant, 10 foot; household, 5 knights, 10 sergeants, 50 foot; vassals, 5 knights, 15 sergeants, and 50 foot.

Other Important Persons: Court officers.

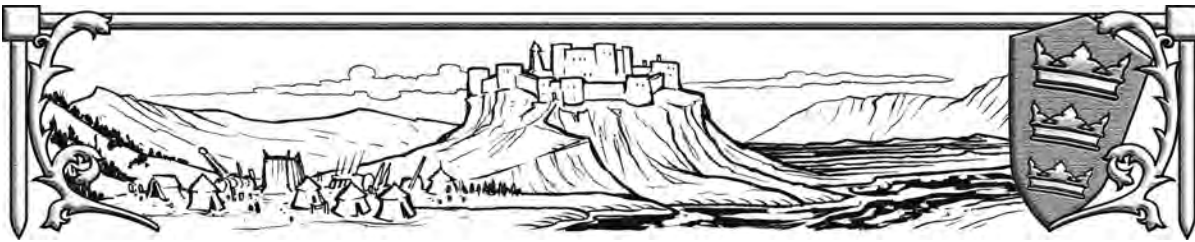
Enemies: King Arthur (Hate 16); kinsmen of those whom he has conquered, especially Alain le Gros (Hate 18).

General Reaction: The King of the Marshes is tempted by the promise of booty, but feels uneasy about working with Klingsor. However, his hatred for Alain le Gros is greater than any other passion, and the King of the Marshes promises to abandon Klingsor if Alain le Gros will meet him directly in battle instead.

CARADOS

King of Escoc. 7,500 Glory

Reputation: Pict, pagan; a young king, but wily, not foolish.



King Carados

Home: Inverness.

Found: Inverness Castle.

Army: Bodyguard, 2 knights, 6 foot; household, 20 knights, 50 foot, 100 Picts; vassals, 50 knights, 300 sergeants, and 800 Picts.

Other Important Persons: Court officers.

Enemies: King Arthur (Hate 6).

General Reaction: King Carados is in this for the money, and he knows better than to trust the mad Duke Klingsor. He listens to reason and finally offers to refrain from fighting against King Fisherman for a payment of a mere £1,000.

Duke Brunor

Irish knight, sea raider; 4,500 Glory.

Reputation: Irish Christian; a big, violent, ruthless knight.

Home: Castle Pleure.

Found: Brunor sails the Irish Sea, raiding and visiting his many strongholds. His holdings have no outer guards, and treat all visitors hospitably. Gentlemen traveling with ladies must obey his custom of the Ladies' Beauty Contest.

Army: Bodyguard, 4 knights, 4 foot; household, 8 knights, 12 sergeants, 20 foot; vassals, 8 knights, 12 sergeants, and 200 foot; several ships.

Other Important Persons: His wife (APP 21).

Enemies: King Arthur (Hate 6).

General Reaction: Brunor can be convinced simply by means of a successful Pious roll (by a Christian knight) opposed to his Just (value 6).

The Knight of the Dragon

King of the Out Isles, and of the Atecotti. Glory 6,600.

Reputation: Pict pagan; a ruthless, cutthroat leader of the pirates.

Home: Castle of the Elephant ("Kisamul"), on an island in the bay of the Island of Barra in the Out Isles.

Found: On a ship raiding someplace in Pictland or Ireland.

Army: Bodyguard, 2 knights, 10 foot; household, 15 knights, 100 foot; vassals, 30 knights, 500 foot; a few ships.

Other Important Persons: None.

Enemies: All non-Picts; all non-heathens.

General Reaction: Scorn. He tries to capture the knights and hold them for ransom; if successful, negotiations and collections require two years.

BALOR

King of the Fomorians. 20,000 Glory.

Reputation: Faerie, pagan; King Balor is the Lord of Monsters. He is a misshapen giant; the fomorians, creatures like their lord, are his subjects.

Home: Monster Isles.

Found: The hidden Monster Isles cannot be reached by normal means. However, Balor has a pavilion set up on the Plain of Joy, outside the castle. Anyone who approaches his camp is stopped by guards and brought to his pavilion.

Army: Bodyguard, 6 small giants (Awareness 20); household, 6 average giants and 25 hobgoblins; vassals, 25 giants and monsters, plus 500 foot (all goblins and wild Picts).

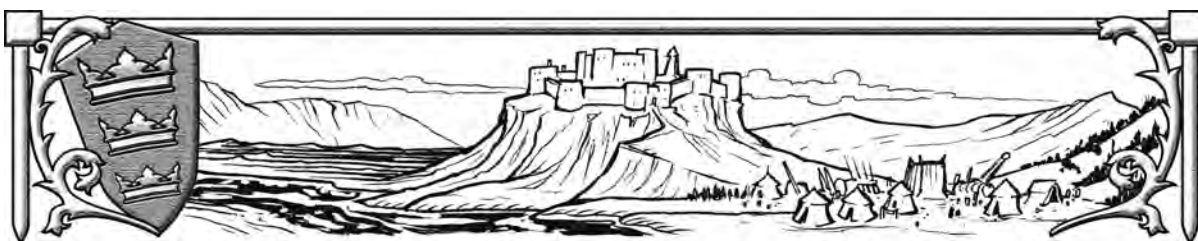
Other Important Persons: Many lesser monstrous lords serve Balor.

Enemies: King Balor hates everything that is good.

General Reaction: King Balor is a wily and experienced interrogator. He questions each of his visitors closely about their attitudes, loyalties, motivations, etc. At some point, he asks a critical question of each knight — the precise text of the question and answer can be ignored, for only the intent of the reply is important.

The Gamemaster should ask each knight whether he will be honest or deceitful in his answer. Then he must make an opposed resolution against Balor's Deceitful (value 23). Winners and losers of the resolutions know they won or lost, and that their opponent was lying or telling the truth.

Balor extracts as much money and goods as he can from each knight in return for his promise not to fight. Collection must be immediate. Balor then violates each promise and fights against King Fisherman anyway. All efforts to deal with him prove pointless, the knights having been cheated.



BATTLE OF THE PLAINS OF JOY

The Plains of Joy are in the Faerie land of Lis-teneisse (i.e., the Wastelands), just to the east of the Castle of Joy.

Before the battle, mass is held for all Christians in the church, led by a hermit priest from the wilderness. The court and ramparts are full of people who are participating in the ceremony. The hermit uses the Holy Grail as the chalice for the mass. In the garden on the other side of the keep, simultaneously, Dame Brisen leads a blessing ceremony for any pagans, miraculously

also using the Grail (in its incarnation as the Cauldron of Inspiration in her ceremony).

Hence, whichever their faith, any player knights present who have a passion of Love (Cauldron of Inspiration or Holy Grail) may attempt a roll with a +5 modifier for inspiration in the coming battle.

Length of Battle: 8 rounds

Battle Size: Large

Commanders

Alain le Gros (Battle = 23). However, he is critically inspired by his Love (Holy Grail), so he doubles his Battle skill to 46.

Plains of Joy Battle Tables

The unique nature of the Battle of the Plains of Joy warrants these special tables. Use them in place of the similar tables in the *Pendragon* rulebook, Appendix 4: Battle.

Plains of Joy Random Enemy Table

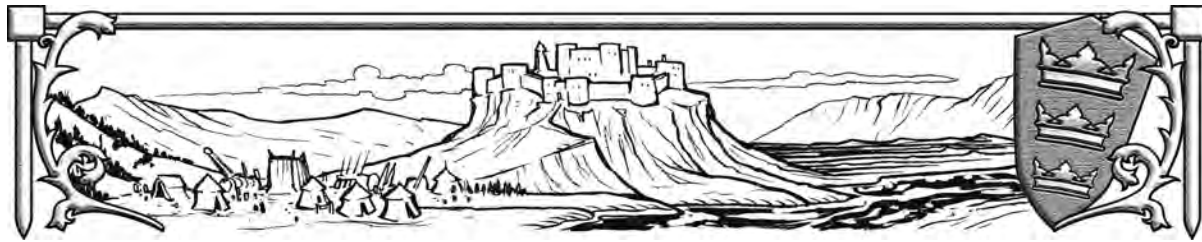
1d20 Roll	Result
1–3	Worthless infantry (use poor-quality infantry stats, Appendix 1)
4	Poor infantry (use bandit stats)
5–6	Pict warriors
7	Irish raiders (use archer stats)
8	Armored infantry (use royal guardsman stats)
9	Pict knights (use young knight stats)
10	Mercenary knights (use average knight stats)
11	Atecotti raiders (use Saxon chieftain stats)
12	Orkney knight (use notable knight stats)
13	Goblins and/or hobgoblins (see Appendix 1)
14–16	Trolls (see Appendix 1)
17	Fomorians (see Appendix 1)
18	Giants (use small giant stats)
19	A leader of any of the above. Roll again (re-rolling 19s or 20s) to find specific opponent; add 5 to all skills, 1d6 to damage, and 2 points of armor.
20	Duke Klingsor and fomorian bodyguards

Plains of Joy Melee Events

3d6 Result	Modifier	Event/Situation
3	–10	You are seriously outnumbered*
4	–5	You are outnumbered
5	–5	Enemy pushing forward
6 (triple 2s)	–2	Player battalion retreats*
6	+0	Could go either way
7	+5	Enemy is confused
8	+5	A shaft of bright sunlight illumines the area
9–12	+5	Nearby allies outnumber nearby foes
13	+10	Enemy is confused
14	+10	Nearby allies greatly outnumber nearby foes
15	+10	Enemy unit falling back
15 (triple 5s)	+15	Enemy battalion retreats*
16	+15	An enemy leader falls nearby
17	+15	Enemies are fighting against each other!
18	+20	Celestial host showers enemy with flaming arrows*

* Ignore these results if they are generated by a lone knight currently acting as a unit; roll again until you get a suitable result.





Duke Klingsor (Battle = 25). However, he is inspired by his Hate (family), so he gains a +10 modifier to his Battle, for a total of 35.

Modifiers

Grail forces outnumbered 2-1: -5

The Fight

Round 1: First Charge. Normal. The drums of the monster army start to beat, and the horns of the Grail army ring out.

Rounds 2-4: Normal.

Round 5: The forces of the King of Castle Mortal have little faith in the face of determined adversaries, so they turn and run.

Round 6: Pursuit is possible, but Alain le Gros orders no pursuit. The last clouds blow away.

After the Battle

Victor: Alain le Gros. Indecisive Victory.

Plunder: Most everything left behind by the invaders is burnt by the soldiers of the Grail Castle. However, King Fisherman rewards all player knights with gold and precious items worth fully £50 per knight!

Glory: 45 per round, x2 for being outnumbered.

All good knights, living and dead, are brought to the castle. The wounded are treated, and the dead are left in the Grail Chapel overnight. They are given the choice to be brought miraculously back to life, but only under the condition that they may never leave the Castle of Joy.

Brisen explains: "This place is not like the rest of the world. It is a sacred place where unique marvels exist. These relics cast their power about us in a ring of protection that shields us from all unworthy eyes. Now that we have thrown back the darkness, thanks to you, the shield grows stronger against the unworthy, like our foe, Duke Klingsor, yet still allows our allies and helpers in.

"Perhaps you may find your way back someday. Most important, some day our savior — who will fully heal the King Fisherman — will come as well. [Of course, this last assumes that the player knights have not already healed the Fisher King.]

"Moreover, this combat has brought a great challenge and blessing upon the realm of Britain. Now that we have secured victory, the Enchantment of Britain will grow rapidly. Now the realm of Arthur can rightly be called the Kingdom of Adventure, and he the King of Adventure. Bring him word of this, knights, that everyone may rejoice."

Glory: 100 for participating in the battle and bringing this word back to Britain.

CONCLUSION

Many people depart the Castle of Joy after the battle, including the following:

The Dame of Cart: The bald woman the player knights saw in court earlier, along with the short-haired and longhaired women, departs leading a cart, upon which are the heads of many dead. They are encased in lead or gold. She does not speak of them.

The Maiden Who Would Not Laugh: With her goes a dwarf, intending to lead her to King Arthur, where she will work and keep watch for the coming of he who will heal the Fisher King.

The departing player knights go with the dwarf and the silent girl. The journey is short, and as they travel they see the realm blooming again with supernatural quickness. They find themselves, around sunset, at Castle Penrith. This is a holding of the Duke of Cambenet, and stands along the King's Road. From here, the players are back in the normal world.

POST-SCRIPTS

Klingsor had been working great magic against the Castle of Joy, but it backfires so that his own realm is blasted to become a wasteland. He becomes the Lord of Evil, who masterminds plots against Arthur from his hidden realm.

Getting back to the Turning Castle or the Castle of Joy is extremely difficult, if not impossible for the player knights. The route they once followed no longer leads them to the Other Side. The people who helped them before are not available, or are less willing now. Even if the Grail Castle turns up again, it is likely to be in a different place. Such is the wonder of the Other Side.

Knights may wish to return to the faerie maids in the City of Glass. It can be reached in the same manner as before, crossing the sword bridge to Merlin's Island, and from thence into Faerie and the City of Glass. Whether their paramours are still there is up to the Gamemaster, who may wish to play an adventure in which the knights search for their ladyloves — or to condemn them to the roll of the "fairy-struck," fated never to get more than a glimpse of their hearts' desire.

It might have been noted that the King of Roes-toc did not show up at the battle: This is because he learned that his enemy, Alain le Gros, was going to be absent from his home and took the opportunity to sack his castles and plunder his lands.





Chapter Six

Conquest Period: 519–530

ANDALUSIAN CHARGER

The Andalusian charger is a warhorse somewhat bigger than the usual charger, hence able to deliver more damage with a lance charge. Andalusians are bred in Spain, originally, and thus at first are found in regular use only in Gaul, though as the Period progresses they are often found in France. As a result, notable French knights, or those who adventure in France, are likely to be mounted on Andalusians.

SIZ 36, DEX 17, STR 32, CON 12; Move 8; Armor 5; Unconscious 12; Major Wound 12; Knockdown 36; Hit Points 48; Healing Rate 4; Damage 7d6.

King Arthur has come to the attention of the international community.

HISTORICAL COMPARISON

The king, in his warring against France, must be compared to Henry V of England, for Agincourt occurred the same year that Thomas Malory was born, and the king, who died so tragically just seven years later, was fondly remembered by everyone in those years. His dates do not fit the historical Period scheme, of course, but the comparison can not be ignored.

YOUR CAMPAIGN

This Period embarks upon another large-scale military campaign, a way for player knights to reap huge amounts of Glory from great battles and to see the world. Characters back in Britain perform military duties and may still finish adventures from the Boy King Period.

POLITICS

Britain, united, is a powerful political entity. Certainly if he musters his entire army and collects his considerable treasury, High King Arthur would be able to carry his conquests off his island. Before him, Constantine did it with success, Magsen Wledig without it. Thus, most of the contemporary kings of great nations send him a welcome, just to be polite.

But Rome, puffed up with delusions of empire and self-assurance, sees Britain instead as a source of income. They provoke a war against King Arthur that leads him to a conquest with few historical precedents. Arthur expands his realm to include the continent, ultimately fighting against the mighty Roman Empire itself. Like other Britons before him (including, of course, Constantine the Great), Arthur, with the help of God, prevails and is anointed Emperor by the Pope.

Note that the eastern areas of Britain have been somewhat reorganized in this Period, yet the people maintain much of their previous tribal integrity.

WHAT'S NEW

Some standards and practices in the Conquest Period advance slightly once again. Still, if something's not mentioned here, it doesn't yet exist at this time.

EQUIPMENT

The following equipment is currently available.

Armor: Reinforced chainmail (12-point), worn with a closed helm, is still the best armor available, but many styles of helmet become available as well. This heavier armor becomes more common now, though, so that all but the poorest knights will generally wear it.

Weapons: Medium crossbows become widely available about half-way through this Period. These are military weapons requiring skill to maintain and repair, so they are not found among mere peasants or robbers, but among specialized mercenary troops.

Horses: Andalusian chargers (see sidebar) become known, but are normally the possessions of only wealthy knights, or those who perform high favors for their wealthy lieges.

CUSTOMS

Chivalry remains the latest meaningful custom to be introduced.

HERALDRY

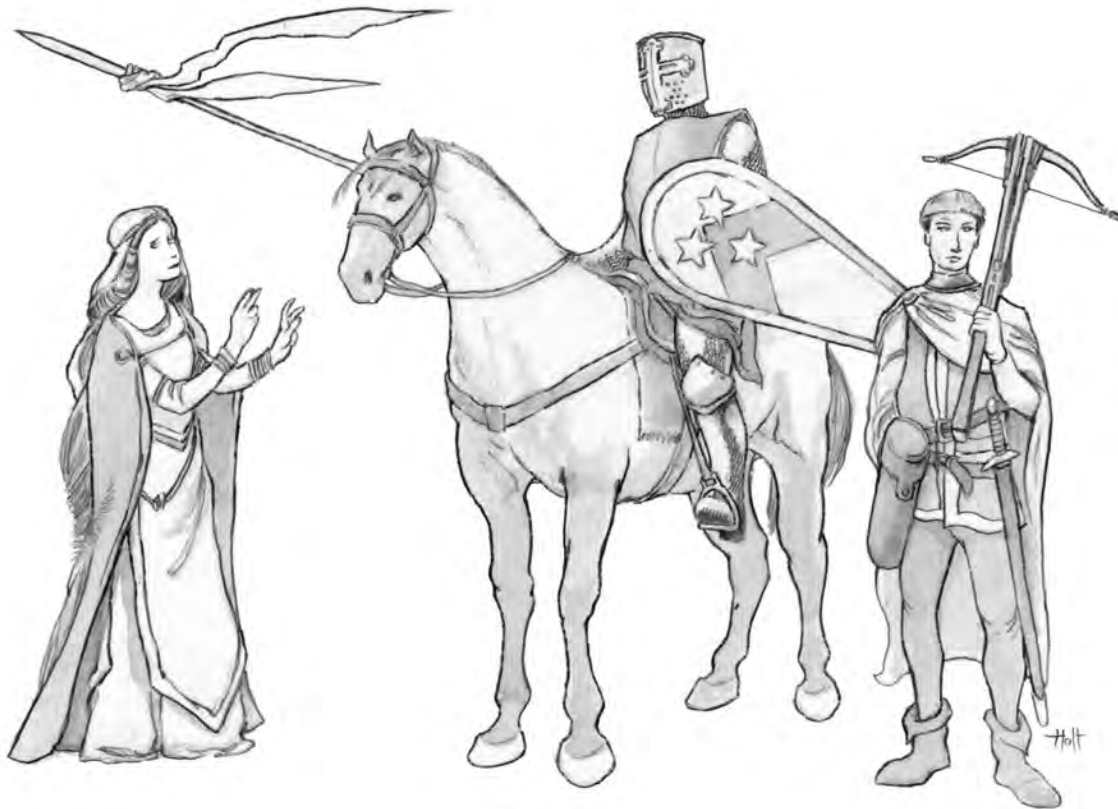
The heralds and marshals of the army check to make sure that every knight is carrying his own unique coat of arms. Now that coats of arms are becoming much more common, it is quite possible that knights will discover someone else with their coat of arms.

However, this is only a problem if the knights are from the same kingdom. If they are from different kingdoms, then the duplication is only apparent, not actual, because the king is the fount of all his nobles' heraldry. If from the same kingdom, the matter can be adjudicated by deference to heralds, petition to the king, or by duel of honor.

A knight's arms cannot be borne by anyone other than the knight or his immediate family. Certainly they can not be borne by any commoner for any reason. Thus, if someone, say a sergeant, had a shield with a knight's coat of arms, then the knight has the right — nay, obligation! — to make the varlet remove it and not in the future use it or anything that might be confused with it.



CLOTHING, ARMS AND ARMOR OF THE CONQUEST PERIOD



CASTLES

Note that the castles of France are generally less advanced than those of Britain, while those of Italy are more advanced.

By the time King Arthur's army is departing for the continent in this Period, the custom of making chimneys becomes common in newly made keeps, greatly improving the standard of life inside these buildings. Chimneys are almost certainly included in any new castles built after this time.

TROOP TYPES

This list ranks the available troops of the times, from best to worst. The number in parentheses indicates the actual number of individuals, used only to calculate the relative size of a battle.

- Rich knight (3)
- Ordinary knight, Saxon berserk (2)
- Poor knight, sergeant, Saxon warrior, armored foot soldier, Italian crossbowman (1)
- Hobilar, foot soldier, Irish kern, Cymric warrior (1/2)
- Pict warrior, bandit (1/5)
- Peasant (1/10)

NORTHERN BRITAIN IN 519

Alclud (Dunbarton): This is a British city in Strangorre. Its king still holds the ancient Roman charter that established his authority and the laws of his forefathers.

BENOIC: This northern kingdom is of tribal Picts from the lowlands. Their nobility do their best to imitate the feudal lords of the south in style, weaponry, and way of life. The biggest settlement is at Pilgrim Castle (Dundee).

CAITHNESS: Caithness is the northernmost part of the island, past the Highlands, exposed to harsh northern weather. Three Pict tribes share this land in a loosely formed kingdom that no longer pays homage to anyone.

Caledonian Forest: This is the mysterious northern forest that shelters marvels and bandits. It is in northern Lothian and fades into the Grampian Mountains farther north.

Dal Riada: This is half of an Irish kingdom, the other half being across the sea. It is ruled by King Conall. It occupies the Long Isles.

Dolorous Garde: Dolorous Garde is a large, gloomy castle haunted by copper giants and the dead. (See the adventure of "DOLOROUS GARDE.")



In canonical tales, Lancelot is the man destined to cleanse it, and after he liberates it the king gives it to him as a gift. It is renamed “Joyous Garde” and becomes the center of the de Ganis clan’s activities, an incredibly wealthy and beautiful palace.

ESCOCE: This is a Pictish kingdom, its stronghold at Inverness.

Eskdalemuir Forest: This is a large forest that stretches in a northwest to southeast swath from eastern Gorre to Rheged.

Gallowey: Gallowey is the lowlands west of Gorre.

GARLOTH: Garloth is a northern kingdom of British, and includes the city of Windesan and the castle of Joyous Garde.

GORRE: Gorre is a large kingdom, much of its broad expanses empty. Mostly hills and mountains, its tribes are nonetheless loyal to the king. The kingdom includes the lands of Gallowey and the castle of Gaiholm.

Grampian Mountains: Steep mountains north of the Caledonian Forest and Hills, beyond which are the Highlands.

Hadrian’s Wall: A Roman fortification of ancient times that once kept the northern barbarians out. Now it is in ruins, though portions are kept up and inhabited by intrepid defenders and Roman ghosts.

Highlands: Nine tribes of Picts find refuge and safety in these mountains, relatively untouched by Rome before or Britain now. They raid their neighbors and do whatever they wish in their mountain steadfastness.

Inverness: This is the castle and largest settlement in Escoce. The hills all around are full of ancient memorials, altars, and grave mounds; and the king is the heir to those monumental dead.

Joyous Garde: See “Dolorous Garde.”

Kismul Castle: This is the home fortress for the barbarous Atacotti. It is the only thing approaching a castle in all the Out Isles.

LONG ISLES: The Long Isles are the island and peninsular communities of Kyntyre, Islay, Jura, and the smaller islands. These communities are all Irish, part of Dal Riada.

LOTHIAN: The most powerful northern kingdom, straddling the Firth of Forth. It includes Maiden Castle and Stirling, both castles.

Maiden Castle (Edinbruth): This is a castle and city in Lothian.

Newcastle: A castle and town in Nohaut.

Orcanie: This is the largest settlement in the Orkney Islands; “city” would be a flattering description.

Orkney Islands: A cluster of islands north of Caithness, with Orcanie its major settlement. They are ruled by King Lot at first, then his wife Margawse, then by Ketil Flatnose, the Lochlannach chief.

OUT ISLES: The Out Isles are harsh, tree-covered wild lands. The Atacotti people who cling to life there are free from the world of men, but subject instead to the world of storm, yet they persevere. Their fortress is Kismul Castle.

Pilgrim Castle: This is the largest fortification and settlement in the Kingdom of Benoit. A large part of the population are foreigners, while the rest are native Picts.

Sorhaute Castle: This is a handsome, well-fortified castle in Surluse. It is a favorite of Duke Galeholt while he is in power.

Southern Uplands: The Southern Uplands are mountainous hills, wild and thinly populated. In general, this geographic region corresponds with the Kingdom of Gorre.





Stirling: This castle in Lothian is one of the great strongholds of the kingdom.

STRANGORRE: The kingdom of Strangorre is generally a tributary to Lothian or Gorre. It centers around the castle and city of Alclud.

SURLUSE: This peninsula of land juts out into the Irish Sea. Upon it is Sorhaute, a beautiful castle.

WESTERN ISLES: These include settlements on the many peninsulas of the northwestern coast, as well as those on Skye, Rhum, and other islands thereabouts.

Windesan: Windesan is the largest city, with a castle of course, in Garloth.

YEAR 519

COURT

Arthur's court is held at London.

SPECIAL GUESTS

Many de Ganis refugees

NEW ROUND TABLE MEMBERS

Sagremor le Desirous

Dodinas le Sauvage

The Brown Knight of the Wilds

The White Knight is offered a seat, but refuses it (he's the first to do so)

Note: Player knights who distinguished themselves at the Battle of Badon may well be given a seat to replace any Round Table knights killed there.

GOSSIP

"Oh, thank God for our blessings! The Saxons will never come again. I heard there isn't a man alive among them, and I say good riddance!"

"It seems everyone was a hero there. So many people qualified for the Round Table that our queen has instituted the Queen's Knights to hold the overflow of deserving chivalry. Many knights have already been asked to join, and only one has refused. Who? Why, the White Knight, of course. He says, 'The Holy Grail is my lady.'"

"Those poor fellows from Ganis! Their kings, who once came and helped Arthur at Bedegraine, have been killed. Their wives and children have disappeared. Many of their best men have come to stay with us."





"Poor fellows, indeed. They can stay at my place for a while if they need to. Bad luck or not, have you ever seen such sweet-talking men? And they play harp and sing like they teamed it from birth."

"I hear King Arthur is planning to make a new city of his own. The site is not selected yet."

NEWS

Kay: "With the additional income from the conquered lands, the High King is securely established with rich lands. He does not have to rely upon his vassals for income."

Brastias: "The Picts and Irish have been active in the northlands, and are going to attack Alclud soon. The army is going there, surely."

ROYAL CONVERSATION

A royal inquiry is being held to investigate the site for a new capitol city. Anyone who wishes to present a potential site should speak to Sir Bedivere.

INTRIGUE

The King of France has conquered the lands of Ganis. King Arthur feels terrible about it, but is unable to send assistance for the refugees. No overlord from the lands has survived, nor their heirs.

EVENTS

The conquered territory for last year's conquest of the Saxons at Badon is divided among the survivors. All unlanded knights receive a manor, and all landed knights receive additional lands equal to half their current holdings.

Furthermore, for every round in which a player knight scored a critical success at Badon, he is awarded another £1 of annual income from various sources.

ANGLIA UPRISING

Already rebellion brews among the Saxons of Anglia. They kill some tax collectors and rob merchants. Of all the conquered people, they seem the most troublesome. No one understands why.

Duke Hervis viciously clamps down upon them again.

BATTLE OF ALCLUD

Believing Arthur to be unable to respond after his losses at Badon, the Irish and Picts again attack. Arthur brings a small army, including Saxon mercenaries, and moves to the battle. Upon his approach, the besieged natives also sally forth to help him.

Alclud is located in the north, in the Kingdom of Strangorre, on the Firth of Clyde on the western coast. The city is also called Dunbarton ("City of the Britons").

Length of Battle: 4 rounds

Battle Size: Large

Commanders

King Arthur (Battle = 19)

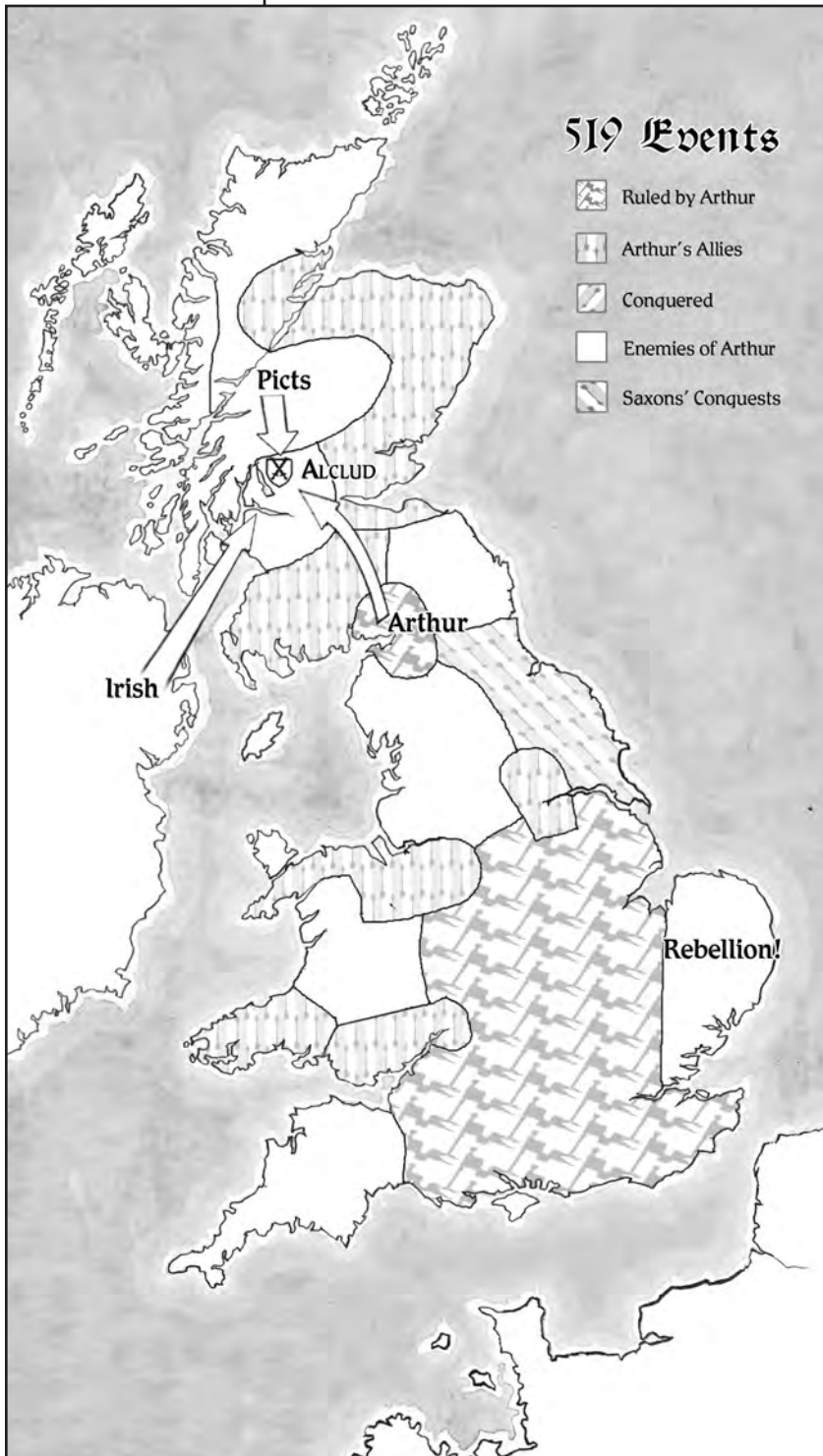
King Gilmaurius (Battle = 18)

Modifiers

Arthur has superior troops: +5

519 Events

-  Ruled by Arthur
-  Arthur's Allies
-  Conquered
-  Enemies of Arthur
-  Saxons' Conquests





The Fight

Round 1: The First Charge is against Saxon footmen.

Rounds 2–4: Normal.

After the Battle

King Gilmaurius escapes and returns to his kingdom of Dal Riada in Ireland. The Picts flee, but reassemble nearby at Loch Lomond.

Victor: King Arthur. Decisive Victory.

Plunder: £3 in goods

Glory: 45 per round, x2 for Decisive Victory.

BATTLE OF LOCH LOMOND

King Arthur leads his army in a surprise march against the Picts in their own land. He surprises them at an inter-tribal meeting and forces a battle.

Length of Battle: 2 rounds

Battle Size: Medium

Commanders

King Arthur (Battle = 19)

Brudram (Battle = 17)

Modifiers

Arthur has superior troops: +5

Arthur outflanks his foe: +10

Picts have high ground: +5 (for them)

Picts are hemmed in: –5 (for them)

The Fight

Round 1: The First Charge is against footmen with great spears.

Round 2: Normal. Many Picts manage to break through Arthur's lines, routing and diving into the Loch to swim to one of the 60 islands on it. Pursuit is possible, but only for one round.

After the Battle

Victor: King Arthur. Indecisive Victory.

Plunder: £2 in goods

Glory: 30 per round.

PLUNDERING THE PICTS

Arthur stations his army to make sure the Picts do not escape the islands. Most do not, and eventually they surrender. Arthur imposes nominal tribute, insists on their friendship, and extends an offer to entertain them at his court.

However, Arthur also sends part of his army to plunder other Pict lands. Gamemasters should treat this occasion as they did the Saxon conquest in Chapter 4 — anyone who succeeds at a Hate (Picts) roll must go forward and plunder mercilessly.

Each knight receives 1d2+1 *libra* for each of the following experience checks (in this order) he is willing to take: Vengeful, Selfish, Cruel, Arbitrary.

The monks who live among the Picts, trying to convert them, come to Arthur and beg for mercy for their people. Arthur grants it and sends word to his men. Knight characters may, if they wish, be released from their impassioned plunder at this point.

They can also opt to continue, getting an automatic Dishonest check for pretending they did not get Arthur's orders in time. If they do continue, then they receive another 1d2+1 *libra* for each of the following experience checks that they are willing to take: Deceitful, Worldly, and Indulgent.

VISITING SITES IN PICTLAND

Prophetic Eagles: Loch Lomond has 60 streams that feed it, but only one that goes out to the sea; it also has 60 islands on it, and each island holds 60 crags, upon which are 60 eagle nests. Once each year, all the eagles gather to the Rock of Prophecy, where wise men and women ask them questions. When a thing is to come true, the eagles all cry out together.

The Old Wall: There is another great Roman wall here, a hundred miles past Hadrian's Wall. It is much more ruined and dilapidated than the southern wall. In its time, it could not serve its purpose.

Square Lake: Nearby is the Square Lake, though no one knows whether it was shaped by man or by Nature. It is 20 feet on a side, but only 5 feet deep. Four kinds of fish live in it, and each is found in only one of the corners.

CHRISTMAS COURT

Royal: "Those northerners are certainly a hardy lot to live under those conditions! But always let us remember, they are our kinsmen! Cymri all!"

Salisbury: "A couple of years without warfare will allow the county to thrive!"

SPECIAL WINTER PHASE MODIFIERS

Because of the fighting, the following counties suffer the following modifiers to Starting Bad Weather rolls.

Strangorre: Land was raided (+1d6)

YEAR 520

Below are listed the events and highlights of campaign year 520 A.D. At age 28 this year, King Arthur is a vigorous young man, every bit the Warrior King.

COURT

Arthur's court is held at Carduel.

SPECIAL GUESTS

Several Irish and Pict kings, prisoner-guests of the High King, awaiting the arrival of hostages.



SITE HISTORY: CAER GWENT

Ludor Rous Hudibras established the first city here 99 years before Romulus established the city of Rome. At that time, it was a hill fort protected by a great earthwork. The later Britons called it *Caer Gwent*, which means “White City”; in Latin, it was *Venta Belgae*, chief city of the *Belgae*, the fiercest of the Celtic tribes before the Roman Empire.

It was the home of the *Belgae* King *Cymbeline* and his sons *Guiderius* and *Arviragus*. King *Arviragus* is best known by the name the Romans called him — *Caratacus*, who so valiantly resisted the Romans but was conquered. Afterward, the Emperor *Claudius* adopted *Caratacus* into his family when his daughter *Gewissa* married the British king.

Caratacus was subsequently allowed to return to Britain and reign again from this city, which was then called *Venta Belgarum*, rebuilt in the Roman fashion. His daughter *Claudia* wedded the noble senator *Pudens*, both of whom are mentioned by *St. Paul*, in his *Second Epistle to Timothy* (IV.21), as being Roman Christians. *Claudia* taught her faith in Britain, and *Lucius*, the great grandson of *Caratacus*, was the first Christian king, not only in Britain, but also in the world. *Lucius* was the last tributary king of this country, for afterwards Roman proconsuls ruled the conquered land until the emperors abandoned it.

After the Romans left Britain, *Venta* was again more often called *Caer Gwent*. It declined in importance for a century. Even before the Saxons conquered it in 508, it was largely abandoned, and they did little to populate it. The Saxons called the city *Winchester*. It was one of many such ruined cities liberated when Arthur conquered the Saxons after the *Battle of Badon* in 518.

In decline since then, it has been chosen by King Arthur as the site of his future capital.

NEW ROUND TABLE MEMBERS

Lamorak de Gales

GOSSIP

“The Questing Beast was seen crawling over the marshes in Avalon. It had a broken spear in it, and Sir Gawaine thought that meant Pellinore had slain it, but instead Sir Pellinore was found nearly dead!”

“Yes, well, I know for a fact, dearie, because I took care of him. He loved my soup. And I know that he is, umm, better now. As... umm... as good as ever.”

“Hmph, you mean as randy as ever. Have you ever met anyone so good at making sons? All those warriors, and what, no more than one little girl?”

“Pellinore is just horse sweat and bed sweat. It takes more than that to make a man. You look at Sir Marhaus, there, won't you? He is all the figure of a fine gentleman, so mannerly that I blush when he talks to me. You don't see him bedding down the common property...”

“Well, dearie, I do not see him making you blush much, either...”

NEWS

Kay: “It is certainly enlightening to see the results of Gawaine's pledge to help women, don't you think? I've seen seven women passing through this court, each with child, and each endowed with a healthy income from Gawaine's holdings. I guess he respects some parts of women more than others.”

Griflet: “The Saxons in Anglia are pretty serious about their rebellion. We won't give them an inch, you can be sure. I've sent the duke a thousand mercenaries to help out.”

ROYAL CONVERSATION

It seems that all our foes have succumbed now to our power. We can enter into a new era of peace and prosperity.

INTRIGUE

The site for the new city has been selected: *Caer Gwent* (*Winchester*), an ancient city of the Britons. The king is going to rename it *Camelot* and keep his court there.

EVENTS

Caer Gwent has been largely abandoned since the coming of the Saxons, and is generally quite run down. Arthur sends an army of hired men to reconstruct the city and build his grand palace. He hires the best engineers to oversee the work.

Gamemaster's Note: Whether or not the player knights are present for it, be sure to note the occur-

rence of the event “*TALKING EAGLE*” (found at the end of this chapter) sometime this year.

ANGLIA UPRISING

Again this year, a revolt breaks out in Anglia, with Saxons killing many of the duke's men and driving out the Cymric settlers with fire and steel. The duke reacts with severity, but is driven into his castles.

When Arthur's army approaches, the Saxon rebels, commanded by *Gorwin*, withdraw and collect at the fortress of *Guinnon*.

BATTLE OF FORT GUINNON

Length of Battle: 2 rounds

Battle Size: Medium

Commanders

Griflet (Battle = 22)

Gorwin (Battle = 17)

Modifiers

Griflet outnumbered his foe: +5

Griflet has superior forces: +5

The Fight

Saxons in a walled city: DV = 12.

Griflet spends three days negotiating with the Saxons and beating upon their fortress with siege equipment. Duke *Hervis* insists on leading an assault with his knights on the fourth day, and with great support of all types, he does. It is successful, and his men seize the gate and let the mercenaries in. The mercenaries sack the city mercilessly.

After the Battle

Victor: *Griflet*. Decisive Victory.

Plunder: £12 in goods.

Glory: 30 per round, x2 for any who participate in the assault.

SIR YVAINE KNIGHTED

Sir *Yvaine*, the son of King *Uriens* and *Morgan le Fay*, is knighted in *Gorre*. His parentage causes many people to maintain their distance from him. He travels to Arthur's court with his parents.

MILITARY ADVENTURE IN IRELAND

The Irish King *Anguish* of *Leinster* has already feudalized his kingdom to considerable extent, thanks to his in-laws of the *Ganis* family of *Gaul* (*Aquitaine*). However, his rivals inside the kingdom loathe him for this modernization, and those outside fear him. His foe, the High King *Muircheartach* (pronounced *Mwer-chart-ak*), prepares a huge attack on *Leinster*. Thus King *Anguish* comes to Britain to seek help against them.

King Arthur listens carefully, but he is unable to go. Nonetheless, he gives permission for the king to



hire some British knights if they wish to go with him. King Anguish takes his request to various courts, and promises landholdings in return for service.

The Gerald family provides the pre-eminent response. They are led by Gerald of Striguil (a castle in Escavalon), who is called Gerald Crossbow, his son and heir Maurice, and his brother the monk Gerald of Cambria.

These men land in Ireland with a small army to help King Anguish. The battle is short but the mounted knights against unarmored warriors are a huge surprise and make for a decisive victory. The High King is defeated, King Anguish is secure on his throne, and he gives many estates to the Geraldts along the border with his enemy. Many more British customs are subsequently accepted in Anguish's land.

Note: Gamemasters wishing to have player knights involved in these events in Ireland might wish to purchase *Pagan Shore*, by John Carnahan, a *Pendragon* supplement available from DriveThruRPG.com.

CHRISTMAS COURT

Royal: "While we are glad that the rebellion has been ended, we are distressed by the horrible loss of life to the citizens of the city. They were British citizens being held against their will by Saxon rebels and they should have been protected, not murdered. We have admonished Duke Hervis and dismissed the mercenary captains guilty of this."

Salisbury: "The city of Camelot is going to be a great boon for us, you know. We are just a few days' ride from it, and I am sure the king will be granting us money to fortify and rebuild our cities even more."

SPECIAL WINTER PHASE MODIFIERS

Because of the fighting, the following counties suffer the following modifiers to Starting Bad Weather rolls.

Anglia: Land was raided (+1d6)

YEAR 521

COURT

Arthur's court is held at Caer Gwent, future site of Camelot, for the first time.

SPECIAL GUESTS

King Uriens, Queen Morgan le Fay, and their son Sir Yvaine

NEW ROUND TABLE MEMBERS

Gaheris de Orkney

GOSSIP

"Ooh, Camelot will be quite a palace, won't it? I never thought that men could build so fast. It is al-

most enough to make me think Merlin's demons are working on it at night, though they could never have raised a church so quickly! Have you seen the 'little church' yet? It is the size of Saint Paul's! What will the cathedral be like? And that keep and wall: don't you wish every lord in need could put one up so fast! The royal city already has more grand halls in it than all of London. And I cannot believe the measurements for that Round Table Room — are they going to hold tournaments inside it too?"

"It can't be Merlin, though. He is gone again, sleeping they say now. Everyone said dead before, but now they say sleeping. Those big spells really wear him out. Why do all the women who work magic appear so young and beautiful, and all the men get old and worn?"

NEWS

Kay: "Those de Ganis knights are certainly strange, no? Imagine making poetry! It makes me wonder about them, you know?"

Griflet: "We are going north this time. The Pict kings are holding a great gathering to make plans to conquer us like they tried in the old days. If you don't like to walk for glory, though, don't answer the muster."

Gawaine: "Something happened over in the court of France, I have heard. It seems that two royal dependents, probably hostages if you ask me, got into a quarrel with the king's son, and in the fight killed him! The king was going to execute them, but they escaped. A druid told me they were turned into dogs to get away, if you can believe that."

ROYAL CONVERSATION

The old practices of warfare must not be followed within the realm of Britain. I know that it



Kay



is necessary for knights to have war, but from this time onward it is necessary to wage only a chivalrous battle against other vassals of mine.

Plunder of the commoners is forbidden. Soldiers must be paid wages and that is all. In fact, if the leaders can just fight it out against each other, or perhaps appoint champions, that it is so much the better for us all.

I plan to create a vast collective brotherhood of all knights who wish to follow the ways of chivalry. Members will swear to me, as their liege lord, yet in every other way be their own lord's man.

INTRIGUE

Arthur's plan to obtain the liege oath of all knights is brilliant. It bypasses all the noblemen who might be troublesome and ties the knights directly to the king.

Chivalric Siege

After the fighting in Fort Guinnon, King Arthur is publicly dismayed at the wanton plundering of one of his own cities by his own armies. He recognizes that war is inevitable, but he sincerely wishes to protect the lives of his subjects (and, as a side benefit, ensure future income from each conquered land).

He declares that henceforth within his realm he will require that the Chivalric Siege be used whenever there is war between his subjects.

The rules are as follows:

- a besieging army may isolate a castle by siege, seeking victory through starvation and deprivation to the resident.
- a besieging army may assault a castle or city, and attack with full force, but may not kill non-combatants; nor may they burn down or otherwise destroy buildings, crop fields, orchards, vineyards or other sources of income.
- besieger or besieged may offer individual combat to resolve the battle; combatants agree to obey the rules of chivalry in this combat.
- the besieged agrees to surrender if he is not relieved within 90 days after the siege is fully enforced. Encroachment is determined by the besieged, who may still be able to get supplies and men into the castle.
- a surrendered city agrees to pay a "plunder tax" to the victor equal to 1/5th the total value of the city at the moment of its surrender. (In questions of value, the royal treasury workers will determine value.)



EVENTS

This year, Morgan le Fay plots to kill her brother, the High King, in a series of interrelated events. The source for these events is Malory IV, 6–16. The Gamemaster might wish to read it if the explanations here seem scarce and he or she wishes to have enough data to run the scenarios with player knight involvement.

THE KING IS MISSING!

Location: Anywhere in Logres

King Arthur is missing! He went hunting with his men, but failed to return. King Uriens was lost too, but mysteriously appeared in his chamber in the morning, and knows nothing. Everyone is sent out to search for the king.

Morgan le Fay is responsible. Her magic confuses everyone in the woods, and her half-brother, the king, spends a miserable night in the forest.

AT THE CASTLE OF SIR DAMAS

Player knights might witness this fight, where-in King Arthur battles Sir Accolon, who is armed with Excalibur. The king is an excellent fighter, yet against the Sword of Victory, he would be slain but for the intervention of the Lady of the Lake.

Sir Accolon is killed. Arthur is badly wounded, but victorious. He is taken to a nearby monastery.

Player Hook: The Lady of the Lake's role might be taken up by the player characters.

PURSUIT OF MORGAN

King Arthur, asleep at the monastery and healing, has his scabbard stolen by Morgan le Fay. He realizes that she was the one who betrayed him to Accolon, and he leads his men in pursuit. They almost catch her, but she and her entourage disappear amid a field of standing stones. (In fact, she makes them all appear to be the standing stones.)

Arthur suddenly realizes that this event is the first of the prophecies of the eagle Eliwlod (see the event "TALKING EAGLE" at the end of this chapter): "You will almost die, and then find yourself lost among a field of stones."

THE CLOAK

A few days later a maiden comes from Morgan le Fay bearing a beautiful cloak, which she says is a gift for Arthur, given as a token to beg his forgiveness for his sister. Morgan admits she made a grave error, and has sent this beautiful gift to make up.

Arthur almost puts the cloak on, but at the advice of the Lady of the Lake he makes the maiden try it on first. She immediately bursts into flame and dies



a horrible death. Arthur repeats his banishment of Morgan to eternal exile for her continued treachery.

King Uriens, still at court, swears that he knew nothing of his wife's machinations. Arthur restates his trust of Uriens, who is held blameless. But King Arthur, still greatly angered, says that he cannot trust the son of his wicked sister, so he banishes Yvaine without further word. Angry and hurt, Yvaine departs. (Arthur does gain an Arbitrary check.)

Gawaine, Yvaine's cousin, protests that this is a very unjust action on the part of the king and states that he will accompany Yvaine during his unfair exile. Arthur is sorry for his hasty words, but holds to his pronouncement.

Later, the Lady of the Lake comes once again and explains that this has all been due to the machinations of Morgan le Fay, who is trying to kill her brother. Morgan arranged the hunt where Uriens and Arthur got lost, she arranged for Arthur's imprisonment, she stole Excalibur and exchanged it for a phony, and she sent the cloak as another attempt to murder the king.

AUTUMN: THE TRIPLE QUESTERS

Sir Gawaine and Sir Yvaine are joined by Sir Marhaus, a famous Irish knight, and the three of them go questing in the Forest of Arroy. They each go off with a maiden, and agree to meet back in a year.

Source: Malory IV, 17. Gamemasters are urged to read these tales as being examples of the types of quest that knights may go upon. They are relatively simple and straightforward.

GALEHOLT LEADS DAL RIADA

Sir Galeholt is an ambitious noble who has lived in exile in Britain for many years. He is the son of a knight named Sir Bruenor, who had been exiled years earlier by King Gilmaurius to a lonely castle on the Bay of Cardiff. As an ordinary knight, Sir Galeholt supported and fought for King Arthur. In time he earns great wealth and renown, and forges a loyal household of followers.

This year, Sir Galeholt has hired Cambrian archers and mercenary knights from Malahaut, and also many Irish warriors. He invades Dal Riada and defeats the Irish king Gilmaurius there, and then begins accepting the homage of the native Irish tribes. Whoever in the kingdom does not comply is challenged to a duel and defeated individually; if they hide, their clan is defeated in battle.

Galeholt begins to build a strong base for a future kingdom.

PICTISH CAMPAIGN

Sir Griflet leads the army on a tremendously unsuccessful campaign through the mountains of Pictland.

The knights prove useless except as a lure to attract ambushes, and to protect the base. The great commander of the army meets his match in guerilla warfare.

Gamemaster's Note: This could be where Cador departs, and then Griflet takes over the army!

CHRISTMAS COURT

Royal: "We are alarmed and concerned by the treachery of our sister, the Queen Morgan. But despite her sorcery and treachery, no harm has been done, and the realm remains blessed and good."

Salisbury: "I am content."

SPECIAL WINTER PHASE MODIFIERS

None.

YEAR 522

COURT

Arthur's court is held at Camelot again this year.

SPECIAL GUESTS

The Lady of the Lake

NEW ROUND TABLE MEMBERS

None noted.

GOSSIP

"Morgan le Fay won't be back to this court. I knew she was a bad woman — who could have so many lovers and stay good (*giggle*) — but I wouldn't have believed she was evil if I hadn't seen that treason here in this court. Unbelievable! And I cannot imagine that King Uriens will allow her back into his court (or his bed), either. Did you see how angry he was that his son was outlawed? And he isn't mad at Arthur anymore, either."

"Have you heard about the adventures in Arroy?"

"No, but it's said that Merlin is sleeping. A knight from Malahaut heard a voice when he was in the marshes of Maris. It came from beneath a clear, shining pool. It was Merlin, who said he was going to sleep there until Britain needed him again. The Lady of the Lake spoke to the man and did not say he was lying. I think that it's true, and that the wicked Morgan le Fay has put the wise old man to sleep."

NEWS

Kay: "Yvaine is such a hothead. He and Gawaine are two of a kind — probably some bad combination of the cold blood of northern kings with the hot blood of Ygraine's daughters. They ran out of court so fast that King Arthur never had a chance to call



them back. By the time King Uriens brought some sense to Arthur, the young men were long gone. Can you imagine them now, sitting somewhere in the cold by a campfire, angry and not knowing they are welcome back here? What ninnies."

Brastias/Griflet: "This 'Companions of King Arthur' notion is a brilliant idea! Look at all these eager fellows willing to work for the King. The whole land benefits from a wise king like ours."

ROYAL CONVERSATION

King Arthur's Companions will be sworn in for the first time this spring, and in the spring of every year hereafter. This is a great voluntary fellowship, with high ideals and lofty goals. It is bigger than any one man, and even bigger than a king.

Morgan le Fay is an outlaw from this court for crimes of high treason. It is a felony against the High King to aid or befriend Morgan in any way. All her lands are declared forfeit to the crown.

INTRIGUE

During her escape, Morgan managed to dispose of King Arthur's magical scabbard, which kept his wounds from bleeding. Even though most people did not even know about this secret, the King was naturally very disturbed.

EVENTS

Player knights can decide whether they wish to join King Arthur's Companions or not. If they do, they get an extra 100 Glory for being among the first group to do so. Membership is generally open, as long as the candidate exhibits a general desire to act chivalrously, and does not have a reputation for churlishness, dastardly deeds, or other unknighly behavior.

COMPANIONS OF KING ARTHUR

King Arthur's ideals become increasingly popular, and he wishes to create a way to recognize and honor the many knights who flock to serve him. Of course, he has to maintain the Round Table as an elite establishment, so he establishes the Companions of King Arthur.

The king holds an annual swearing in for his companions. Each Pentecost, the Companions' Oath becomes part of the regular proceedings. The knights take an oath to uphold justice, to be chivalrous, and to obey the king.

Afterward, someone who has taken the oath can properly claim to be "Arthur's man," even if he has another liege or is the member of another organization.

Membership: Membership is entirely voluntary. However, an entire college of examiners is eventually created to test the knights on their worthiness.

Duties of a Companion: Membership is voluntary and unofficial, and so are the duties. But a Companion should always seek to maintain honor, keep his word, and support the ideals of the High King whenever possible.

Benefits: Companions gain 100 Glory for joining. They may wear a small badge of a golden crown surrounding a small red griffin. (This is *not* put onto the coat of arms, of course, without permission from the king and the college of heralds.)

Members are part of a widespread network of people working to further the cause of the High King. Knights throughout Logres are members, as are many in Cambria (including the Irish there) and Cumbria. Members should more easily gain assistance and make important contacts during adventures, at least in those lands. However, the organization is as yet accepted among Saxons only by a few individuals, and the Picts do not like it at all.

Remember, too, that being a Companion of Arthur is sufficient cause for many knights to be enemies.

LYONESSE: A CHILD'S MERCY

Source: Malory VIII, 2–3.

In the little kingdom of Lyonesse, a wicked stepmother, wife of the King of Lyonesse, tries to poison her husband's young son. Her plot is revealed through the cleverness of the boy, and her husband threatens to kill her; however, the boy begs for mercy for her. The king is relieved, because he doesn't really want to kill his wife. Still, he worries about the boy's life, so he decides to send his son to his vassals in Brittany to be raised there.

The boy is Tristram.

EXPLOITS IN CAMBRIA

Source: Malory IV, 18–28.

Cambria is riled up with adventure! It must be those Triple Questers doing their work in the Forest Sauvage, Norgales, and Sugales.

The Lady of the Lake came to court with a new lover, named Peleus, and says it was the doings of Sir Gawaine that brought them together. Sir Marhaus has defeated the bad Duke of the south Marches and his six sons. And Sir Ywaine has restored the Lady of the Rock to her lands.

AUTUMN: RETURN OF THE MAY BABIES

At court, a French merchant is among the petitioners to the crown. Though only of the mercantile class, he is well spoken and courteous. With appropriate humility, he presents an old, time-worn letter to the king, and offers to tell the tale if desired. Ar-



thur reads the brief letter, appears puzzled, and hands the letter to Guenever to hold. The king asks for the story. The merchant speaks.

The Merchant's Story: While young, he was a fisherman so poor that he had no boat and worked his nets from a rocky headland on the coast. He and his wife were childless, and each morning they prayed to God for a child. One dawn, after a storm, he came upon a wrecked ship with its back and ribs cracked and its cargo strewn across the beach. A baby cried; then two more, a dozen, twenty! And although many children lived, none of the crewmen were alive. In the hand of one child, who was wrapped in a silk-lined wool blanket, was the letter the queen now holds.

"I have kept these children and raised them as my own household for the last ten years. Only recently did my parish priest read this letter to me and urge me to return the boys to their own land. When I heard of your kindness and honor, I knew they would be well received here, so I brought them home."

The Bishop reads the letter. "To his Highness the Pope: This child is the son of a king and a queen of Britain. His father hight King Lot, the greatest king of Britain, and his mother hight Margawse, daughter of Uther Pendragon. The gifts sent by messenger are a token of appreciation and trust that you will raise our children in the best manner possible. Please save them from the devil worship of Merlin the Enchanter." The seal is broken, and unreadable.

"Bring the children out," says Arthur. Before the silent stares of the royal court come two dozen ten-year-old boys, dressed in neat uniforms of homespun made up like livery colors: grey collar, brown jerkin, grey breeches, brown boots.

Awareness. (Success = You see that one of them also wears a hat and cloak of the same material. Critical = You notice that the other boys look to the one with the hat before doing anything.)

Just after players notice this, the noteworthy boy steps out and kneels, his face almost on the floor. "Oh, mighty king, we place ourselves at your mercy." As if on cue (could they possibly have practiced?), the rest of the boys kneel too. "We have been lost for years and long to be home." Without taking his eyes off them Arthur replies.

"Britain is the refuge of the innocent and helpless. In this land, the strong defend the weak, and no one is helpless who lives within the law.

"Guenever, welcome these guests to our court. Kay, have a special table set up here before the high table, just for tonight. Constable, call out the messengers, send along those herald fellows, on the fastest horses, to Queen Margawse. Tell her that her

missing son has been found, and that she and all the other mothers robbed ten years ago should come to Camelot immediately."

Also, Arthur realizes this is the second prophecy of the eagles: "A boatload of children will make you marvel and fear."

GALEHOLT'S CONQUEST CONTINUES

Sir Galeholt continues his conquest of Dal Riada. Colonists from the Long Isles ally to the Lochlannach and attack him, but are soundly beaten. The leaders are captured but spared because they submit to Galeholt.

High King Muirheartach is alarmed by another feudal kingdom forming on his island. He leads a coalition of Irish kings to invade Dal Riada. However, Galeholt leads his Dal Riadans to victory at the Battle of Dún Mór.

Galeholt then takes his army by ship and crosses the sea to the eastern part of the kingdom, and sails among the Long Isles, accepting or conquering the chiefs there.

CHRISTMAS COURT

Royal: "The stability and peace of he realm is welcome, and everyone is prospering. And look, our children have been returned to us! This is how the world ought to be."

Salisbury: "It's true that peace has helped the land to prosper. Now if we could only conquer the weather itself!"

SPECIAL WINTER PHASE MODIFIERS

None.

YEAR 523

COURT

Arthur's court is held at Camelot.

SPECIAL GUESTS

Sirs Gawaine, Ywaine, and Marhaus, who have returned from the Triple Quest

Mothers of the missing children who have been returned

NEW ROUND TABLE MEMBERS

Sir Marhaus, Champion of Leicester
The White Knight

GOSSIP

"Can you believe those little boys? Who thought they were alive? (Who even remembered them?) Do you think that whole war was fought for nothing? Maybe that French fisherman is a fake: he didn't have the coat or the manners of a poor peasant."



"It was certainly generous of Arthur to make such a grant of royal lands in Lothian to Margawse's son, though, and to make all those others into the lad's household. What was the boy's name? Mordart, Mordrec, Mordet? Something like that. But then, Arthur has always been noted for his generosity, and that child is the only one of Lot's sons who is not cared for."

"Did you hear what Sir Yvaine did? What a terrific hero he is, and especially being so young! How old is the lad? 20? 25?"

"No, only 19, I am sure."

"I guess Sir Gawaine still has something to learn about women after all. Did you know that he caused Lady Ettard to kill herself out of longing for Sir Peleus?"

"Sir Marhaus is the one who slew a giant, you know. And jousting down four Round Table knights with one lance! What a man."

"Merlin was here! Sure you saw him — he was the entertainer with the masked polecat. That's right, the 'beggar' Agravaire threw the bones at. He came to say farewell to the King. He is going away and not coming back anymore. Everyone says so. Going away, not into death, not into sleep, but into some sort of 'magician-going.'"

NEWS

Kay: "Sometimes that Gawaine is such an idiot! He complains that he can't understand why a lady would prefer the Dwarf Knight to a human. I wonder what part of his body Gawaine thinks with sometimes..."

Brastias: "I am going to retire. I am far too old for this business. Without any wars to fight, I can retire before the king again asks my advice. I will give all my goods to my son, and start him on his good life young, while I see out the end of my years preparing to meet my maker."

Griflet: "The sons of Ulfius have never been known for their brains. Rebellion cannot thrive, and we are going to end this campaign in a year. Most of the lands of Ulfius and his men have already been attained. We shall enrich the king this season. It might be a good chance for the landless to fight hard for some holdings."

The White Knight: "I am seeking dedicated Christians to form a spiritual brotherhood that will emulate the rigorous virtues of both knights and monks. We will be a brotherhood dedicated to the unification of the spiritual and chivalrous ways of life, and be called the Temple of the Holy Grail."

"Interested?"

ROYAL CONVERSATION

The sons of Ulfius have surpassed all bounds of reason and forfeited their rights held under the

crown. Anyone aiding them shall be caught within their net of treason and condemned.

INTRIGUE

Merlin was here, and he did say farewell to Arthur. The king was distraught, crying that this must be another trick, but Merlin promised that it was as true as his other prophecies. He says that the realm is now blessed, and the world will reshape itself to be as good as the court.

"But Merlin — he is gone, and will never return, and will never be reached by mortal man now that he has departed. He is gone."

EVENTS

Merlin is missing, or perhaps hiding, and King Arthur orders all his knights out to search for him. Surely some adventure will be met while on the road, but the adventure will never be resolved, for Merlin is truly gone. (This time he really is gone.)

In the literature, Sir Gawaine and/or King Brangor hears Merlin's voice telling him of his fate — having been captured and imprisoned by his lover Nimue so he can never return.

ISLE OF FEES

The Isle of Fees is discovered, either by player knights or another. This reveals the details of a murder.

See the adventure of the "ISLAND OF FEES."

THE GRAIL TEMPLARS

The White Knight visits Camelot. He still will not tell his name, nor his lineage, though he comports himself with the highest manners and good grace. He seeks volunteers for his Temple of the Holy Grail, a brotherhood of knights dedicated to maintain chivalrous duties within the framework of the Christian spirit. They bind themselves to the virtues of both knights and monks, and so in addition to chivalry take vows of poverty, chastity, and obedience.

He wishes to ride the roads and guard pilgrims wherever they are going.

Arthur realizes this is the third prophecy of the eagle Eliwold (see the event "TALKING EAGLE" at the end of this chapter): "A white knight will also be a monk."

SILCHESTER REBELLION BEGINS

The new Count of Silchester claims that the High King is infringing upon his rights. He claims that he should be awarded his father's honors (even though most of them were lifetime gifts, not permanent grants).



He defies the king, and closes his land and roads to all friends of the Pendragon. Sir Griflet leads Arthur's army and lays siege to Silchester, but does not assault it. The sons of Ulfius refuse to reply to Gawaine's and Griflet's offer to fight them in personal combat.

Winter comes before the issue is settled, and the army remains besieging the city. Finally, the count agrees to surrender the city if he can go free. Griflet refuses. The siege is finally lifted when the winter gets too cold, and supplies are brought to the starving city.

GALEHOLT CROWNED

Sir Galeholt holds a great court at Carrickfergus. He is crowned by Saint Patrick's heir as King of Dal Riada and Duke of the Long Isles. He holds a small tournament and starts to build a castle there. Others will be built too, to replace the native raths.

CHRISTMAS COURT

Royal: "The search for Merlin must continue! I will reward whoever finds my dear mentor with a holding of five manors!"

Salisbury: "That Sir Uffo is a fool! To think that the king owes him for his father's service is akin to megalomania."

YEAR 524

COURT

Arthur's court is held at Camelot.

SPECIAL GUESTS

Sir Melodiam de Galis, son of King Pellinore

NEW ROUND TABLE MEMBERS

Ywaine, the Knight of the Lion

GOSSIP

"No one found Merlin. No one even heard him in a dream, saw something old of his, or was followed by his familiar. No one revealed himself from a disguise, gave prophecies, or conducted himself in a mysterious way."

"Plenty of people met adventure, of course. More adventures than I knew could be found! Maybe that is what Merlin wanted anyway, just for us all to go out and find adventures."

"That isn't what I heard, anyway. Merlin was found or at least his voice was, did you hear? The herb-woman tells me that Merlin was trapped by his lover in an invisible tower. Poor old fool."

"What about Silchester? Did you know that the exiled sons of Ulfius have dispersed, each going to

another foreign court to get help against Arthur. Do you think that can work? Haven't they learned yet?"

NEWS

Kay: "So Merlin is dead. Good riddance. We don't need musty old hocus pocus to keep this kingdom strong. It wasn't Merlin who won Badon, after all, but the strong sword arm of knighthood!"

Griflet: "We might be helping the Irish this year. There is a lively little war between them and Cornwall lately. Sir Marhaus says that his brother-in-law, King Anguish, might make a large-scale invasion to settle things. Do you know anything about King Mark?"

Gawaine: "I hear there is some sort of trouble up in Nohaut."

ROYAL CONVERSATION

The crown is investigating the reported murder of King Pellinore. An official party has been sent to uncover the facts.

INTRIGUE

Morgan le Fay has backed last year's rebellion. One of old Ulfius' sons had been her latest lover (the foolish boy...).

EVENTS

Count Uffo still defies Arthur, so Silchester remains besieged. But after the required 90 days, the garrison commander and city fathers come out and beg forgiveness, and offer to surrender as long as the city is not plundered. The surrender is accepted.

But where is Uffo? They don't know. He departed some time in early spring, which was the last time anyone actually saw him.



Gawaine



ORKNEY/DE GALES FEUD

Source: Vulgate, "La Suite Du Merlin," 1, 261.

Sir Melodiam de Galis, son of King Pellinore, comes before the court and accuses Sir Gawaine of feloniously murdering his father; he offers to prove it, body to body, with the God of Battles as judge. Sir Gawaine denies being a murderer, and states his willingness for the combat.

The fight ensues, and though sometimes it's a close fight, Sir Melodiam is defeated. Offered a chance to retract his statement, Sir Melodiam refuses and is beheaded by Gawaine, who is declared the winner, and thereby proved innocent of all charges.

EVENT: SAINT JOHN'S DAY

Source: Vulgate Book III, 119–132.

Time: Shortly before Midsummer, or Saint John's Day.

A knight is brought to court in a litter. He has two lance heads stuck through his body, and a piece of a sword in his head. After courteous greetings, the king asks what the knight needs.

"I must have someone draw these weapons from my body to end my suffering," says the knight, "and he who does so must also swear to avenge me on all who love my enemy more than myself."

"Nobody will do more than me to avenge you on whoever gave you those wounds," says King Arthur.

"I have done that," says the knight. "I killed him myself."

"What more can you tell us of your foes, then?" says Arthur.

"Nothing, until someone has taken the quest," says the knight.

"Then stay at my court, where the bravest knights live," invites Arthur. The knight is taken to court, and Arthur tells his knights, "I hope none of you are so foolish to take this task. The knight's demand is outrageous."

Nimue and the Squire of the Lake

The next day, while out riding, the king meets the Lady of the Lake and her entourage, led by two handsome young knights.

Heraldry, +2. (Success = The two men with the Lady are of the house of the King of Ganis. Critical = One is Lionel, the other is Bors.)

She asks a boon of the king, and he agrees to grant it if it will not bring him shame. She asks Arthur to make her companion, a young man called the Squire of the Lake, a knight whenever he asks, but to use the equipment that will be donated by her.

Arthur refuses at first, saying that no one has the right to rob him of the honor of granting his own gifts to a newly made knight.

"If you cannot dub him, then I will find a king who will, much to your loss," says the Lady.

But King Arthur's companions take him aside and convince him to lay aside his pride and to change his mind, for "This is the Lady of the Lake!"

"I agree, my Lady," he says, finally, and invites the Lady of the Lake to stay with him. She refuses, thanks the king for taking in the young man, and with all due courtesy departs. After a few minutes, the young man joins Arthur and returns to court with him, where he is sent away to join the other squires.

The next day, the entire court is busy, for to celebrate Midsummer tomorrow the king is going to dub many new knights. The new squire asks to be made a knight on St. John's day. Arthur agrees.

Queen Guenever asks that the boy be brought before the court. Everyone marvels at his handsome appearance and bearing. The queen questions him, and during the conversation takes his hand.

Awareness. (Success = You see the stranger tremble and shake his head, as if waking from a sleep.)

"What is your name, squire?"

"I do not know," he replies. "I am called the Squire of the Lake."

"Nameless and fatherless, and from so far away. Why?" the queen glances at Nimue, whose realm is indeed far away.

"I am to be a knight. I have heard this is the greatest court in the world, and no lesser place would be suitable for a man like me."

"And what kind of man is that?"

"A man who has mastered all the arts of knight-hood and chivalry. I have yet to be defeated in battle, am well spoken and honor God, am chaste, humble, and temperate.

"You have conquered everything," she says, "except modesty, I see."

That night the strange boy and the other squires spend their night in prayer in the chapel. A servant of the Lady of the Lake reveals the arms that the new knight is to have: a suit of gleaming silver armor and a blank silver shield. His horses are an all-white Andalusian charger, two all-white Camargue palfreys, and two all-white French ponies to be sumpters. Everything is incredibly ornate and very expensive.

Almost a hundred squires are being knighted at once. The ceremony begins in the morning with great pomp and ceremony. The courtiers are present in their finest; a bishop gives a long, boring sermon



on the proper duties of knights. Next, the heralds give their instructions.

Awareness. (Success = You see the new knight listening intently to all of this, nodding in agreement. Critical = You realize he is deadly serious!)

Finally, the knights are called forward; each gives his oath and Arthur gives them the accolade. The stranger is last, being the least known and most common (not knowing anything at all of his lineage or rank). King Arthur dubs the stranger the Knight of the Lake. The newcomer chooses the blank shield that the Lady of the Lake brought for him, and says he will select his personal arms at the end of a year, as is sometimes the custom.

The ceremony has been going on all day thus far. At the side, old Archbishop Dubricus is clearing his throat to get on with the mass. The King is startled, and abruptly defers to the archbishop, who starts the mass.

Courtesy. (Success = You note that the king forgot to gird on the new knight's scabbard.)

Do the knights attend mass? If so, get a Religion (Christian) check.

During the mass, groans are heard from the rooms nearby.

Awareness. (Success = You see the new young knight sneak off before the girding.)

Do they follow? If so, they are outside and witness the Knight of the Lake go to the litter of the wounded knight and easily draw forth two jagged spearheads, and they hear him take some kind of oath. Do the player knights remember what the Lady of the Lake said? Do they report this incident to the king? If the player knights do not, then someone else reports it. The king sends Sir Ywaine outside to see the truth of the matter.

Many others (likely including the player knights) go too. Outside, the formerly wounded knight is standing by the litter. Sir Ywaine goes up to the Knight of the Lake and says, "If you live long enough, you will do great things."

"I could not bear to see him suffer any longer," says the knight.

"It is foolish for a man to undertake a task without knowing what it entails," says Ywaine.

"It is better that I should die, who have not yet done anything, than this knight. Neither the king nor any one else can be blamed for my action."

Ywaine brings the knight back inside the chamber. King Arthur is very angry about his activity. "This adventure is beyond the power of any knight to accomplish," he says.

Awareness. (Success = The queen seems upset, too.)

"No one," repeats the knight, "Can be blamed for my action except myself."

Arthur is still perturbed, and abruptly calls for everyone to return to the mass, and then to the feast to celebrate the new knightings. After mass, everyone retires to the feasting chamber.

The feast is the usual lavish courtly affair, with desserts made of spun sugar and shaped in sculptures that show the most famous exploits of the knights from the past. It has seventeen courses planned. Each knight shares his seat with a pretty lady of rank equal to his. Queen Guenever shares King Arthur's seat. At the tenth course, a lady-in-waiting enters and interrupts the good cheer when she cries out to beg the king for help.

Heraldry. (Success = You recognize her badge as being from the kingdom of Nohaut.)

She says that her lady is besieged by the King of Northumberland and needs help desperately. The Knight of the Lake throws himself before the king and asks that the adventure be given to him. The king refuses. The Knight of the Lake reminds Arthur that he must grant a boon to one who has been newly knighted. Gawaine and Ywaine both speak in favor of the stranger, and Arthur at last agrees. After hurriedly thanking the king, the new knight departs the chamber to arm.

The feast continues. (Indulgent/Temperate rolls or checks might be appropriate. Also, player knights might make entertainment rolls.)

As the meal is ending, the Knight of the Lake reenters, armed, and begs the queen's forgiveness for having departed without her permission. She does not grant her pardon until he rises and stands before her. He begs to be her knight — indeed, her champion — wherever he goes. She says he can compete to be a Queen's Knight next spring.

The King interrupts this exchange: "Only a tried knight can be the Queen's Champion," he says. The Knight of the Lake does not look at the king, but gazes at the queen and replies. "Then I shall prove myself," he says. And he turns and goes from the chamber.

DOLOROUS GARDE UNCOVERED

Throughout the summer, many knight prisoners come to court and present themselves to the queen. They all confess to her that they were conquered by the Knight of the Lake. Judging from the prisoners, most of the activity is on the road to Nohaut, in Nohaut, and from the surrounding lands.



Rumor comes back that the Knight of the Lake challenges the “lord of Northumberland” and kills him, and he returns the lands to the mother of the boy who is heir. He captures a mischievous pooka in the Yorkshire Moors, destroys a robber band of Saxon outlaws in Deira, and defeats a small giant charging tolls at a bridge.

Most significantly, the Knight of the Lake visits the haunted castle of Dolorous Garde. (See the adventure of “DOLOROUS GARDE.”) There he accepts the challenge, and tries to lift the great rock. He, alone of the many who have tried, turns over the great stone slab in the graveyard. There on the bottom he finds writing in gold.

It is his name: Lancelot, the son of King Ban de Ganis. At last he knows his identity.

GALEHOLT MARRIES

Duke Galeholt marries the daughter of the King of Pomitain and obtains that island’s loyalty. He sails to the Out Isles and subdues the savage Atecotti there. Galeholt then negotiates a treaty with the Sea Reavers, the Lochlannach of the Western Isles. He has thus finished uniting all the northern sea peoples and continues his work of forging them into a political state.

CHRISTMAS COURT

The Knight of the Lake returns to court only after snow has started to fall, where he is warmly received by all, for already the deeds he has done have made him famous. Everyone is gratified to discover that he is the son of King Ban. His prisoners too gather all about him, eager to swear their loyalty to him. (He has gained well over 1,000 points of Glory from his adventures in his first year as a knight.)

Royal: “At last, all is well. We have peace, and as this young Sir Lancelot has shown to us, the great and talented knights of the world continue to come to Camelot to join our fellowship. Our thanks and blessing to all.”

Salisbury: “All is well. I can imagine a long and peaceful future ahead for us.”

SPECIAL WINTER PHASE MODIFIERS

None.

YEAR 525

COURT

Arthur’s court is held at Camelot.

SPECIAL GUESTS

The Lady of the Lake
Sir Lancelot of the Lake



Lancelot

Bishop David of Menevia, Archbishop Dubricus, and many other bishops and monks

NEW ROUND TABLE MEMBERS

Cador of Cornwall, a kinsman of Arthur
Hoel of Alclud

GOSSIP

“What are all these eunuchs doing at Camelot?”

“Stop that rude talk, girl. These are holy men, and they are going to witness the consecration of Bishop David as the Primate of Britain.”

“Blessed Dubricus is going to step down and become a hermit.”

“That old prune won’t last a year alone in the wilderness, and don’t scold us with their piety. They’re here to get their benefices and fiefs, just like any other nobleman.”

“What do you think of that young Knight of the Lake? So handsome! I knew he was the son of a king all the time.”

“Well, I don’t know when any arrival at court ever caused such a stir. And look at what he did on his first quest: he overcame that big knight, the King of Northumberland, killed or captured eight bandits, rescued three other damsels, defeated Sir Alibon of Queen’s Ford, and rescued Gawaine, Ywaine, Galegantis, and the others from that traitorous vava-sour!”

“Well, at least we know his name now: Lancelot. He’s already the favorite of his entire clan. He should be. He is the son of their king, after all.”

“Sir Marhaus has gone away you know, returned to his homeland of Ireland. I heard his kinsmen are



having difficulties, so who can blame him for going back, I suppose. But what a dreary place to go. Imagine going from the sophistication of Camelot to someplace as primitive as Dublin!”

“I heard that a thousand knights searched for Merlin. They must have gone everywhere. And no one found hide or hair nor clue of him. He must still be sleeping. Or maybe he is really gone this time. He did say he was going to go, after all. Even wizards die.”

“Well, yes, dearie, but we have heard all this before...”

NEWS

Kay: “Humph, this Knight of the Lake isn’t so great. He just has good equipment. You know he has a magical ring that turns away all magic? And his new shield, the one with the three stripes, is magical too. And have you seen his sword gleam, even at night?”

Griflet: “The army is getting bored and restless. Some of the men are having trouble with the local beer-drinkers over girls. They are depressed that there are no more great battles to fight.”

Gawaine: “The Dwarf Knight is chasing everyone out of Arroy again. Has that little guy ever lost a joust?”

ROYAL CONVERSATION

The Noble Charter has been created and signed by King Arthur. It guarantees all noblemen their ancient rights in the court of the King, including trial by a jury of their peers and protection from arbitrary justice. The opinion of all nobles, whether knight or lord, is solicited.

INTRIGUE

The knighting ceremony for Lancelot was never finished by the King, yet the young knight returned to court with a sword girded.

Intrigue. (Critical = Queen Guenever girded it for him. Make a Courtesy roll.)

Courtesy. (Success = You know that Lancelot may have divided his loyalties between the king who dubbed him and the queen who girded him.)

EVENTS

Source: Malory V, 1–2; Geoffrey ix, 15.

King Arthur holds the custom, since his wedding, to never begin any of the great feast day dinners until a marvel or wonder has appeared. This Pentecost, the assembly has waited all morning, and at last the church bells ring, promising that a marvel approaches.

A runner dashes into court, throwing himself before the king so rapidly that it is downright uncer-

emonious. Nonetheless, the king bends to listen to the message. He is surprised! He rises and announces, “To the Great Court, everyone. I think that this is not the type of marvel which Merlin would have planned.”

Everyone disperses to make their way to the Great Court. The king and his entourage use a secret, shorter passage. Noblemen have an easy, shaded way to walk. Knights must go around the long way to enter, and arrive last.

Arthur is seated at the high throne, with his advisors standing on the stairs that mount to the throne. Queen Guenever, radiant as always, sits beside her husband. A dozen Round Table knights, fully armed, stand guard nearby. The rest of the nobles, dressed in their finest holiday finery, cluster towards the front of the court. Knights are filing hurriedly in, filling up the rear of the hall. Only the long carpeted isle, down the center floor of the hall to the throne, is open.

Down it walk twelve Romans. Eight are armed and armored, and all of them wear strange and exotic garb: a Roman Centurion, in battle garb; a couple of hairy Goths; a black Ethiopian, with a long shield and spear; an African Vandal; a turbaned Arab from Africa; a Byzantine cavalryman bearing an unmanly bow and dressed head to toe in scale armor; and a steel-covered Italian.

Three others wear senatorial togas, each carrying an olive branch to denote peace, and precede the final man of rank, obviously an Imperial Tribune.

Someone from the sideline shouts, “Didn’t we get rid of you last time?”

“Silence,” commands Arthur. “Let no one bring insult in my hall.” The Romans stop the proper distance away, and make only the smallest bow to King Arthur. The Tribune speaks. “The high and mighty Emperor Lucius sends his greetings to you, King Arthur, and with it a command to acknowledge him as your lord and to send the tribute which is due from Britain to Rome. Your father, and the kings before him paid, as is on record. But you, a rebel who does not know custom, withhold your tribute contrary to the decrees of Julius Caesar, conqueror of your realm and first Emperor of Rome.

“And if you refuse this commandment, know for certain that Emperor Lucius will make strong way against you, and against your land, and make an example of you and your people for all princes to submit to the noble empire which rules the whole world.”

The court stands, silent, waiting for the king to react.

How do the player knights feel? Verbalize it. Decide which of them gets a bonus to their passion, which everyone in the court must roll.



Loyalty [Arthur]. (Success = You are, as usual, ready to do whatever the king says. Critical = You are outraged that these envoys have insulted your king! You draw your sword and shout a threat at them.)

Many knights draw their swords and threaten the envoys, who are immediately prepared to fight. Only the tribune is unmoved, as if nothing has occurred.

"Stop!" shouts Arthur.

Loyalty [Arthur] again. (Fumble = You don't stop, and are attacked, nonlethally, by a Round Table knight seeking to knock you down or out.)

If a player knight is attacked, he may stop fighting automatically after one round, when Arthur shouts out, "Anyone who harms these envoys will pay with his own life. These Romans are great lords, and though their message pleases neither me nor my court, I must remember my honor.

"Sir Bedivere," says the king, "Bring these men to their lodging, and see that they have all that is necessary or desired, and with good cheer. Spare no dainty for them while I confer with my court to prepare an answer."

Sir Bedivere shows the Romans out of the hall, to a distant chamber. The crowd goes wild. Several groups begin chanting, "Down with Rome," or "Arthur, AR-thur." The kings who are seated with Arthur generally look pleased.

The high king signals for silence. "I must retire with my council to deliberate upon this matter, for this is a sore attack upon me, and I will never pay tribute to Rome. I have learned that Belinus and Brennius, kings of Britain of old, conquered Rome. And also Constantine, the son of Saint Helen, was a Briton. By our right of being descended from them, we have the right to claim the title of Emperor ourselves!"

He departs the hall, followed by his major barons, a couple of Round Table knights, and other counselors. Pandemonium breaks loose in the hall as everyone starts talking at once, looking for their friends and liege lords.

Sir Cador: "This is good news. We have been idle too long. This is a chance to gain riches and glory."

Griflet: "Gather to me, soldiers. Now is the time for those veterans of ten battles to be leaders of ten staunch men, and those of us who know a hundred will each lead a hundred more. We go to fight the greatest and worthiest foe in the world: Mother Rome herself!"

Player Hook: What do the player knights do? Their duty here may be to find their lords (unless they are in conference with Arthur if they are high enough, like Earl Robert of Salisbury).

The King's Decree

After some time, the King and his council return to their seats overlooking the great hall. The Romans are brought back. Arthur replies to their demands.

"Envoys of Rome, return to your lord, the Emperor Lucius, and tell him that his demand means nothing to me. I know of no tribute or loyalty I owe to him, nor to any earthly prince, Christian or pagan. In fact, I know I am entitled to be sovereign of the Empire by right of my predecessors.

"Tell him that I have fully decided to go with my army to Rome, and God willing, take possession of the empire. Wherefore I command him, and all Romans, to come to me and pay homage to me as their Emperor and Governor, or else suffer the pains of war.

"Sir Kay, give these envoys gifts suitable to their stations, and pay all their expenses incurred coming here, and departing here. Sir Cador, escort these men with my safe passage out of our country."

The rest of the year is spent finishing business. Everyone is expected to go home and prepare for the war, even if they are staying behind.

Player knights may have other business to finish, perhaps personal. Otherwise, resolve it all as easily and quickly as possible: everyone is shipping out tomorrow night, on the first high tide.

BARFLEUR SEIZED

Led by Sir Lamorak, a small force of knights and soldiers crosses the channel secretly and lands in Normandy. With a surprise attack (and help from some dissatisfied residents), they seize the port of Barfleur in anticipation of the army's arrival.

Lamorak's brother, Sir Aglovale, distinguishes himself.

OUT ISLES

Duke Galeholt defeats the Atecotti champion in single combat and obtains their submission.

CHRISTMAS COURT

Preparation for war has filled the year, and everyone tries to make the holiday joyful and filled with peace. However, everyone knows this is the last Christmas for many of these men setting off. Every knight's wife knows it might be the last Christmas with her husband forever, and at the least will probably be the last for years to come.

SPECIAL WINTER PHASE MODIFIERS

None.



YEAR 526

COURT

Arthur's court is held at Portchester.

SPECIAL GUESTS

The assembled royalty and nobility of Britain. Few women attend. This is a military camp.

NEW ROUND TABLE MEMBERS

Blamore de Ganis
Bleoberis de Ganis
Sir Berel
Sir Moris

Others, to bring the compliment up to full strength. On the battlefield, a unit of Round Table knights is always close to the king as his elite guard.

SCUTTLEBUTT

"The French have united against us. They have laid aside their differences and assembled a great army to oppose us. We will fight them in Normandy."

"Not so, friend. I spoke to a Cambrian mercenary who came back, and he says that Sir Lamorak has conquered half of France already. Their king is in hiding, and the lords of Normandy, Champagne, and Burgundy are all waiting in Barfleur to pay homage to Arthur."

"Impossible, Sir, I say. My brother lost a foot at Barfleur, and he says that the French have united and are preparing to lay siege to Barfleur."

"Why all this fuss about the French? Give me Romans to kill."

"You will have your fill of Romans, and more. They have assembled an army from all across their empire to oppose us. They may even have elephants!"

"All the better for variety, I say. Bring them on."

NEWS

Kay: "This has been a monumental effort to get all these supplies here. It's going to take the fleet several trips back and forth to get it all to France and beyond."

Griflet: "Don't worry, Kay. If your ox carts are too slow then we can always get fed from the countryside, like soldiers always do."

Gawaine: "I have a grudge against some of those Romans, ever since my childhood. I hope they are at the forefront of the battle."

Lady of the Lake: "Remember that this is not just an adventure, or another British war. These are foreign lands, and foreign men, with strange ways. Do not be too trusting!"

ROYAL CONVERSATION

"The Glory of Britain stands to gain mightily on this day. May God bless every one of us, and the just effort that we are making to maintain the order of the world."

INTRIGUE

Arthur is disturbed by an intense dream he had. A mighty dragon and a foul boar fought a bloody battle, and in the end the dragon won. However, the seers have interpreted this to mean that Arthur is going to throw down a tyrant, or else fight a terrible giant. But the Lady of the Lake says the dream is a good omen.

EVENTS

Arthur's army spreads out across France, gaining the submission of some of the lords, besieging others.

Every month, including those months with battles, each unit leader rolls a d20 on the following table to determine what his unit was doing for the majority of that month.

FRENCH WAR EVENTS TABLE

d20 Result	Events
1-5	Garrison duty
6-10	Pillaging
11-15	Skirmishing
16-18	Siege
19	Small battle
20	Local champion

Garrison Duty: The unit spent most of its time standing guard in a city or castle. Player knights involved in this activity may gain a check for any one of the following: Awareness, Just/Arbitrary, Trusting/Suspicious.

Pillaging: The unit spent most of its time scouring the countryside for food and booty. Roll 1d6 to find the amount of personal treasure gained each month: 1-3, 5s.; 4-5, 10s.; 6, 15s.

Skirmishing: Unit fought a skirmish with enemy. See *Pendragon*, page 129, for skirmish rules. No plunder or special results are gained.

Siege: Unit participated in a siege. Each player knight must (1) Choose whether he will be in the assault or not; (2) Find the weapon skill modifier (roll 1d6: 1, -12; 2, -8; 3, -3; 4, +3; 5, +8; 6, +12); (3) Roll modified melee weapon skill (no lance), plus modifier, versus a skill 1d6+11 opponent; loser takes 5d6 damage, minus armor and shield, if appropriate; (4) Find survivor's reward (roll 1d6: 1-2 10s.; 3-4 £1d3, 5-6 £1d3+2; gain 1d20+10 Glory).

Small Battle: Roll on "Table D-1: Battle Results," *Pendragon*, page 212. Gain 30 Glory.

Local Champion: A local French hero has challenged the unit to send a single hero to fight him in single com-



Locations in France

"France" is a large region ruled by Frankish tribes. At this time it includes the lands of Soissons and Ganis. Information here is given for the Year 528 or thereabouts.

ALEMANNI: The Alemanni are a German tribe that rules the lands north and east of France.

Angers: This is the primary city of the county of Anjou, located on the Loire River.

ANJOU: A county of France located on the Loire River. Its chief city is Angers

AQUITAINE: The "land of waters" of Gaul, being the lands drained by the Garonne River and its tributaries. this is another name for Ganis.

Bayeaux: This is a fortified city in Normandie.

Bayonne: A port city in Ganis, on the Adour River near its entrance into the Bay of Biscay. It is protected by old Roman walls.

Beaune: A seaport surrounded by a circular wall, this is a famous winemaking center in Ganis.





BENOIT: A kingdom in France, formerly ruled by Visigoths (including King Ban, Lancelot's father) until overthrown by the French king. It is alter called Poitou, and includes the city of Benwick and Lusignan.

Benwick (Poitiers): This city is the capital city of Benoit, noted for its superb Roman architecture including the theater and aqueducts.

Bordeaux: A wealthy seaport city, the center of wine exports to Britain, and the capital city of Ganis.

BRITTANY: The western peninsula of the continent is occupied by Britons who settled the empty land over the last several generations. It has its own Map Feature elsewhere.

BURGUNDY: The Burgundians are a German tribe that rules the northern part of the Rhone River Valley and the mountain regions to its east (i.e.- Switzerland).

Calais: This is a large, bustling seaport in Flanders. It is so close to Britain that on a clear day the cliffs of white Dover can be seen.

Carcassonne: This city in Languedoc is protected by extensive Roman walls.

CHAMPAGNE: This county in France is noted for its unique pale, bubbly wine. It is subject to the King of France.

Chateau Gaillard: This castle, near Les Andelays, is the greatest castle in France. It is so powerful that the castellan claims he could defend it if the walls were made of butter.

FLANDERS: A French county subject to the King of Soissons.

FRISIA: A marshy land, this is inhabited by the barbaric Friesians, who largely control the sea trade of the North Sea.

GANIS: This wide region, sometimes called Aquitaine, includes many counties. It was formerly ruled by Visigothic lords but recently conquered by the King of France. It is a wealthy region with many cities and castles, and includes the cities of Bayonne, Bordeaux, and Trebes.

GAUL: The counties south of France are more civilized than the regions taken over by the Franks. Cities here still have a middle class, and many people can read.

ILE DE FRANCE: The county-sized demesne around the city of Paris, where previously lived King Claudas, who had united and ruled the entire land of France and Ganis.

LANGUEDOC: A wealthy Gaelic county on the Mediterranean coast. It includes the city of Carcassonne.

Marseille: This port city in Provence is thriving international market.

MASSIF CENTRAL: A rugged, mountainous region in the center of the area that is lightly settled and home to robber barons, faeries and monsters.

Metz: This city is the center of one of the four kingdoms that Claudas divided his land into. It is currently the capital for the Kingdom of Metz, ruled by King Theudebert.

Mont Saint Michel: A world famous abbey and pilgrimage center on the coast between Brittany and Normandie.

Narbonne: This city is famous because a wise and tolerant Jewish King, Willehelm, rules it.

NORMANDIE: This is a large, wealthy region under the rule of the King of Soissons.

Orléans: This city was the center of one of the four kingdoms that Claudas divided his land into. It was currently the capital for the Kingdom of Orléans, ruled by King Chlodomer who died in 524. King Lothair of Soissons took over the rule after a bitter fight with his brothers.

OSTROGOTH KINGDOM: The Ostrogoth is a powerful tribe that rules northern Italy, including Rome.

Paris: This city is the center of one of the four kingdoms that Claudas divided his land into. It is currently the capital for the Kingdom of Paris, ruled by King Childebert. The palace and famous Cathedral of Notre Dame are on an island in the center of the Seine River, with the city spilling to both sides of the river.

Poitou: See Benwick.

PROVENCE: This county is a wealthy land at the mouth of the Rhone River, and includes Marseille.

Reims: This city is Champagne is where all High Kings of the Franks are crowned, since Claudas was crowned there.

SAXONY: This is the kingdom from which many peoples of Britain came. The Saxons here are a unified Germanic tribe.

Soissone: This city is the center of one of the four kingdoms that Claudas divided his land into. It is currently the capital for the Kingdom of Soissons, ruled by King Lothair, who also has taken over his dead brother's lands around Orléans.

Toulouse: This beautiful city, high on the Garonne River, is the trade crossroads of France, hence rich and beautiful. The counts are notably generous and open-minded.

TOULOUSE: This county in the center of the country is a wealthy center of trade and farming. It includes Toulouse and many others cities and castles.

Trebes: This city in Ganis on the Garonne River, is the family fief for Count Pharien, the traitorous Visigoth who has been working for the French King to rule Ganis since its conquest by King Claudas years ago.

Troyes: This city in Champagne, with its grandiose cathedral and strong castle, was saved from the ravages of Attila the Hun by the prayer of St Loup. It is a famous center of romance in France.

VISIGOTH KINGDOM: The Visigoth Tribe lost Ganis to the Franks, but they have retained rule of old Hispania (Spain) over the mountains to the south.



bat, rather than sacrificing the good lives of their men. Will a player knight take the challenge of single combat?

Roll 1d6 to determine the quality of the champion: 1–2 old knight; 3 notable knight; 4 famous knight; 5 extraordinary knight; 6 Chivalrous knight (roll again, re-rolling any result of 6).

JUNE: ARTHUR'S ADVENTURE

Source: Malory V, 5; Geoffrey x, 3.

One morning Lady Rumor dashes through the camp over breakfast: the King is gone! It seems that a messenger from Duke Hoel of Brittany came to the king late last night with the piteous tale that his niece had been taken by a foul giant to his lair at Mont St. Michael, to the south. Apparently Arthur and his two oldest friends, Kay and Bedivere, armed immediately and rode off into the south to find the giant.

Sir Griflet is correctly alarmed, and orders all knights who are not otherwise busy to ride off and seek the king, to lend whatever assistance is needful.

Player Hook: The player knights have a chance to ride off on their own for whatever bit of adventure the Gamemaster may have prepared. None is necessary, however. It might be a fruitless search, returning to camp only to see that the king has already returned. The player knights might also be the ones to discover the king and his companions returning, in which case they get 10 Glory each.

Upon the king's return, his packhorse is carrying the severed head of a giant, which is the size of a large man's torso. Another packhorse carries a great iron-shod club, while the others bear sacks of treasure.

Eventually, the story is told how King Arthur engaged the giant in single combat, hacking it badly until it finally grappled him, whereupon they went rolling down the mountain locked in deadly embrace. Arthur rose, the giant did not. Alas, the duke's niece was already dead.

Arthur's courage and knightly virtues are admired by everyone, who all get a check on Loyalty (Arthur) for hearing about this.

JULY: PARIS SURRENDERS

King Arthur's army pushes up the Seine River valley. Many cities and castles surrender, but others resist and are besieged as the army marches on. Paris is surrounded and attacked unsuccessfully. Besieging Paris is difficult because it is on an island on a large river.

Nonetheless, after a short time King Claudas deserts the city at night. The guildsmen decide to offer to open their gates to Arthur and give him supplies if he will not plunder the city. An agreement is quickly reached.

Arthur hears that the Roman army passed the Alps weeks ago, and is now approaching. He marches to meet it.

GAWAINE'S PARLEY

Source: Malory V, 6; Geoffrey x, 4.

The British army is marching and counter-marching across Burgundy, trying to reach the elusive Roman Army. At one point, the armies are close to each other, and Arthur sends out a party of knights to offer reasonable terms to the Romans if they surrender. Under Bedivere and Gawaine, a large force sets out for the Roman camp.

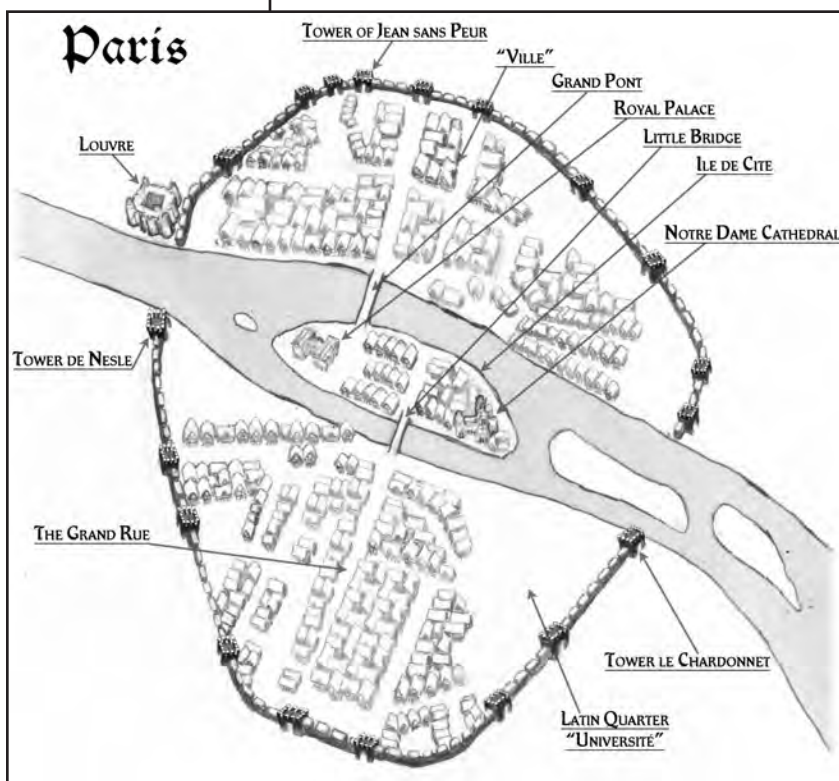
On the way, their suspicious natures gain the upper hand. Lionel and Bedivere remain behind with most of the men, hidden and ready to ambush the Romans if necessary. Gawaine and Bors continue on to the Roman camp with a handful of the best fighters.

The parley is full of hostility. Emperor Lucius says: "You will return to your lord and tell him that I shall subdue him and all his lands."

Player Hook: Everyone makes a Loyalty (Arthur) and a Hospitality roll. To honor the peace of the parley, the player must get a success in both. Gawaine manages to fail both.

Gawaine is enraged and says, "Good! I'd rather fight you than have all France as my holding!"

Bors agrees, adding, "I'd rather fight you than have all of Brittany or Burgundy as my fief!"





Sir Gainus, a cousin to the Emperor, then speaks. He says, "Look how these Britons are so full of pride and boasting! And they brag as though they owned the whole world."

At this point, Gawaine critically succeeds at his Hate (Romans) roll and then fails a Hospitality roll. With a roar of rage, he draws his sword as he leaps at Gainus, and with a single blow chops his head off. Gawaine loses 2 points of Honor for this.

Everyone is temporarily stunned. Gawaine, Bors, and the others turn and dash from the tent, mount their horses, and gallop from camp as the alarm sounds raucously behind them. A couple of energetic Roman knights follow in pursuit, and Gawaine's band turns to fight them briefly. A much larger force draws close, so Gawaine and his men resume their flight toward the ambush.

The resultant fight is the Battle of Autun.

BATTLE OF AUTUN

Autun is a small city in Burgundy.

Length of Battle: 8 rounds

Battle Size: Medium

Commanders

Bedivere (Battle = 17)

Petreius Cocta (Battle = 32)

Modifiers

Britons ambush from cover: +10

The Fight

Round 1: First Charge. Normal.

Rounds 2–3: Romans badly surprised; Bedivere's forces gain a +5 modifier on Unit Events Table rolls.

Round 4: More Romans join battle. Normal.

Round 5: More Romans join battle; Bedivere's forces gain a –5 modifier on Unit Events Table rolls.

Round 6: Petreius Cocta's great skill shows; Bedivere's forces gain a +5 modifier on Unit Events Table rolls.

Round 7: Normal. Sir Boso of Rydychan attacks Roman leaders.

Round 8: Normal. Petreius killed.

Round 8: Roman army routs; Bedivere's forces gain a +10 modifier on Unit Events Table rolls.

After the Battle

Victor: Britons, Decisive Victory.

Plunder: 1 charger, £3 in goods

Glory: 30 per round, x2 for Decisive Victory.

Sir Bedivere's army rests and sends a force to escort prisoners back to Paris for safekeeping. The Romans learn of this, and send a force to ambush them and recover the prisoners.

THE ROMAN AMBUSH

Outside of Paris, a part of the Roman army attempts to ambush the Britons who are bringing prisoners to Paris. British scouts notice the ambush in time, however.

Length of Battle: 6 rounds

Battle Size: Medium

Commanders

Cador (Battle = 19)

Vultei Catellus and Quintus Carucias (Battle = 24)

Modifiers

None.

The Fight

Round 1: First Charge; Cador's forces gain a –5 modifier on Unit Events Table rolls.

Round 2: The British army is disorganized by the charge; Cador's forces gain a –10 modifier on Unit Events Table rolls.

Round 3: Lancelot stands firm and rallies the army; Cador's forces gain a +5 modifier on Unit Events Table rolls.

Round 4: French troops, under Duke Guitard of Poitou, enter the battle to help the Britons; Cador's forces gain a +5 modifier on Unit Events Table rolls.

Round 5: Romans rout.

Round 6: Pursuit.

After the Battle

Victor: Britons, Decisive Victory, but Pyrrhic: losses are heavy.

Plunder: 1 charger, 1 palfrey, 1 sumpter, £3 in goods

Glory: 30 per round, x2 for Decisive Victory.

Cador credits the victory entirely to Lancelot's courageous rallying of the army, and describes how the young knight stood alone against the foe. King Arthur tells Sir Lancelot, "Your courage had nearly destroyed you, for if you had retreated you would not have lost honor; for I call it foolish for knights to stand when they are so badly outnumbered."

"Not so," corrects Lancelot, "for once a man is shamed he is always shamed."

JULY

Arthur wages a destructive war throughout Burgundy, part of the Roman holdings. The Romans evade, striving to discourage the Britons with delay and to draw them into a disadvantageous position.



AUGUST: BATTLE OF SAUSSY

Arthur's maneuver and counter-maneuver has trapped the Roman army in a narrow valley. They turn to fight at last, 35 miles south-west of Langres on the way to Autun.

Length of Battle: 8 rounds

Battle Size: Large

Commanders

King Arthur (Battle = 22)

Emperor Lucius (Battle = 25)

Modifiers

Arthur is outnumbered: -5

Arthur has superior position: +5

The Fight

Round 1: First Charge. Normal.

Rounds 2-6: Normal.

Round 7: Arthur and Lucius meet in single combat, and Lucius is killed. His battered army drops its weapons and runs; Arthur's forces gain a +5 modifier on Unit Events Table rolls.

Round 8: Pursuit.

After the Battle

Victor: Britons, Decisive Victory.

Plunder: 1 Andalusian charger, 1 charger, 2 palfreys, £6 in goods

Glory: 45 per round, x2 for Decisive Victory.

King Arthur has the bodies of Emperor Lucius and other important Romans placed honorably into sealed lead coffins, and sends them to Rome with the

three surviving Senators, who bear messages that he is approaching, and that Rome must surrender. They depart with a long ox-train of coffins.

SEPTEMBER

Arthur secures the countryside: The Roman presence in Gaul is broken, but the passes over the Alps are already closed by snow. Arthur orders the army to prepare for the winter, so they plunder the countryside one last time. At last, as the winter rains begin, he retires with the army to Paris.

ORKNEYS

In an exciting naval battle, Duke Galeholt defeats Jarl Ketil of the Orkneys, and accepts his submission.

CHRISTMAS COURT

Christmas court is in Paris.

Some Franks are glad to have the Roman Empire gone. Many Frankish knights sign on with mercenary units to assist Arthur for the rest of the campaign.

Furthermore, knights and especially warriors from many other lands come to the High King's banner to sign up for war. These include continental Saxons, Danes, Angevins, Gauls, Lombards from Aquitaine, Spaniards, and even a Russian or two.

YEAR 527

COURT

Arthur's court is held at Paris.

SPECIAL GUESTS

King Clovis of the Franks

Many French nobles who are ready to swear fealty to Arthur

Half of the assembled nobility of Britain

NEW ROUND TABLE MEMBERS

Arthur declares that he cannot appoint new members for this brotherhood while in foreign lands.

NEWS

Kay: "I am staying here to watch over affairs in France and to consolidate my position as Duke of Normandy. You know, I think I'll build a city and name it after me!"

Griflet: "There is no lord more fair than Arthur. Have you seen how he has generously given all the lands that he received back to their proper lords on this long journey? We ought to have no enemies behind us."

Gawaine: "I'm itching for some adventure. This army work is fine, but I yearn for the chance to go

Saussy Battle Enemies

Given here are the many troops that may be fought at Saussy.

1d20 Roll Enemies

1-5	Poor-quality infantry (see Appendix 1)
6	Ethiopian infantry (see Appendix 1)
7-9	Roman infantry (see Appendix 1)
10-11	Italian crossbowmen (see Appendix 1)
12	Ostrogoth cavalry (use Goth stats, Appendix 1)
13	Visigoth cavalry (use Goth stats, Appendix 1)
14	Hun cavalry (see Appendix 1)
15	Vandal cavalry (use Goth stats, Appendix 1)
16	Moorish cavalry (use Moor stats, Appendix 1)
17	Magyar cavalry (use Hun stats, Appendix 1)
18	Roman knights (use notable knight stats)
19	Byzantine cataphracts (see Appendix 1)
20	Leader and bodyguard (roll again, re-rolling 20s, and add +1d6 to all Combat skills and +1d3 to Armor)



Arthur's Continental Campaign



ROMAN TERRITORY

①

GIANT OF ST. MICHAEL'S MONT





riding for days without interruption, and to find strange lands.”

ROYAL CONVERSATION

“We are pushing on to Rome, but we will not take cowards or laggards with us. Garrisons will be left at Paris and other strategic locations that have been conquered. Any who wish to avoid this long and dangerous campaign may withdraw if they wish. Instead of service, I will accept payment of a scutage of 2 *libra* per knight.”

INTRIGUE

Every one of the Merovingian noblemen who swore fealty have long broken it amongst themselves as a matter of course. They are men without honor. It is astonishing that the noble French knights follow them.

EVENTS

In spring, Arthur’s army sets off, marching up the Rhine, well received by submissive lords of Lorraine, Brabant, and Haut Almain along the way. Arthur accepts their fealty, but makes no demands upon their homage. He distributes justice where asked, and never fails to impress those who want to be his friends.

Slowly, the army crosses over the Alps, into Lombardy. It eventually reaches Milan, the strongest city in northern Italy, and lays siege to it.

One day, Arthur sends out a raiding party to collect food, as usual. Unusually, this time Gawaine returns with a North African Saracen as a friend, a Sir Priamus, who wishes to be baptized and to join Arthur’s forces. He also warns that a huge army is nearby, and approaching fast.

BATTLE OF MILAN

Length of Battle: 6 rounds

Battle Size: Large

Commanders

Gawaine (Battle = 17)

King of Lombardy (Battle = 18)

Modifiers

Gawaine is outnumbered: –5

The Fight

Round 1: First Charge. Normal.

Rounds 2–6: Normal.

After the Battle

Victor: Britons, Decisive Victory.

Plunder: 1 charger, 1 palfrey, £7 in goods.

Glory: 45 per round, x2 for Decisive Victory.

Arthur orders an assault against Milan, which has long resisted siege. After a day, the duchess, a

countess, and many other noblewomen come out and beg for mercy for themselves, their families, and their city. Arthur is, as always, generous, and all the women are spared, as is the town and its inhabitants, but their husbands are taken prisoner and sent to Dover until ransomed.

The rest of the lords of Lombardy surrender to Arthur during the next few weeks. After a rest, Arthur hires some more mercenaries and marches south.

CONQUEST OF CENTRAL ITALY

Arthur pillages large parts of Tuscany as he moves south, but bypasses the large city of Florence and travels to the state of Romagna.

At the city of Urbino, Sir Florence and Floridas the Pict set an ambush, drawing the defenders out with an inferior force. The defenders are ambushed, and a small force seizes the gateworks before they can be closed. Frightened by the ease at which Arthur is taking cities, the lords of Florence come and surrender their city and state to the King.

The army continues its march into Spoleto, and accepts the surrender of its main town of Spoleto. Continuing, Arthur accepts the surrender of the city of Viterbo, which lies close to Rome, and then progresses to the Vale of Vicecount, among the vines outside of the Imperial City.

While there, Arthur is approached by envoys: all the remaining senators of Rome, plus a collection of cardinals, who bear expensive gifts and promises of more if he will spare their ancient city. All the world, they say, acknowledge the greatness of King Arthur. The envoys promise to gather together all the noblemen of the land to participate in his enthronement as Emperor.

Arthur accepts.

ARTHUR THE EMPEROR

Six weeks later, as promised, Arthur is anointed by the Pope and made Emperor of Rome. He and his army are lavishly entertained.

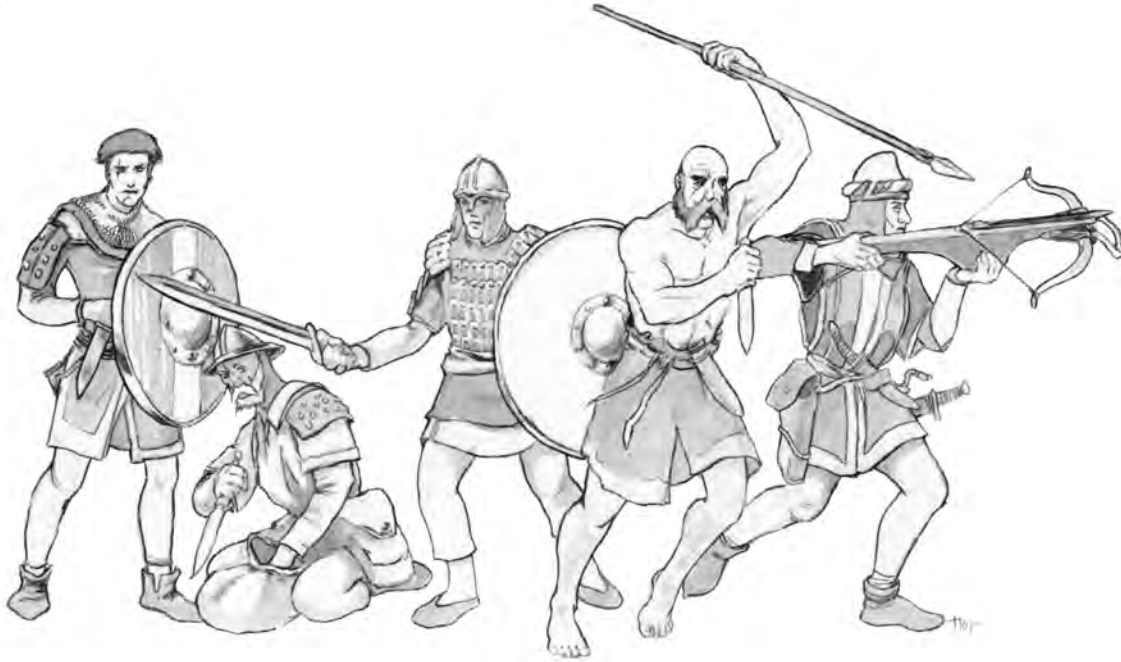
Player Knights’ Rewards: 100 Glory to all witnesses of the ceremony. Afterward, Arthur grants gifts to every knight who still accompanies him equal to £1 per 200 Glory gained on this 2-year campaign. Though already quite homesick, the Britons stay over the winter because the weather has already turned bad.

Each knight should calculate his current treasure. It is likely to be considerable. They have at least 5 months to stay in Rome while the legal problems are straightened out and Arthur collects his treasure. Knights are welcome to remain in Rome for up to 8 months after Arthur departs.



IRREGULAR TROOPS

(BANDIT, PLUNDERER, CYMRIC WARRIOR, CAMBRIAN SPEARMAN, ITALIAN CROSSBOWMAN)



IN ROME

Knights get a choice of expensive Italian accommodations:

Poor Knight Standards: 5s./month

Normal Knight Standards: 10s./month

Rich Knight Standards: £1/month

Other entertainments are available, of course, and each brings with it an associated cost and a trait check.

- **Gambling:** Spend £1/month and get a check to Selfish and Gaming; make a Gaming roll (Success = Gain your £1 back for the month).

- **Philandering:** Spend £1/month and get a check to Lustful.

- **Gormandizing:** Spend £1/month and get a check to Indulgent.

- **Socializing:** Spend £1/month and get a check to Worldly.

Otherwise, discover what each player knight wishes to do during his stay in Rome. The natural inclination is to be a tourist. For each month in the city, roll 1d20:

RANDOMLY EXPLORING ROME

d20 Roll Result

1	Discover another huge old church
2	Discover another monumental ancient sculpture or ruin
3	Discover another block of decaying, abandoned apartments

4–6

Get lost in sprawling alleys. Silent children stare as you walk through, and run away when you try to speak to them. They do not speak your language, or even Latin!

7–9

Discover another affluent local market. Smooth-talking salesmen try to sell something to you, and other sneaky looking characters stand too close

10–17

Another poor area, with bandits who know better than to attack an armed knight with knives and sticks, and women who sell themselves cheaply

18

Transfixed by one of the monuments: You spend an inordinate amount of time staring at it and wondering about it. After hours or even days you come to your senses. Take your pick from the List of Roman Monuments below.

19–20

Discover a popular place where other British knights hang out. [Indulgent. (Success = spend 1d20x10 *denarii* for miscellaneous costs for the month.)]

Whatever else the player knights feel about Rome, they note that it has seen better days, and is a rattling, half-empty shell of its former greatness.

Partial List of Roman Monuments

- Maderna Fountain, in St. Peter's Square, which spouts constantly
- Neptune Fountain in Piazza Navona, with its many marble sea creatures and nymphs
- Fountain of the Triton, a marble representation of the ancient sea god
- Obelisk from the Piazza della Minerva, of the elephant bearing the obelisk from the temple of Isis



- Obelisk in the Piazza del Popolo, originally from Heliopolis
- Arch of Titus, commemorating the Roman victory over the Jews, marking the departure of the Holy Grail from the east to Britain
- Trajan's Column, which represents Trajan's victories in Dacia
- equestrian statue of Marcus Aurelius
- colossal twin statues of the Dioscuri

THE ROMAN TOURNAMENT

During the winter months, King Arthur holds a tournament, inviting all the great knights of the Roman empire to come and compete as friends against his Round Table and British vassals. Many do.

This is a Regal, Full-style Tournament. Here are some names of kings who might participate, taken from Geoffrey of Monmouth (X, 3):

Ali Fatima, King of Spain
 Boccus of the Medes
 Echion of Boethia
 Epistrofus, King of the Greeks
 Evander of Syria
 Hirtacius, King of the Parthians
 Micipsa, King of Babylon
 Mustensar, King of the Africans
 Pandrasus, King of Egypt
 Politetes, Duke of Bithynia
 Serse, King of the Iturei
 Sertorius of Libya
 Teucer, Duke of Phrygia
 Ypolitus of Crete

The opponents can be any of the troop types that participated at Saussy.

LAST BUSINESS IN ROME

Once last piece of business remains. Arthur has decided that he is going to take some of the famous Roman monuments and sculptures back to Camelot with him. He has already decided to take one of the ancient Egyptian obelisks. He is asking for other ideas.

Player knights with opinions on this might be asked to speak. Anyone who has spent time contemplating a particular monument (as determined by result #18 on the Exploring Rome table above) can speak.

Orate. (Success = Gain 25 Glory. Critical = Gain 50 Glory, and you have convinced many people.)

Gamemasters should let the determination of the player knights determine the results of the poll. Any knight who got a critical success for the winning sculpture is offered a free ride home on a ship, if desired, as part of the honor guard for the monument.

GOING HOME

Everyone is responsible for their own voyage home. Returning knights can take the long trek home by land, or more expensive passage by sea.

Land Passage: Land passage is over a thousand miles of walking. It costs £1 per month, and takes at least two months.

Roll 1d6 to discover difficulties.

Landbound Return Table

d6	Result
1-3	No Problems
4-5	Delays add an extra month
6	Many delays add two extra months

Sailing: Sea vessels can make 75 miles per day, on average. Of course, some days the weather forces them to hug the coast and not move at all. Sea passage is the fastest route home. Three methods are offered, each explained for one-way passage only.

Best Passage: Excellent ships, experienced captains with trustworthy crews, and convoys escorted by warships are guaranteed by this route. It is the fastest, most dependable, safest, and most expensive. Basic cost is £3 per man or horse. Payment is always in full, in advance.

The shipping agent offers insurance for your horses. If you wish to pay advance insurance of 40% of the cost of the horses, you are guaranteed healthy replacement steeds for any that die on the way.

Roll 1d20 on the following table.

d20 Roll	Result
1-17	No problems
18-20	Delayed 1d6 days due to bad weather. Make a CON roll for all horses. (Failure = Horse is lamed. Fumble = Horse dies.)

Normal Passage: Normal passage is done in short hops, between which the knight and entourage must change ships. Finding a ship in these places is not usually a problem since these are some of the busiest sea ports in the world. The problem comes from the hazards of the sea in a normal ship. No insurance is available.

The ports are as follows: (1) Rome, to start; find a Genoese captain, and sail to Cadiz; (2) there, each knight must unload, then find a Ganis or Breton captain and sail to Britain. Basic cost is negotiable between the passenger and the ship captains. The result is £1d3 for an average knight's party (i.e., squire and horses).

Roll 1d20 for each leg of the voyage.

d20 Roll	Result
1-10	No problems
11-13	Delayed 1d6 days due to bad weather. Make a CON roll for all horses. (Failure = Horse is lamed. Fumble = Horse dies.)
14-15	Sickness on board. Make a CON roll for all people, but not horses. (Failure = Make an Aging roll.)



- 16–17 Becalmed, food shortage. Make a CON roll for each person or horse. (Failure = Make an Aging roll for human; horse dies.)
- 18 Becalmed, acute food shortage. Make a CON roll with a –5 modifier for each person or horse. (Failure = Make an Aging roll for human; horse dies.)
- 19 Becalmed, water and food shortage, illness. Make a CON roll with a –10 modifier for each person or horse. (Failure = Make an Aging roll for human; horse dies.)
- 20 Becalmed, acute water and food shortage, bad weather. Humans must make an Aging roll; all horses die.

Risky Sea Passage: Unusual and/or unreliable seaboard shipment is possible. The hazards of such a voyage include being shipwrecked, enslaved, dropped off no place, or offered a place in a pirate's crew. Any of these things is away from the point of this adventure, and all are left to the Gamemaster's discretion.

CHRISTMAS COURT

Many knights may choose to spend the winter in Rome. Sir Baudwin of Britain remains behind to collect some last money and finish out the paperwork for King Arthur. He can lend knights their annual stipend, if needed, as long as it is paid back to the king's treasury (and he emphasizes that their debt is to King Arthur) as soon as they get back to Britain. Though the knights probably cannot read, he has them make a mark on a contract.

The king and his household set forth by ship, along with many others. The majority of the army has marched home, and the swift might reach Britain by Christmas. Slow travelers may have to spend another winter in Paris; they are also welcome in the city of Caix, a new port being constructed by Sir Kay.

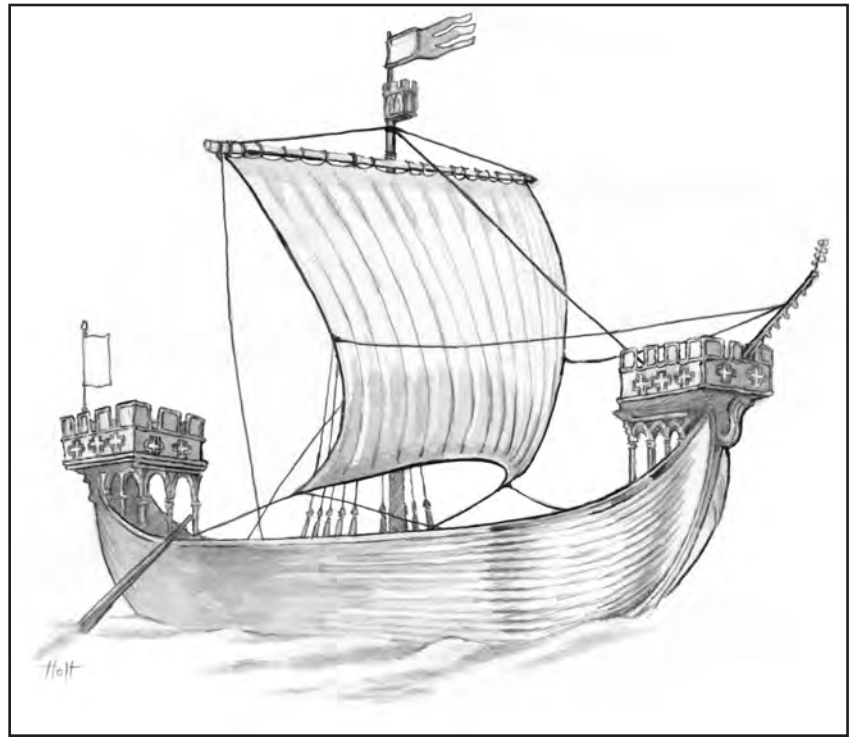
HOMECOMING

The homecoming is presumably joyous, of course, for those who survived the battles on the continent. Still, after a two-year (or longer) absence, wives might be happy or sad (!), and children are likely understandably shy or happy, all depending on the demeanor and temperament of the father. Autumn and winter are spent catching up on manor events, local gossip and, of course, telling everyone about adventures abroad.

NEWS

"Let me tell you about the shortages while you were gone..."

At Christmas Court, knights and ladies gather. Except for the families of the deceased, it is like old times, but gifts are more exotic this year — everything is from Rome, Tuscany, or France. War stories are told, toasted and admired by all. And then told again, retold, and so on; at the high table, the knights have a great time late into the night.



The next night, the leader of the feast (normally the count of the area, likely Robert of Salisbury) listens to poems and orations made by his knights, everyone is cheered about the victory, and then a command performance is ordered.

"Young storyteller," speaks the master of the house, "come forth and tell us that story that the women are talking about."

The man he addresses is handsome and jubilant, in his early twenties, with a neatly trimmed beard and clothing close to being out of his class. With courtesy and grace he accepts the task, and with harp and voice tells the story of the Silver Knight, the Knight of Love who worshipped Princess Rose and did great deeds because he was inspired by his passion for her.

He tells a rousing story of a war, ending in a battle between the Silver Knight and a huge foe whose devilish shield breathed fire. Then the knight goes back to the princess with the dead devil shield, and is happy that she touched his hand, by accident, and looked him in the eyes.

The knights are all entertained. Most see themselves in the story somewhere, amazed at how incredible it is that parts of the story match their own recent experiences. (More drink!)

Do the player knights care at all about this new fad of story telling? Do any listen more, seek it out? Does anyone have a woman they are courting, and play at this? Does anyone want another means of inspiration...?

No rush, though. Plenty of time to learn about this new movement toward Romance.



YEAR 528

COURT

Arthur's court is held at Camelot.

SPECIAL GUESTS

King Arthur! (This is his first Pentecostal court at home since 525.)

Duke Galeholt of the Isles

AWAY FROM CAMELOT

Sir Lancelot

(**Note:** This category will appear in most court sections hereafter. It will mark the absence of significant characters from Camelot. Actually, it most often notes the nonattendance of Lancelot... whose absence generally means someone else has a chance to win at the Pentecostal tournament.)

NEW ROUND TABLE MEMBERS

Lionel de Ganis

Bors de Ganis

Boso of Oxford

Priamus the Saracen

Floridas the Pict

Lucan the Butler

Other knights to fill the seats of those lost in the Roman wars

GOSSIP

"Where has that Lancelot gone? Did you see him at all? You know, maybe he isn't quite all there, if you know what I mean. I heard Arthur wanted to make him a Round Table knight, but he just ran off! What's wrong with him?"

"The de Gales knights have taken off into the wilderness, too. Do you think that Lamorak feels threatened by Lancelot?"

"With his skill and fame? I doubt it. I think Lamorak just went off to train his brother, Aglovale. Those Cambrian knights are close, ever since their father disappeared years ago."

"Did you see that monument the king brought back from Rome? Who chose that thing? How tacky!"

"Well, I think it is beautiful. It is by a famous Italian, you know."

NEWS

Kay: "What standards the Round Table has set now! With a Pict and a Saracen on it, we now have people from all across the world. Who would have thought it could ever be!"

Griflet: "This is the time for the other part of a soldier's life: the homecoming. I am glad there's a war in the northlands, though. Civilian life is hard for some of the men to adjust to."

Gawaine: "Adventures are cropping up everywhere. There is a grave up in Gorre that is howling. There is a castle in Nohaut whose lord sends lions out to raid the countryside. Somewhere in Rheged there is a warlord who has ambushed caravans on the King's Road!"

ROYAL CONVERSATION

"We have been a fortunate people. We have made ourselves lords of the world. But let us not become forgetful of Destiny. That obelisk, already 3,000 years old, is a reminder to us all that even the greatest glories may pass, leaving behind only old stones."

INTRIGUE

King Arthur does not expect his conquests of France, Germany, and Italy to last. However, he is content with having plundered them, and also for having introduced chivalry and knighthood to the warriors there. He believes that now these institutions will become established throughout Europe.

Duke Galeholt of the Isles is here because he has asked King Arthur to make him the Overlord of Ireland.

EVENTS

Player knights should go home and spend their hard-won money, commiserate with those who lost loved ones in the foreign lands, visit wives and make babies. See what the manor looks like now. Settle affairs on the homestead.

LANCELOT'S TRAVELS

For a period of years, Sir Lancelot avoids Arthur's court as much as possible. He claims the reason is that there are too many adventures waiting to be claimed, and that he lives for quest and adventure.

This absence can be used by the Gamemaster in many ways: every blank-shield knight might be Lancelot in disguise; he may need help, which can be provided by player knights; he may help the player knights out of a problem. Signs of his passing are often found; adventures which had been impossible for knights previously are solved by him, opening the way for new adventures.

Lancelot quickly, and justifiably, acquires his reputation as the world's best knight during these years.

CHRISTMAS COURT

Royal: "There are even more of those dreamy 'Silver Knight and Lady Rose' stories appearing, something the troubadours made up to entertain the



women while the men were away at war. They are certainly popular with the ladies!”

Salisbury: “It is good to be home again, with family, friends and vassals. Let us pray that this is the end of war for Salisbury.”

YEAR 529

COURT

Arthur’s court is held at Camelot.

SPECIAL GUESTS

Many church officials, including the Archbishop and many bishops and abbots of all orders

Many pagan officials are present as well, including the Lady of the Lake

King Anguish of Leinster

AWAY FROM CAMELOT

Sir Lancelot

NEW ROUND TABLE MEMBERS

Aglovale de Gales

GOSSIP

“Sir Aglovale deserves his seat, that’s for sure. Just last year he rescued twelve knights from the Knight of the Harsh Vale, slew a mantichore in Es-cavalon, and won a large tournament in Cambria.”

“Oh, yeah? Have you heard what Lancelot did last year? He drove out the bronze swans that landed in Essex, rescued the Countess of Hertford, subdued the bandits in Cheshire, saved the life of the Countess of Cheshire, killed a giant white bear in Garloth, and jousting down the Dwarf Knight!”

“I find that ‘Silver and Rose’ story totally boring. That girl is chaste they say, and him too! Eunuch and Virgin, ugh! I know twenty women in here drooling over the story who are no more chaste than I am.”

“Uh huh, but it’s not about the real world, it’s a story.”

“Listen, darlings, the Second Assistant to the Lady of the Chamber told me that the Queen has commissioned a clerk to write down the Rules of Love for her. Soon she will be telling us all about them. I think it has infected her brain! Soon it will be reality, you wait and see!”

“I can’t agree to that. It would be dangerous for every marriage in the land. I mean, if men went around courting like that, who can say what terrible cuckolding might occur, even by accident!”

“Well, I’ll say that the chances for love are lower than usual now, what with Sir Lancelot not being at court.”

“Yes, yes, he is an inspiration to everyone. But he is a fanatic or something. If he doesn’t want to be on the Round Table, why doesn’t he just say so, like the White Knight did.”

NEWS

Griflet: “Arthur wants to dig up the head of Bran, which is a good thing: We don’t need silly superstition to protect us. We have the greatest army in the world.”

Lady of the Lake: “The gods of old should not be disturbed. The ancient secrets of this land are greater than any man might know, no matter what his strength and virtue. Where is Merlin to help us here?”

ROYAL CONVERSATION

“Queen Guenever has had this list drawn up, the ‘Rules of Love.’ She says that she has so many handmaidens that she needs a way to judge their prospective husbands, and that the chastity promoted here in the rules will be good incentive for morality.

“I know many of you young men are looking to marry the daughters of knights, and this is a way to get the queen’s attention as well as to meet these women. She tells me that you should start by having your squire carry a message to one of them, seeking to meet in the Queen’s Garden on Venus’ Day — that’s Friday.

“And men, the queen says she expects everyone to be bathed and groomed.”

Note: Let players read the sections in Appendix 1 of the *Pendragon* book regarding Romance, including the section on Romantic knights (page 168–72). Photocopying may be advisable so players can reference that material whenever they wish.

INTRIGUE

The Lady of the Lake is disturbed by Arthur’s desire to dig up the head of Bran. However, Guenever insists that it be done, and so it shall.

King Anguish has come to court to see if he can ally with King Arthur. He says that the High King of Ireland has become too arrogant and is demanding taxes he doesn’t deserve. Arthur and Anguish have been negotiating for weeks.

EVENTS

Arthur has decided to disinter the magical Head of Bran from its burial place near London.

EVENT: BRAN’S HEAD

Such an important event is to be undertaken with appropriate pomp and magnificence. A tournament is planned for afterwards, and a huge market has been set up. The field of Pen Bran, at the eastern



THE HEAD OF BRAN

Bran was a god of ancient Britain, lord of the underworld. His divine life was full of marvels and ended in an unusual manner. In his last fight, Bran was mortally wounded, but rather than despair he gave his friends strange instructions. Thus, his friends decapitated him and set the head at a table, like the honored guest.

For seven years, the wondrous head entertained them, after which his six companions regained their mortal senses. As ordered, they buried the head of Bran outside London. The head had prophesied that no invaders could harm Britain as long as it was buried there.

TRIADS

Triads are snippets of ancient Welsh poetry that each list three similar events from legend. For instance, Number 37 lists the "Three Closures" (or "Concealments"), and then lists the "Three Disclosures."

The first Concealment is the head of Bran the Blessed. "And as long as it was in the position in which it was put there, no Saxon Oppression would ever come to the island..."

The triad of the Disclosures ends with, "And Arthur disclosed the head of Bran the Blessed from the White Hill, because he chose not to hold the Island except by his own strength. And after the Three Disclosures came the chief invasions upon the race of the Cymri."

In the *Pendragon* campaign, these "chief invasions" occur after Arthur's death.

end of London, has been prepared. Arthur's raised stand is at the west end, beneath the walls of London. Soldiers cordon off the field around the digging area, where a huge pit has already been dug down to the (presumed) dead god's skull.

On the south side, with the river at their backs, are wooden viewing stands for the nobility. On the north are more for Archbishop Dubricus and a hundred or so other bishops, abbots, priests, and monks. Citizens cluster along the east end. It appears it is going to be the usual long, boring ceremony. Heralds blow horns, bishops mumble prayers, and various lords give speeches.

Meantime the diggers cart away the soil. Suddenly, without warning, the priests begin to chant something in Latin.

Religion [Christian]. (Success = This is not a prayer you have heard before. Critical = You recognize this as an exorcism.)

The sky darkens, rumbling, and chill winds blow from the west. The frigid shadow of an immense but invisible dragon passes over the crowd, flying west. A winch and tackle, like a derrick, are being rigged. The Lady of the Lake steps forward from among the nobles gathered around Arthur.

Awareness. (Success = She is in a deep trance.)

She says, "Two Fatal Disclosures there were on this isle before. The first was when Vortigern uncovered the bones of Vortimer for the love of a woman; the second was when Vortigern uncovered the dragons which Llud the son of Beli had concealed. Now this is the third: the disclosure of Bran's head from the White Hill."

One of the priests among the many (or is it the Archbishop?) shouts curses about witches. Arthur peers across the distance at him a moment, but he is quieted by his fellows. Arthur turns to the Lady of the Lake, thanks her for her words, then commands the workmen to continue. A huge derrick has been erected over the ditch, and now ropes are being rigged. Hail pelts the work area, but nowhere else.

With a shout of fear, the workmen all leap from the pit and bolt away, leading the other workers with them. Sir Bedivere, who has been overseeing them, walks to the edge of the pit and looks in. He shouts that he needs some brave knights to do this work.

Player Hook: Do players volunteer? Let them! The volunteers line up around the pit. Volunteers get 25 Glory each.

The knights leap into the pit. The head is huge and moldy, still caked with blood. A voice says, "Leave me."

Valorous, -7. (Failure = You jump from the hole and cannot do the job.)

Many knights leap from the pit and refuse to go back. Those remaining do the task of securing the derrick ropes to the chains secured around the head. The knights exit the pit and return to their places.

Glory: 25 more for finishing the job.

When the great head is finally raised from the grave, it slowly opens its eyes. Its voice is so low that it is not heard as much as felt in the chest of everyone present.

"The Doom of Britain is awakened. The King of the Bears cannot live forever. The Spring always follows the Winter, and the Destroyer is already born who will make women weep to remember this unholy uncovering. I see them who will glory at this deed: Ceawlin and Cutha, Melehan and his father."

Abruptly Arthur shakes his head, as if waking from a dream, and raises his voice: "The land must be held by courage and strength, not old magics. This is the New Age. This is the Age of Men."

Awareness. (Success = You see a burst of light radiate from Arthur, moving quickly and rippling through the gloomy air.)

It is as if everyone's ears popped from the altitude, and the people look around at each other with a bit of astonishment and embarrassment. The ancient spell is broken. The thing in chains is not a divine countenance any more, but rather the rotting head of a dead giant. It is dragged to a waiting fire, and there burned to ashes.

The sky clears of the chill clouds, and a warm breeze takes the chill from everyone's skin. "Let us retire, now," says the High King, "to the—"

"Uh, excuse me..." he says as he turns to Sir Gawaine, who is humbly waiting to give a message. "What is it Gawaine?" They confer hurriedly, and as they do Sir Brastias, still dusty from the road, rushes forward to confer with them both. Before their conference has broken up, Dodinal le Sauvage, son of the King of Sugales, arrives in his traveling clothing. His announcement stops their general chatter, and Arthur turns to the crowd.

"My lords and ladies, we have received terrible news in triple. The Saxons of Anglia have risen in rebellion. And Irish raiders are burning the countryside all along the Demetian and Severn Seas.

"In light of these difficulties, the tournament is cancelled. All knights present must report to quarters for duty on the morrow. Counselors, report to my chambers."



ANGLIANS REBEL

Once again, the unhappy people of Anglia have brought weapons from hidden places and attacked their lords. This time they are being inspired by a witch-priestess named Camille. Due to the other problems of the kingdom, Duke Hervis is left to his own devices, and the whole region is a war-torn area of danger for years.

NORTHERN WAR

Duke Galeholt of the Long Isles has organized the northern Irish, Long Isles and Out Isles folk, the Sea Reavers, and many others. His raiders have been plundering and pillaging all up and down the western coasts of Cambria and Cumbria. The Western Admiral tried to stop them but was destroyed in a sea battle by superior forces.

Now he has invaded and taken Surluse. The King of Malahaut has sent many knights to help him. None are able to withstand him and his ally, the King of a Hundred Knights. His raiders have gone far and wide across the north, causing much destruction and trouble for the people there. None of the local kings are capable of defending against him, and they need the High King to unite and lead them. The local lands are Gorre, ruled by King Uriens; Garloth, currently ruled by the young king's aunt, Queen Elaine; Lothian, overseen by stewards; and Strangorre, ruled by King Brangore, a vassal of Uriens.

Arthur's army marches north, leaving a force to besiege Eburacum, whose king is off with Galeholt. The Logres army then marches to Surluse, where the duke is reported to be. Arthur begins a siege and sets up his engines.

BATTLE OF SURLUSE

As the bombardment progresses, more Irish reinforcements arrive by sea. One morning, to everyone's surprise, the duke's army musters from the castle and assembles for battle. Other troops disembark from nearby ships, and it becomes clear that in this battle Arthur is going to be greatly outnumbered.

Length of Battle: 5 rounds (8 rounds as planned, but see below)

Battle Size: Large

Commanders

King Arthur (Battle = 22)

Duke Galeholt (Battle = 20)

Modifiers

Arthur is outnumbered: -5

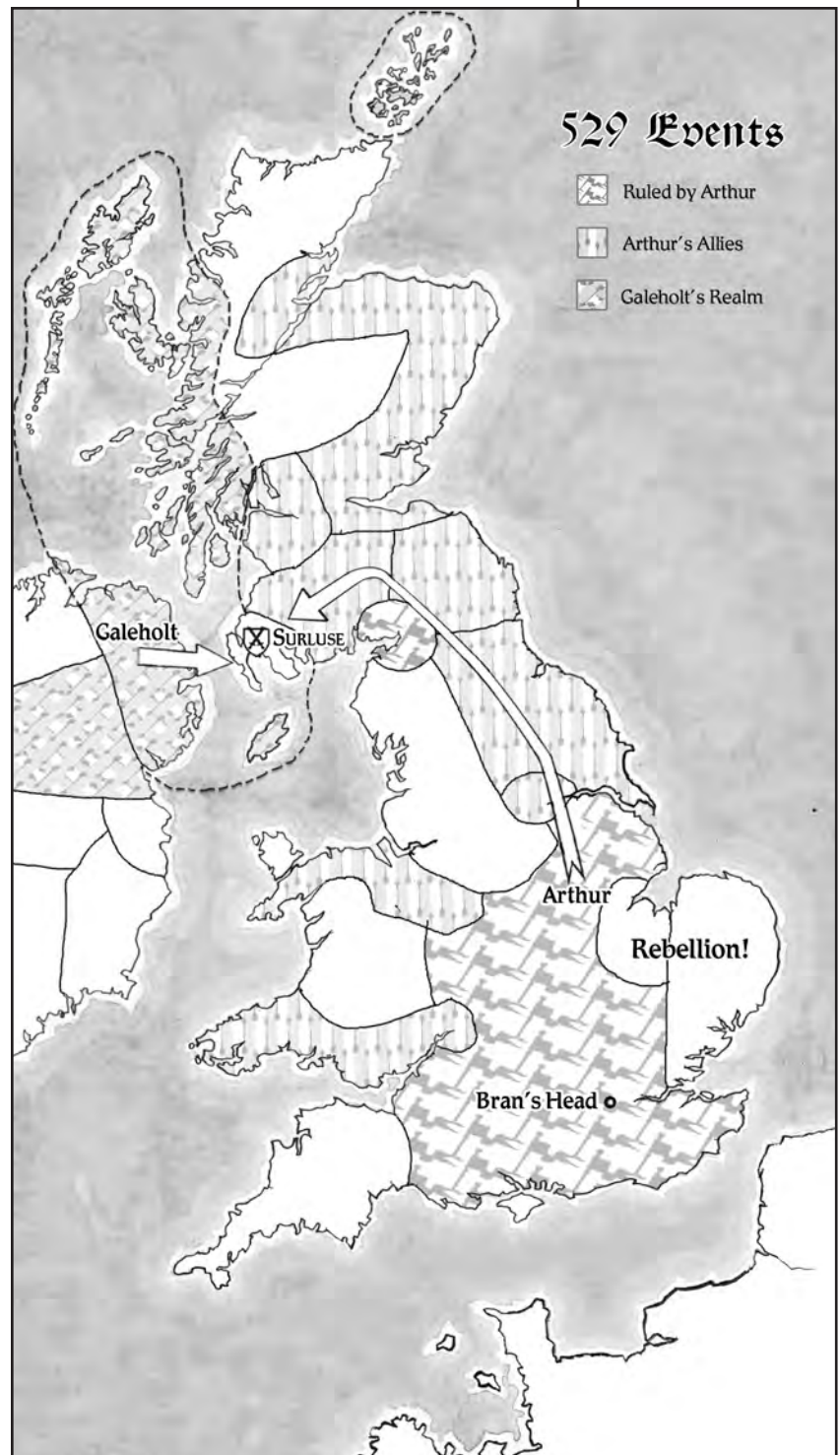
The Fight

Round 1: First Charge. Normal.

Round 2: Normal.

Round 3: The duke's considerably larger army is gaining the upper hand; Arthur's forces suffer a -5 modifier on Unit Events Table rolls.

Round 4: A Black Knight bursts from hiding and falls upon the Sea Reavers with deadly effect. The pirates resist, but can not hold long and after a short while this one man causes the entire enemy





flank to scatter; Arthur's forces gain a +5 modifier on Unit Events Table rolls.

Round 5: Mightily distressed, the duke's army withdraws to the castle. Players can pursue if they wish. The Black Knight does, hacking down enemies right and left right to the gate of the castle, where a herald, bearing a white flag of truce, stops him. To everyone's astonishment, the Black Knight enters the castle, and the gate is drawn up behind him.

After the Battle

King Gilmaurius escapes and returns to his kingdom of Dal Riada in Ireland. The Picts flee, but reassemble nearby at Loch Lomond.

Victor: King Arthur. Indecisive Victory.

Plunder: £1 in goods.

Glory: 45 per round.

Though he has suffered many losses, Arthur renews the siege. After several more weeks of siege, a messenger from Duke Galeholt comes out of the castle to Arthur's camp. Astonishingly, it is Sir Lancelot. Naturally, everyone is confused about what he is doing there, but happy to hear the news he bears.

Duke Galeholt would like to make peace with King Arthur without surrendering, to swear a treaty of mutual support and friendship. Further, he is willing to swear fealty to King Arthur not because of any military reason, but because he has been so impressed by the virtue shown by Lancelot. He figures that any king who promotes such knights must be worthy of serving. Arthur accepts.

The army is let into Surluse, which suffered little damage. They are entertained lavishly. Duke Galeholt sits up front with King Arthur, and they are each impressed with the other.

CORNWALL

In Cornwall, the champion of King Anguish, Sir Marhaus, lands with an army and demands tribute from King Mark. This tribute has usually been paid.

This time, instead of the usual payment, an unknown young knight comes forth. This Sir Nobody had just been knighted specifically for the occasion of fighting Sir Marhaus. The stranger is Sir Tristram, nephew to King Mark, who has just returned to Cornwall from being raised in Brittany. He's big, strong, skilled, and determined.

Sir Tristram and Sir Marhaus fight, and in the ensuing battle both are severely wounded, but eventually Marhaus falls with a fragment of a sword in his head. His men bear his body to their ships and the Irish depart. Tristram is given great honors by King Mark.

This is the end of Cornwall paying tribute to the Irish.

REBELLION IN ROME

The last of the British have by now returned from Rome. The senators there have rebelled, denying that they ever made Arthur their emperor. Some counselors advise another campaign to teach them once again, but Arthur forbids such a venture. He says, "It is folly to try to hold such distant possessions when one's heart is at home. Let them fall back into the stink of their own decadence."

And they do, until a barbarian king conquers them and becomes Emperor Theoderic.

CHRISTMAS COURT

Royal: "Romance is the palliative for war, for what other than Love has the power to stop violence? The women of the court will take to heart the lessons of Sir Silver and Lady Rose, and Queen Guenever has assembled the rules by which Love shall be honored at court."

Salisbury: "Bran the Blessed was a powerful protector of this island. It took no time at all for multiple disasters to come to us. I hope this is not the sudden end of our peace and plenty."

SPECIAL WINTER PHASE MODIFIERS

Because of the Pax Arthur, all lands of Logres get a modifier of -1d6 to the Starting Bad Weather roll. Because of fighting, the following counties suffer the following modifiers to Starting Bad Weather.

Anglia, Gallowey: Land was raided (+1d6)

Surluse: Land was pillaged (+2d6)

YEAR 530

COURT

Arthur's court is held at Carlisle.

SPECIAL GUESTS

Anguish of Leinster

Various Irish chieftains

AWAY FROM CAMELOT

Sir Lancelot

NEW ROUND TABLE MEMBERS

Duke Galeholt of the Long Isles

GOSSIP

"Lancelot ran away again! What is wrong with that man? He is obsessed. I tell you, it isn't healthy. I think he is unstable."

"Well, I just think that he doesn't like the attention that so many women force upon him. He is extremely shy, you know."



Guenever's Rules of Courtly Romance

1. A lover will avoid greed and will be generous.
2. A lover will keep himself chaste for the sake of her whom he loves.
3. A lover will not knowingly strive to break up a correct love affair that someone else is engaged in.
4. A lover will not chose for his love anyone whom a natural sense of shame forbids him to marry.
5. A lover will avoid falsehood.
6. A lover will not tell many about his love affair.
7. A lover will be completely obedient to his lady.
8. A lover will always work in the service of Love.
9. A lover will always be modest.
10. A lover will speak no evil.
11. A lover will not reveal others' love affairs.
12. A lover will be polite and courteous at all times.
13. A lover will never exceed the desires of his lover.



"I bet he goes off to Ireland to fight. The king is going to go."

"I like the Romance. It gives us women a chance to *be* someone. Not like the queen or something, or maybe so after all — queen of one man!"

"Well, good luck on finding your kingdom, hon-ey. If that poetry satisfies the itch, let me know..."

NEWS

Kay: "You think this Irish warlord is so great? He isn't. If his father wasn't of giant blood Galeholt would not be so strong. Nobody would care anything about him."

Griflet: "We are going to invade Ireland now. With our own fleet and Galeholt's, no one will even try to stop us. Those naked savages won't have a chance."

Gawaine: "Tragic news from Cornwall. King Mark's champion killed the Irish champion, but was so wounded that surgeons left him adrift in a boat. The Irish Champion was Sir Marhaus. King Mark's champion was some unknown newcomer."

ROYAL CONVERSATION

"Ireland, the isle of savages, is the only part of the world that is not subject to the rule of Pax Arthur. This year we will bring to them our swords and spears, and show them the value of being our friends."

INTRIGUE

King Anguish, who has many British friends already, is being attacked by the High King. The Irish kings are in discord themselves about how to meet

King Arthur in battle. They are already fighting among themselves.

EVENTS

One day, two dwarfs come to court bearing a note for Queen Guenever. The note is from King Pellinore's wife, who begs the queen to accept the service of the dwarfs. She does so. No one is quite sure what two mute dwarfs will do, but they are assigned to Sir Kay, who puts them to work.

Characters may wish to speak with the dwarfs, but the pair is truly mute. They are just another fantastic feature of Arthur's court.

EVENT: ARRIVALS AT COURT

The three sons of King Arthur, all squires, arrive in town this year. One is his self-proclaimed son, Borre, who arrives early in the year and is quickly knighted, becoming the center of attention. He fights in Ireland and returns with his father to act the part of heir-apparent, even though he is never officially proclaimed.

Also before the battles in Ireland, another squire appears at court, but he does not announce his lineage. However, someone notices Loholt at his knighting ceremony, and he is quickly recognized as Arthur's son as well. He too fights in Ireland.

And of course there is Mordred, who arrives later in the year and is knighted at the winter court. However, his true parentage remains as yet unknown, even to himself; he is thought to be the youngest son of King Lot.

See "The Sons of Arthur" in Chapter 7.

KING JORAN'S CHALLENGE

A foreign king appears at court and challenges all knights to joust with him. He says his name is King Joran, and he comes from the Land Beyond the Mountains in order to test the skill of the knights of Arthur's court. He jousts with, and defeats, everyone who rides against him.

The King in 530

At this time, 38 years of age, King Arthur is a stately, handsome knight, still very robust and strong, just starting to show some grey in his whiskers and temples.

SIZ 14

DEX 16

STR 19

CON 18

APP 15

Distinctive Features: Noble bearing, noble voice.





Sir Gawaine goes last, and just as he is recovering from his fall, King Joran rides up to him and grapples him, lifts him, and rides away before anyone can act.

Arthur is naturally distressed, but is forced by his planned invasion to perform other events.

IRISH WAR

King Arthur sails to help his ally King Anguish, and his friend Sir Gerald of Striguil. From western ports, the army debarks in Leinster. There King Anguish welcomes them, and joins his forces to Arthur's. Together they confront a large Irish army of badly equipped, but highly motivated warriors.

BATTLE OF TARA

Length of Battle: 5 rounds

Battle Size: Large

Commanders

King Arthur (Battle = 22)

Muirchertach (Battle = 22)

Modifiers

Arthur is badly outnumbered: -10

Arthur has superior troops: +5

Muirchertach has higher ground: +5 (for him)

The Fight

Round 1: First Charge. The Irish troops are all afoot.

Rounds 2-3: Normal.

Round 4: Irish army panics and breaks; Arthur's forces suffer a -5 modifier on Unit Events Table rolls.

Round 5: Pursuit.

After the Battle

King Gilmaurius escapes and returns to his kingdom of Dal Riada in Ireland. The Picts flee, but reassemble nearby at Loch Lomond.

Victor: King Arthur. Decisive Victory.

Plunder: £6 in goods.

Glory: 45 per round, x2 for Decisive Victory.

Muirchertach accepts defeat and surrenders to King Arthur. The terms are not too harsh, and Muirchertach swears fealty and homage to King Arthur. Anguish and Muirchertach agree that King Arthur shall have a region as his own direct fief, centered on the city of Dublin. This area is called the Pale, and Arthur assigns old Sir Brastias to be its first Justiciar, his regent for Ireland.

The king remains in Dublin to receive the surrender of the Irish regional kings, tribal kings, sub-kings, clan kings, and others. In general, most of the nearby kings yield, most of those far away do not, and half of those in between do.

King Arthur offers many Irish lands to British knights and lords as "speculative grants," which means, essentially, "if you can take it, it's yours." They are generally in the territories of those Irish lords who are close by yet did not come to pay homage to Arthur. Many of these grants are to the de Ganis clan,



Ireland

MAP KEY

-  LAKE
-  RIVER
-  BORDER
-  ESKER
-  BOG
-  CASTLE
-  CITY
-  MONASTERY



CASTLES OF THE PALE

- ① DROGHEDA
- ② DUNBOYNE
- ③ LOTTRELLS
- ④ MAYNOOTH
- ⑤ RATOATH
- ⑥ TRIM



Ireland in 530

The information given here is for 530, the year King Arthur invades Eire, and the years thereafter. Before that date, the information is much the same, but without the Pale and its castles.

AILECH (Kingdom): One of the Ulster kingdoms, Ailech includes the monastery of Derry. It borders on the realm of the fomorians and is lightly inhabited.

Ailech (Castle): This fort is the seat of the King of Ailech.

Ardmulcan: This motte-and-bailey is one of a ring of castles around the perimeter of the Pale.

Blackcastle: This castle sits outside the seaport of Wicklow, and is the central stronghold for the Butler clan.

Carrickfergus: In Dal Riada, this was originally the site of a rath sitting out on a tidal spit; it is rebuilt as a feudal castle.

Cashel: This hill fort is the traditional center of power for the kingdom of Munster.

CONNACHT: This land of bogs, forests, and barren mountains has little fertile land. It includes Cruachu and Galway.

Cork: This is a thriving city, a sea port on the coast of Muster. It is populated primarily by Lochlannach, including the thriving farms all around it.

Cruachu: This is a cluster of raths that comprise the capital of the Kingdom of Connacht. A cave nearby has released giant cats, female werewolves, and demons.

Dal Araide: A Cruithine kingdom subject to Dal Riada. (The Cruithne are the pre-Irish inhabitants of Ireland. They still dominate this kingdom.)

Dal Fiatach: A fomorian kingdom now subject to Dal Riada. The fomorians were the pre-Cruithne inhabitants of Ireland, and they still dominate this kingdom.

DÁL RIADA: This tuath, or tribe, is descended from the old Ulster dynasties of legend. Many of its members have migrated overseas to the Long Isles, and close contact is kept between the two lands. Carrickfergus is the center of government for the kingdom. It rules Dal Araide and Dal Fiatach.

Derry: A monastery here is the center of a small community that serves as the seaport for Ailech.

Downpatrick: This is the burial place of Saint Patrick.

Drogheda: This walled city has one of the motte-and-bailey castles that protects the Pale.

Dublin: The biggest city in Ireland is under the rule of King Arthur. It was established by Lochlannach, but now hosts merchants from all sailing directions. It is the center of British influence, amid the region called the Pale. A strong castle is the center of government.

Dunboyne: This is one of a ring of castles around the perimeter of the Pale.

Dunlace: This is a motte-and-bailey castle.

Emain Macha: This ruin in Oriel used to be the capital of Ireland until it was sacked in 451. A mound

nearby was the famous hall where the hero Cú Chulainn once feasted.

Esker: This is a high and dry mound that creates a passageway right cross the island.

Galway: This small seaport on the west coast, in Connacht, is a thriving market place. Unlike all the other cities, this one is primarily Irish.

Glendalough (a.k.a. Two Lake Glen): Site of the monastery of Saint Kevin, near a magical healing lake. A motte-and-bailey castle is nearby, part of the circle around Dublin.

LEINSTER: The most powerful of the Irish kingdoms on the island, allied to King Arthur. The kingdom includes Wexford, Wicklow, and the Monastery of Saint Brigit.

Limerick: This is the thriving seaport for the Munster kingdom. Its populace is primarily Lochlannach.

Lottrells: This is one of a ring of castles around the perimeter of the Pale.

Maynooth: This is the oldest British fort in Ireland, having been built by Gerald in 521. It is a medium-sized stone castle, one of a ring of castles around the perimeter of the Pale. It is still the center of the Fitzgerald clan in Ireland.

MEATH: This wide, flat region is the most fertile and desirable land in Ireland. It is sparsely populated now, having been a battleground between Connacht and Leinster, and now the British move slowly to take it.

Muirbolc: This castle is the traditional seat of the King of Dal Riada.

MUNSTER: The southern kingdom of the Irish. It includes Cashel, Cork and Limerick.

ORIEL: Oriel was once the center of Ulster, but that era ended when Nial Nine-Hostages and the Three Collas destroyed the old kingdom. The region includes the old capital of Emain Macha. It has no single king, but is broken into tribes subordinate to other regions.

PALE: The Pale (or Pales) is the region of Ireland subject to the justice and rule of King Arthur. It is ruled locally by the Justiciar, who oversees the quarrelsome clans of the Fitzgeralds and de Ganis. The region centers on Dublin and includes many castles surrounding it.

Ratoath: This is one of a ring of motte-and-bailey castles around the perimeter of the Pale.

Tara: The fertile Plaine of Tara, with the impressive ruins of the old capital, are now part of the Pale.

Tory Island: This island off the coast of Ailech is a stronghold for the fomorians.

Trim: This is a sturdy stone castle, one of a ring around the Pale. It is the center for the de Ganis clan in Ireland.

Wexford: This is a thriving port in Leinster, originally settled by Lochlannach.

Wicklow: This is a seaport south of Dublin.



People of Ireland

The Pale is a region which the British take over in 530. The newly appointed Justiciar, Sir Brastias, rules here in Arthur's name for only about a year before he retires to the life of a monk in a hermitage back in Britain. The Pale is full of castles where the British language is spoken, and the peasants plow and reap like British serfs do, not like the Irish.

Many individuals and small families have carved out a small life for themselves here. Many more shall as well.

In particular, three British families have established themselves in Ireland: the Butlers, the de Ganis, and the Geraldts.

Gerald

After Brastias leaves in 531, the Justiciar of Ireland is Sir Maurice FitzGerald, son of Gerald Striguil of Pembroke, who led the first British expeditions to Ireland in the 520's. Maurice is the family head and a famous adventurer, and he marries a local goddess, Áine. He is proud, busy and short if it is not about important business. Maurice holds the Justiciar's seat until he dies in 546.

Gerald FitzGerald, son of Sir Maurice and Áine, is said to be able to leap ten yards at once, recover from any wound, and have a black stallion that can run over water.

Butler

Sir Theobald de Butler is the actual leader of his family's forces in Ireland. He claims Justiciarship the year after Maurice FitzGerald dies, in 547. His position is "slow and steady," and in giving nothing to (or back to) the Irish. "Slavery is a step up for them," says Theobald.

The Butlers dislike the "foreigners" in Ireland — that is, the de Ganis clan, whom they denounce as "continentals" and "goths." The Butlers are also horrified that the Geraldts have "gone native." Sir Theobald has several vigorous, thoroughly British sons.

De Ganis

Sir Hugo de Ganis got a grant from King Arthur in 530. Though he was killed shortly afterwards, his rel-

atives stepped in to protect the infant heir, Hugh II, and to administer the lands. Sir Blamore and Sir Bleoberis are the most important leaders here. (Lancelot never sets foot in Ireland except during the Irish War.)

In 552, Hugo II is ensconced as Earl of Westmeath.

The Lochlannach

The Lochlannach are a warlike sea-going people who have occupied many places in Ireland, centered on the Western Isles and nearby coasts. They are descendants of Norse settlers. (Use Saxon stats for them.) Sometimes they are called Sessoiners.

Famous among these is one Sir Brian, an ox-like fighter and cat-like tactician.

The Atecotti

The Atecotti are the natives of the outermost Out Isles. They are stone age survivors of the oldest human peoples that lived in Britain before even the Picts, who slowly forced them out to the Out Isles. The Atecotti are big (use Saxon stats) and truly paranoid, even xenophobic, quick to resort to violence as a solution. They worship old, old spirits unknown to anyone else.

After Galeholt conquered these islands, some of the Atecotti became his hostages, and a few of those learned the ways of civilization. They became the leaders of their people when they returned, for they had the arms of knights now — but none of his manners, courtesy, or religion.

The Knight of the Devil Shield, a vassal to Duke Galeholt, is now the leader of the Atecotti, more often than not going about the land jousting and causing trouble.

The Cruithni

In the northern lands of Ireland, especially in the northeast in Dal Riada, live a people called the Cruithni. They are comparable to the Picts of Britain in every way (use Pict warrior stats), and are subject to the local kings.



others to the Butler clan. Those two become, with the Geraldts, the leading families of feudal Ireland.

One of the most successful knights of the army is Sir Hugo de Ganis, a nephew of King Bors and of Queen Isoud the Elder, who had been raised at court in Ganis. After Arthur's victory, Hugo is given a speculative grant of the Kingdom of Meath, a large region outside the Pale. He seeks mercenaries or knights who are willing to fight for a land grant under him.

THE CASTLE OF BONES

The subjugation of Ireland progresses satisfactorily. Player knights have some time to wander around and be unimpressed with Dublin's primitive nature.

One dark night, in the fastness of the new moon, a couple of Arthur's most trusted men move stealthily among the troops and awaken selected individuals and ask if they wish to accompany the High King on a venture which will be the most perilous of their lives.



Note: No player knights are asked. They wake the next morning to discover that the king and a band of men are gone.

King Arthur chooses 7 companions and 144 footmen to accompany him on his secret, midnight ride to the Castle of Bones. This is a fantastic, otherworld journey that is an utter disaster for King Arthur and his friends. King Arthur is rescued by Sir Galegantis, who nearly dies in the attempt. Almost all the knights are killed, and only seven men return alive.

Arthur decides to return home to Camelot.

LOGRES: THE WILD HUNT

As harvest approaches, all seems well. The crops look good, the weather is holding, the population prepares to turn out for the harvest. Abruptly, without any warning whatsoever, a terrible winds blows off the North Sea, howling with unearthly rage and bearing hail upon its biting winds. It is not a natural wind, but blows forth each night over a different part of the land. Experts and magicians are summoned to see what it is, and to stop it if they can.

It is the Wild Hunt of the Saxons! The magicians make spells and the priest makes prayers, but none of this works against the terrible wind.

Perhaps the only good news is that the storm is limited in the area it can ravage each night, so although the entire kingdom is visited it is not concentrated enough to destroy every piece of unharvested food.

CHRISTMAS COURT

Royal: A troublesome witch in Anglia has organized many to follow her, and sacrificed babies to send the Wild Hunt against the lands of Logres. The evil spirits and winds ravage the crops shortly before harvest time.

Salisbury: "Where is the Bishop? He is supposed to be protecting us from just this kind of ravage!"

SPECIAL WINTER PHASE MODIFIERS

Because of the Pax Arthur, all lands of Logres get a -1d6 modifier to Starting Bad Weather rolls. Because of the fighting, the following counties suffer the following modifiers to Starting Bad Weather.

Leinster: Land was raided (+1d6)

Meath: Land was pillaged (+2d6)

In addition, because of the Wild Hunt, each holding in Britain must roll on the following table to find the modifier for Starting Bad Weather:

d6 Roll	Modifier
1	None
2	+1d6
3-4	+2d6
5-6	+3d6

FOREIGN WARS

Knights seeking experience in war must leave Britain, whose warlords have all surrendered to the High King. The glory and experience of true deadly combat lies overseas. Wars occur often in many places, but at this time Ireland and France both offer war all the time.

Temptations: The Gamemaster can use these foreign wars as an exercise of chivalry and idealism. Most British knights are men of great power elsewhere, and they can do whatever they want as far as killing, plunder, and wholesale destruction. They can take whatever they want to enrich themselves (always a major reason to go to war).

Chivalry towards other knights should be honored in both France and Ireland, where knights are rare and have more in common with each other than with commoners, but chivalrous knights must decide whether to extend mercy and generosity to Irish champions and Lochlannach warlords.

Undertaking these kinds of wars and ravages offers every temptation. (See "Plundering the Picts" in Year 519 for some idea of the actions that might be undertaken and the effects those actions should have on a knight's traits.)

As well, a Gamemaster might use a number of adventures found in other chapters as springboards for action, such as the earlier Uther Period adventures "BORDER CHALLENGE," "RIDING IN AN ENEMY LAND," "AMBUSH," and so on.

ADVENTURE: WAR IN IRELAND

Ireland is a large, bowl-shaped island. Wooded hills surround its rim, and its center is wooded bog lands. It has seven kingdoms plus the Pale. To the British, the natives are ignorant, bloody savages, always ready to make war. The Irish people are poor and dirty, have no cities, fight naked and afoot, and are treacherous in everything but killing. (That's why kerns are often hired as mercenaries.)

The Irish kings can muster and lead their entire kingdoms to war. In such a case, a real battle should ensue. But the kingdoms are afraid to bring their armies out, for they would probably be beaten again. Thus, while the Irish kings wait, the clans fight, and the kings are glad to have the clans harassing the advancing British.

The British are essentially conquering the Irish one small group at a time, by settling a new castle and fighting off the outraged peasants for several years, then moving into a new area and building a new castle, etc. Most of the combatants are thus from



single clans, or a cluster of several, whose local interests are at stake.

Hence, the British slowly move across the land, one castle at a time, and the Irish lands are slowly being devoured.

Three places are significant exceptions: Leinster, Dal Riada and the Pale. In Leinster, King Anguish is a happy ally to King Arthur, and his wife Queen Isoud is kin to the de Galis clan. King Anguish invited the first British, the Fitzgeralds, and later welcomed King Arthur. Since then, he has been working as closely as possible with the arrogant, self-serving British conquerors. It is sometimes uneasy, but with masterful skill he has largely kept his kingdom intact.

GALEHOLT'S DOMAIN

Duke Galeholt is an Irish lord who has personally conquered a widespread area and made himself Dux, or warlord, over them all. Dal Riada is a part of Duke Galeholt's multicultural domain. He is native to this land, which is part of his sea-wide duchy.



EVENT: ARRIVAL IN IRELAND

Time: 531 or after

Knights arriving in Ireland have to have someplace to go. They can always go to Dublin Castle for lodging while they get oriented. Regardless, they ought to check in with the Justiciar, as guests to his domain.

Justiciar FitzGerald wants to know who any visitor's friends are, where he is from, what his business in Ireland is, who he will be staying with, and how long he plans to remain in Ireland. He briefly explains that Ireland is the realm of King Arthur, whose law reigns supreme inside the Pale. Outside, only savages live.

If the player knights are associated with the Geraldts or have no affiliation with any of the three major families, the Justiciar explains that the de Ganis are canny statesmen, with whom one must be cautious. The Butlers are dangerous connivers, plotters who will do anything to get more powerful. The Fitzgeraltd's, the first ones here, are the honest and lucky ones who know their way around with the Irish.

If the player knights have friends among the Butlers, then they go to Blackcastle, south of Dublin near Wicklow. If they have friends among the Geraldts, then they go to Maynooth Castle, due east of Dublin at the edge of the Pale. If they have friends among the de Ganis, then they go to Trim Castle, a day's ride to the northwest, at the edge of the Pale.

If they have no friends in Ireland, then they can stay at Dublin Castle, in the city.

EVENT: EXPANSION

The British process is to negotiate with the local clans and get some on their side. Then they go in and erect a motte-and-bailey castle, occupy it, and proclaim the territory to be British.

The local people then protest in various ways, including legal complaints, unofficial complaints, work slowdown, running away, murders, raids, and uprisings. Once the British have quelled these problems, they settle in and prepare to expand into new territory.

EVENT: FIGHTING THE TRIBAL IRISH

Mindless fighting in Ireland is usually against Irish warriors, who prefer to ambush knights and rarely can be tricked into any direct confrontation, unless they have chosen the ground and have some aggressive purpose.

EVENT: FIGHTING IRISH LORDS

The three competing British families have an acute rivalry and a combative attitude. They are essentially competing for the same peoples to enslave. Nonetheless, rivalry can be good-naturedly expressed through chivalrous jousting or duels. Such



sports can, and often do, degenerate into real fights, wounds, and death, and the continuation of a blood feud whose intensity would make the Irish proud.

At this time sieges might occur, or even a skirmish or a small battle between knights.

EVENT: VISITING DUBLIN

Dublin is the major city in Ireland, established originally by the Lochlannach people as a base for their sea-going expansion. It was conquered by King Arthur and has expanded greatly as more trade has begun to ship back and forth.

Dublin is a small city, comparable to British cities, with a cathedral for its resident bishop, a staunch castle defending the walled city, markets, and an artisan/merchant class present. Its purpose is to be a trade and political center.

For local Dublin color, use the "London Events Table" in the Preface for ideas.

ADVENTURE: WAR IN FRANCE, GAUL, AND GANIS

The continent is a land of war. At this time, several powerful French kings wage continual petty wars upon each other, each hoping to weaken the other and then invade for a pitched, decisive battle. The de Ganis clan is also slowly re-taking its ancestral territory. And the kingdoms to the east contribute their parts as well, with raids and pillaging expeditions.

Actual battles are possible here, where occasionally an army marches to relieve a key castle. They are almost always small battles or skirmishes, however.

OVERVIEW

France and Gaul are a large territory, far larger than Britain. The area used to be simply Roman Gaul, but history has left it divided among conquerors. It's now three very different regions, with France in the north, Ganis in the southwest, Gaul in the southeast, and the wilderness of the Massif Central in between.

France is the land of the Franks, who successfully invaded a century ago and have begun to recover from their ancestors' desire to drive out the Roman influences of civilization, literacy and peace. They are led by the Merovingian dynasty, ruled by King Claudas (Clovis), who conquered Syagrius in 485.

It is hard to find good things to say about the Merovingian dynasty. First, it's difficult to be sympathetic with kings whose contemporaries called them "the Fat," "the Stupid," "Big-nose," "the Cruel," and so on, with nary a "Great," "Just," or even "Accept-

able" among them. Rumors that their bloodline includes the blood of He Who Died on the Cross must assume that the Holy Blood of Christ is best hidden deeply within the bodies of men who regularly perform the worst evils, including patricide, fratricide, matricide, and genocide.

The Counts and Dukes of the Franks are famously independent of their king, regularly refusing to pay tribute or send troops when the king calls them. The virtue absent from the French king and his dynasty seems to reside instead among the families of these noble families of Anjou, Normandie, and Champagne, and among the many counties of the Franks.

Ganis and Benoit are the south-western part, which the Visigoths conquered years ago. Ganis is sometimes called the Land of Waters, or Aquitaine, referring to the extensive waterways of the Garonne River drainage system. It includes the important wine-exporting city of Bordeaux. The de Ganis clan, including Lancelot, Bors, and Ector, comes from this region. Some of them have returned to Ganis and are slowly taking back their ancestral lands from Frankish overlords.

Benoit includes the counties of Poitou and Berry, and was a kingdom ruled by King Ban, one of the Visigoth rulers, until conquered by King Claudas in 518.

Gaul is where the near-lost Roman traditions are strongest. For instance, many of its people outside of the clergy can read. It is also famous for its old cult worshipping the Virgin and for its many beautiful cities. The cities of Gaul are also noted for their liberality and tolerance among its "five peoples," who are the Occitanians, Jews, Celto-Romans, Syrians, and Greeks (or Byzantines). It includes Narbonne, a city-state ruled by Jewish knights.

ANNUAL TACTICS

All the adversaries here follow the same general process to encroach on enemy territory. They choose an enemy castle or city, besiege it, and hope the enemy sends an army to relieve it. After 90 days, as required by medieval contract to the liege lords, the castle or city surrenders.

At the same time, it is likely that the enemy has done the same to some castle owned by the attackers, resulting in a net exchange of one castle for one castle. The only loser is whomever had two of his enemies attack that year, and thus lost one castle overall.

The Plundering: Every so often, the Justiciar of Ganis musters a large enough army (or is host to one visiting) and sends it upon a march of destruction to cut a new swath of burnt farmhouses, chopped



vineyards and orchards, and burnt fields of grain and stands of forest.

When the army comes to a city, it is besieged with the intent of plundering. This expedition has two purposes, after all — to weaken the enemy, and to enrich the attackers.

Will the defenders muster to defend their lands? Will there be a chance to fight, man to man, and risk capture in exchange for ransom? Or is this campaign going to produce only mercenary wages for knights, via plundering another village for goods?

Battles: Actual battles are sometimes fought when a particularly important site is under attack. The defender musters his army and tries to destroy the enemy. Large or medium battles are rare and dramatic, but many smaller ones occur when a castellan decides to liberate his neighbor from siege.

FIGHTING THE FRENCH, GAULS, OR VISIGOTHS

The French, Gaul, and Visigoth nations are all civilized, recognizing the laws of chivalry, more or less. Ransoms among knights are common, so fighting between knights has a veneer of safety. Wading in among the footmen (who are increasingly armed with great spears or the like) is less safe.

CONQUEST PERIOD ADVENTURES

ADVENTURE:

LADY OF THE FOSTERLINGS

Setting: Near Waterford, in southeast Ireland.

Characters: Sir Cerball (or some friend of the player knights), a young knight who wishes to be married; Orlaith, a maiden who wishes to be married; Fiachra the Fosterling, leader of his people and father of Orlaith.

Problem: A friend wants to marry a young daughter of a lord of the Fosterlings. However, he can do it only if the wyrm ravaging the land is killed.

Action: Fight the wyrm.

Secrets: A prophetic hag has said that only one of two things can kill the wyrm: the Spear of Cathoir Mór (see the adventure “CATHOIR MÓR’S SPEAR,” below); or a man “cruel in love.”

This last can be interpreted as the Gamemaster wishes, but it may well qualify someone in the knights’ party. Alternately, choose some other negative quality that the prophetess cites, simultaneously giving the knight some shame (and a check in that trait) and a chance to use that old fault to further himself.

Glory: 100 for helping the knight get his wife, plus any for defeating the wyrm.

Afterward: Fiachra talks some more about the Spear of Cathoir Mór. According to legend, whoever wields it is the Fosterlings’ chief, so wouldn’t it be good if his own son-in-law had that spear...?

If interested, see the adventure “CATHOIR MÓR’S SPEAR.”

ADVENTURE: CATHOIR MÓR’S SPEAR

Setting: Anywhere in Ireland.

Characters: Maolodrán the Outlaw.

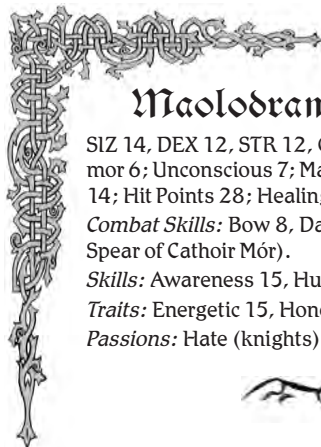
Problem: The clan of the Fosterlings, from around Waterford, wish the Spear of Cathoir Mór to be returned to its traditional place. It was taken by Maolodrán the Outlaw, who is now in hiding.

Secrets: The mighty Spear of Cathoir Mór came originally from a great stone in Anferginan Pass, where it had sat and received sacrifices for ages. The spear magically consumes one cow’s worth of food, or the blood of a man, daily.

The spear can speak (in Irish) to express its desires and needs, can move itself within the area of Anferginan Pass, cannot be broken, and can fight without a wielder (skill 20). In human hands, its skill of 20 is added to the person’s own Spear skill.

Finally, when fighting multiple opponents, if the spear (or its wielder) wins a round of combat against any particular foe, then it can fight against every other combatant within range that round as if it had only one opponent. (That is, it need not divide its Combat skill among its enemies as normally occurs when fighting multiple opponents.)

Example: Sir Ambrut, Sir Brutus, and Sir Calas are attacking Maolodrán, who chooses to fight against only Calas, the youngest (and hence presumably least effective) knight. In their normal opposed resolution, Maolodrán easily wins and stabs Calas. Normally Ambrut and Brutus would have unopposed attacks, since



Maolodran the Outlaw

SIZ 14, DEX 12, STR 12, CON 14, APP 9; Move 4; Armor 6; Unconscious 7; Major Wound 14; Knockdown 14; Hit Points 28; Healing Rate 2; Damage 4d6.

Combat Skills: Bow 8, Dagger 10, Spear 13 (33 with Spear of Cathoir Mór).

Skills: Awareness 15, Hunting 13.

Traits: Energetic 15, Honest 6, Valorous 13.

Passions: Hate (knights) 10.





Maolodrân focused his efforts on Calas, but because of the spear's magic they must both oppose his Spear roll as normal, much to their discomfort.

Solution: Kill Maolodrân. He has the spear and he's not letting it go without a fight.

Afterward: The spear disappears and appears back atop the rock at Anferginan Pass.

Glory: 300.

ADVENTURE: ISLAND OF FEES

Source: *Guiron le Courtois*.

Time: 523 or thereafter.

Setting: A small island somewhere in Britain.

Characters: Three ladies camp at the island, wailing and weeping pitifully over a tomb. The three ladies call themselves *die fees* ("the fairies") because they have grown wan and insubstantial since their doom was laid upon them.

Problem: The ladies have been cursed to remain at the tomb until the slain knight in it, a good and worthy king, is properly avenged. The king was their father, who was slain treacherously by another knight.

The *die fees* beg all passing knights to swear to avenge their dead father, but they must do so without learning who is inside the tomb before so swearing. They make many extravagant promises to tempt the knights, such as wealth, lands, and even themselves in marriage.

Action: The distress of the ladies attracts passing knights, who are offered the story and begged for help.

Solutions: If someone takes the quest, the women stop lamenting for a while and invite everyone into their pavilion for dinner. They swear the volunteer(s) to secrecy, and then reveal the secrets.

Secrets: If anyone takes the oath, they learn that the dead knight is King Pellinore, once the greatest knight of the Round Table. Whoever hears this tale receives a passion of Hate (Pellinore's murderer) equal to 3d6 (minimum 10).

However, the ladies do not know exactly who the murderer is, and leave it up to the knights to find him. If the knight is ever successful in his quest, the ladies fulfill any promises they made.

Unknown to anyone for many years, the murderers are actually four of the five Orkney brothers, all except Gaheris.

Secret: If the player knights take this quest, they will eventually make enemies of the Orkney clan. The ramifications of this could be great, since the clan becomes more and more vengeful as time passes.

Glory: 50 for taking the quest, 100 for killing each murderer.

ADVENTURE: SIEGE PERILOUS

Setting: Camelot, in the Hall of the Round Table.

Characters: Any.

Problem: One hundred and fifty chairs, all of them elegant, circle the table. Upon the back of each of them, written in gold letters, is the name of the knight whose seat it is. These names appear miraculously when the knight has been chosen to grace the table.

One of the seats is vacant, though, and has been since the table was brought here. Instead of a name it says only "SIEGE PERILOUS" (that is, "Seat of Danger").

Whenever anyone but its intended recipient sits in this chair, there is a clap of thunder, a great roar, and a blast of fire bursts from the chair and instantly incinerates whoever is in it (the character dies instantly, with no recourse).

Secrets: Hardly a secret. There is only one knight destined for this seat, and everyone else who dares it will be destroyed.

Solutions: Be that knight!

Glory: 1000 Glory to sit in the seat without perishing.

EVENT: TALKING EAGLE

Time: 520.

Setting: Any forest.

Characters: The talking eagle Eliwlod [pronounced *elee-olod*]; King Arthur; player knights and others.

Problem: One day while riding through the forest, the knights see an eagle on a tree. It sees them as well, and says, "Pride is the fault of the Pendragons. Tell King Arthur."

Action: After the player knights report this strange event to King Arthur, he wants to go see this eagle. He asks the player knights to take him to where he saw the eagle. They find the eagle in the same place.

Awareness. (Success = It is smiling! Critical = You note that it has a marking like eyebrows that go all the way cross its forehead.)

"Is that bird grinning at me?" asks the King.

The eagle responds, "Pride is the fault of the Pendragons. Tell King Arthur."

"I am King Arthur, and who are you?"

"And who are *you* to come into the forest and command an eagle?" says the bird.

"I am Arthur Pendragon, King of Logres and High King of all Britain, Emperor of Rome and Defender of the Faith."



"Such pride! Pride is the fault of the Pendragons."

"And how do you know such things of the Pendragons, eagle, who lives in the woods so far from court?"

"I am your cousin, Arthur. I am Eliwlod, the son of Madoc, your brother."

"Then well met, cousin! Had I known you were here I would have come years ago to converse."

"Our business is brief. Since my death and transformation we are no longer truly kin. I am here to warn you. Pride is the fault of the Pendragons, and you must curb your pride or fall. Furthermore, I will tell you five things to prove my powers. Listen clearly."

"You will almost die, and then find yourself lost among a field of stones."

"A boatload of children will make you marvel and fear."

"A white knight will also be a monk."

"You shall sit on a throne in Rome."

"Your son will be King of Britain."

The eagle stretches and spreads its wings. "Pride is the downfall of the Pendragons. Son of my grandfather, humble yourself or all these things I have named will be evil for you. Now I am off to serve the King of Eagles, a truly ancient and wise old bird."

And it flies away.

Secrets: The eagle is prophetic, and everything it says will come true, eventually.

Glory: 25 for witnessing this event.





Chapter Seven

Romance Period:

531–539

Arthur has been ruling now for fifteen years.

HISTORICAL COMPARISON

This game Period is roughly equivalent in many ways to the early 13th Century of western Europe. Think of Richard the Lion-Heart and the conquests of Edward I.

YOUR CAMPAIGN

In this Period, the campaign focuses in earnest on the pursuit of Romance. It also has wars, duels, and tournaments, as well as faeries dropping by every so often.

POLITICS

Although the many rebellious kings of Britain have been defeated, not all of their subjects have been. Many are now outlaw robber barons, while most are just reluctant to swear fealty to a conquering foreigner whom they do not know.

WHAT'S NEW

Some notable advances occur in the Romance Period.

EQUIPMENT

Armor: Plating, sometimes added before now for extra protection for elbows and knees, has been extended to include legs and body. A fair amount of chainmail is still used, though, so this armor is called partial plate (14-point). Helmets are closed, with slits provided for vision.

Trappers (see *Pendragon*, Appendix 1) are common for Andalusian horses, being the heaviest armor they can wear, and also on the few destriers seen in this Period.

Weapons: The newly available weapons are the flail, great sword, and hammer. (The only remaining weapon listed in Appendix 1 of *Pendragon*, but not yet available, is the halberd.)

The heavy crossbow (damage 1d6+16) becomes available during this Period, but is not encountered by Arthur's troops until they fight the Italians at Saussy.

Horses: Chargers are now the common mount, and Andalusian chargers or "Spanish horses" be-

come more widely available. Many are imported from Spain, but Arthur has also instituted breeding programs for them. Most rich knights will have these.

Destriers (see *Pendragon*, Appendix 1) also become available. The best Round Table knights get them as gifts from the king, but until the middle of the Period (c. 535) no one else has access.

Clothing: Two new garments are introduced. The first is the surcoat, or overtunic. The second is the pelicon, or pelisse.

Typical men's clothing is a cotte hanging to the ankle (merchants and middle-class men wear it to the calf, peasants to the knee.) A surcoat with long wide sleeves goes over the cotte. Dress shoes are slightly pointed, buttoning at the ankle. The common haircut for men has bangs across the forehead, with the sides and back long enough to reach below the ears, curled.

A typical noblewoman wears a dress also called a cotte, which is full, with a belt about the waist. Sleeves are tight-fitting from elbow to wrist, where they button closed. Cloaks, often fur-lined, are worn against the cold. For head covering, a wimple is worn, and a stiffened linen cap atop that. The woman's pelisse is a long, full, outdoor garment.

CUSTOMS

Because of marriages, inheritances, and conquests, many landholders have multiple lords to whom they pay homage. To resolve the problem of primary loyalty, the idea of a liege lord is introduced. A vassal, upon acquiring his holdings, chooses which lord is his primary lord, whose loyalty precedes all others. This is his liege.

Romance has previously been a court whimsy, but now gets serious. Many young knights and ladies are taking full advantage. It becomes especially popular among the women when so many men are gone during the Roman war. Queen Guenever's Courts of Love are now getting into full swing.

New Skill: As well, a new sport is popularized: Tennis. Sir Tor, always the most dashing of the



Round Table cavaliers, quickly becomes the best tennis player at Camelot.

HERALDRY

Badges become important. Each household has its own badge that its non-armorial members wear. Large households may have more than one badge.

Heralds are common as a professional class, and they have developed a sophisticated method of recording coats of arms, sorting out various "proper" methods of handing down a knight's arms to his descendants.

TOURNAMENTS

The sport of chivalry gets more refined. Tournaments everywhere are now typically in the Full style. (See "Tournaments" in the Preface.)

FIEFS

Kings begin to get conservative about giving away their lands. Instead, money fiefs become more common, which are effectively a guaranteed annual income rather than a plot of land. A money fief is otherwise handled as a regular fief, and can be handed on to descendants.

CONSTRUCTION

Round and polygonal keeps and towers are recognized as being superior in design. They are also more

expensive, however, so square keeps and towers are still built. In fact, castles that have been built over many years may include both square and round towers.

Around the middle of the Period, the works defending a gate have become so sophisticated that they are recognized as a new type of work, called the gate house.

The following are additional components that can be purchased for a castle.

Gate house (DV 10): £30

Gate house, tall (DV 12): £50

Palace (DV 2): £30

Round keep (DV 12): £40

Round keep, tall (DV 18): £80

Tower, round (DV 7): £20

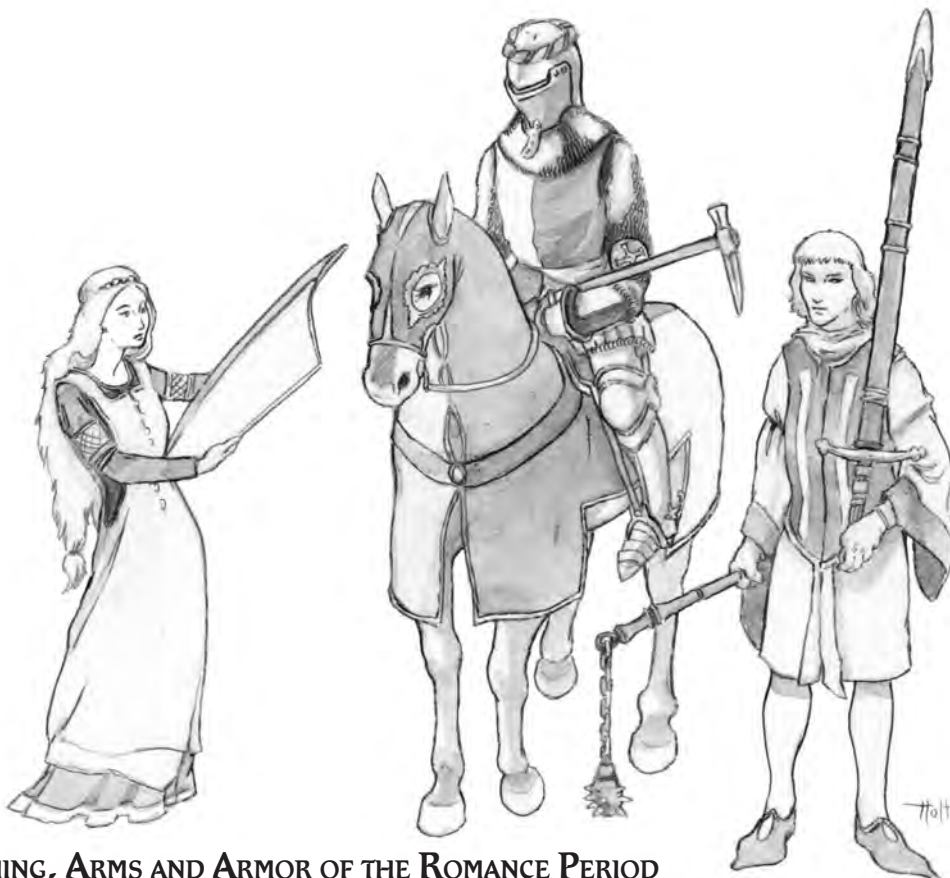
Tower, round, double (DV 10): £40

Tower, round, triple (DV 13): £60

SAMPLE CASTLES

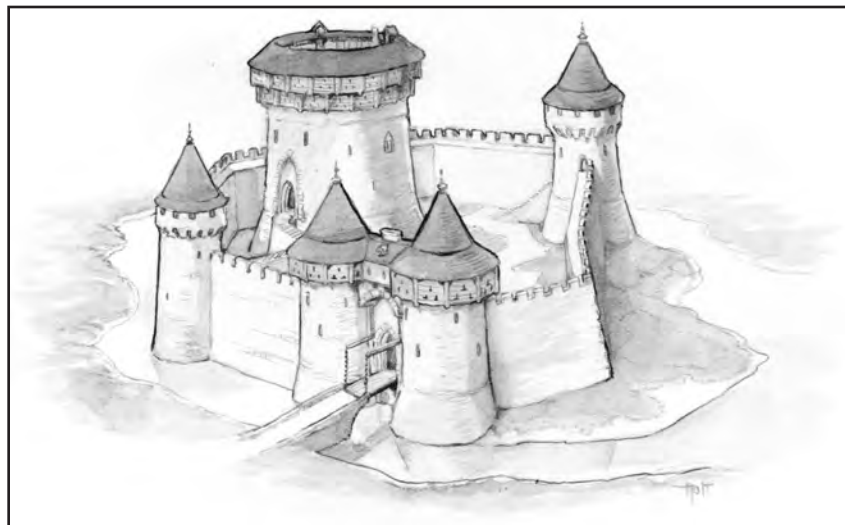
Small Castle: DV 22/12. Cost £107. *Outer works:* Double ditch, moat, curtain wall, gate, gate house. *Stronghold:* Round keep.

Medium Castle: DV 36/12. Cost £132. *Outer works:* Double ditch, moat, curtain wall, gate, gate house, two round towers. *Stronghold:* Round keep.



CLOTHING, ARMS AND ARMOR OF THE ROMANCE PERIOD

CHAPTER SEVEN: ROMANCE PERIOD: 531 — 539



Large Castle: DV 42/22. Cost £232. *Outer works:* Double ditch, moat, curtain wall, gate, gate house, two round double towers. *Stronghold:* Tall round keep, gate tower.

TROOP TYPES

This list ranks the available troops of the times, from best to worst. The number in parentheses indicates the actual number of individuals, used only to calculate the relative size of a battle.

Superlative knight (4): 14-pt armor, destrier with trapper, 3 squires

Rich knight (3): 14-pt armor, Andalusian charger with trapper, 2 squires

Ordinary knight (2): 12-pt armor, charger, 1 squire

Poor knight (1): 10-pt armor, charger, no squire

Sergeant (1)

Armored foot soldier (1): 10-pt armor, sword, shield, spear

Italian crossbowman, Saxon warrior (1)

Hobilar, foot soldier (1/2)

Bandit, plunderer (1/5)

Peasant (1/10)

MERCENARIES

Mercenary Unit Costs

Troop Type (100 men)	Cost (£/mo.)	Loyalty
Knights	200	15
Sergeantry	100	12
Armored foot	50	12
Saxon warriors	20	10
Welsh spearmen	15	*
British archers	20	12
Italian crossbowmen	25	8
Foot soldiers	10	12
Plunderers	5	*

* Loyalty = 1/2 of the £ received this month.

PRICE LISTS — ROMANCE PERIOD AND BEYOND

TABLE 7-1: FOOD AND DRINK

Item	Town Price	City Price
Meals		
Common meal	1/8 d.	1/4 d.
Knight's meal	1 d.*	2 d.*
Potables		
Ale/beer (jug)	1 d.	1 d.
Mead (jug)	4 d.	6 d.
Local wine, poor (bottle)	1 d.	1/2 d.
Local wine (bottle)	2 d.	1 d.
Local wine, good (bottle)	3 d.	2 d.
Foreign wine, good (bottle)	10 d.	6 d.
Exotic wine, good (bottle)	25 d.	12 d.
Feast**		
Ordinary	1 d.	1 d.
Good	2 d.	2 d.
Fine	4 d.	4 d.
Grand	8 d.	8 d.
Regal	16 d.	16 d.
Road Fare		
Common fare (2 weeks)	4 d.	8 d.
Hard rations (4 weeks)	2 d.	4 d.
Knight's fare (1 week)	7 d.*	14 d.*

* This includes the cost for a knight's squire as well.

** Includes all edibles and potables, delivery, cooking, cleaning, and service. Prices are per person.

Table 7-2: The Horse Market

Item	Town Price	City Price
Knightly Steeds		
Charger	£10	£8
Charger, Andalusian	—	£20
Courser	£5	£4
Destrier	—	£32*
Lesser Horses		
Donkey	60 d.	50 d.
Mule	100 d.	80 d.
Nag	50 d.	40 d.
Palfrey	£5	£4
Rouncy	£1	200 d.
Sumpter	100 d.	80 d.
Work horse	80 d.	60 d.
Tack and Harness		
Basic tack	16 d.	16 d.
Fancy tack	24 d.	24 d.
Exquisite tack	100 d.	100 d.
Royal tack	—	£3
Unique tack (engraved, etc.)	+100 d.	+100 d.
Armor		
Caparison	24 d.	24 d.
Caparison, fancy	80 d.	80 d.
Trapper	12 d.	12 d.

* Available only as a gift or prize during the Romance Period.



All steeds are assumed to have been trained appropriately.

The standard, average-quality horse is some shade of brown; a black or white horse, or one of some other unusual quality, costs at least twice the base amount.

Table 7–3: Knightly Equipage

Item	Town Price	City Price
Armor		
Padded armor	7 d.	7 d.
Leather armor	15 d.	15 d.
Hard leather	60 d.	60 d.
Chainmail	£2	180 d.
Chainmail, reinforced	£5	£4
Partial plate	—	£10
Underpadding		
Common	7 d.	7 d.
Fancy (rich cloth, embroidered)	—	25 d.
Extravagant (colored silks)	—	£1
Helms		
Great helm	120 d.	100 d.
Open helm	40 d.	40 d.
Visored helm	—	150 d.
Shields		
Common (unmarked)	3 d.	3 d.
Knightly (painted)	5 d.	5 d.
Weapons		
Axe	25 d.	25 d.
Dagger	5 d.	5 d.
Flail	50 d.	50 d.
Great axe	50 d.	50 d.
Great spear	2 d.	2 d.
Great sword	100 d.	100 d.
Javelin	1 d.	1 d.
Hammer	30 d.	30 d.
Lance, jousting	3 d.	3 d.
Mace	30 d.	30 d.
Morning star	75 d.	75 d.
Spear	1 d.	1 d.
Sword	75 d.	75 d.
Warflail	75 d.	75 d.
Gear		
Travel gear	60 d.*	60 d.*
War gear	£2*	£2*
Hunting Weapons		
Boar spear†	2 d.	2 d.
Bow	10 d.	10 d.
5 arrows	1 d.	1 d.
Crossbow, light	140 d.	100 d.
6 light bolts	1 d.	1 d.
Crossbow, medium	200 d.	140 d.
4 medium bolts	1 d.	1 d.
Crossbow, heavy	—	£2
3 heavy bolts	—	1 d.

* This includes the cost of one squire's gear as well.

† This is a large, broad-bladed spear with a metal crossbar located a short distance below its head. It is wielded using the Great Spear skill. A boar that takes damage equal at

least to its DEX score (i.e., typically 15) from a boar spear may not thereafter attack the foe wielding the spear. (See "Boar" in Pendragon, Appendix 2.)

Table 7–4: The Stock Yards

Item	Town Price	City Price
Common Beasts		
Cow/yearling ox	60 d.	60 d.
Ewe and lamb	25 d.	25 d.
Milk cow	120 d.	120 d.
Ox	180 d.	180 d.
Ram	60 d.	60 d.
Sheep/goat	10 d.	10 d.
Sheep, fat	15 d.	15 d.
Sow	60 d.	60 d.
Noble Beasts		
Young hawk	15 d.	15 d.
Trained hawk	80 d.	80 d.
Common dog	5 d.	5 d.
Exceptional dog	25 d.	25 d.

Table 7–5: Clothiers and Jewelers

Item	Town Price	City Price
Clothing		
Knight's (fashionable)	120 d.	£1
Knight's (old fashion)	120 d.	100 d.
Noble's (fashionable)	£4	£4
Noble's (old fashion)	£2	£2
Raw Materials*		
Knightly	35 d.	30 d.
Noble	80 d.	75 d.
Silk	—	£3
Samite	—	£1
Cloth-of-gold	—	£5
Trim		
Lace	12 d.	£1
Ribbons	8 d.	100 d.
Furs	10 d.	£4
Furs (exotic)	18 d.	£4
Thread, gold	—	60 d.
Thread, silver	—	12 d.
Common Accessories**		
Brooch or medallion, gold	£5	£5
Brooch or medallion, silver	£1	£1
Earrings, common	10 d.	10 d.
Earrings, gold	160 d.	160 d.
Earrings, silver	25 d.	25 d.
Ring, gold	£1	£1
Ring, silver	40 d.	40 d.
Ring, signet	60 d.	60 d.
Diamond (unset)	£1	£1
Diamond, unusual (unset)	—	†

* This is enough material (cloths, threads, etc.) to make one knight's or lady's set of fashionable clothing in appropriate materials.

** The standard item is of typical quality; very fancy or cunningly crafted items may cost up to twice the usual price or, if unique and beautiful, even more. In the city, one can find stunning works of royal quality that easily fetch up to thrice the standard value.



† Such a diamond ranges from £2 to £5 depending on its cut and quality.

Note: Finished silver and gold pieces that combine fine craftsmanship with valuable stones can be worth much more than the standard accessories listed above; those prices are given only as a baseline. Of course, only the wealthiest nobles of the land can afford such opulence, and these items can generally only be found in the city market.

For example, a fine silver ring set with an emerald might fetch £1, 5s., while an intricately crafted gold medallion with a diamond and six pearls might be worth as much as £35 or more!

Table 7–6: Common Services

Item	Town Price	City Price
At the Inn		
Knight's dinner	4 d.	8 d.
Knight's accommodation (per night)*	1 d.	3 d.
Private room (per night)	12 d.	20 d.
Stables and common feed (per night)	3 d.	10 d.
Oats for horse	8 d.	20 d.
Wine, local (per serving)	10 d.	2 d.
Entertainment		
Composition, heroic lay	70 d.	60 d.
Composition, love poem	40 d.	30 d.
Composition, mocking poem	60 d.	50 d.
Harpist (per festival or event)	†	†
Jongleur (per night)	20 d.	20 d.
Lute player (per festival or event)	60 d.	60 d.
Singer (per festival or event)	5 d.	5 d.
Clerical/canonical		
Copy a book (per page)	5 d.	5 d.
Copy and illuminate a book (per page)	25 d.	25 d.
Have a Mass said	5 d.	5 d.
Indulgence, venial sin	—	10 d.
Indulgence, mortal sin	—	£1
Read a letter	1 d.	1 d.
Write a letter	3 d.	3 d.
Heraldic		
Genealogy	—	†
Professional herald (per day)	—	20 d.
Professional Women		
Low-class	1 d.	1 d.
Common	2–4 d.	2–8 d.
Courtesan	—	10–40 d.
French courtesan	—	140 d.
Port Authority**		
Brittany (1d6)	—	100 d.
Cambria (2d6)	—	60 d.
Frisia (2d6)	—	120 d.
Ganis (1d6+6)	—	180 d.
Ireland (2d6)	—	30 d.
Normandy (1d6)	—	60 d.
Rome (3d6+12)	—	£4
South or East Britain (1d6)	—	30 d.
Spain (2d6+6)	—	£1

Miscellaneous

Chirurgeon (per day)	—	20 d.
Hire a fishing boat, no questions asked	—	60 d.
Hire a pirate ship (20 men), no questions asked	—	£3
Lawyer (per day)	—	12 d.
Messenger (per day of travel)	—	5 d.

† From £1 to £7 depending on the skill of the performer. Normally, the best harpists can be found only in the city.

† From £1 to £5 depending on the enormity of the genealogy to be completed and its import.

* Sleeping space in the common room, with a fire in cold weather, and a meal of common food.

** Prices are given for passage booked from London to the given destination. The Gamemaster must adjust for other ports of departure. Each cost listed is for one knight, plus one squire and their possessions and mounts. The result of the dice value listed in parentheses indicates the number of days the traveler must wait before a suitable ship departs.

Table 7–7: Miscellaneous Goods

Item	Town Price	City Price
Luxuries*		
Book	—	—
Carpet	—	100 d.
Carpet, thick	—	200 d.
Dish, gold	£7	£7
Dish, silver	£1	£1
Drinking glasses (6)	60 d.	60 d.
Goblet, gold	£12	£12
Hand mirror, glass	—	40 d.
Harp	£3	40 d.
Lute	60 d.	40 d.
Perfume	60 d.	30 d.
Perfume, imported	—	40 d.
Spices	50 d.	50 d.
Spices, imported	—	†
Tapestry, plain	120 d.	100 d.
Tapestry, nice	£1	150 d.
Tapestry, fine	£2	£3
Tapestry, exquisite	£4	£5
Tapestry, royal	£6	£7
Carter's Market		
Cart (2-wheel)	7 d.	7 d.
Wagon (4-wheel)	10 d.	10 d.
Tent Makers		
Camp tent	2 d.	2 d.
Pavilion	£1	£1
Pavilion, nice	£3	£2
Pavilion, fancy	£5	£4
Pavilion, regal	—	£8

* As with jewelry, some of these luxuries can be worth much more (or sometimes less) than the standard items listed above, based on any number of variables; these prices are given only as a guideline.

† From 100 d. to £3 depending on the rarity and the demand.



CAMELOT IN 531

King Arthur decreed he would raise a glorious city to house his glorious Round Table and wife; construction is well under way. Camelot is already the center of Arthur's magnificent realm.

ARTHUR'S CAPITAL

March, the King's Engineer, began construction in 520–521. The ancient castle was re-built the first year, with many workers working in shifts. Next, the city wall foundations were laid as the keep and castle towers were finished. Then the city walls were raised, and their towers. The Keep of Gold is still unfinished, likely nothing but a very large corner tower at this time, though everyone knows it is going to be Arthur's own keep and palace.

At this time, the Round Table Hall is housed in one of the castle towers.

The cathedral is being raised as well. Its foundations are done, and some walls raised, but most workers are employed by the king at this site. The "small church" is, of course, financing the cathedral.

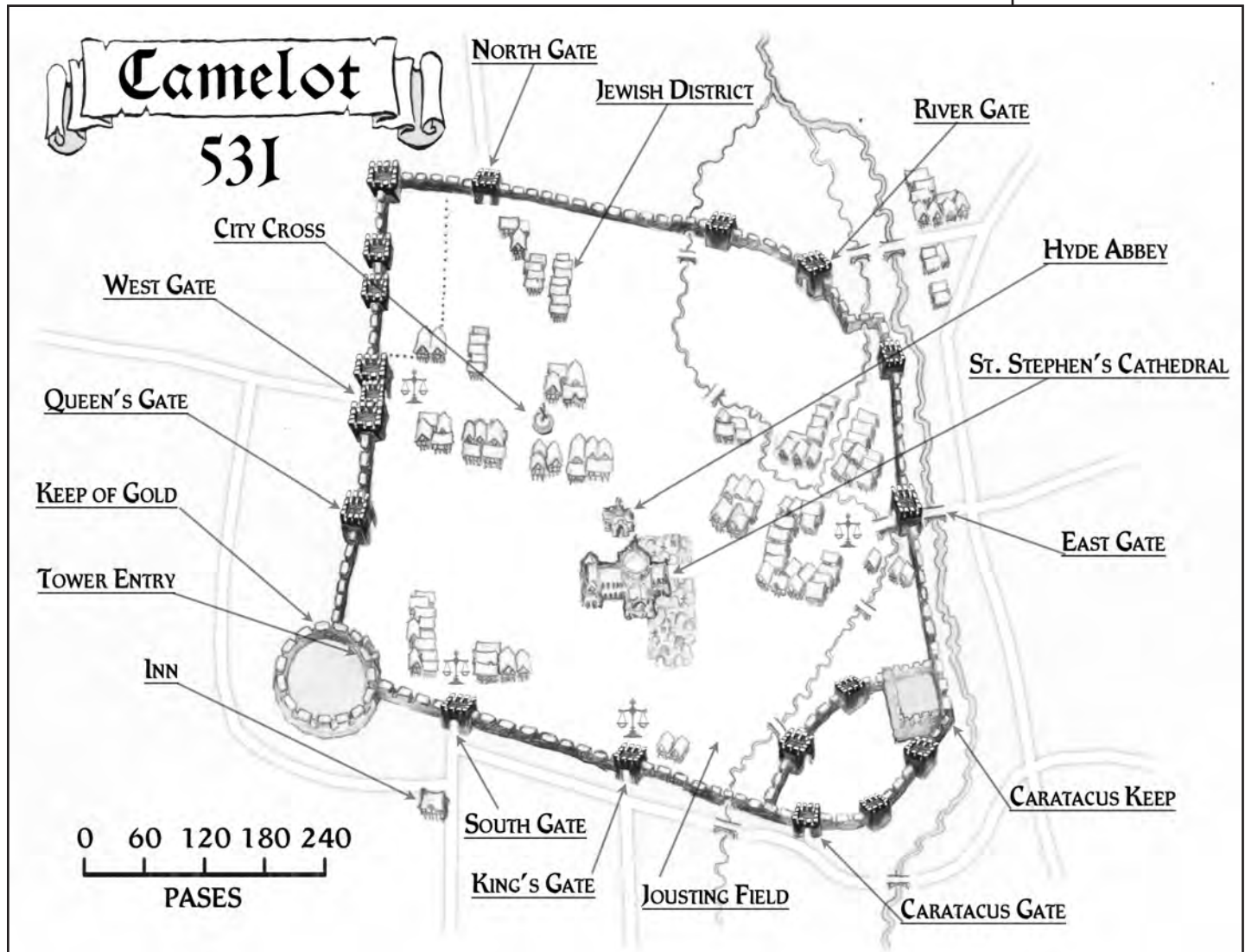
The king holds court in the castle. The Inner Jousting Field is used for practice and challenges, but larger tournaments will be held outside to the west, in the open fields.

The population of the city is only several hundred at this time, though in the summers it swarms with many hundreds more workers. People arrive continually to settle here.

Caratacus' Gate: The gate leading into Caratacus' Keep.

Caratacus' Keep: The current keep of the castle. It is the residence of the most important king visiting Camelot at any time.

City Cross: Here stands a tall, handsome stone cross in the center of High Street, at the city center.





City Wall: The crumbled Roman wall has been replaced with new curtain walls, and the gates defended with defenses and towers.

East Gate: One of the main gates by which travelers enter the old city. It leads to Southport and Sussex.

Hyde Abbey: This ancient monkish institution was established in the 2nd century. Merlin predicted that it would hold the bodies of the great kings who follow Arthur's reign.

Inner Jousting Field: This is a practice field for knights.

Jewish District: A large Jewish population lives here, protected by the king. (Winchester had an unusually gentle relationship with the Jews during the Middle Ages, and was called "the Jerusalem of England" due to its large Jewish population.)

Keep of Gold: This is a huge round tower, destined to be built up to be the king's keep.

King's Gate: A gate in the city's south wall, used primarily by local traffic.

North Gate: One of the main gates of the city used by people traveling from Levcomagus or Silchester on the King's Road.

Queen's Gate: A gate in the west wall.

River Gate: Barges sailing upriver on the Itchen from Hantonne, 12 miles away, unload at docks along the river here, and enter the city through River Gate.

South Gate: One of the main gates, leading south to the port of Hantonne.

St. Stephen's Cathedral: A magnificent cathedral is being constructed here. Stephen was an early martyr for Christ.

Tourney Field: Regal tournaments (e.g., the annual Pentecost tourneys) are held in the wide fields to the west of the city.

West Gate: The main gate, two towers protecting it, by which travelers enter Winchester. Its road leads westward to Sarum.

OF GREAT KNIGHTS

Unless your players want to play "fanboys" trailing everywhere after the great knights such as Lancelot and Gawaine, then those great canonical knights should not directly dominate the game's story line. It is inevitable that they be crucial to the story every so often, or that they rescue the player knights once or twice. The great knights will bear the brunt of the court gossip and so on, but this is generally meant to provide a backdrop to the central events of your campaign — those of your player knights.

Each player group should focus on the path to adventure, being reminded along the way that they

are doing extraordinary things; they should necessarily compare favorably to the majority of sit-at-homes. Gamemasters should insert comments about the deeds of the player knights into the gossip, have the king notice them at court, and so on.

Every so often, then, the player knights should cross paths with the great knights. Gamemasters ought to select a couple of his favorites to be acquaintances and road companions of the player knights, perhaps; one or two others might become rivals, their families being hostile at cross roads and demanding a bit more than the player knights want to give.

One good approach is to have the younger great knights, those present now but not yet raised to the heroic level they will gain in the future, befriend or interact with the player knights early in their careers. Players thus have a chance to deal with them on equal terms and establish friendships or rivalries.

THE SONS OF ARTHUR

Pendragon is especially fun when even the Arthurian experts at the table are surprised by events, so here are the stories of the two previously unknown sons of King Arthur, and also the third, evil Mordred.

Since some campaigns wish to stick to established canon, these characters are not thrust to the forefront (as they most certainly would be as sons of the king, even bastard sons). Gamemasters can generally use them as they wish. Note, however, that certain key events about them *are* noted in the chronology to help orient things.

ARTHUR'S HEIRS

The empty throne next to Arthur at court is a constant reminder of an ongoing topos in the Arthurian saga. The need for an heir is unspoken, but recognized. Emphasize this with a repeated description of the empty throne each time the knights visit Camelot. There is the "king on his throne, the queen next to him, and on his other side, the empty throne of the heir." Once player knights start trying to beget their own heirs, they will understand the inherent tragedy here.

In 520, the event of the "TALKING EAGLE" takes place: The bird, itself once a member of Arthur's family, makes several prophetic utterances, four of which come true fairly quickly. The last, however — "Arthur's son will be king of Britain" — must wait.

Then, suddenly, in 530 (after 15 years of childless marriage), three sons of Arthur show up at court. Since it's thus clear that Guenever is barren and there won't be any legitimate heirs (for Arthur is far too in love with his queen to put her aside), then these illegitimate ones can be seen as candidates for the kingship.



The first to show up is the boisterous, self-announced son, Borre. The next, Loholt, arrives unannounced, and though humble and quiet he is recognized and identified as the king's son. When Sir Mordred appears at court, no one there — including himself — knows that his father is King Arthur (Mordred's mother knows, of course, but she keeps the matter secret thus far); only four years later does he learn about it, and although he tells no one about it for many years he soon gains a Hate (self) passion that begins to corrupt his very essence.

All three sons are knighted by King Arthur himself during the winter of 530.

The two recognized sons of Arthur enter the royal realm and act quite differently. Sir Borre is a refined, presumptuous gentleman, very much the courtier, while Sir Loholt is humble and private, and prefers adventuring in the wild over flouncing about at court. (Other details about them are in their descriptions below.) Both promise to be “passing good knights and fair fellows.”

Sir Borre presumes that he is going to be the next king, and generally acts like it. He is kind but condescending to his half-brother Loholt, unfailingly obedient to the king, and respectful to the queen. For reasons unknown to anyone, Sir Mordred takes an immediate and grand dislike to Borre and is often critical of him. Borre's death in Ganis is anticlimactic, probably occurring “off-screen.” King Arthur and most of his court all take the news poorly. The funeral is a major event.

Arthur's attention then shifts to Loholt, the quiet adventurous knight, as heir-apparent. Though less deliberately trained for the job, he is a good knight... and, well, someone has to fulfill the prophecy. When Loholt “pulls a Lancelot” and doesn't return to court, the king worries, as does the court, and the concern soon becomes persistent. When the adventure of the “GILDED BOX” reveals his death in 548, Arthur is aggrieved and stunned. His son is dead, but what of the Eagle's Prophecy?

In 550, the king holds a council of wise men to ask about the prophecy. “What of my son?” he asks. And at that time Mordred chooses to reveal his knowledge.

“And so it is plain that I shall be king,” he announces.

Speculation about this declaration is abundant, with many in the de Ganis clan disbelieving, thinking it a plot by the Orkneys to seize the throne. Margawse, who could have answered the question, is dead. Mordred's own brothers are surprised, having assumed with the rest of the world that Mordred was Lot's son.

Critical Dates

510–511	All three sons are begat
520	Adventure of the “TALKING EAGLE”
530	All three sons show up at court (though only two are recognized)
534	Mordred learns of his own origins
c. 542	Death of Borre
548	Adventure of the “GILDED BOX” (Loholt's death is revealed)
550	Mordred reveals his true parentage
551	Lancelot returns to court and corroborates Mordred's tale

SIR BORRE LE CURE HARDY

After the Battle of Bedegraine, when the blood ran hot among the survivors, King Arthur bedded the dame Lyanors, daughter of the Earl of Bedegraine. She raised their child to be a nobleman, proud of his father's blood and ready to fulfill his obligations at court.

(If any player knight has visited Bedegraine since 511, she would have proudly shown off her son and used the opportunity to groom him for life at court.)

Borre comes to court early in 530, at 19 years of age wishing to be knighted by his father, brandishing his heritage like a club and his ambition like a poniard. He is a proud son, and bastardy is irrelevant to him. He has highly polished manners, and is very accomplished at courtly etiquette and other knightly skills like Falconry, Play [harp], and Tourney. He quickly becomes interested in the fashion of Romance, but nonetheless flirts from woman to woman without commitment.

Sir Borre attends the war in Ireland, and returns immediately afterward to Britain with his father. He plunges into court life with gusto, largely ignoring adventuring. He participates in the war in 536, but does



Sir Borre



MORDRED: EVIL OR NOT?

Modern literature is big on rehabilitation. Traditional characters are reassessed and, when scrutinized from some new angle, often turn out to be “not so bad after all.” Part of the reason for this reassessment is our damnable modern tendency to psychologize, to see multiple sides of any event or behavior; as well, the story has been told so many times that, quite simply, authors start fishing for new perspectives.

Mists of Avalon is foremost as an example of this redefinition of character: Traditionally, Morgan le Fay was the original “wicked step-sister,” demonized for her unnatural abilities to read and to perform witchcraft. In Marion Zimmer Bradley’s work, however, we understand her to have been a devout pagan priestess who actually meant well, and who wouldn’t have destroyed the Round Table if she had only just known.... Mordred often undergoes similar treatment. In fact, so often are these characters treated as misunderstood in modern conceptions that it’s not really a surprise anymore.

So, is he evil or just misunderstood? Well, the bottom line is that if the Gamemaster needs to know every nuance of a character’s motivations, then he or she quite simply cannot ever know enough to run the game, for there are too many characters and too many events. Of course, this isn’t the case, so some characters just aren’t that heavily detailed in terms of their mental workings. It is sufficient to know what they *do*, and to show that. Is Mordred evil? Well, his actions are all that the players see, so let the player characters make their own judgments. In the end, yes, Mordred’s actions look “evil,” so he is “evil” — subtle, sly, self-concerned, bitter, and corrupt.

not remain afterwards. After some debate, he agrees to go to the continent to fight for the de Ganis clan.

In 542, Sir Borre is killed in Ganis in an entirely unheroic and unnecessary fight.

Designer’s Note: Malory’s mention of Sir Borre’s being at court for Sir Urré’s healing (XIX, 11) is obviously an error.

SIR LOHOLT

The maiden Lyzianor stitched the king’s wounds after the Battle of Carlion in 510, and dallied with him in the nights (“to protect him from the cold...”). Her son was born a year later, and she named him after his grandfather. He grew up on his grandfather’s manor, in Estregales near the Forest of Dean.

Sir Loholt is shy at court, entirely unpresumptuous. Even though he is actually Borre’s elder by a few months, his mother’s family is of low station among nobility, making him humble; in any case, for whatever reason, he has no pretensions to the throne. He is generally deferential to his brother Borre, whom he likes only grudgingly. He does not participate in many tournaments. Loholt *does* like to adventure, and is credited with many successes. Neither is he afraid of war: He wars in Ireland in 530 and in France in 536. He remains in France for a few years to help the de Ganis clan, and even there he manages to find adventure.

In 541, Sir Loholt departs with a maiden to destroy the giant Logrin, a fearsome creature that has been killed but then revived several times. However, Sir Kay eventually returns with the head of Logrin (sure proof it will not be resurrected again). Loholt is not heard from for several years.

In 548, the adventure of the “GILDED BOX” confirms the end of Sir Loholt.



Sir Loholt



Sir Mordred

SIR MORDRED

Mordred is the son of Margawse, wife of King Lot, and her half-brother King Arthur. In 511, she visits the new Boy King, possibly not knowing it is her brother with whom she has sex, and becomes pregnant. She keeps it a secret. A year later her baby is among the hundreds taken away by Merlin and Nineve, then placed upon a crewless ship and sent to sea in a storm to drown. Mordred reappears at court in the year 522, along with the rest of the May Babies, then disappears to his mother Margawse’s home in the Orkneys until he comes to court in 531.

Mordred is an ambitious young knight, and eager to live up to the reputation of his older brothers, Gawaine and the rest of the Orkney clan (who are, note, some 15 to 20 years older than Mordred). He is cheerful, enterprising, and looking for fame.

Be sure to manipulate a meeting with the player knights during this early, good time.

Sir Mordred goes “bad” in 534 when he learns his true parentage. He goes a bit mad and tries to get himself killed in the Peningues tournament, but fails and afterward starts his slow descent into villainy and madness. (He is the only character in the game who *must* have a Hate [self] passion.) By the time of the Tournament Period, Mordred’s poisonous slander is significant enough to appear as an entry in the annual “Court” section.

Note: Mordred never reveals his parentage in public until 550. Afterward, Arthur acknowledges him as heir, so that when the king departs to the continent to fight Lancelot, he leaves Mordred in charge as Prince Regent.

Mordred is the son with the fewest options for the Gamemaster since he holds such a significant part in the



overall drama of Arthur's story. Still, always be sure to have him present to share his sarcasm and his willingness to point out flaws and problems in Arthur's court.

THE COURT OF LOVE

A Court of Love is a woman's event. Knights who are present get a little bit of Glory for attending, as noted below, plus whatever they may earn if invited to contribute or entertain. But this court is for women, and men would no more take part in it than a woman would a joust.

Enterprising Gamemasters can surely expand this type of event if there are female characters. It could include individual questions (unopposed Romance rolls); challenges and contests between ladies of the court (opposed Romance rolls); and pledge challenges ("Your lover [*did that*], but mine [*did this*]!") using opposed Love or Amor rolls, etc.; and so on if the lady characters are significant.

DESCRIPTION

The Court of Love meets in the queen's Rose Garden. It is attended by knights, ladies, and troubadours, who generally assemble early, mingling and chatting with friends.

Judges are women chosen for their rank and knowledge of the Rules of Love. The number of judges varies tremendously, between 3 and 60 (!), depending on the occasion. Chairs for the judges are arranged in the bower, a cleared space before them, and the witnesses beyond that. Chairs are brought for the elderly and the highest-ranking nobles; everyone else stands. The "Queen of Hearts" presides, but she does not do most of the speaking or stage directing; that is left to the "Lady Rose."

A bell is rung. The crowd falls silent. The lady-judges enter solemnly and take their seats. The Lady Rose welcomes everyone, introduces the Queen of Hearts, explains what the court is for, and then reads the "Rules of Love." Then the first judgments begin.

Judgment is rendered only on cases that have been privately submitted earlier. Anonymity is required, so advocates always deliver the questions to the court. Sometimes questions are submitted earlier in writing. The questions have to do with whether a certain action would be that of a "true lover." Many questions are answered simply, and the court delivers judgment. Then a troubadour entertains everyone and the next question is brought forth.

When an answer is simple but not immediately apparent, the court discusses it silently and then makes a judgment. Sometimes the Queen decides that a question requires public debate. Advocates are named for each position, and they speak in turn

for the virtues and reasoning that would determine whether something is indeed the act of a true lover.

After particularly difficult questions and especially after debates, light food and beverages are served while the troubadour entertains.

After 539, the courts sometimes hand down Judgments. If someone is judged to have violated the tenets of True Love, then a sentence is imposed, usually being a task or quest he must perform to be forgiven by his lover. This exile of the offender from the company of all people of worth is the worst possible punishment. Of course, these can only be self-imposed exiles since the offender is anonymous.

SIMPLE RESOLUTION

The simplest method of handling a Court of Love scenario is by means of one Romance roll opposed to the Romance Difficulty Level of that Court (see below). Those ladies who take part may win Glory, depending entirely on the result of their single die roll — fast and simple, a casual and everyday activity for ladies on adventure.

Gamemasters should take the opportunity to describe only anything unusual that occurs, and even then to do so simply. When the player writes the Glory on the character sheet, he or she can refer to the place and the event. For example, "Carlisle, Court of Love (neighborhood), daisies. 25 Glory."

ROMANCE DIFFICULTY LEVEL

Many modifiers can affect the Difficulty Level of a particular Court of Love. It may be modified by the size of the court, the presence of individuals who are specialists in affairs of the Heart, or the current game Period.



Guenever



A Courts of Love's size is determined by the number of attending ladies, classified (just like men's tourneys) as Neighborhood, Local, Regional, or Regal. The size also determines the amount of Glory to be had, which is modified by the players' die roll results, as shown below.

Ladies taking part in the Court may roll against their Love or Amor passion to become inspired before making a Romance roll if they have appropriate cause for the passion.

The Gamemaster rolls using that particular Court's Difficulty Level as its Romance skill in an opposed resolution against the player lady's Romance roll. Each player rolls his or her own opposed resolution against the Difficulty Level.

All Courts of Love have a default starting Difficulty Level of 1d20, modified by the tables below.

Court of Love Modifiers

By Size

Neighborhood	+2
Local	+3
Regional	+6
Regal	+10

By Period

Romance Period (up to 539)	+0
Early Tournament Period (540–47)	+3
Late Tournament Period (548–53)	+5

In addition, the Gamemaster can roll to determine whether any of the following situations and modifiers apply to the Court's Difficulty Level.

Random Modifier

1d6 Roll	Modifier	Cause
1	+0	—
2	–5	Wicked women present
3	–5	Church-dominated area
4	–10	Court lady(s) suffered romantic trauma recently
5	+5	Famous Courtly Love expert present
6	–	Roll twice, ignoring subsequent results of 6

GLORY BY COURT SIZE

Size	Lady Glory	Knight Glory
Neighborhood	25	10
Local	50	20
Regional	75	30
Regal	100	40

Glory Result Modifiers

Critical success	x2
Success	x1
Partial success	x1/2
Failure	x1/3
Fumble	x0

FINAL WORD

Don't dwell overly long on simple events: A couple of die rolls, a note on the character history, and move on.

Questions for the Court of Love

The typical form of a question is, "A knight sworn to serve all ladies promises to do a damsel a service," or, alternately, "A knight with a lady, sworn to serve all ladies, promises to do a damsel a service." Then the problem is stated politely.

Some examples are below. Note the presumed tenet of these questions: i.e., that love can or perhaps *must* violate all human laws (of the liege and the church), but may not violate the individual self. Without a self, there is no one to love or to be loved.

Sample Questions and Answers

Q: A knight who is sworn to serve all ladies promises to do a damsel a service. She tells him he must subdue a certain knight who is an enemy of hers, but both that enemy knight and the lover knight are vassals of the same liege. Should the lover subdue the enemy knight, even though it will violate his oath to his lord?

A: To be a true lover, the knight must subdue the enemy knight.

Q: A knight who is sworn to serve all ladies promises to do a damsel a service. The damsel requests a tryst in the chapel late at night.

A: True lovers may meet in the chapel, because true love is not bound by the sanctions of the church.

Q: A knight's lady demands that he do poorly at a tournament, losing each joust for love of her. Should he?

A: A true lover would never ask a knight to do that. Since the knight must obey only a true love, he need never betray himself to do his worst for any lady.

Q: A knight has been pledged to his lady for thirteen months, and he has done all she has asked him. He asks her now for a kiss, as a reward. Should she?

A: No, not yet. For her first corporal approval, the lady should allow the knight to touch the hem of her sleeve. The lady should reference *The Touch of Rose* for guidelines on this.

Q: Speaking of *The Touch of Rose*! — a knight has performed an action for his lady, and she wishes to reward him for his courage. She has allowed him to touch her hem, her hand twice; kiss her fingertips, the back of her hand, her palm and inner wrist; touch the inside of her elbow, caress her cheek, smell her hair, hold her gently about the body; kiss her neck, kiss her ear, and kiss her lips. He asks next to touch her breast. Should she allow this?

A: Yes, she should, for all these actions are allowed for true lovers.

Q: A knight is courting a lady and has performed many deeds for her over many years. They have performed all the steps of *The Touch of Rose*, even unto smelling the rose, tasting the petals, and finding the jewel. May they now have intercourse?

A: No, for the act of sex is a false love that does not provide the motivation for the lovers to continue to strive.



THE QUEEN'S QUEST

Every so often, the Queen of Hearts lays a particular quest before her Court. This is often a quest associated with a story of a heart. The nature of the Court of Love is such that whoever takes up the quest receives a special blessing from the Queen. The queen may make a public announcement of this quest, but in almost every case, everyone knows that there is already a specific person chosen, though he remains unnamed, to go on it.

For instance, the Queen announces the "Quest of the Twin Black Dogs" as the Queen's Quest. It is widely known that the hand of Lady Anne depends upon success in this quest, and also that Sir James loves her and wishes to marry her. No one is at all surprised when Sir James hastens forward for the quest. The blessing he asks for is that only one Black Dog will attack him at a time, which allows him to defeat them both and win his love.

Player Hook: Knights may wish to get their quest announced as a Queen's Quest, if they need some kind of bonus or boon to complete it; alternately, the lady love may have the Queen state the quest.

Of course, an interesting story can also arise from a player knight taking a quest that was announced even though it was intended for another knight. (Or what if it was intended for the player knight, but some other knight takes it?)

YEAR 531

COURT

Arthur's court is held at Camelot.

SPECIAL GUESTS

Sir Hervis de Revel, Duke of Anglia, petitioning for help

Sir Borre, son of Arthur

Sir Loholt, son of Arthur

Mordred, son of Lot

AWAY FROM CAMELOT

Sir Lancelot

NEW ROUND TABLE MEMBERS

Galegantis of Nohaut, for his rescue of King Arthur in the Castle of Bones

GOSSIP

"Well, well. Sir Perfect isn't perfect after all! Where was Lancelot when the fighting came down in Ireland?"

"Well, he was in Cambria rescuing the Lady of the Butterfly, smiting the Giant Weasel of Appleby,

smashing the Skull of Elva, subduing the bandit lord Gregorius and his sister Gre—"

"Oh, posh. You are just saying that he did all those things. How could you know? He isn't back yet to report it himself. You just *want* him to have done all those things."

"No, what I *want* is for him to be my lover. And why not? Do you hear his poems to his Lady Mystery? I want to be loved like that!"

"Evil girl, that is just plain sin. You can't be thinking and wanting that and hope to get a good husband. That kind of talk will be your downfall!"

NEWS

Griflet: "Anglia is a danger to the realm now. Those rebels have gone too far, and Duke Hervis has not the strength to defeat them. I am going with a band of knights to help him."

Kay: "Did you see that Sir Borre? Sir Boring if you ask me. His mother kept him in a cupboard a few years too long, and now he has no idea how to handle people. It sure makes me wonder about the notion that one's blood passes traits to the son. The king is so intelligent and witty, but that boy..."

Gawaine: "The expedition to the Castle of Bones was too dangerous for our King. I won't ever let him go on another one of those voyages, not if I can help it."

ROYAL CONVERSATION

The wars are over. The grand political objectives of the realm have been met. Peace reigns. Now is the time for all questing knights to explore the Kingdom of Adventure.

INTRIGUE

The only troubles that can occur now are those immaterial things like magic, and personal problems among men and women. The king expects no problems there!

EVENTS

With Ireland now pacified, King Anguish decides to hold a tournament at Wexford, in Leicester. Many newly made Irish knights come to fight, as well as most of the British knights who just received local land grants.

WEXFORD TOURNAMENT

Source: Malory VIII, 9–10.

Sponsor: King Anguish.

Type: Old style, Regional.

Teams: Irish knights versus everyone.



Prize: An ancient gold and silver necklace (£25).

Special Events: The tournament includes some dueling between traditional clan champions, and also some duels between knights and the winners of those exhibitions. These generally prove the value of the newer styles of armor.

Canon: The two champions at the tournament are a dark-skinned foreign gentleman named Sir Palomides and an unknown Cornish knight named Sir Tramtrist.

GAWAINE RETURNS

Gawaine returns to tell of a delightful land he has been visiting called the Land Beyond the Mountains. King Jorran, who swept him away last year, was a wonderful host, and has a beautiful daughter whom Gawaine has just wed. He plans to stay here in Camelot just a short while, and then return home to his new wife.

REBELLION IN ANGLIA

The Saxons of Anglia are once again rising up in revolt. They are led by Lady Camille, a powerful sorceress and priestess of Freija (the Teutonic goddess of magic, sex, and death). The rebels ambushed some knights and slew them all, and looted from them a chest of silver that they are now using to pay warriors from all over the Saxons lands.

Arthur sends a force to quell the rebels. These, or a portion of them, may be led by one or more player knights.

ADVENTURE: CAMILLE'S REBELLION

Source: *Vulgate III*

Canon: With her magic, Camille the Sorceress captures King Arthur, and with magic and guile she defeats and captures many Round Table knights who then ride against her, including Galegantis, Ector, and even Lancelot. However, Lancelot escapes, then gets Sir Kay to lead a surprise attack to free the other men.

Sir Kay discovers Camille's sacred books and boxes, and burns them all.



She is so distraught that she throws herself from a tower and is killed.

Possible events to include for player knights include the following.

Power Struggle

Sir Hervis attempts to take control of the knights sent by King Arthur. However, Sir Griflet, the Marshall, is able to resist this. Instead, he takes the knights towards the Fens, whence Griflet believes the trouble is coming. Sir Hervis is angry, but is also glad that his own men are no longer exposed to the greatest risks.

Marsh Fighting

The Saxons have a hideout in the Fens, a huge swamp. A large lake exists deep within, and a couple of relatively large islands as well, but most of it is watery, with occasional small, shallow islands or clumps of trees. The ground almost everywhere is mud, and the mud beneath the waters shifts slowly, but constantly, so that shallows become deep, the deeps shallow, and the islands seemingly move about.

The Saxons have secret pathways through the waters to their stronghold. Travel though here for armed and mounted knights is impossible, utterly impossible. (You might wish to find some materials about Hereward the Wake to see what peasants can do to get through.)

Riding the Bounds

For a month, the knights ride patrol around and along the edges of the Fens, but they are never where they need to be when the Saxons emerge. Several manors are burned, merchants robbed or killed, a church plundered, and so on. The knights always arrive too late.

A CASTLE DISCOVERED!

One day, a castle appears in an area where the knights had been riding previously. It is called Castle La Roche ("Castle of the Rock"), and has appeared suddenly, perhaps overnight, in all its stony glory, a small modern castle (DV = 22/12)! Powerful magic has been used.

It's surrounded by a rather lush decorative park, with rows of bushes, beds of specific flowers, some statues and benches, and so on. It of course has wide lawn-like open areas where the army could camp.

Will the player knights trample this garden down? They have no real reason to, but if they do, then it gets trampled like regular flowers and bushes, and the flower guardians cannot attack at night.

Flower Guardians

At night, the plants around the castle come alive and try to capture any knights who are nearby, convey-

ing them to the castle. At first they go after individual guards or sentries, and only when guards are changed or doubled is the frightening truth discovered.

The knights must then fight against 2 to 12 giant mobile plant creatures (as many as would make for a very difficult fight) called Flower Guardians.

Flower Guardian: Glory Won 20; SIZ 10, DEX 8, STR 25, CON 20; Move 5; Armor 0; Unconscious —; Major Wound —; Knockdown 20; Hit Points 30; Healing Rate 5; Damage Special.

Combat Skills: Grapple 17 (3d6 smother)*.

* *Smother:* Damage dealt by a Flower Guardian is nonlethal, but it ignores a knight's armor and shield (but not the Armor of Honor bonus from being a Chivalrous knight, for instance); it cannot cause a Major Wound, but can still achieve a Knockdown result or render a knight unconscious. A knight reduced to his Unconscious level by smother damage is *actually* rendered unconscious (i.e., he cannot speak or be aware of his surroundings, as is normally possible). He is then carried off to Castle La Roche to be imprisoned there, waking several hours later with all smother damage recovered. (Go to "Captured Knights.")

Note: The Gamemaster might allow a knight who has fought free of his own Flower Guardian(s) to assist one or more unconscious knights currently being carried away: While bearing an unconscious victim, a Flower Guardian's Move rate is reduced to 3.

The Bush Battle

If any knights manage to escape the clutches of the Flower Guardians, then Lady Nimue arrives to help the remaining knights, and concludes the obvious: Lady Camille wields powerful magic. Nimue has heard of the sorceress, but does not know her personally. The Lady of the Lake has no magic of her own that can harm Camille directly.

Nimue investigates the source of the Flower Guardians. She finally finds a snapdragon-covered stone gazebo that is the home of a flower nymph. Griflet decides to chop down the garden and destroy the gazebo. He gets together a band of knights to guard the peasants doing the actual chopping and hammering. The knights are mounted, but they do not have room for a lance charge.

Just as they start to work, the flowers suddenly part and out of the gazebo comes first Gadrasolain, who can not be harmed by swords; then Hargodabrans, a 15-foot tall knight; and afterward come the Hundred Warriors, all of them in beige-colored partial plate, with closed helmets (all 100 of them looking exactly the same, having no device on their shields).

The intent here is to capture the knights and hold them in the castle. The enemy knights order Arthur's knights to surrender; failing that, they try to wound them unto unconsciousness (at which point one of the Hundred Warriors takes the fallen knight into the castle).



Gadrasolain

Glory Won 50; SIZ 15, DEX 12, STR 14, CON 13, APP 9; Move 3; Armor 12 + shield; Unconscious 7; Major Wound 13; Knockdown 15; Hit Points 28; Healing Rate 3; Damage 5d6.

Combat Skills: Dagger 10, Lance 13, Spear 11, Sword 20; Battle 16, Horsemanship 15.

Skills: Awareness 15, Heraldry 14.

Traits: Energetic 15, Honest 13, Valorous 17.

Passions: Loyalty (lord) 12, Hospitality 15, Honor 13, Hate (Cymri) 13.

* **Immunity to Swords:** Gadrasolain cannot be wounded by swords (or great swords). He may be knocked down by a sword blow, but he takes no damage. This does not affect damage from any other sort of weapon.

Hargodabrans

Glory Won 125; SIZ 31, DEX 9, STR 22, CON 18, APP 6; Move 3; Armor 15* + shield; Unconscious 12; Major Wound 18; Knockdown 31; Hit Points 49; Healing Rate 4; Damage 9d6.

Combat Skills: Dagger 12, Grapple 15, Mace 15 (+1d6 vs. chainmail); Battle 16.

Skills: Awareness 13, Heraldry 11.

Traits: Forgiving 6, Merciful 7, Trusting 13, Valorous 16.

Passions: Hospitality 4, Honor 8.

* Hargodabrans wears 10-point mail and has 5 points of natural armor due to his great bulk and thick hide.

Hundred Warriors

The hundred knights are actually a hundred suits of conjured partial plate, each with shield and sword, given form and movement by Camille's magic. When one is destroyed (i.e., reduced to 0 Hit Points), it comes apart at the joints and clatters about in pieces on the ground, then slowly fades away to nothing.

Animate Armor: Glory Won 10; SIZ 14, DEX 10, STR 15, CON 14; Move 2; Armor 14 + shield; Unconscious —; Major Wound —; Knockdown 14; Hit Points 28; Healing Rate N/a; Damage 5d6.

Combat Skills: Sword 13.



Captured Knights

Captured knights are taken into the castle, through the Great Hall and down into the dungeon. Though bleak, the dungeons are not monstrously bad. It appears that someone wants the knights alive. Blankets are provided, though they are filthy and ragged; food is available, though it is mere gruel and stale bread.

Knights needing chirurgery get proper care from a pair of maidens who tend to the knights; the two women also bring the food. They are Leoflaed and Heahflaed, two Saxon noblewomen who have been made thralls to

Camille. They are willing to talk to the prisoners and tell them what little information they know, and can confirm that Camille is a powerful sorceress.

Time passes (days, perhaps weeks). One day, a major commotion at outer gates proves to be more captured knights. To everyone's astonishment, the fallen warriors brought in include King Arthur! Sir Gaheris explains that the king was lured here by thinking he was going to a secret peace meeting. He and his knights were then captured by magic.

Every day, the king is taken from the cells in the morning and returned at night, always looking tired and worried, but never physically harmed. What magic is Camille working? None, says the king. He has not eaten anything she has offered, lest she has laid some enchantment upon the food.

Days later, there is another commotion, and more knights are brought in. This time the prisoners include several of the great knights: Sir Lancelot, Galeholt, Gawaine, and Ector! They, too, were captured by magic.

Solution

One possible solution is to get someone with stronger magic and cancel this out. Then at least only the normal problems will remain for capturing a castle. However, this is a difficult option; one of the Ladies of the Lake other than Nimue, whose magic largely involves defense and healing, would be about the only possibility at hand (unless the Gamemaster wishes to include members of Faerie among the knights' allies).

Another possibility is for a knight to establish a relationship with Leoflaed and/or Heahflaed. They are not particularly happy about their situation, being thralls, and can be convinced to assist a knight if they will be rescued as well. Either of them can manipulate a breakout, perhaps by getting guards drunk or smuggling in arms. Alternately, she can leave a postern door open, through which a brave band of knights can enter the castle and seek to free the king and other prisoners.

Certainly almost any escape plan will entail a fight against Hargodabrans and Gadrasolain, if no one else. Perhaps the liberating knights (or ladies) can lead the prisoners to a cache of armor so they can all arm up before fighting the servants of Camille; maybe they simply get the prisoners out of the castle safely, which is a great task in of itself.

Let the player knights be the heroes of this story if they come up with a solution. If no player knights manage to mastermind the escape, then it is Sir Kay who carries the day: He has gotten the Lady of the Lake to help him by making him temporarily immune to Camille's magic. It turns out (not surprisingly) that most of the Saxon witch's defenses are



magical, not material, so he is able to bypass them easily and render them harmless to his allies.

The liberators, once the king is safe, may choose to seek Camille herself now that her castle is open and temporarily disarmed. She has a couple of guardians in her tower-top lair (as designed by the Gamemaster), and she has a hat that lets her transform into any kind of animal, which she will do before attacking the knights: If she takes enough damage to incapacitate her, she collapses and reverts to her own shape, but then simply removes the hat and puts it on again, becoming fully healed in her new animal form, and starts all over. A knight must be ready to snatch away her hat in the same round in which she falls (use an opposed Grapple roll), or else this process can continue indefinitely.

Lady Leoflaed or Lady Heahflaed might reveal (preferably to a knight she has been tending) that Camille's secret books and boxes are the most important part of her power, and that they must be burned if Camille is to be defeated for good. The Saxon maids can reveal where those items are hidden.

Will player knights burn the books? If they do, then Camille, wherever she is, suddenly screams as if stabbed, smoke pouring out of her mouth as she does so. Her dress and hair burst into fire, then her flesh goes up in flames as her heart, hidden amidst her books, ignites.

IRELAND: SIR HUGO VICTORIOUS

The war in Ireland continues. The unruly Irish clan lords cannot agree on a leader among themselves, so they are defeated one by one by the troops of Sir Hugo, who then quickly builds a motte-and-bailey castle there to house one of his trusted men and a garrison.

When his confiscations get too extensive or brutal, then the local Irish assemble to fight him, but his mounted knights are able to crush them easily. Thus Sir Hugo and his companions consistently take more land in Ireland all summer.

Every knight with him is getting a manor, at least!

CHRISTMAS COURT

Royal: "Things are going well again! The Angles have been put in their place once more. We are glad for the help of the good Lady Nimue, whose wishes for her people will be honored by me and all the kingdom."

Salisbury: "Isn't this the best time for some of us to get married?"

SPECIAL WINTER PHASE MODIFIERS

Because of the Pax Arthur, all lands of Logres get a -1d6 modifier on the Starting Bad Weather roll.

YEAR 532

COURT

Arthur's court is held at Camelot.

SPECIAL GUESTS

Lancelot, Galeholt, Gawaine, Ector, Gaheris, and all the others who had been prisoners of Camille. (Whoever rescued Arthur is especially favored this year.)

AWAY FROM CAMELOT

Lancelot soon slips away.

NEW ROUND TABLE MEMBERS

Any suitably glorious knights who took part in the Camille adventure and aren't already members. However, Lancelot is found to have slipped away, and so isn't around to accept the honor.

GOSSIP

"I hear the ladies of King Today's court are all going to be wearing Spanish fashions. What will you be doing with your hair?"

"It can't be all Spanish: I heard the nobles wear Byzantine fashion. I'll have mine in a net."

"Do you think it's true that even their servants wear jewels? Wouldn't that be nice, to wear jewels?"

"Where will they be staying? Have you been moved to a new place yet?"

"Do you think it's true that all the men are so handsome? Can it be so?"

"No, no, of course not. As far as I am concerned this is just another double workload without enough sleep. If we get some decent scraps from this feast, I will be more than happy. And let me tell you, if they really are all wearing diamonds, I will be *very* careful to clean up after them."

NEWS

Kay: "A great foreign king will be visiting us soon. I'm prepared. If the Emperor of Byzantium showed up I could have no better fare, nor he for us."

Griflet: "Be on your guard. I am told these are polite, but proud warriors. Do not fight any of them for any reason unless Arthur himself gives the order. Not me, not your lord, and not your damned impetuous self, understand? This will be strictly enforced."

Gawaine: "I got a message and expect to see my old friends from the Land Beyond the Mountains. And I heard my Aunt Morgan's handmaiden will be with them."

ROYAL CONVERSATION

"We are going to have a foreign king from a distant land here visiting, and we will all pay proper respect to



him and his court. Do not mingle with them except in public, and engage in no personal activities — no dalliances, none. Be formal with them at all times, always.

“Tell this to everyone, that it will be enforced.”

INTRIGUE

This visitor that has the court all a-buzz seems to be the King of some place called “Overthere.”

Gamemaster’s Note: Curiously, no one is able to say explicitly that these visitors are faeries or elves, nor that they are from Faerie, even though the truth of it is obvious to all. Seemingly some magical compulsion forces them to call the visitor “King Today of Overthere,” with his knights and ladies. This is, of course, because of their Faerie magic.

EVENTS

A band of robber knights has stolen some jewelry from Cameliard. Unfortunately for them, it belonged to Queen Guenever’s deceased mother, and the queen naturally wants it all back again. She (or someone at the castle) seeks volunteers to seek the knights and get her jewelry back.

OUTLAWS IN GWYNNED

Presumably, the player knights are among those who volunteer to seek the robber knights. Accompanying them is Sir Ywaine. They visit Cameliard, receive assignments, and then set off. Their path takes them through central Wales, a region hostile to King Arthur.

The Welsh Boy

The knights are slowly making their way through the valleys of Wales.

Awareness. (Success = You see a youth, barely more than a boy, spying on you.)

The leader of the knights’ party calls to the boy, who boldly comes forward once he knows he has been spotted. Allow the player knights to speak, but if they do not cover the information below, be sure that Sir Ywaine does.

“Tell me, friend,” says Sir Ywaine, “did you see a knight pass by here today or yesterday?”

“I don’t know what a knight is,” the boy says. The other knights laugh at the boy’s ignorance.

“A man like me,” says Ywaine, who was courteous even to peasants and simpletons.

“Then no, Sir, for I have not ever seen men like you. What is that thing?”

“A shield,” explains the knight. The boy proceeds tediously to ask Ywaine to name every piece of equipment he carries, while Ywaine good-naturedly explains their use.

Percivale (for that is the boy’s name) can answer little of value to the knights. He knows every acre of the few miles around this glade, but little else. He is too shy to reveal that his mother’s home is nearby. He does not even know his lineage or name, replying only that he is called “Dear Boy” by his mother.

The player knights have an opportunity to interact with a person who is, apparently, a commoner who is not only ignorant, but apparently quite stupid too. The Gamemaster should have Percivale approach the each of the player knights with innocent questions, giving them checks for various traits appropriate to their responses.

By the time that Percivale runs out of questions, the knights’ horses are rested. Sir Ywaine, always polite to everyone, bids farewell to the boy. As they leave, the boy shouts out, “I will be a knight too.” The knights laugh at the simple country boy and ride away.

Secret Event: Percivale returns home, gathers his few belongings, and speaks to his mother.

“Those weren’t angels,” he says, “They were knights!” The poor woman sees that her son will not be restrained, so she dresses him in fool’s clothes and gives him the broken horse, hoping that he will be laughed from court, and so return to her. Her son kisses her once and departs. He does not turn back to see her again, even after she has fainted from grief at his departure.

The Bandits

Continue the adventure: The knights may or may not find the bandit knight in Wales, at the Gamemaster’s discretion. The important matter here is that Percivale’s journey has begun.

CAMELOT: KING TODAY’S VISIT

Gamemaster’s Note: The word “faerie” is simply not used in Arthur’s court regarding King Today and his visit. Other words are used to describe the event, which is certainly recognized as being somehow “magical,” but everyone simply speaks of King Today’s realm as a neighboring land (which of course it is). Review the information about elves from Appendix 2.

The Arrival

The great sovereign, King Today of Overthere, is obviously wealthy and powerful, with a large retinue of handsome men and beautiful women. If player knights are not at Camelot this spring, they can meet this procession as it passes through or near their lands. Certainly Earl Robert will let them go so that the knights can join the general procession to court.

King Today arrives at Camelot on the morning of the day before Midsummer’s Day, and departs three evenings later. Everyone who has ever had an encounter in which they would recognize a faerie being sees



that being in this retinue. Beautiful fey women last seen years ago are here, and from her place in the procession each will acknowledge the presence of the knight with a nod, smile, or sneer, as appropriate.

Enemy foes who have impacted player knights are sighted here, as well. (If they were giants or sprig-gans or the like, they appear here as rough, burly, but well-restrained foot soldiers.) Even if the monsters were killed in the previous encounter, they are here! Madog, the King of Sauvage, is here as a courtier, along with his own little retinue.

Notably missing are two supernatural beings who may have been met previously by player knights: the Fisher King and his court, and also Duke Kling-sor and his court.

The Overthere retinue occupies the entire Guest Castle. They are not released to the streets, of course, so any knight wishing to meet one of his faerie ladies will have to go through the usual channels (though this is unusually difficult given King Arthur's injunction against meetings with King Today's people), or else sneak around.

The faeries arrive at noon, stay for three nights, and depart at dusk the last day. The time is filled with royal pleasantries and diplomatic formalities. Stories are told of the king's Diamond Throne and the wonder of his city, Cleopolis, upon the shores of Lake Cleona; and of the countless and marvelous adventures of his ancestors and knights.

The important announcement comes at the final night's dinner. Arthur has ordered all the knights (except the guards on duty of course) to be present to honor the visitor. During dinner, King Today looks among the knights at the tables below him. He names a few of them, and tells of their deeds with the faerie race. He is well informed, and may even tell a secret or two to Arthur's court. ("After he left, Sir Ambrut's beloved had a child, and the pair of them have always wondered when the father would return.")

Then King Today turns to Arthur and says, "I know these men because they have intruded into my lands. My barons are complaining. There have been many such slayings, thefts, and kidnappings." He takes a polite sip of wine from a golden horn. No one can speak, even if they wish to. He has taken command of the hall with his magical drama.

"I am not unhappy with this," King Today continues, "for it keeps my knights alert. It waters the fields with blood. And in fact, I know that this aggression is due to the high ideals of Adventure and Quest, which are ways that I myself support from the depths of my being. In our great leadership, our wis-

dom, and our mutual love for adventure and quest, you and I are alike.

"It is not often that two great monarchs meet face to face in peace. But here we are, you and I. So this visit is a meeting of peace. Let me be clear: that the intrusions of your knights into my realm are expected, and accepted. And by the same coin, I am here to warn you that folk from my kingdom have also been freed, by your own actions, from our centuries-old promise to stay out of Britain. We too shall be found in your lands seeking adventure."

"We welcome that, my friend," says King Arthur, "and I too pledge to maintain peace between us and our kingdoms, no matter what passions our great followers bring to us." Arthur raises his golden goblet. "To Peace," he says, "and Adventure."

So the challenge is laid, and the Enchantment of Britain is going to continue, accelerated.

Late at night, after elven minstrels sing a song about watching Brutus come ashore to Britain, everyone goes to bed — everyone, including lovers, doctors, monks, and guards. The next morning, King Today and all of his entourage are gone, with every trace of their belongings, as if they never had been there.

Actually, that isn't quite true. One trace remains: many broken hearts.

KING MARK ATTEMPTS ROMANCE

Source: Malory VIII, 13–14.

Now that Romance is all the rage, knights and nobles everywhere try their hand at it. In Cornwall, the king, Mark, has had his eye on the pretty wife of Sir Segwarides, who seems to have his own eye on a different maid now that he has married that land-holding heiress.



Sir Tristram

SIR TRISTRAM DE LYONESSE

Designer's Notes: I have to agree with T.H. White's analysis of Sir Tristram: He was a great knight, but he didn't really quite get it. That is, he never quite understood the program of chivalry and romance, though he went through all the motions of following their standards. Tristram seems to have been presented seriously by most medieval authors until the *Vulgate* author introduced his sidekick, Sir Dinadan, a sarcastic, wry pragmatist unfazed by foolish social fashions.

What intrigued me most about Tristram, after reading Malory a couple of times, was his amazing penchant for seeing someone (any knight on horseback, at least) and barreling to the attack without a challenge, a hello, or a "who goes there?" I thought for a while he was just terribly paranoid about what King Mark might do.

But, then, I finally realized that there was more to it — he's monstrously nearsighted. He could never recognize heraldry or even see faces.

So whenever I played Tristram, I would squint up my eyes and look all around for the speakers. It got so that the player knights would recognize him on horseback, just from his odd glancing around.



King Mark makes his overture, but he is rebuffed by the lady, who says she has another romantic lover already, and she wishes not for two. Mark is angry, but restrains himself; some time later he learns that the other lover is none other than Sir Tristram, his nephew and household knight.

DEATH OF SIR HUGO

In Ireland, Sir Hugo de Ganis is murdered in secret. He had become a successful conqueror, rich and envied by many, and feared by the Irish. The murder is an assassination, a terrible crime. No one knows who did it, and the murderer becomes known as the Boy Without Bowels.

In fact, he was murdered by an invisible Irish gremlin whose life purpose is to sow discord and cause trouble. However, this isn't to be learned for many, many years.

ADVENTURE: LOGRIN THE GIANT

Setting: Wedrfdale, in the central Pennines; anywhere a maiden from there could take her complaints.

Characters: Jeanette, the maiden; her elderly father, a retired knight; Logrin the Giant.

Problem: A maiden is lamenting the conditions of her town, where a terrible giant named Logrin has been terrorizing the people. He is seizing cows and sheep to eat presently, but he is going through them so quickly that surely he will soon be eating people. She seeks help to destroy him before he goes on a rampage.

Solutions: Go to the dale in the Pennines, east of Elmet, and stay at the old stone tower and stockade "castle" where she lives with her father. Fight and kill the giant (use small giant stats, perhaps made slightly tougher). Be happily rewarded by the maiden, her father and her people.

Secrets: Logrin is going to come to life again if slain. The only person who can stop this is Sir Loholt, King Arthur's son.

Glory: 100 for slaying the giant the first time, 50 for each time thereafter. 250 for slaying him finally.

Special: Have this maiden pop up again a few years from now and ask the same knights for help again; they can surely go and kill Logrin again. Then, a few years later, she again shows up at court looking for someone to kill this giant for her; however, she pointedly does *not* ask the player knights this time.

The she shows up *again* in Year 541, and Sir Loholt, the king's son, goes off with her. Maybe the player knights are around some time later when Sir Kay returns with the giant's head and gets the glory for it.

CHRISTMAS COURT

Royal: "All is well with us when such a distinguished visitor as King Today comes to visit. I would ask that the adventurous companions go forth and seek this kingdom of Overthere! Some day we may have to visit there for a tournament."

Salisbury: "We are going to do some more building. Let's discuss what we need." (See the Events section for Year 533.)

SPECIAL WINTER PHASE MODIFIERS

Because of the Pax Arthur and King Today's blessing, all lands of Logres get a negative modifier equal to 1d6+5 on the Starting Bad Weather roll.

YEAR 533

COURT

Arthur's court is held at Camelot.

SPECIAL GUESTS

King Anguish of Ireland

All the de Ganis knights (except Lancelot)

AWAY FROM CAMELOT

Sir Lancelot

NEW ROUND TABLE MEMBERS

None in particular.

GOSSIP

"You are going to Paris!? Will you be staying there with the Lady Elyzabel? Ooh, Paris!"

"Well, dearie, I hear that it's actually a cesspool. Ten years in Camelot and you have forgotten what the rest of the world is like."

"Well, I won't be staying there with her, of course. Not after the wedding. Is there anything I should have the Lady buy for the work?"

"From Paris? I suppose they might have stolen something nice from somewhere, but they are such backward people! They are still Franks, you know, no matter how much they copy our ways."

NEWS

Kay: "The harvest continues to be good. The land is wonderfully prosperous."

Griflet: "There is no war, but let us not get lazy! We will be reconditioning castles and fixing roads this summer."

Gawaine: "I have sent word on ahead for the French king to arrange a tournament for us when we get there with Lady Elyzabel."



ROYAL CONVERSATION

"We approve of the sport of the lawful tournament for gentlemen knights from anywhere in the world."

INTRIGUE

None in particular.

EVENTS

A large number of small encounters with Faerie creatures occur throughout Arthur's realm. Along the roads, elf knights are found wishing to joust for love against passing knights (see the adventure "ROAD CHALLENGE"). Packs of faerie dogs are found romping across the roads in many places; they are hungry and aggressive, bothering everyone in their way (use any of the various types of magical dog from Appendix 1).

Elsewhere, faeries of the "farm helper" category, such as brownies, are seen more often. They are also more easily approached. If treated kindly, they offer a deal: for a plate of cream each evening, they will bless the manor. (See "Brownies" in Appendix 1.)

CONSTRUCTION IN SALISBURY

Earl Robert has put aside enough funds to add considerably to his castle. He has begun to hire builders, but will confer with his knights to prioritize what to build. Certainly enough will be spent to reinforce the castle. But there are some discretionary funds.

He has divided the excess into three segments, each segment large is enough to do one of the following:

- upgrade a motte-and-bailey into a stone castle
- build a gate tower on the city
- increase the fortification of the main castle
- some other player suggestion equating roughly in value to one of the above



Earl Robert

ESCORT TO FRANCE

Lady Elyzabel, cousin to Queen Guenever, goes with a suitable escort to her betrothed, Lord Philip, a cousin of the French king. The pair met while Philip was with the French ambassador. He was a great romantic suitor, and when Guenever informed her cousin that she would marry him, Elyzabel was pleased.

Of course, Lady Elyzabel and her entourage need an armed escort. Nothing needs to happen, but anything can (Gamemaster's discretion), as long as she ultimately reaches her destination and gets married. If player knights are on the escort, they can also participate in the tourney following the wedding, and get a chance to see France (which will come in handy in a few years).

Glory: 50 to each knight who accompanies Elyzabel.

PARIS TOURNAMENT

There is little hostility exhibited by the French knights towards their British counterparts, unless previous hostility existed on a personal level. Camelot is the known world's cultural center of chivalry, and these knights want to learn what they can from their British counterparts.

Sponsor: Childebert, King of Paris.

Type: Full style, Regional.

Teams: Paris and the visiting British against everyone else.

Prize: An amazing glass pitcher and matching goblets (worth £25)

Special Events: Persian archers in a howdah on an elephant challenge knights to snatch either the red or the white ribbon off their elephant. Each is about 6 feet long and flutters in the breeze. If knights get the red one, the visitors will serve the victor for a year and a day. If they snatch the white one, they will forfeit ownership of the Elephant Cup, a large silver vessel worth £10.

Because they are gentlemen in their own land, the Persians abide by the rules and use rebated, nonlethal arrows as long as the knights use rebated weapons; they withdraw from combat when hit as if they or their elephant were wounded. Knights that are forced to leave the combat must pay a fee of £1 to the Persians.

Most amazingly, the elephant lifts up its leg when hit (i.e., it takes a wound of at least 10 Hit Points), and hobbles around on three legs. If another wound is dealt to it, then it balances precariously — much to the crowd's wonder and enjoyment — on two legs.



After taking a third wound, or if at any time it takes a Major Wound, it lowers itself to lie on the ground, as if slain, while the archers continue the fight.

If the elephant falls, the archers may leap out of their hut with rebated pikes (great spears) to defend their ribbons.

All is fought with great good humor and chivalric honor.

Results: As determined by the dice.

DE GANIS CHALLENGES KING ANGUISH

Source: Malory, VII, 5.

While visiting Camelot, the Irish king Anguish is challenged by the de Ganis clan for murder, for being responsible for the death of one of their family, Sir Hugo. King Anguish denies having had anything to do with the death, saying it seems more likely that he was slain by some supernatural creature, or perhaps by someone who would actually have a grudge, rather than himself, who seeks peace with King Arthur. But the de Ganis clan rebuts these statements, and they challenge King Anguish to prove his word by force of arms.

King Anguish wishes that his champion were still alive to defend him, but since Sir Marhaus died fighting King Mark's champion, he has no such opponent to match the brawn and ability of Bors and Blamore (and he is glad that the new young knight, Sir Lancelot, is not present!).

A young knight visiting at the court, named Sir Tristram, agrees to take the case for the Irish king, simply because he "wishes for justice." (He doesn't mention that it was he who killed Sir Marhaus!)

A duel is prepared, and Sir Tristram fights Blamore de Ganis, and after a fierce fight Tristram prevails. Sir Blamore refuses to surrender, even though beaten, preferring to die rather than bring the stain of surrender to his clan. Sir Tristram gets a Just check when he refers the decision to the witnessing kings, and then a Merciful when he also begs King Anguish to spare the brave opponent. Anguish is exonerated.

The de Ganis clan, unhappy at the loss of a victim, spend their time afterwards chatting with King Anguish, clearly seeking someone else to blame. It is clear their efforts to obtain more land in Ireland are not finished.

After the dinner, King Anguish expresses his thanks to the young knight who helped him so much, and promises Tristram that, should he so desire, he would grant to him the hand of his daughter, Princess Isolt, in marriage.

After some pleasant times in Camelot, the de Ganis men accompany King Anguish back to Ireland, "to investigate." Sir Tristram wanders back home, to Cornwall.

KING MARK SEEKS MARRIAGE

Source: Malory, VII, 5.

King Mark hears the story of Sir Tristram's adventures at Camelot; then, when he is given a description of Lady Isolt, he discerns the solution to his problem with Irish raiders. If he marries the princess, then surely the Irish will stop raiding Cornwall, or at least his father-in-law would harass the Irish in their own lands there and the raiders would instead have to defend themselves. (Plus, of course, he is impressed with tales of the princess' beauty. And perhaps, just perhaps, he is aware of the incipient feelings that Sir Tristram has for the young lady.)

One night after dinner and before the crowd of his retainers, he announces that he wants to marry Isolt, and asks Tristram if the young knight would mind transferring the offer of marriage that he got from King Anguish to himself, the King of Cornwall, the lawful liege of Sir Tristram.

Tristram, ever loyal, agrees that he would so transfer this benefit. King Mark is pleased, and he requests Tristram to go to Ireland to fetch his bride; Tristram agrees to set forth the following spring.

LANCELOT CAPTURED

Sir Lancelot, on adventure as usual, is captured by Morgan le Fay and three other witches in the Perilous Forest. He is imprisoned in a tower. He soon escapes, but is captured again and re-imprisoned.

The important point here is that Morgan uses a lot of magical power to capture and keep him. It is just another sign of the surge of enchantment sent forth from Faerie.

CHRISTMAS COURT

Royal: "Why is Lancelot gone all the time? What in the world could be bothering him so much? Perhaps the queen ought to speak to him and convince him to stay around. He is such a shining example to all the men!"

Salisbury: "Let us study harp this winter. My mother has hired teachers to help everyone." (Each knight at court this winter gains a free 2 point bonus to Play [harp].)

SPECIAL WINTER PHASE MODIFIERS

Because of the Pax Arthur, all lands of Logres get a -1d6 modifier on the Starting Bad Weather roll.



YEAR 534

COURT

Arthur's court is held at Camelot.

SPECIAL GUESTS

None in particular.

AWAY FROM CAMELOT

Sir Lancelot

NEW ROUND TABLE MEMBERS

None in particular.

GOSSIP

"I am beginning to think that that Lancelot is a glory hound. That's why he's out there all the time. He just wants to do all the deeds before anyone else can do them."

"There is no shortage, I say. Knights are finding plenty to do, and if those damned evil dogs come out again this year they will have even more to do."

"Well, I'll say I am feeling more than happy to have my children growing up without those damned Saxons marching around every summer. Remember when that was the only way? Brrr..."

"That made my day brighter! Thank you so much for reminding me of corpses, starvation, and constant fear."

"Best to remember it if you have forgotten, then. It will make today all the more sweet."

NEWS

Kay: "Say, if any of you get to visit King Today will you ask his butler or his steward where they get some of their spices? I wonder if I can trade some brown sauce for some?"

Griflet: "Watch out for the Quinqueroi Forest. There are some nasty bandits in there this year."

Gawaine: "I think the best of the year will be at Peningues this summer. It is going to be a big one, with knights coming from all over to attend."

ROYAL CONVERSATION

"We believe that the pursuit of Adventure is superior to the pursuit of Romance, but that Romance is superior to sloth. Therefore, all knights at court this summer will be *obliged* to attend the Court of Love if they are not on Adventure."

INTRIGUE

It seems that the Quinqueroi rebels got stronger with some magical help. We need Nimue to see if there is a source of trouble that can be uprooted.

The King of France has stopped all Italian and Germany merchants from crossing his territory to sell to Britain. There is going to be a shortage of red wine.

EVENTS

Several interesting events occur this year, some for the player knights to attend to, others occurring in the background, heard perhaps as rumors.

SIR TURQUINE'S VENDETTA

Sir Turquine is a very powerful Saxon outlaw who has taken up the ways of a bandit knight in the Quinqueroi Forest in Essex. He has captured many Round Table knights including Sir Kay, and during this adventure he captures several more: Gawaine, Sagremor, Agravaine, Dodinas, and others.

Player Hook: Perhaps the player knights would like to attempt to overcome this fellow. A friend of the player knights thinks that he has figured out why Turquine has beaten so many good knights: He thinks Turquine gets so worked up against Round Table knights that he is inspired to greatness against them. (The Gamemaster must decide if this is true or not.)

If this is true, then might he not be much less dangerous against knights who are not on the Round Table. Regardless, are the player knights willing to try?

Canon: If the player knights do not defeat Turquine they are captured, and later on Sir Lancelot finds Turquine and kills him in combat, thus liberating all the prisoners.

TRISTRAM CARRIES MARK'S MESSAGE

Sir Tristram sets forth to Ireland and the court of King Anguish. He is welcomed by his friend, the king, and delivers his message that King Mark wishes to marry the prices Isolt to cement friendship between the two lands. King Anguish agrees, and though his daughter appears reluctant, she is obedient.

Isolt's mother sees the problems that may arise, and she gives to her daughter a cup with liquid in it, and instructs her to drink from this with her husband on her wedding night. She does not reveal that it is a powerful potion that will ensure love between whoever drinks from it.

On the way back to Britain, their ship is becalmed. Water runs short, and Isolt brings out the cup of liquid to drink. She and Tristram sip it, and from that moment their mutual desire for each other overcomes all sense of loyalty and honor.

CORNWALL WEDDING

Source: Malory VIII, 25

Sir Tristram brings Princess Isolt from Ireland to be the bride of his liege lord. She, ever proper, is de-



mure and obedient. Mark is ecstatic and can barely take his eyes off of her. As a result, he does not see the dark looks of grief and longing cast by Sir Tristram.

King Mark and Isolt are wed, so she is the Queen of Cornwall and Brittany. Yet, on their wedding night, she tricks her husband, a fact known to no one but herself, her maidservant Bragwine, and Tristram. Instead of bedding with the king, she sends her maidservant there, and the drunken king fails to notice the difference in the darkness.

And instead, Tristram and Isolt embrace for the first time.

CORNWALL TOURNAMENT

Sponsor: King Mark of Cornwall and Brittany.

Teams: Mark's Cornish and Brittany knights against all comers. The largest contingents are from Jagent and Somerset, nearby.

Type: Old style, Regional.

Special Events: The tourney starts with a bo-hort, where on the first day squires and men-at-arms fight with clubs; the winner gets a fine bottle of wine. Animal displays are held to amuse the crowds, sometimes with animals fighting animals (the famous bull and bear fight, for instance), or animals against footmen. The most exotic animal is a lion, but the bears and boars are tough enough. Challenges are fought.

On the second day is the melee, during which Sir Tristram is unstoppable, beating even Lancelot. He is inspired, apparently, by the mystery lady whose scarf he wears tied to his sword arm.

On the day after the tournament, Sir Tristram is uneasy, perhaps anxious. The player knights may invite him to go questing with them, if they wish. He pauses a while, but quickly comes back and agrees. "I need some distraction," he says. "It will be good to get away."

THE ROAD TO PENINGUES (HIDDEN EVENT)

Lancelot is still held prisoner by Morgan le Fay in her tower in the Perilous Forest. However, thanks to the help of a maiden who loves him, Lancelot escapes again.

Lancelot gets out of the Perilous Forest and sets off, intending to participate in Duke Randle's tournament in Peningues. On the way he meets Mordred, and they ride together in good cheer. Then a priest surprises them and reveals the secret of Mordred's birth, then prophesies the terrible events that he will instigate as "the world's most wicked son." Sir Mordred kills the priest in a rage.

After some frothing and shaking, Mordred recovers and makes Lancelot swear that he will never

reveal what he has just heard. They then continue to the tournament.

Note that Mordred's decline into evil starts at this point, but no one except Lancelot ever knows the cause of it, until Mordred himself reveals it at some point in the future. (See "The Sons of Arthur" earlier in this chapter for more.)

PENINGUES TOURNAMENT

Source: *Vulgate IV*.

Sponsor: Duke Randle.

Type: Proto-Classic style, Regional.

Teams: Gales versus all comers.

Prize: A bejeweled gold ring (£10).

This tournament, held in the city of Peningues (modern Frodsham), is one of the first to draw in elements of the soon-to-become popular Classic style. Many Round Table knights are present, including Lancelot, who is warmly greeted by everyone. Many other important people are present as well. The Round Table knights decide to divide themselves evenly on each side, but (as per their oaths) they will not fight against each other. This is a chance for player knights to gain some extra Glory if they can defeat any of the great knights.

Play through the tournament. It is large and remarkable enough that people have come from afar, perhaps including lovers, wives, and enemies. There is a luxury market, as well as a regular market where peasants throng and attend their own quaint activities.

In the melee, Sir Mordred fights like he is crazy. He is clearly inspired, and even with the broken stump of his jousting lance he still beats good knights down. He throws away his shield, driving brave men before him in his frenzy. Round Table knights go down to his blows. He even tears off his helmet on the field, throwing it away and attacking more Round Table knights. Those who resist fall.

Where's Lancelot?

Awareness. (Success = He's doing his usual deeds, but always on the far side of the field. Critical = It seems apparent that he is avoiding Mordred.)

At the end of the day it is Sir Mordred of Lothian who is named Champion. He is cut and nicked, but not hurt, yet he seems neither happy nor triumphant. In fact, he still looks angry enough to bite through the golden ring that is his prize. He does not speak to anyone, just growling them away with their congratulations still on their lips. Even his brothers cannot talk to him. At the feast, he gets very drunk very quickly and passes out.



A BEGETTING (HIDDEN EVENT)

Source: Malory XI, 1–3.

Sir Lancelot, adventuring in the Wastelands, undergoes several adventures and ends up at Carbonek Castle in Listeneisse. There he meets the Lady Elaine, young and beautiful daughter of the king, who is ill and not present.

That evening, Sir Lancelot is ensorcelled by Dame Brisen, a powerful enchantress who lives there. She makes Lancelot think that Princess Elaine is Queen Guenever, and to forget all his vows of chivalry, romance and loyalty; when the eighteen-year-old virgin seduces Lancelot, he complies.

He awakes in alarm, dresses and gathers his things quickly, and departs after a farewell that is quite too short to be called well-mannered.

THE RED DRAGON

A great portent is seen in the sky. A Red Dragon (Haley's Comet) flies across the sky, observed by all. Seers and prophets vie to name its significance. Some say that it portends the birth or begetting of a great hero who will help all of mankind. Others say that is a sign of disaster, either of the death of a great man or the birth of the worst villain to be ever born.

CHRISTMAS COURT

Royal: Everyone is talking about Mordred. His actions at the tournament were outrageously reckless. He must have been bewitched, for his personality has taken a bad turn.

Salisbury: "I am going to clear some lands around Vagon. Be sure to have the knights about to make sure there is nothing hiding in the woods to scare off my workmen."

SPECIAL WINTER PHASE MODIFIERS

Because of the Pax Arthur, all lands of Logres get a –1d6 modifier on the Starting Bad Weather roll.

YEAR 535

COURT

Arthur's court is held at Camelot early in the year, then at Carlion in the spring, and then back at Camelot for the winter.

SPECIAL GUESTS

None in particular.

AWAY FROM CAMELOT

Sir Lancelot

NEW ROUND TABLE MEMBERS

Did someone other than Lancelot defeat Sir Turquine? If so, then he is a likely candidate for the Round Table.

GOSSIP

"See, I warned you girls about it, and didn't that red dragon show you I was right?"

"Let me see — you mean that the red dragon appeared in the sky to warn us that the devil is coming because she <gestures> is always talking about love, and she <nods> about sex? Is that right?"

"You know it isn't just talk, but actions, too. Why, this palace is a cesspool of immorality! Knights and maids, nobles and servants, officers and noblewomen! Where will this lead, to the queen and king?"

"I hear your brother is going to Ireland?"

"Plenty of opportunity there, yes."

"And what was that happening in Cornwall? The king got married? Irish lady, wasn't it?"

"Did the queen get some new dogs...?"

NEWS

Kay: "The Red Dragon was an alchemical trick, I am told. Helyes, Galeholt's sorcerer, told me it was because the wizard giant of Iceland was boiling quicksilver."

Griflet: "The Red Dragon was nothing other than the Pendragon's banner, the great Red Dragon of the Britons. It must have been sent to strike terror into the hearts of our enemies. We will use the opportunity to make people aware of a career in the mercenaries."

Gawaine: "I know it would be better to have just one lover, but frankly I find that too difficult. Besides, I am not loving these women for some courtly game! It's for real!"

ROYAL CONVERSATION

"We are ordering that the Pendragon banner, and the old red legionary dragons, be borne in procession around the kingdom to assure them that its appearance in the sky was a great omen for our kingdom."

INTRIGUE

King Arthur sent to France to negotiate a wedding for his son. The French king not only refused, but maimed the heralds who brought the preliminary inquiry, then asked that great men be sent next so he could cut their hands off the same way.

EVENTS

In this part of the campaign, the Gamemaster is going to do a lot of narration, but he should always



try to get the player knights involved in the action as much as possible.

If the player knights have come from outside the court, the Gamemaster should take them through a day there. They should interact with Kay to learn his foul temper first-hand, meet the courteous and outgoing Ywaine, and see that there are two dwarves in court, both in attendance upon the queen but curiously mute.

Soon thereafter, the court packs up and moves from Camelot to Carlion for a change of scenery.

THE BASKET KNIGHT

One lovely spring day, Queen Guenever announces that the noon meal will take place in the garden, with her and her serving-maids in attendance. The servants bustle around, setting up tables in a rough U-shape with the queen's table in the center of the bottom of the U. The king and many from court join her.

The player knights are invited to the lunch. (If they do not seem famous enough for it, then it is because the queen wishes to have a chance to see all of the king's knights at court.)

Ywaine joins the player knights and sits with them for the meal. Although Ywaine is here for the Gamemaster to use to keep the story line flowing, if any of the player knights spontaneously want to do the things he did in the original story, the Gamemaster should by all means give them the credit.

In the midst of the feasting, a knight in old-fashioned chainmail rides up into the garden. His shield is jet-black and carries no blazon. (A Heraldry roll is useless.) The stranger rides right into the U of tables, dismounts, and kneels before the king. Everyone is silent, as courtesy demands. The stranger rises, then loudly announces that he has come to challenge one of Arthur's knights to single combat — any one will do. He starts to bow to Guenever, but suddenly grabs her goblet and throws the wine into her face.

"Let any man who wishes to avenge this act meet me in the meadow outside the walls," he says, "and fight to the death for this goblet." With that, he leaps onto his horse and gallops out.

While the two mute dwarves help the queen wipe off her face and clothes, all the knights leap up and call out, begging the queen to choose them as her champion. The Gamemaster should encourage any player knight who wishes to join in. Finally, Kay gets to his feet and yells at everyone to be silent and let the queen speak. Many knights step forward seeking to be heard.

Oratory, -10. (Success = The queen hears your plea, but is as yet undecided. Critical = She chooses you to go avenge her honor.)

Suddenly, amid all this confusion, appears a very strange sight indeed. A young man, just showing his first whiskers and dressed in dirty, torn clothing, has ridden up on a bony old nag with a pack-pannier for a saddle. He wears the most peculiar gear that the player knights have ever seen: It looks as though he has used sticks, willow whips, strips of old cloth, and bits of twine to imitate all the armor and accouterments of a knight's gear. A basket knight!

Any player knight who went on the adventure of "OUTLAWS IN GWYNNED" in 532 may try to recognize the young man.

Recognize, -5. (Success = You remember having seen this young peasant, then a mere boy, in Wales a few years ago. He has grown *considerably* bigger, and is now a strapping young man.)

The lad turns insolently to Kay and says: "Here, you, the tall fellow over there, where's Arthur?"

"And what do you want with Arthur?" snaps Kay.

"My mother told me to come here and get made a knight."

By now, the whole household is beginning to make fun of this slovenly fellow, all except Ywaine, who looks as if he's trying to remember something important. The player knights should make Merciful rolls to see if they join in or refrain from the mockery.

"By my faith," Kay snarls. "You've come here a good bit too slovenly looking, lad!"

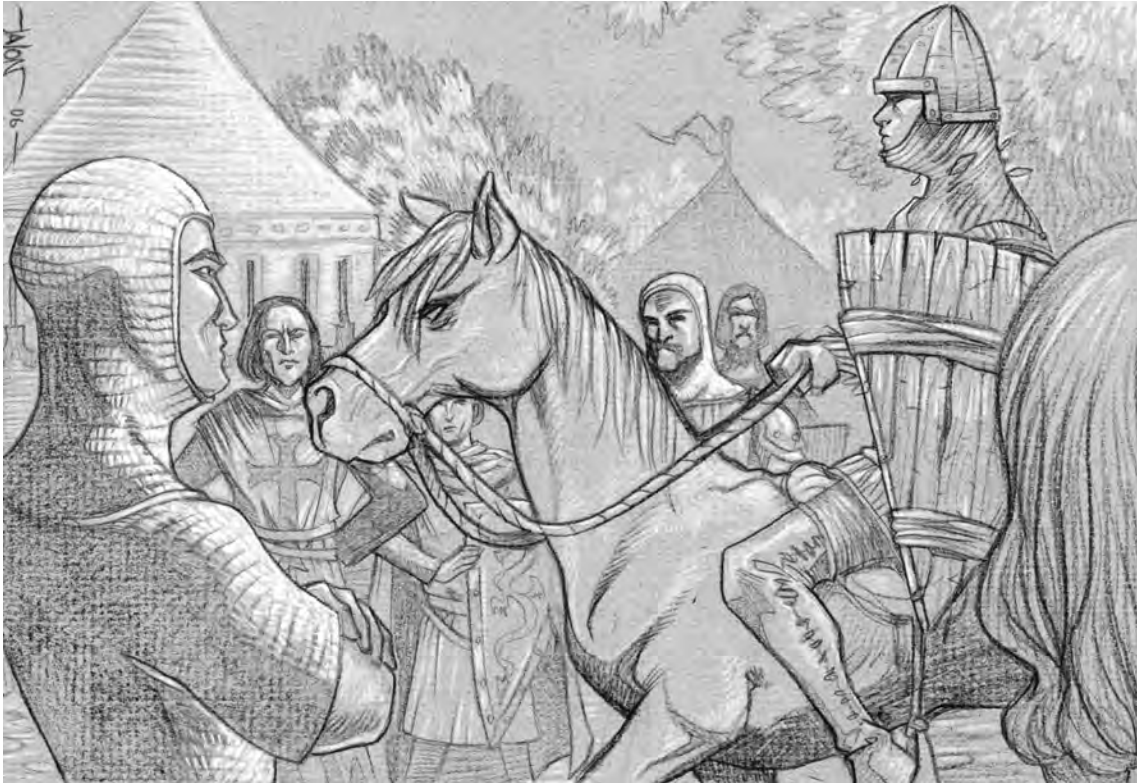
At that, the two dwarves rush up and bow to the lad. "God's welcome," they say, "to fair Percivale, chief of warriors and flower among knights."

Already severely tried by seeing an evil knight pour wine on his queen, Kay's temper snaps. "Oh good God!" Kay bellows. "And a fine thing this is! You haven't spoken one cursed word the whole time you've been here, and now you're showering praise on this stinking lad!" Kay swings, slapping each dwarf so hard that he falls to the ground. Sir Ywaine (along with any player knights who have a sense of fair play) jumps to his feet and starts to move forward, but Kay has already turned on Percivale, who stands his ground.

"As for you," Kay growls. "If you want to be a knight so badly, then you go after the knight who's waiting out in the meadow. Kill him and get the goblet he's carrying, and then you'll be a knight, sure enough."

"Very well, then, Tall Fellow," Percivale answers. "That's what I'll do." Before any one can stop him, Percivale turns and dashes off, leaving his nag behind.

Ywaine turns to the player knights and says: "We've got to stop this. That poor lad will be killed!"



Player knights with a sense of honor will immediately agree. If they get up to go, they get Just checks. If they don't act spontaneously, the Gamemaster should have the players make Just rolls for their knights. Those who succeed follow Ywaine as he runs out of the fort. Everyone else, though, continues clamoring to the queen to be chosen to go avenge her. Most have already sent their squires to get their weapons and armor.

When Ywaine and the player knights reach the meadow, they see the evil knight lying dead on the ground. A javelin (a pointed stick with a fire-hardened tip, really) protrudes from the eye slit of his helmet. Percivale is hunkering down next to him and examining his armor.

When the party comes up, he says: "Why is this man wearing a metal shirt? Is he a Christian doing some kind of penance?" Ywaine, or the players, may answer.

The Gamemaster should play Percivale here as a very naive but intrinsically intelligent young man. He is not stupid, just monstrously ignorant. He is discourteous only because he's never been in a court before. For instance, Percivale remembers the name of every part of the armor from his previous meeting, but knows nothing of how to get it off or on. He tells them that he killed the knight by stabbing him in the eye with one of his crude spears.

Awareness. (Success = You see that the spear's blow split the fellow's head, and a bit of the spear-tip has punched through the back of his helm.)

Percivale asks the player knights if he can have the armor and horse. "I beat him, so his is mine now, right?" asks the lad. He is right, of course.

"Will you help me put it on, then?" he asks. He is curious about the armor. The party has to help Percivale don his newly acquired gear and to show him how to draw the sword from his scabbard.

If none of the player knights invite the lad to return to court and be presented to Arthur, Ywaine does so. "May I be shamed if I go!" Percivale replies. "You take the goblet back and tell Arthur that wherever I go, I'll always be his man. But I won't set one foot in his court until I meet that Tall Man in combat and avenge the injury to the two dwarves."

Percivale hands the goblet to a player knight, mounts the captured charger, and rides off, leaving the knights behind. When the party returns to court, the Gamemaster should let a player knight tell the story to the queen.

Awareness. (Success = You notice that although Kay is putting a good face on it, he's somewhat frightened at this challenge from a man who can kill a fully armed knight while unhorsed and using just a pointy stick.)



If any player knights spontaneously followed Ywaine (i.e., not those who required a Just roll to prompt them), Guenever publicly praises them. She also reproves Kay for hitting her dwarves, who have fortunately recovered.

When Kay stalks off, the dwarves tell the story of Percivale's boyhood, for, it seems, they were once part of King Pellinore's court. A druid laid a geas on them that they might not speak until they saw Percivale again, and they have been looking for him for years. They are quite happy that the geas is now lifted, and they tell this tale:

"Percivale was the seventh legitimate son of King Pellinore. The king and his six elder sons were all slain in the wars and the countess was driven to distraction by her grief. She vowed her last son would never be a warrior. She fled to the dense forests with only a few trusted servants who vowed they would never mention weapons or warfare to the boy.

"Percivale grew up with only the forest and his mother and her servants for company. Yet a warrior's blood will always show. Obviously the lad has pushed himself, growing strong and fleet of foot. He has been wandering to prove himself."

Glory: 15 for those knights who spontaneously leapt up with Ywaine to follow Percivale.

PERCIVALE'S VICTORIES

Note: In this section, the Gamemaster has two choices: either to go through it quickly in narrative time, or to break it up by adding small battles against Irish raids, jousting at court, and the like. If you choose to add action, remember that it would be a pity for a player to lose a character to local color when the real danger lies just ahead.

Several days pass after Percivale's departure. One morning, as Arthur is holding court in his great hall, a knight comes in.

Recognize. (Success = He is an unknown, a minor knight from some petty court.)

Bruised and wounded, he kneels humbly at Arthur's feet. "Once I was an evil man," he says, "given to waylaying travelers and doing harm to fair maidens, but I fought with a young knight named Percivale. When he overcame me, I begged for quarter, which he granted on these terms: that I came to you, renounce my evil ways, and become a Christian. I'm here to fulfill my vow."

"By my faith!" Arthur says. "Then we'll have you baptized straightaway."

"My humble thanks, most noble king. Percivale also told me to deliver this message — to tell some-

one he called the Tall Man that soon they'd meet to avenge the injury to the two dwarves."

The player knights do not need to make an Awareness roll to notice that Kay's face turns white.

This knight is just the first of Percivale's conquests. Over the next three weeks, no less than fifteen more overwhelmed knights and villains arrive at court to beg Arthur's pardon and mend their ways. All deliver the same message for Kay. As time goes on, the dwarves look more and more smug, and Kay begins avoiding the other knights as much as possible.

If the Gamemaster wants a little action here, he could have the players make Merciful rolls. Failure indicates that the failing knight simply can't resist making some nasty remark to Kay. Kay immediately challenges that player to a joust.

Finally, one evening when the court is feasting, the sixteenth knight arrives. With him is a lady, whose husband this now-redeemed knight recently slew. The lady praises Percivale's courage and virtue so highly that Arthur rises to his feet and addresses the assembled knights.

"By God above," the king says. "Kay, it was a foul thing you did, driving that lad away, but I know full well that you're no coward. We're going to ride out and search for Percivale. When we find him, you and he can do your worst to each other, and end the matter once and for all. And as we ride in our search, I expect every loyal knight to do some great deed of renown, for while we've been sitting here in court, young Percivale has put us all to shame."

SPRING: THE HORN OF CHASTITY

Source: Malory VIII, 34.

Morgan le Fay creates a beautiful drinking horn, bound in gold. It is magical, for any woman who drinks from it will spill upon herself if she has been unfaithful to her husband. She gives it to one of her knights, with instructions to take it to Camelot and challenge the women of court to drink from it.

When the knight is traveling to court, he comes across Sir Lamorak, who asks his business and learns of this travesty of honor. He orders the knight to go to the court of King Mark instead of Camelot. The knight does.

At the Court of Cornwall, one hundred ladies drink from the horn, and of all of them only four do not spill upon themselves — and the queen is not one of the four. King Mark is enraged, for he sees this to be proof that Queen Isolt has been unfaithful to him. In an extreme fit of jealousy, he orders his wife and the other 95 women to be burned at the stake for their unfaithfulness.



Sir Lamorak

However, his court convinces him to be calm. They point out that this is a sorcerous thing, made by a wicked witch who hates all that is good. They swear to make short of work of Morgan if they ever cross paths with her, and after a time King Mark is convinced.

Tristram conceives a hatred for Sir Lamorak at this, however, for he knows that Lamorak sent the horn to Cornwall specifically to expose him to the king.

SUMMER: A DIFFERENT PROOF

Source: Malory VIII, 34.

Sir Tristram has an enemy, one Sir Andred, among his own kinsman. Sir Andred is suspicious of Tristram, and he spies on the young knight and discovers that he visits Queen Isolt nearly every night. One night, with a dozen armed fellows, he enters the queen's chamber and they witness that Tristram is naked and abed with the queen. They are caught in their adultery.

King Mark is, of course, enraged. In a small chapel by the sea, Tristram is brought forth for judgment. Sir Andred makes the accusation, and Sir Tristram laments his lack of love for kin. Tristram defends himself by pointing out that he had rescued the kingdom from Sir Marhaus, pointing out that he was promised to be well treated and that he is not. He points out that he is the best knight among them, for no one else had the courage to fight Marhaus.

Sir Andred is unforgiving and declares that Tristram will die, drawing his sword. Two knights hold Tristram's hands, but he smashes them together and grapples with Andred, wrenching the sword away and knocking Andred unconscious. When the other knights raise a cry, many men rush to the chapel, and Sir Tristram (still naked) leaps from a window into the sea far below.

His men find him and rescue him. They tell him that the queen has been put into a leper's hut as prisoner, and one night Tristram sneaks in and rescues her. They live for awhile in the woods, but Tristram is wounded by a poison arrow and, while he is absent, King Mark again takes Isolt.

Sir Tristram is sorely hurt by the poison, unable to act, but he learns that there is a great healer in Brittany who is the daughter of King Hoel there. Tristram takes ship to Brittany, and after some time is healed by her whose name is Isolt le Blanche Mains ("of the White Hands").

A WONDROUS BIRTH (HIDDEN EVENT)

In the center of the Wastelands, in a castle that turns, where lives the Fisher King, keeper of the Holy Grail, a baby is born to Lady Elaine — who had been a virgin before nine months ago, until Lancelot visited her court, and who is now an abandoned lover. She names the child Galahad.

The castle will remain hidden from all outside eyes for over ten years.

CHRISTMAS COURT

Sir Lancelot shows up at Camelot one cold night. Everyone is especially happy to see him again; the king and queen wait on him themselves. Over the winter, the court is enlivened with his presence to such an extent that any player knight present may add 1 extra point to any two courtly skills.

Royal: Guenever's cousin, Lady Elyzabel, has been unjustly imprisoned by her husband in France. Her handmaiden has returned, pretending she was ill, but actually seeking to bring the message to her cousin. People are enraged.

Salisbury: "The king spoke to me about the number of knights I might send to France next year. He said he is thinking of having one-third the number of knights for three times the normal duty time. What do you gents think of that?"

SPECIAL WINTER PHASE MODIFIERS

Because of the Pax Arthur, all lands of Logres get a -1d6 modifier on the Starting Bad Weather roll.

YEAR 536

COURT

Arthur's court is held at Camelot.

SPECIAL GUESTS

Sir Lancelot

The leaders of Arthur's army



AWAY FROM CAMELOT

None in particular

NEW ROUND TABLE MEMBERS

None in particular

GOSSIP

"Poor Elyzabel! Those French are savages! I wish I was a man so I could go kill them!"

"Oh, you love war so much when it is far away, don't you. Who is the savage?"

"Not me! I didn't do anything wrong, so don't be so oe'rweeningly righteous."

"You know, my sister said that she saw Lancelot up and about late one night last week. What could he be doing be doing wandering the halls in his night-shirt after the moon is down?"

"Well, I for one think he is a brooding man, and he probably spends hours each night wandering the halls composing poetry and planning to kill dragons."

NEWS

Kay: "You know this is necessary. They have gone too far. We *must* have more Bordeaux wine! " *(laughs bitterly)*

Griflet: "War in France will bring out the best in us all. We'll see if those tournaments have kept us fit, as they say."

Gawaine: "Elyzabel is only one of many wronged Britons in France. Our honor calls to us to avenge them, and to bring some proper civilization to those Frankish kings."

ROYAL CONVERSATION

"We are not going to engage in wholesale plunder and slaughter. We will do no more than is necessary to feed the army and make the journey profitable."

INTRIGUE

The king has been preparing for this war for a year. The fleet is ready, and there is very little scurrying around to gather mercenaries and supplies. France is an anarchy with several kings, and it's ripe for plundering."

EVENTS

This year, Arthur attacks France to liberate Lady Elyzabel, the cousin of Guenever.

ADVENTURE: SECOND FRENCH WAR

During this time, Arthur's troops assault and take the city of Rouen; finally, at Midsummer, he settles down to besiege Paris. Great numbers of machines are assembled on both sides of the river and

bombard it day and night. At last, the French army comes from the south to fight.

Gamemaster's Note: For the activities preparatory to the war, go back to Year 526, when Arthur invaded France as a prelude to attacking Rome. (Use the same charts, events, and tables.)

BATTLE OF PARIS

Length of Battle: 8 rounds

Battle Size: Large

Commanders

King Arthur (Battle = 23)

King Childebert (Battle = 10)

Modifiers

None

The Fight

Round 1: First Charge.

Rounds 2–8: Normal.

After the Battle

Victor: King Arthur. Decisive Victory.

Plunder: 1 Andalusian charger, 1 charger, 3 rouncys, £7 in goods.

Glory: 45 per round, x2 for Decisive Victory.

PERCIVALE'S PRISONERS

Throughout the summer, more prisoners troop into court, all defeated by Percivale. It is worth noting that while Percivale's many prisoners report to the king, Lancelot's have all reported to the queen.

Many knights come limping to King Arthur's court, surrendering to his officers (since the king himself is absent) and telling of how young Percivale had defeated them. They are ashamed because Percivale confessed to them that he was not even a knight!

WAR IN CORNOUAILLES (BRITTANY)

Source: Malory VIII, 3.

Sir Tristram is in exile at the court of Duke Hoel of Cornouailles, in Brittany. While King Arthur is warring in France, King Conon of Vannetais attacks Duke Cornouailles, who is badly outnumbered. Sir Tristram aids Hoel against Conon, and his courage, leadership, and fighting ability result in several small defeats for Conon, who withdraws.

Duke Hoel is very pleased, and he offers Sir Tristram the hand of his daughter, Isolt le Blanche Mains.

LIBERATION OF GANIS

The de Ganis clan has been living in exile at King Arthur's court for almost 20 years. After King Arthur defeats the French king, he remains in Paris to receive homage and collect his tribute, after which



he and the army return to the coast of Normandy and prepare to ship back home.

The de Ganis clan have bigger plans, though: They get the king's permission to remain on the continent and to lead volunteers on another campaign in Ganis. Many knights volunteer, and thus participate in the conquest. Count Pharien of Trebes is the main defender, and he refuses battle but instead holes up in his castles; still, they fall to siege (or to the actions of the natives who look forward to the return of the de Ganis rulers).

Benoic and Bordeaux, as well as many castles, are liberated before winter sets in.

CHRISTMAS COURT

Royal: "We can't wait to meet this Sir Percivale! He could be another Lancelot in the making for all the havoc that he has wrought among the bandits. Surely he will become a great knight if he survives these next few years!"

Salisbury: "The de Ganis knights have a plan for France. Let us discuss whether it would be worth our while to send some of you men there as an investment. How much plunder do you think we can get back? We ought to go early, before all the easy plunder is taken."

SPECIAL WINTER PHASE MODIFIERS

Because of the Pax Arthur, all lands of Logres get a -1d6 modifier on the Starting Bad Weather roll.

YEAR 537

COURT

Arthur's court is held at Camelot.

SPECIAL GUESTS

Lady Elyzabel (who is recovering nicely, thank you)

AWAY FROM CAMELOT

Lancelot and most of the de Ganis clan, who are in France liberating their ancestral lands

NEW ROUND TABLE MEMBERS

Are there any player knights who are heroes of the French War?

GOSSIP

"I am so glad the French are such cowards! I do not think I would have been happy if the men had been gone for the whole winter, like last time they went there."

"They went on to Rome, dearie, remember? But it was a long time, granted."

"And they are home and happy enough to allow the Court of Love!"

"Yes, but isn't it a shame that Lancelot is gone again? Shouldn't he be sitting in on this, as the great chaste lover of the court?"

NEWS

Kay: "This place looks like it has gone all to hell! I'll have to get these crews back into shape to work for a king!"

ROYAL CONVERSATION

"Some people have expressed surprise that we have not attempted to occupy the conquered lands of France. We wish to inform those people that occupation of foreign lands always leads to hatred and downfall. We are content with the plunder."

INTRIGUE

The income from the war was considerable, more than the king had expected.

EVENTS

Sir Tristram marries Isolt le Blanche Mains, the daughter of Duke Hoel. There is a great wedding, and the duke sponsors a tournament afterwards, to which come knights from all over Cornwall. Many British knights, returning from the wars in Ganis, also attend.

CORNOUAILLES WEDDING TOURNAMENT

Source: Malory VIII, 37.

Sponsor: Duke Hoel.

Type: Proto-Classic style, Regional.

Teams: Cornouailles versus all comers.

Prize: A silver cup (£10).

Canon: Sir Tristram carries the day and is declared champion.

GREAT COURT OF LOVE

Now, while everyone still believes that Lancelot and Guenever are chaste, is a great time to have a large-scale Court of Love. This shouldn't be the first such event held anywhere, and if the knights are lovers they ought to have been subjected to this before at least in short form. See the "Court of Love" section at the beginning of this chapter for ideas and events that can take place. Depending upon his or her players, a Gamemaster can make up some questions of love for the romantic characters and see whether they are flattered or shamed in public.

One question that is asked for certain here is this one:

Q: If a knight has a lady, and she enters into an arranged marriage, may he leave her?



New Rules for Romance

As of this year (537), a number of changes have been accumulated by Guenever's Courts of Love, discussed at great length by the judges there, and accepted into the Canon of Love.

The Canon of Romance

1. Marriage is no real excuse for not loving.
2. He who is not jealous cannot love.
3. No one can be bound by a double love.
4. It is well known that love is always increasing or decreasing.
5. That which a lover takes against the will of his beloved has no relish.
6. Boys do not love until they reach the age of maturity.
7. When one lover dies, a widowhood of two years is required of the survivor.
8. No one should be deprived of love without the very best of reasons.
9. No one can love unless he is propelled by the persuasion of love.
10. Love is always a stranger in the home of avarice.
11. It is not proper to love any woman whom one would be ashamed to seek to marry.
12. A true lover does not desire to embrace in love anyone except his beloved.
13. When made public, love rarely endures.
14. The easy attainment of love makes it of little value: difficulty of attainment makes it prized.
15. Every lover regularly turns pale in the presence of his beloved.
16. When a lover suddenly catches sight of his beloved, his heart palpitates.

17. A new love puts an old one to flight.
18. Good character alone makes any man worthy of love.
19. If love diminishes, it quickly fails and rarely revives.
20. A man in love is always apprehensive.
21. Real jealousy always increases the feeling of love.
22. Jealousy increases when one suspects his beloved.
23. He whom the thought of love vexes eats and sleeps very little.
24. Every act of a lover ends in the thought of his beloved.
25. A true lover considers nothing good except what he thinks will please his beloved.
26. Love can deny nothing to love.
27. A lover can never have enough of the solaces of his beloved.
28. A slight presumption causes a lover to suspect his beloved.
29. A man who is vexed by too much passion usually does not love.
30. A true lover is constantly and without intermission possessed by the thought of his beloved.
31. Nothing forbids one woman being loved by two men or one man by two women.

—From *A Middle English Anthology* (Detroit: Wayne State UP, 1985), Ann S. Haskell's adaptation of Andreas Capellanus' "Art of Courtly Love," in *De Amore*.



A: A true lover would not leave her, for marriage does not preclude true love.

This is, of course, a direct reference to the actions of the famous Sir Tristram. When the Court of Love condemns his actions, knights and ladies from far and wide talk about it, and eventually word reaches Tristram.

Afterward: In the weeks after the Cornouailles tourney and the Great Court of Love, Tristram's happiness is shattered when he hears that many of the Round Table knights are speaking badly of him because he has betrayed his true love. This thought preys on Tristram, and toward the end of the year he goes hunting and never returns. He abandons his newlywed wife and takes ship to Logres.

ROCHESTER TOURNAMENT

This tournament, held at Kent, is populated by knights wishing to balance out the effects of the Court of Love with their masculine, chivalric duty.

Sponsor: Count of Kent.

Type: Classic style, Regional.

Teams: Eastern Logres counties against everyone else.

Prize: A superb hawk (+2 to Falconry).

Results: As determined by the dice.

VISIT TO THE GRAIL CASTLE (HIDDEN EVENT)

Sometime during this summer, Sir Percivale visits the Grail Castle and fails to ask the simple question that would have healed the mysterious king and



the land. He wakes to find himself sleeping on bare ground with his horse and equipment nearby.

Unbeknownst to him or anyone, this event releases the Wastelands from the confines of Listeneisse, so that they begin a slow spread across the island. (See Chapter 5.)

CHRISTMAS COURT

Royal: Everyone is normal, since the year has had both ups and downs.

Salisbury: "The women certainly are pleased, are they not, to have the Courts of Love? My wife finds it so pleasant to have some balance between the rough and tumble of the tournaments!"

SPECIAL WINTER PHASE MODIFIERS

Because of the Pax Arthur, all lands of Logres get a -1d6 modifier on the Starting Bad Weather roll.

YEAR 538

COURT

Arthur's court is held at Camelot.

SPECIAL GUESTS

None of note

AWAY FROM CAMELOT

Lancelot

NEW ROUND TABLE MEMBERS

None of note

GOSSIP

"My, girl, that is a nice dress! From Spain, is it?"

"No, just the Spanish style. It's from Brittany. My cousin was there with her lady returning from pilgrimage and was at the wedding of Sir Tristram."

"I have heard about that. It sounds like it was, um, a ... nice affair."

"Oh, better that that! Duke Hoel is no piker! He gave this dress to my cousin's lady! There was a good feast laid out, a tournament — the whole thing."

"Who gave it to your cousin, who gave it to you? And was Tristram happy?"

"Oh, I traded that old green thing I had for it. She needed something green. The groom? No, of course not. Is he ever? Isn't he *supposed* to be unhappy if he's a true lover?"

NEWS

Kay: "The harvests continue to do well! There's hardly a need to plant rye anymore."

Griflet: "There is no war, but the persistence of adventure is enough to keep knights on our toes! Even in peacetime we are needed!"

Gawaine: "These tournaments are great exercise. I think they can be improved, though..."

ROYAL CONVERSATION

"The pursuit of chaste Love is a worthy objective for all knights."

INTRIGUE

Sir Griflet has gotten all the treasure from France, plus some more, to Calais. He will be home this spring, and the court will be there to greet him.

EVENTS

This summer holds a key story about Lancelot and Guenever.

EVENT: GUENEVER'S KIDNAPPING

Sources: *Lancelot* (Chrétien); Malory VII 27–28, IX 12–13, X 41, XIX 1–9; *Vulgate IV*; *Vita Sancti Gildae*; et al.

Although player knights certainly could replace Lancelot in some places during this series of events and adventures, most of it is integral to canon and ought not to be tampered with. Still, with Lancelot doing all the heroics, it could be boring to simply have player knights watch.

Hence, several stages are emphasized in which the player knights may have an active part, as well as an alternative adventure in which they might shine.

ADVENTURE: ATTACK ON THE QUEEN

Setting: Camelot, May 1.

Characters: Lancelot.

Problem: The queen must be rescued!

It is a holiday, and the queen has gone a-Maying. For this scene, it is almost impossible to avoid the song "It's May" from *Camelot*, so if you feel you must, then by all means show everyone. It sets a nice mood to be shattered.

No player knights should be present at this event.

A band of armored knights soon comes out of the woods and surrounds the queen and her retinue. The intruder explains that he has come to take away the queen, whom he loves. Though the Round Table knights with her are all unarmored, many make valiant attempts to defend her and attack the foes, but, against fully armed knights, all are cut down, wounded badly.

At last, the queen herself orders the combat to stop, and she surrenders to the intruder if he will spare her guards. He agrees. Nonetheless, he ties up all the knights and mounts them (wounded knights,



WHAT DOES ARTHUR THINK?

After this event, it seems pretty certain that the king ought to address the issue of Guenever's infidelity, at least privately.

For, as the French book saith, the king was full loth thereto, that any noise should be upon Sir Lancelot and his queen; for the king had a deeming, but he would not hear of it, for Sir Lancelot had done so much for him and the queen so many times, that wit ye well the king loved him passingly well.

—Malory, XX, 2

Every Gamemaster has to decide how to handle Guenever's and Lancelot's affair, for, like it or not, it is an integral part of the legend. In literature, this affair has been treated from just about every perspective possible, from sympathy to misogynist slander.

From the start, Lancelot pledges himself to be the queen's knight. He performs the courtly play-acting of amor and chastity and secret love, even though everyone knows he is talking about the queen. But that is acceptable, because it is chaste and poetic.

This activity continues, at court, as a public display. Of course, after Lancelot praises the queen in verse, then all the courtiers take their hand at it, and after a while the courts of love and other romantic behaviors are being affected by many. As an act of courtly display, Lancelot and Guenever are harmless, so of course King Arthur knows.

Somewhere along the line, though, Lancelot and Guenever cross the line and have sex. Their outward actions don't change. It is a secret.

Then, at some further point, it is no longer a secret. Guenever has handmaidens, and she pays off guards

maidens, pages, and squires) onto horses that he has brought along. They set off at a fast pace.

One page, however, "a child," is overlooked and runs to Sir Lancelot to deliver the terrible message. Sir Lancelot reports it to the king and sets off on his own in pursuit. (With his passions and skills, it is likely he will do the whole story himself; ingenious Gamemasters will find a way to avoid this.) Everyone, in fact, goes to seek the queen. No one knows which way they went.

Solutions: Find the queen, free her unharmed, and return her to her husband the King.

Secrets: The abductor is the son of Sir Bagdemagus, a Sir Meliagrance, who has been driven mad by his unrequited love for Guenever.

Glory: 50 for being one of the ladies or courtiers captured with the queen. (Unlikely to apply since most player characters are knights.)

ADVENTURE: SEARCHING FOR THE QUEEN

Setting: Britain.

Characters: As desired.

Problem: Finding Queen Guenever.

Action: The kidnappers have gone to Meliagrance's keep, the Castle of Four Stones. Lancelot is hot on their trail. Archers are set along the way to ambush pursuers and to kill their horses. This happens to Lancelot, who nonetheless hitches a ride on a cart.

Solutions: This scenario may be played as normal based entirely on where the players wish to go and the Gamemaster's desire to keep them in this scenario.

Once the player knights have gotten past the archers, ask the players, "Do you want to witness a famous story but have little to do, or go adventure? Your choice." If they want to witness it, go on to "THE QUEEN'S LIBERATION." If they wish their knights to seek Glory, let them go to the adventure of "LADIES' RESCUE."

Glory: 50 for searching for the kidnapped queen. 50 for reaching Four Stones Castle.

ADVENTURE: THE QUEEN'S LIBERATION

Setting: Meliagrance's Castle in Somerset. (In some sources this tale is set at Glastonbury.)

Characters: Sir Meliagrance; Sir Lancelot; others perhaps.

Problem: Rescue the queen.

Solution: Lancelot takes care of everything.

Action: Lancelot rescues the queen. However, Sir Meliagrance begs forgiveness when Lancelot fights him, and so is spared. Everyone is offered a bed for the night.

The next day, Sir Meliagrance discovers blood on Guenever's pillows and accuses her of adultery with one of the wounded knights. She denies it, and claims that her champion will defend her honor.

Lancelot is captured, though, when he is dropped down a trap door. He is released by a maiden for the second fight. Again Meliagrance begs for forgiveness, but Lancelot starts making absurd promises ("I'll fight you with no armor on my left side... with my left hand tied behind my back... etc.) and Meliagrance — fully armed and armored — agrees.

He is killed with Lancelot's first blow.

Secrets: It was Lancelot who sneaked into the bedroom, after cutting his hands tearing out the boards in her window.

Glory: 50 for having witnessed all this.

ADVENTURE: LADIES' RESCUE

Setting: The scene of Queen Guenever's kidnapping. Alternately, starting knights do not have to be at Camelot to be in this. They may be at home in Salisbury, for instance, and witness a procession of prisoners go by, or they might speak to Sir Lancelot or hear it from the messengers sent out by Arthur to rouse everyone to assist in the search.

Characters: At least one average (or better) knight per player night, plus half again as many hobblers (lightly armored spearmen riding on rouncys — use sergeant stats, but with Armor 6).

Problem: Find and rescue the queen's ladies and courtiers.

Solution: A trail of blood leads from the ambush scene, so that is the best place to start a pursuit. This will eventually result in a fight, and if the player knights win, they can free the rest of the prisoners. If the player knights lose, the prisoners are taken away.

Secrets: The defenders fight only until half of them are killed or incapacitated. They then surrender if offered honorable terms.

Action: Follow the trail. The kidnapped party moves quickly along the main roads. If the pursuit is close, then other travelers on the road can confirm passage and point out the way they went. Of course this is appreciatively slower than the fugitives, who will get farther and farther away, and could leave the main road at any time.

At some point in the day, ask if the knights have been traveling slowly enough (either Leisurely or Normal speeds) to try to track for signs, or were they Hurred? If they were slow enough, ask for Hunting rolls. The knight with the best success sees a few drops of relatively fresh blood that go off the main road, down a dirt road to the side. Will they follow it?



The smaller trail goes through some light trees, amidst a few isolated fields, among the scattered trees of the wastelands that lie between villages. The blood spoor gets more frequent.

At last, ahead, there they are! The kidnappers are hurrying along the road, but it is apparent that some of the ladies are having a difficult time riding. There appear, too, to be some riders draped over their horses' necks, perhaps exhausted or wounded.

The kidnappers know they are being followed, however, and they appear to be forming up for combat. The enemy knights charge, lance to lance, and the hobilar follow up to help.

The prisoner knights, once freed, are a sorry lot, tired and dirty, for these were the worst wounded knights, in dire need of First Aid and Chirurgery, so they were sent off along another route so as not to slow down their captor's party. All are hungry. Fortunately, several of the court ladies present can provide First Aid and Chirurgery.

Glory: 100, plus 50 per knight defeated and 25 per hobilar defeated.

CHRISTMAS COURT

Royal: "That was certainly a frightening summer! The queen kidnapped and rescued! But now all seems well, does it not, with the queen returned to the king. Let us toast Sir Lancelot and the blessing he brings to us here."

SPECIAL WINTER PHASE MODIFIERS

Because of the Pax Arthur, all lands of Logres get a -1d6 modifier on the Starting Bad Weather roll.



Arthur

YEAR 539

COURT

Arthur's court is held at Camelot.

SPECIAL GUESTS

Lancelot, who has been commanded by the queen, in public, to be at the next Court of Love

Lady Annowre

AWAY FROM CAMELOT

None of note

NEW ROUND TABLE MEMBERS

None of note

GOSSIP

"I thought it was the worst possible thing when the king went missing, but my God, I thought I would just die when the queen was taken!"

"Yes, it was horrible, I agree. But what about that rescue!"

"Oh, most heroic, to be sure. I am certain that it's a good thing that Lancelot is her champion."

"Yes, yes, of course, but I'm not talking about that. Lancelot can do anything, of course. But what about the fact that someone was in her bed!"

"Impossible. Not so, I tell you. I am sure it was just her own blood. That stupid accuser Mellygrant probably didn't even know we bleed every month."

"You are so sweet and trusting, so sweet. But someone *could have been*. That make you feel better? So, if it was, who do you think it was?"

"Oh, Lancelot, of course."

"No. I think it was Kay."

"You two are terrible. It wasn't any of them because our Queen is the Queen of Hearts and would never stoop to that. It's been proven, it is final, and that is that."

NEWS

Kay: "The queen was in horrible danger. Steps must be taken to prevent such madmen from ever gaining access to her royal person again."

Griflet: "We will be instituting new guard programs to protect the king and his family."

Gawaine: "That was frightening, certainly. I will personally make sure that it never happens again."

ROYAL CONVERSATION

"We are told there is a new set of Rules of Love being prepared, and we believe it would be meet for all knights to study it."

and others to prepare the way for her lover to arrive. Naturally, not all of these agents can remain perfectly discreet and trustworthy. The de Ganis houses where Lancelot stays in Camelot have plenty of servants who might hear, or who might follow someone padding suspiciously through the benighted corridors.

Gossip is eternal, and gossip about the royal house has always been popular (just read the tabloids about the queen and princes today...). At some point, King Arthur learns that his wife is having sex with Lancelot. Now, this is the precise thing that drives most good red-blooded knights into a murderous frenzy, often killing their wives "by accident" in the process. But King Arthur does not. He restrains himself. Neither in public nor in private does he do anything.

What Does the Author Think?

I think Arthur doesn't really care: He has realized that Guenever's barren, and he simply doesn't love her the way he once did. He is content to maintain a public façade and to let her pursue her personal happiness in private, as long as it isn't a cause for open scandal.

Unfortunately, scandal erupts in 563 when Agravaine speaks openly in court of it, accusing the queen of treason, and thus, finally, provoking a public response from the king. King Arthur has to follow the law, but the terms he imposes make it seem likely that Lancelot would always have a chance to fight against the accusers.

In fact, King Arthur sees this as a chance to rid himself of this nest of vipers, Mordred and his gang. Either way, it is the end of King Arthur's caring about what anyone does or does not think about his cuckolding.



INTRIGUE

The king was extremely distressed at the kidnapping, but seems little fazed by the rumors of his wife's infidelity.

COURT OF LOVE

Q: A knight with a lady, who is also sworn to serve all ladies, performs a great deed to help his lady. However, he rides upon an oxen for a portion of his journey. His lady spurns him because he has behaved in an unknighly manner. Was this an acceptable act?

A: No, for a knight should never act in a manner unseemly for his station.

(Whereupon a lady of the queen's court intervenes and asks...)

Q: But what if, by that act which dishonored him, he hastened to rescue her, whereas delay may have caused her harm or dishonor?

A: He has still acted unknighly. How does he know a knight who owed him a horse was not right behind that cart? Er, I mean ox. But if she is a true lover, she will also recognize his personal cost, and so give him a penance to perform, whereupon he can regain her love.

EVENT

A beautiful visitor comes to court with gifts for the king. She says they are from her little forest. One is a very tiny little lynx, hardly more than fist-sized; the other is an oversized mouse, about the size of a rabbit. The court gets considerable amusement out of the tiny cat chasing the oversized mouse around.

Lady Annowre remains at court, making friends with people and learning the ways of Camelot.

THE KNIGHT OF THE CART

Queen Guenever, ever true to her duties as Queen of Romance, publicly spurns Sir Lancelot's deed at rescuing her. She claims that a true knight rides only upon a proper horse, and would never ride in a cart.

As penance, Lancelot gets an ox-cart and spends the entire summer jostling about in it. When he meets a knight, he even jousts while standing upon it (a -20 modifier to his skill!); he continues to serve all womankind by helping whomever he meets.

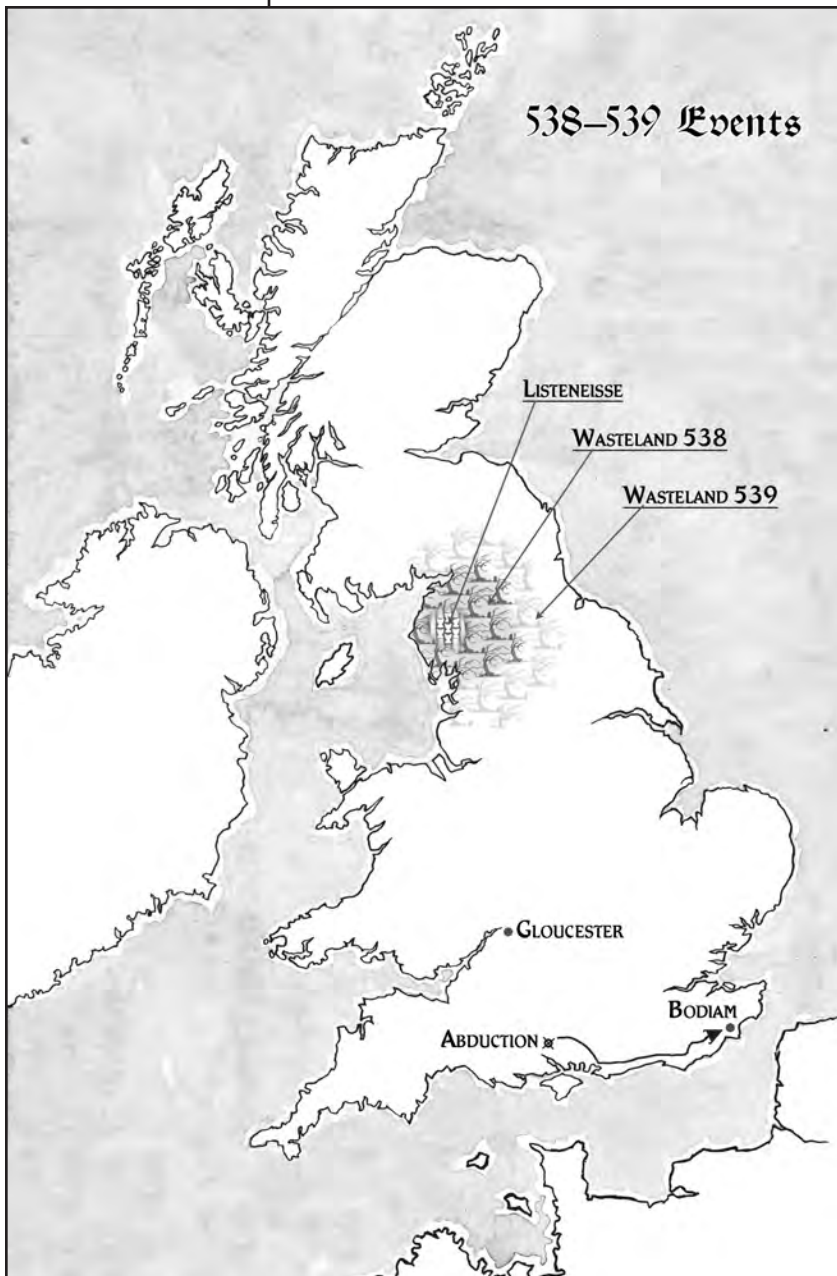
At the end of the summer, the queen welcomes him back to the hall, and in gratitude he kisses the back of her hand.

PERCIVALE RETURNS

The king, on his progress, travels with his retinue toward Gloucester. The troop travels about a mile when they see a strange sight: Off to the side of the road, a richly accoutered warrior sits on a beautiful horse with fine trappings, but he carries the blank shield of a squire. Although he has a lance in his hand, he's staring intently at something on the ground.

Arthur halts his retinue and sends Kay over to ask the squire his name. Kay says about two words before the fellow swings around and delivers Kay such a blow with the blunted head of his spear that it knocks the steward off his horse. Badly hurt, Kay comes staggering back.

"By faith!" Arthur says, "That was a cruel blow he struck you. Go back to the rear and have one of





the churgeons tend you.” He turns to one of the player knights. “Go see who this churl may be, and this time, ride ready for trouble.”

When the player knight speaks to Percivale — for indeed that is who the strange squire is — he should make an Oratory roll, as explained below.

Oratory. (Success = Percivale merely ignores you. Critical = Percivale answers civilly, but still doesn’t name himself, then returns to his introspection. Failure = Percivale lashes out, absent-mindedly but with a skill of 37.)

[He began at skill 15 to start. He also carries a magical Rebated Steel Spear, which gives him a +7 to his Spear skill; finally, at this moment he is inspired by his passion of Love (Blanchefleur), so his total skill with the spear is $(15) \times 2 + 7 = 37$. Thus almost every hit is a critical success! And since Percivale’s normal damage is 6d6, a critical success *averages* 42 points! However, since he is using a rebated spear he does not slay the knights who disturb him.]

If the player knight also manages a critical success in his weapon skill, no damage is done, as is usual for tied rolls. The knight may attempt communication a second time, using Forgiving, Merciful, Modest, Trusting, Courtesy or Romance, in an attempt to bring him out of his trance. Success and failure is handled as for the Oratory roll above.

If the second attempt fails, and the subsequent spear blow is again equaled by the player knight’s critical success, the knight may attempt a third roll after that, and so on, for up to five attempts, whereupon Percivale automatically wakes on his own.

If no player knight brings Percivale around, one of Arthur’s men, preferably Gawaine or Ywaine, does so.

Upon waking from his trance, Percivale apologizes profusely for his discourteous behavior, meaning his daydreaming trance. He doesn’t really remember knocking anyone off his horse, and accepts all praise with modesty.

To the king, Percivale explains that he had been coming to the High King’s court when he saw a raven feasting on a white dove. The blackness of the raven reminded him of his true love’s hair, the white feathers of the dove were like her pale skin, and the drops of blood, rich like her lips. Thus, he was locked into a trance contemplating her beauty.

Romance. (Success = You know that no true knight should be disturbed when he’s meditating on his lady, and that, therefore, Percivale had every right to knock Kay [and possibly some player knights] around.)

“And your name, Sir?” inquires the High King.

“Not ‘Sir,’ my lord,” says Percivale, “For I am not yet truly a knight. But of my name, it is Percivale, of the lineage of Pellinore.”

When Arthur finds out that the strange squire is Percivale, he laughs aloud and welcomes him to his court. “And furthermore,” the king says, “You’ve avenged the pair of dwarves by injuring Kay so sorely just now. We’ll make camp here and hold your ceremony of knighthood.”

“My thanks, my liege lord,” Percivale says, “because truly, any marvel I ever did, I did in your name.”

The knights who Percivale had sent to Arthur’s court now come forward and submit to him, as do Sagamore and, finally, Sir Kay carried on a stretcher. Percivale explains that he acquired his splendid weapons and armor from a knight who trained him, and that he then set forth to do great deeds for the king.

He continues, “One time, while traveling through a horrible wasteland, I came to a mysterious castle deep in the dead forest. The lord there announced that he was my uncle. Every night, two marvels happened in that castle. First, two maidens would walk through the great hall. They carried a man’s head on a salver filled with blood. Then, two youths came, carrying a spear, and from the tip of the spear flowed blood. No one ever explained to me what these marvels might meant, and I deemed it discourteous to ask. I woke the next day upon the cold hard ground.”

Faerie Lore. (Success = You realize Percivale crossed over to the Other Side. If no player knights are successful, Arthur himself will tell the court.)

[Of course, if any player knights have been through the Wastelands to the Turning Castle, as described in Chapter 5, then they already know full well what Percivale has seen.]

The Gamemaster should tell the player that, as the knights realize that Percivale was in the Other Side, they feel a strange chill come over the feasting, as if a cold wind had suddenly blown over the assembly. They see that Arthur himself looks vaguely troubled. Then the mood vanishes, and the festivities and merriment pick up again, ending the scenario on a note of good cheer.

Percivale continues: “A woman there, my cousin, berated me and told me I was the most foolish of all knights, for I had failed to be courteous enough to help my uncle, the king. She said that I could have made the whole world better, so now I could not remain here but must search for that castle again until I find it, to right the error of my ways.”

The king, however, convinces Percivale to remain at court for the winter, and to set forth again



in the spring if he wishes. Percivale agrees. The court continues its progress toward Camelot and travels to Cirencester, Clarence.

A KNIGHTING AND A LOATHLY LADY

At Camelot, King Arthur holds a ceremony to knight Sir Percivale and make him a member of the Round Table. He undergoes the entire ritual of staying awake all night, the leap, and so on. King Arthur himself girds the new knight's sword. The other knights happily welcome him to the table, others to Camelot in general, and so on.

While the court is in a festive mood, a woman rides into court upon a white mule that is richly accoutered. She is wearing a fabulously beautiful dress that hangs on her scrawny body so poorly that it looks awful. She is the ugliest woman anyone has ever seen, so ugly that everyone is momentarily stunned into silence.

One eye is so oversized that it bulges out of her head and stands out in front of her face like a great swollen tumor with a limpid black pool in the center. Her other eye is shrunk, sunken back into her head so that there's a gap in her face that is big enough to put a small cat into. Her nose sticks out the length of a man's hand, but is broken twice and twisted crooked so that one of her nostrils flares and flutters loose like a fat woman's skin, while the other is open

the size of a fist and pulses, showing big black hairs inside swaying back and forth with her breath.

Her skin is like dried brown autumn leaves, dead and flaking off in chunks as she speaks. Her lips flap, and in her mouth her gums are white and she has only three teeth, and one is white and one is brown and one is black. One shoulder is scrawny so the bones show, and sticks up in the air next to her torn right ear, while the other is bulbous and meaty. One breast hangs to her waist, the other is dried and tiny like an ancient walnut.

She raises a bony arm and one finger, with a broken yellow nail curling a couple inches off its end, and points at Percivale. "For shame," she croaks. "For shame that the worst knight in the world sits here at King Arthur's court! Yes, you, Sir Percivale! I speak of you, you witless, selfish, ignorant sack of chivalrous stupidity. You could have saved the world, healed your grandfather, and rescued your own sinful soul. But instead, you chose silence, and now the world is the worse for it forever. When children are dying in their mothers' arms, they will curse your name because you were silent in the court of the Fisher King!"

And her mule turns around and clops from the court. All sit there, stunned and embarrassed into silence.





The first to move is Percivale, who rises. "My apologies my lord," he says, "for having brought shame to this court. It proves what that loathly lady said, for now I have also soiled the best court in the world. Begging your pardon, your Highness, I would take leave of you now and this good place, and instead return to the road to seek again this palace of the Fisher King."

The king is silent.

"Sir? I must redeem myself."

"Yes, of course, good Percivale. Go, with my blessing for God's grace and the smile of Dame Fortune upon your path. But you must promise to return here when you are done, and share with us the tales of your travels."

"I shall, my lord."

He departs.

CHRISTMAS COURT

Royal: "That Percivale affair was distressing! He is such a perfect knight, born to it and full of virtue. Yet that hag called him a failure! A deficient knight! And he thought so too! I wish that he had stayed."

Salisbury: "I must say, if nothing else, then, the realm is becoming more colorful isn't it? Lancelot jousting from a cart! And that horrible lady cursing Percivale!"

SPECIAL WINTER PHASE MODIFIERS

Because of the Pax Arthur, all lands of Logres get a -1d6 modifier on the Starting Bad Weather roll.

ROMANCE PERIOD ADVENTURES

A long-term campaign thrives on long-term stories. Here are a series of encounters that can enliven one or more characters for years to come.

ADVENTURE: CEALWINA AND RADIGER

Time: Any time after 530.

Setting: Any court the player knights frequent, then Varnaland, on the continent, on the north side of the Rhine River.

Characters: Lady Cealwina, a sister of the former king of the Angles; King Radiger, of the Varni, a Germanic tribe; Lady Teuda, a cousin of the king of the Franks.

Problem: Lady Cealwina is heartbroken because her dearly beloved, her betrothed, has rejected her, and she wants him back. She is seeking assistance to gain back her lover. Will the players assist her in obtaining her love?

She explains that she has received many offers of assistance from her fellow countrymen, but they are a conquered people now, under the thumb of Duke Hervis, without the freedom to go. Furthermore, Cealwina is not certain that they alone could defeat the Varni, and seeks assistance from British knights.

If any knight is a lover or engaged in *fine amor*, Cealwina appeals to his desire to aid all ladies, and thus extracts an oath from the knight to help her.

Secrets: King Radiger had courted Cealwina for years, and promised to marry her. His widowed father was betrothed to Lady Teuda, a political marriage since the nearby King of France is very powerful.

As their marriage date grew near, however, Radiger's father grew ill, so the wedding was postponed. Then he died, but on his deathbed advised his son to reject Cealwina and marry Teuda instead. When the king finally expired, Radiger did as his father had advised, rejecting Cealwina, and is preparing to marry the French lady.

Action: Knights may travel across the channel to speak to Radiger. They can try to intimidate him; to convince him rationally; or to appeal to his love, his chivalry, or anything else they can think of. If they are at his court, they see the Lady Teuda nearby, but more importantly, they see the Frenchman Sir Theubert, who is never far away from King Radiger and continually whispers in the king's ear. King Radiger rejects every argument the player knights bring to him, saying that he may once have loved Lady Cealwina, but he intends to marry Lady Teuda.

Those knights sworn to assist must continue to help, and if words fail, then arms may succeed. However, the Varni have a large army, and a small body of knights is not enough to overcome them. The player knights might spend their own money to pay for mercenaries, or they might ask their families to help (though the families will almost always refuse this since it's not a family problem). The solution is to get the assistance from the Angles who have promised to help their kinswoman.

Duke Hervis is reluctant to let his people go, even though they are continually rebellious. He can be convinced only on two conditions: first, the knights must first succeed at a favor for him; and second, the English must swear that, if they go, they can never return.

The favor for the duke is to destroy a menace that keeps coming out from the nearby Fens to ravage his country. (The Gamemaster should choose an appropriate foe, monstrous or otherwise. It must be dangerous enough that the duke would not send his own knights against it.) If it is vanquished, then the duke agrees to let them speak to the English who want to help the lady.



ROMANCE: GAMEMASTER CONSIDERATIONS

In reading through the following section, some readers might be prompted to ask, "So the Lady is just a cipher?" Please, no. The adventures *must* be presented as openly as they are because each Gamemaster needs to guide the lady consistently and carefully.

The issues of sex, adultery, and abandonment are potentially very difficult emotionally or psychologically for some players. Gamemasters have to be aware of these issues, and be prepared to tailor the ladies carefully, or to avoid these romantic adventures entirely, to leave difficult personal issues outside of the gaming group.

Alternately, other players can play the various ladies. This will tremendously alter the nature of the game, and is recommended only for mature playing groups.

The knights must then explain the conditions. They see that many Anglish are reluctant to help, even though they'd like to, because their families live here. But many agree, as long as they can take their families along. If asked, Lady Cealwina warns the knights that the duke won't allow this, since the families are his peasants, and urges them to get ships to transport the army and to take the families away in secret.

The problem here is that everyone knows the duke would be quite unhappy with losing his peasants. The knights must decide how to deal with it. They can secret the families away and certainly incur the enmity of Duke Hervis, whose ability to hold a grudge is well known. Or they can pay the duke £50 for the people who are leaving. Perhaps they can go and conquer someone and take 100 slaves or serfs to replace the Angles of Duke Hervis. Or they may be able to come up with their own solution. Regardless, they are unable to convince anyone else to go along on this venture, or to support it with men and equipment. They may simply decide on a smaller army, trusting their own force at arms.

The knights can ships sail to Varnaland with their force. The basic cost is £1 per 50 men, or for two knights with their squires and horses. The Anglish offer to pay their own way, if they can just borrow the money, and they crowd dangerously, double- and triple-dense, into the ships to keep their cost down. The longest part of the voyage is the wait for the right combination of wind and tides, 3d6 days in all. The voyage itself is only a day long, setting off in the evening and landing the next afternoon. The ships dock in a little town called Raeding.

The defending army takes little time to assemble for battle, for they have had reports of this movement against them. King Radiger is resplendent in his armor among his bodyguard of fine knights. He has his Vardish warriors ready, armed with long spears and javelins as well, and a massive horde of peasants whose only purpose is to try to intimidate the invaders.

BATTLE OF RAEDING

Length of Battle: Radiger commits to 5 rounds

Battle Size: Small

Commanders

King Radiger (Battle = 17)

A player knight

Modifiers

The players are outnumbered 2-1 if they have only the small army: -5

The Fight

Round 1: First Charge.

Rounds 2-5: Normal.

After a few rounds, give the player knight(s) a chance to come directly against the king and his bodyguard, including especially his skilled French advisor. If they are overcome, the rest of the army routs.

After the Battle

Victor: As the dice decide.

Plunder: £1d3+1 in goods

Glory: 15 per round, modified as usual.

If the battle is a victory for the player knights, then King Radiger tries to escape, but sends a herald the next day to negotiate. Lady Cealwina demands that she have a hand in the terms, and then demands that the king himself come to negotiate.

When Radiger arrives, he looks small and afraid. He begs for mercy from her, and asks that even if he is to be killed, then please, at least, spare his people the indignities of being plundered.

She in her turn says she wishes no plunder, nor to mortify or shame him. She only wishes that he send the French hussy away forever, and all his French advisors. King Radiger quickly agrees, then adds that he has never loved the French woman and acted only out of a healthy respect for the power of the French king. But now, with these new Anglish allies, and the friendship of the Arthurian knights, he has nothing to fear.

More important, though, he loves Cealwina.

Glory: 50, plus any gained for combat.

AMOROUS ADVENTURES

The following are a series of romantic adventures that provide Gamemasters with a template for knights seeking a Romance.

ADVENTURE: FIRST MEETING

Setting: Anywhere a lady may be met. (Always in public, of course.)

Problem: How to start a Romance.

Characters: The lady, hereafter the knight's Lady Love.

Secrets: The lady (i) knows the rules of love and is happily playing the game; (ii) knows the rules but is not playing the game; (iii) does not know the rules and is not playing the game; (iv) does or does not know the rules and/but is looking for a knight to use for her own selfish or perhaps even evil purposes; or (v) knows the rules and is sadistic without any love whatsoever.

Gamemasters should make a note of the woman's intentions because a Romantic love affair lasts for years. (One suitable adventure per year is all that is expected.) If the knight does multiple proofs each year, then he'll accrue Glory for those deeds, as usual, but no additional Glory simply for having a Romance.



Solutions: The intentions or knowledge of the lady has an effect on the knight, if he is following the Rules of Love. ("Love requires suffering.") The knight must follow the Rules of Love and perform a deed of love each year. When the knight is asked to do something for the Lady Love, a successful Romance roll will tell him the right thing to do.

Romances can be initiated only voluntarily by player knights. Each player should decide if he or she wishes a character to pursue this type of adventure; only then should the player knight find the right woman and start a romance.

Once the knight makes an announcement of his love, either secretly in person, he gets a passion of Amor (Lady Love) equal to his Romance skill at that moment, or else equal to $3d6 + \text{any modifiers}$, as described in Appendix 1 of *Pendragon* (use whichever method nets the higher passion total).

Glory: The knight must succeed at the annual tasks set by the Lady Love. He accrues Glory for every such act, if applicable, and if the Romance is still going at the start of the Winter Phase, he gets 50 Glory the first year. The second year the knight gets 100 points, and the year after that 150, and so on each year that the Romance continues unrevealed.

Once a Love is public, no more Glory is gained.

ADVENTURE: SNEAKING AROUND

Setting: Probably the lady's home castle.

Problem: Getting to meet a woman alone in a secret place requires considerable skill or work.

Characters: People who may witness this include any worker of the castle, any household knight or guardsman, or visitors who are about at night.

Secrets: The whole event is a secret.

Solutions: The measure of how well a knight or lady can manage this is based on his or her Intrigue skills, plus any appropriate modifiers (as assigned by the Gamemaster).

Intrigue. (Success = The lover reaches the chosen spot unseen. Failure = The lover notices someone who might have seen them sneaking around. Fumble = Someone saw the lovers, but was not seen; now someone knows a secret...)

Modifiers: The Intrigue skill, for purposes of this sneaking around, is increased by a person's rank at that castle, with a +5 modifier for each rank above knight. Thus, an "officer" of a castle (e.g., the seneschal, the butler, etc.) or his wife, or the chief maid-in-waiting for the lord's lady, would get +5; the castellan himself, or his wife, or the chief maid-in-waiting for a countess +10; an officer of the county or his wife +15; and a count or countess +20.

Glory: None.

ADVENTURE: SECRET DECLARATION

Setting: Anywhere the knight can be alone with his Lady Love. Life in a castle is small and crowded, and finding a few minutes alone is very difficult.

Characters: Knight and Lady Love.

Problem: Declaring the romance.

Secrets: No one must ever know of this between them.

Solutions: The knight must state that he loves the woman and that he is going to be her Silver Knight, simply for the sake of honoring her, etc.

Her part is to refuse, act shocked, or to otherwise reject the offer.

Glory: The declaration itself, once made, gets each lover Glory equal to his or her Romance skill.

ADVENTURE: CODED DECLARATION

Setting: At the lady's court, in public, probably during the entertainment after dinner.

Characters: The entire court of the lady.

Problem: To present a public statement of a secret love for a special lady, that message hidden within a song or poem.

Oration or Singing. (Success = A good coded declaration, message sent. Critical = Great effect, and you're sure she heard it; gain extra Glory equal to your Oration/Singing skill. Failure = The message was lost or miscommunicated in some manner. Fumble = You made a fool of yourself.)

For original musical works, the knight can attempt a Compose first, gaining Glory as usual for a successful roll. The composition must still be delivered, of course, as above. Generally, if the song or poem is an original creation, the message is successfully conveyed even if the song was badly done.

Secrets: The lady is not the only person who would hear, or suspect, such a declaration. Jealousy reigns supreme among lords' courts, especially when men are trying to keep their paternity in order.

Most likely when the knight offers his coded declaration, he notes at least one person whose eyes narrow upon him suspiciously — probably more than one, and none of them need be the husband of the Lady Love.

Solutions: Sing (or speak) well, Sir Knight.

Glory: The declaration itself, once made, gets each lover Glory equal to his or her Romance skill.

ADVENTURE: TEN STEPS TO LOVE

The format for these tests need not be elaborate, and a number of tests are given here. The rewards are suggested for a truly chaste love affair in which the Lady intends to keep it that way.



Gamemasters are free to require multiple tests each year, if the lady desires; likewise, he or she may choose to accelerate the rewards. Collateral Glory may of course be collected if these deeds are played out, but the annual Glory for the romance itself is not altered.

Event: FIRST TEST

Problem: Bring her a very special gift: Jewelry is appropriate, a valuable ring or locket of gold.

Reward: She will wear it sometime at court.

Event: SECOND TEST

Problem: Make an original love song about the Lady Love and sing it at every dinner possible (even when the other household knights groan and beg that it not be sung yet again).

Reward: A glance.

Event: THIRD TEST

Problem: Enter a tournament and fight for her, carrying her favor, and be Champion of either the Joust or the Melee. Tell everyone, "It was my Love that made me great."

Reward: A glance and a smile.

Event: FOURTH TEST

Problem: Bring back a prisoner for ransom to court, and then release him because your love said to do so.

Reward: A glance, a smile, and a batting of the eyelashes.

Event: FIFTH TEST

Problem: Challenge a knight who has insulted the lady in some way (real or feigned) and defeat him.

Reward: A touch of the hand.

Event: SIXTH TEST

Problem: Perform a difficult task for her (for instance, "Bring back a vial of magic healing water," or "Bring a haunch of some magical animal back for the court feast," or "Have ten bolts of different-colored silk delivered as a gift to the castle.")

Reward: Holding hands.

Event: SEVENTH TEST

Problem: Sing a song of love in a place specified by her, and challenge everyone present to a joust if he thinks that Romance is only for fools.

Reward: Kiss her hand.

Event: EIGHTH TEST

Problem: Ride to a really distant place (i.e., at least a few weeks' journey) and get her a pretty rock from next to the ocean there. Then come home, and joust against a knight every day "for love," and relate to all the court that he did this for your secret love.

Reward: A kiss to her inner elbow.

Event: NINTH TEST

Problem: To wait at a crossroad and joust "for love" against every knight that comes to the crossroad.

Reward: She kisses his forehead.

Event: TENTH TEST

Problem: Fight against her second cousin (or some other such relation), in public, and lose. Her second cousin is a weak, foolish, and inexperienced knight. (Note that by 537, the Courts of Love have decreed that this task is not something a knight should be bound to do by his true love, so the Game-master will have to come up with something else.)

Reward: A kiss on the lips.

ADVENTURE: RIVAL IN LOVE

Setting: At the place where your lady lives.

Characters: A knight of roughly equal quality to the player knight. (Recognize or Heraldry may be appropriate.)

Problem: A knight shows up and tells you that the woman is his, not yours. He explains this calmly, then asks you (i.e., the player knight) to simply go and stay away. If this fails, he *orders* you to stay away. Then, if necessary, he challenges you to armed combat, sword on horse, to first blood, for her hand. The winner continues to court her, the loser goes away forever.

Secrets: The rival may be as inspired as the player knight may!

Solutions: Fight to first blood (that is, the first wound that penetrates armor).

Glory: This is the equivalent of rebated combat, so Glory = 1/10th the knight's Sword skill.

ADVENTURE: EROTIC ENGAGEMENT

Romance ends. This is one of the two ways it may do so.

Setting: A secret place suitable for carnal embrace.

Characters: The Silver Knight and Lady Love.

Problem: Find a secret place to make love with Lady Love, be sure she is actually in agreement, and please her.

Secrets: Continued sexual activity gets automatic checks in Lustful every year — to say nothing of the murderous intent of the husband if he ever discovers you.

Solutions: Enjoy the moment, for the danger truly starts afterwards.

Glory: 200 the first time. If the lovers continue an active sexual affair in secret, then they each obtain 200 Glory per year.



Important: Once the Romance has been sexually consummated, *no further annual Romance Glory is gained for that affair*. The passion changes from Amor to Love.

ADVENTURE: DISCOVERY

Romance ends. This is one of the two ways it may do so.

Setting: A bad place, for certain: one that had been, or ought to have been, a secret place.

Problem: Knight and Lady are caught red-handed.

Characters: Knight and Lady, plus someone else. Hopefully only one other person, for the sake of shame and modesty. Of course, to assure that this wicked act can be verified, a revealer of the love may wish to have many witnesses...

Secrets: None anymore. See Consequences below.

Solutions: None that can end well for the adulterer. Possibly fighting the husband and killing him, then marrying the widow might work, although it may not for many, many reasons. See Consequences.

Glory: None.

Consequences: Check the Loss of Honor table to see if anything particularly heinous occurred, like betraying a liege lord or companion.

Otherwise, the knight suffers several effects:

- He has lost his lover.
- He has lost a source of Glory.
- He has most likely earned an enemy, the husband or perhaps the father, who has a Hate passion now. Likewise, his entire family will bear a grudge and cause trouble for the player knight.
- Subsequent lovers will be either (a) suspicious of him, and thus more difficult to impress (or they will give ridiculously difficult tasks right away); or (b) wishing only sex; or (c) wanting to escape their odious husbands and seeking someone to kill their husbands.
- His wife, if the knight has one, will be hurt and angry, making home life difficult.
- He knows public shame for having broken a marriage.

The lady also suffers several negative effects:

- She has earned an enemy, i.e., her own husband, who has a Hate passion now. Remember that he also has a family who will bear a grudge and cause trouble for the adulteress who brought shame to the family name. Perhaps, with time, her husband will forgive her.
- She has lost her lover.
- She has lost a source of Glory.
- Subsequent lovers may not be honorable, but wishing only for sex.

• She has earned an enemy in the knight's wife, if he has one.

• She knows public shame for having betrayed her sacred marriage vows (if she was married).

FOUR LADIES

The following four adventures provide potential lovers for the aspiring Romantic knight.

ADVENTURE:

DAMSEL OF THE SUNFLOWERS

Time: Any time after 532.

Setting: Anywhere. A nice pavilion, with the banner of a sunflower hanging before it, stands beside a small clear pool.

Characters: Sir Arfonen of Lincoln, a notable knight (or better); the Lady of the Sunflowers.

Problem: An ugly dwarf tells the player knight he cannot stay here unless he jousts with his master, Sir Arfonen, who is here because of an evil custom. The knight is already prepared, ready to joust.

Solutions: Joust with Sir Arfonen.

Secrets: The Lady of the Sunflowers has set the rules here. Suspicious rolls are in order. She is in fact a faerie, although she looks just like a beautiful human woman. She is not malicious, necessarily, but this jousting is a magical compulsion she must maintain. It is entirely possible for a knight forced to stay here to fall in love with her.

Every knight who wins the joust must remain with her until another defeats him. If the knight is defeated, he may go on. If the knight wins, but refuses to stay, then his manorial lands are struck by a blight, for she casts a Curse upon his holdings (Gamemaster's discretion as to how serious and widespread the blight is. It may be so serious that even household knights suffer an illness to themselves or their family.)

Only three things can cancel the curse: 1. Going back to keep the lady's custom; 2. The death of the knight; or 3. The blessing of a more powerful spellcaster than the Lady of the Sunflowers.

Glory: As normal for jousting.

Afterwards: Use "AT THE CROSSROADS" (see *Pendragon*, Appendix 3) to see what jousting your character does for the duration of his stay with the damsel.

ADVENTURE: LADY IN PINK

Time: Any.

Setting: Anywhere.

Characters: The Lady in Pink (use standard Lady stats); the Lady's page; the lord (use famous

MEET YOUR BABY...

One of the most obvious consequences for a lover knight who spends his spare moments sewing his wild oats is the possibility of pregnancy among those he loves. The Gamemaster may wish to keep track of this with secret die rolls in the Winter Phase for those women; or he may just introduce the unwed mother and her child the next time that the knight stops at her castle.

Consequences depend on the rank of the woman in question. If she is merely a commoner or serving woman, then the knight can ignore the whole business if he wishes. The classism of the period allows such arrogant indifference. But if the woman is a noble of any rank then her family will almost certainly demand a marriage. Almost certainly they are already shamed by this, and they will be extremely angry about the affront to their honor, to the extent of spreading bad words about the knight (he loses 1 point of Honor for each unwed noble mother), or even seeking to kill him for the dishonor.

A knight who has seduced many noblewomen and left them with child will be in deep trouble with most of the families, who will probably engender Hate passions for him.



knight stats, but a Chivalrous knight); his 10 household knights (5 notable, 5 average).

Problem: A mournful page, alone beside the path, entreats the player knights to stop and help him. If they do, he explains that a villainous knight has kidnapped his lady and is holding her in a tower a few miles away. He begs the knights to rescue her. The page says he is under oath not to give her name, but that she is a noblewoman whose father will reward whoever delivers the lady home.

If the knights agree, they must travel to the tower, which is the stronghold of an old motte-and-bailey castle. The lady, obvious by her pink clothing, is leaning out a window and waves a pink scarf at the knights. She is too far away for voices to be heard.

While the party views the castle, the drawbridge lowers and the lord and his 10 household knights ride out. The lord is a Chivalrous knight, who has taken the lady only in sport and has not harmed her. He will surrender her to anyone who beats him and all his men at jousting. Any losses result in her continued imprisonment for that day. Anyone may joust once per day against him and his men. Resting and First Aid are permitted, and he will provide a surgeon if necessary.

The lord knight is very courteous, welcoming all challengers to stay at his hall until the morrow, when there will be enough time to joust. The Lady in Pink is there as well, not under any apparent duress.

Secrets: The Lady in Pink is a party to this scheme.

Solutions: One person must win the 11 jousts.

Glory: 25, in addition to Glory gained in jousting.

Afterwards: The Lady in Pink can become a victorious knight's Lady Love.

ADVENTURE: LADY OF THE BRIDGE

Time: Any.

Setting: At a bridge.

Characters: The Lady (use Damosel stats); the knight (use notable knight stats).

Problem: A young woman stands at the end of a bridge and asks passing knights to help her. She has been taken prisoner by a wicked knight, who waits yonder.

Secrets: The knight is actually a man of good character, though sometimes questionable methods. He is on a money-making spree and has taken this woman to be his bait. He has not harmed her, nor does he intend to. He offers to free her if the challenger offers his own armor, horse, and weapons as his wager, against the woman's freedom.

Solutions: The knight offers to fight for love, "for there is no reason for either of us to die over the trivial event of this lady's abduction."

Glory: 10 for defeating the knight in the joust, plus 10 if the rather ordinary task of rescuing the Lady is achieved.

ADVENTURE: LADY OF VALAINE

Time: Any.

Characters: The lady (use Damosel stats); the knight (use notable knight stats).

Setting: Any road.

Problem: The lady is the only child of the banneret of Valaine, a nearby lord. The knight has killed her father and intends to marry her forcibly so that he can hold the land.

Solutions: Challenge the knight. His terms are not unusual, though harsh: fight to the death for her.

Action: A knight rides towards and then past the player knights. He pointedly ignores the player knights, proudly disdaining any speech. A squire follows, leading a heavily loaded pair of pack horses. A second squire leads a mule upon which sits a sad lady.

Awareness. (Success = The lady appears to have been crying.)

As she passes, the lady looks at each knight, gestures, and says out loud, "Oh, Sir Knights, I am a captured lady taken by this knight from the home of my father. I beseech you to help me, as is the task of all good knights."

Glory: 50 to rescue her, plus the usual for whoever conquers the knight.

Afterward: Her identity could be expanded into that of great heiress, enchantress, saint, or lover; or she might just say "thank you" and ask to be taken home.





Chapter Eight

Tournament Period: 539–553

At the start of this period, King Arthur Pendragon has been reigning for 29 years.

HISTORICAL COMPARISON

The Tournament Period is roughly analogous to the early 14th-Century England. Historical figures to consider include Edward III and Richard II, and events in some ways parallel the Hundred Years' War.

YOUR CAMPAIGN

The largely unscripted style of the last Period continues, though a number of great tourneys and similar events draw players into the sphere of the central kingdom. The tournaments set the pace and rhythm. Intersperse them with adventure opportunities.

POLITICS

The realm is peaceful, the bandit kings have been suppressed, and the faeries are imposing themselves (but as often for good as for ill). The lords of the realm are content to indulge in sponsoring more tournaments and building larger castles. There seems to be little worry of war.

On the other hand, some gossips talk more than they ought about that which is not their business. Some idealists are happy to find imperfections in the realm, which is not hard to do. Sometimes discontent is widespread, as is mistrust or suspicion...

WHAT'S NEW

Some notable advances occur in the Romance Period.

EQUIPMENT

Armor: By 548–550, full plate armor (16-point) comes into use, fully covering the body and limbs. At first it is possessed only by the wealthiest knights (or those of high rank who serve the wealthiest lords), but it fairly quickly becomes commonplace among knights of all rank. Helms are large and closed with a detachable visor, often with a pointed “dog face.”

Weapons: To counter this heavier armor, the arbalest also becomes available around mid-Period, capable of doing 1d6+20 damage (range 250 yards, fire rate 1 per 5 rounds). Fortunately for knights, these are large, ungainly weapons, and they are slow to load, requiring a two-man crew for efficiency.

The halberd also comes into use (see *Pendragon*, Appendix 1), capable of letting infantry combat men in full armor.

Finally, the long bow is discovered by the lords of Cambria in this Period, and is very soon used *en masse* by Arthur's armies. Fortunately for the Bretons, it is rarely used against them.

Long Bow {Non-Knightly}

A long bow deals 4d6+10 points of damage regardless of the user's Damage statistic. It is a two-handed weapon, so no shield can be used while shooting a bow. The bow's maximum range is effectively 300 yards. Modifiers must be applied for mid-range (100–200 yards) or long-range (200–300 yards), small or covered targets, and so on.

A fumble indicates that the weapon has a broken string or, worse, has become cracked.



Horses: Destriers become the common steed for any knight of at least Ordinary maintenance. Furthermore, an even larger breed called the Friesian becomes available (see below), though they remain rare throughout this Period.

Friesian: SIZ 44, DEX 10, STR 38, CON 10; Move 7; Armor 5; Unconscious 13; Major Wound 10; Knockdown 44; Hit Points 54; Healing Rate 5; Damage 9d6.

Barding (up to 10 points) comes into more widespread use with these large beasts who are capable of bearing it along with a rider. Expensive horses such as destriers and Friesians are generally protected with it.



Finally, more horses are available that are capable of fighting while their rider fights, making them doubly dangerous.

Clothing: The clothing of nobles becomes richer and more extravagant in general during this phase. For men, the cotte is shorter and less flowing than that previously, buttoned down tightly. This is the *cotte hardie*. Sleeves are buttoned from cuff to elbow. Belts do not have to hold the clothing up anymore, so they are worn on the hips rather than waist. A cape, often cut short or into ornamented shapes, is common. Pointed toes on shoes become more common.

For women, the cotte is fuller, with a tighter bodice. Belts are worn on the hips. Women's surcoats are cut low in the neck, with large round armholes to better reveal the undergarment. Fur collars and capes are separate from the rest of the garments. Shoes are pointed. A pelisse is worn over everything on cold days. Hair dressing is more elaborate, perhaps coiled on both sides of the head, or held in a jeweled net or with a long curl. Circlets are popular.

HERALDRY

Herald is a well-established and honored profession. King Arthur has established his own Royal Herald to oversee the institutions. It is common to have family

mottoes now, appearing on a curled scroll beneath the arms when painted on walls or parchments.

CUSTOMS

Bestowing knighthood is established as a royal prerogative now, no longer practiced by mere knights or lesser barons. Only kings make knights, or their designated representative such as a Round Table knight.

Scutage comes into common use. Because the kingdom is at peace, the nobles are not needed for combat or court as much, and so the knights pay this cash "shield fee" instead of showing up.

When an army is needed, knights are called only for local defense. For long campaigns, a mercenary army is raised by captains who have contracts with the army leader. The smallest military unit is called a "lance," which consists of a mercenary knight, a squire, a servant/groom, two archers, and the eight horses necessary to transport them and their equipment. A knight who is for hire but has no lord is called a Free Lance.

A new award is invented after Gawaine returns from his adventure with the Green Knight in 547. The Order of the Sash is created to acknowledge knights who have distinguished themselves above and beyond the Round Table honor.



CLOTHING, ARMS AND ARMOR OF THE TOURNAMENT PERIOD



The Road Challenge

Around the year 541, it becomes fashionable for knights to take up a position on a road, along a bridge, or in a pass and challenge every knight who goes by to a joust. There is no prize for this except the petty Glory for a joust (1/10th the Lance skill of the loser), and the continual injury of being knocked off horse.

King Arthur quickly passes a law forbidding any such challenges blocking his Royal Roads. However, they become irritatingly common as the years pass on the other roads of the realm. Sometimes they become famous because their defender is such a great jouster.

Other knights set up their challenges and wait until someone comes by to accept. There may be a shield to strike, a bell to ring, a dwarf to awake, or a squire to speak with in order to alert the knight. Soon after, the knight will have armed and come for the challenge.

Later, some challengers adopt the same wagering customs as contemporary tournaments: the forfeiture of mount and armament. Knightly honor will require travelers to follow the rules; to go another way; or to lose 1 point of Honor for ignoring the challenge and riding through, or for ganging up on the challenging knight.

Note: When a party of knights encounters a jouster like this, custom has the newest (i.e., usually the youngest) knight go first; if he loses, then the next newest goes, and so on until the best knight goes last.

CLASSIC TOURNAMENTS

The usual Full Tournaments (with Melee, Challenges, and Joust) continue to provide the martial aspects of the contest, but three new practices begin to spread.

First is the addition of pageantry to the occasion. Tournaments are much the same as the Proto-Classic type of the previous Period. However, a band is now used to entertain the crowd before the jousting begins; teenage girls lead a parade of dogs and horses; and a team of squires show off their dancing horses. Over the next decade, tourneys become more elaborate, with horse-drawn floats made with flowers or paper maché, dances on the field, bands playing, and displays of caged animals. Soon they include full plays where knights storm a mock castle that ladies defend with thrown flowers.

The second new custom is the requirement (no longer an option) of staking one's armor on the results of the joust and/or melee. "Well, you know, the

king said to treat it as if it were battle, except we are not to kill one another. And in battle we always get plunder, right? So in the tournaments now, everyone is wagering their armor as a prize to whoever captures them." This wager increases at times, so that armor, horse, saddle, and tack are sometimes staked.

This loss would bankrupt many knights, and all but the rash and the rich withdraw from the competition rather than lose the tools of their knightly office. The result is that fewer knights participate, except the rich, and that professional "tourney knights" work up a personal treasury of horses and armor to pay for their losses as they work the rounds to earn income. (See the adventure of the "TOURNAMENT CIRCUIT.")

The third new custom is that King Arthur often arranges for extended jousting for all the knights present at his court. These are single elimination, as if in a tournament, but without the rest of the tournament.

CONSTRUCTION

Existing structures continue to be built, but an entirely new fashion is also coming into use: the concentric castle. The castles are rings of strong defensive works. They are built so that the inner walls are close to the outer, thus adding their DV to the outer works in a battle. Extra strength is built on the outer defenses of the gates as barbicans.

The great cost of these is not due to the components, but from the technical skill to do it right. These Experts are generally in the employ only of King Arthur, so the price for him to build these is half what is shown here for others to build them.

The following new types of components are available:

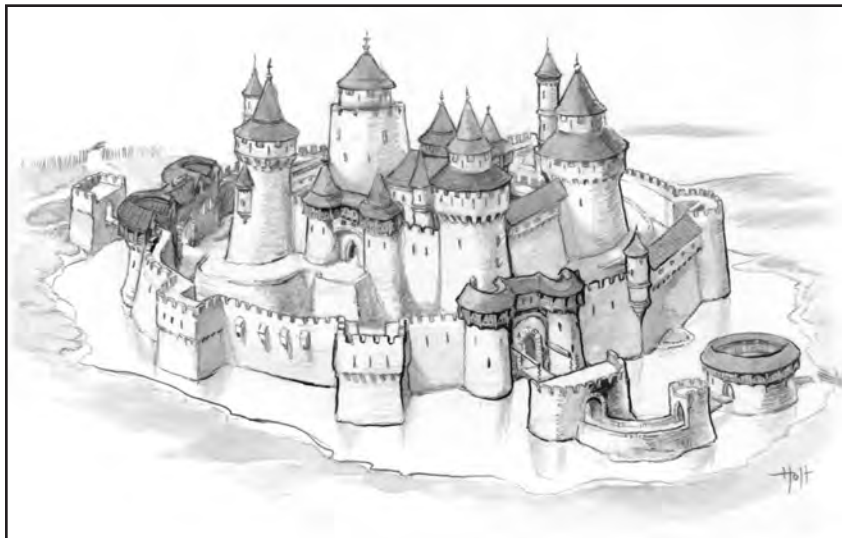
Barbican: A separate gate protection, adding a second drawbridge and tower to an existing gate or gateworks. (DV 4), £30.

Barbican, large. (DV 6), £60.

D-tower: A half-tower, with the backside open to deny protection to attackers who have taken the outer walls. (DV 7), £30.

Turret: A small tower atop another structure, typically atop a staircase or a tower, raising the height. (DV 1), £10.

"Fine points": Specialized structures such as overhanging allures, flying parapets, mural towers, and other structures obscure to all but scholars. These are all placed along walls, hence the "per area" requirement. Many of these could be added, cumulatively. (DV +1), £5 per area.



SAMPLE CASTLES

Small Concentric Castle: DV 34/12. Cost £214. *Outer works:* Double ditch, moat, curtain wall, gate, gate house. *Inner works:* Round keep.

Medium Concentric Castle: DV 52/14. Cost £314. *Outer works:* Double ditch, moat, curtain wall, gate, gate house, barbican, three D-towers, +4 fine points. *Inner works:* Round keep with turret and +4 fine points.

Large Concentric Castle: DV 111/56. Cost £1,054. *Outer works:* Double ditch, moat, curtain wall with fine point, 2 gates, 2 gate houses, barbican, four D-towers. *Inner works:* Ditch, double curtain wall with fine point, 2 gates, 2 tall gate houses, four tall round towers with turrets.

TROOP TYPES

This list ranks the available troops of the times, from best to worst. The number in parentheses indicates the actual number of individuals, used only to calculate the relative size of a battle.

Superlative knight (4): 16-pt armor, Friesian with 10-pt barding, 3 squires

Rich knight (3): 16-pt armor, destrier with 8-pt barding, 2 squires

Ordinary knight (2): 14-pt armor, destrier with trapper, 1 squire

Longbowman (2)

Poor knight, sergeant (1): 14-pt armor, Andalusian, no squire

Armored foot soldier, Italian crossbowman (1)

Hobilar, Cambrian spearman, foot soldier (1/2)

Bandit, plunderer (1/5)

Peasant (1/10)

PRICE LISTS

After the plague of 550, a huge shortage of labor occurs that drives the prices of everything up by 20–70% (1d6+1 x 10) on average.

THE WASTELANDS IN 540

The Wastelands are a supernatural phenomenon that struck Listeneisse in 514 when Sir Balin wounded the Fisher King with the Dolorous Stroke. Since “The king is the land and the land is the king,” all of Listeneisse immediately falls into a ruinous and devastated state. It became known as the Wasteland, devastated, with empty, leafless forests, dried creeks, and spindly crops. For years, the Wasteland remained inside Listeneisse.

However, although the Fisher King rules over Listeneisse, in a sense he is also the king of all Britain, a spiritual counterpart to Arthur himself. He keeps the Holy Grail, which is the vessel that holds the spiritual power of Britain.

At first, nothing certain is known of this king and his strange place. It is a hidden kingdom, magically defended by the Grail. As the campaign progresses, things are learned when player knights (or Percivale) journey to the Castle of Joy. As the knowledge spreads far and wide, people begin to be curious about Listeneisse, this lost kingdom. They start to explore and to spread the knowledge of the ruined spiritual realm of Britain.

In the events of Chapter 5, players may have participated in events at the Grail Castle. At that time, the Wastelands cover only Listeneisse. Assuming the evil of Duke Klingsor was defeated there (but regardless of the player knights’ success or failure), the Wastelands remained only in Listeneisse.

But in 537, the young Percivale (not yet knighted) visits the castle and fails to ask the question of the Fisher King. This is a different kind of defeat, for Percivale’s failure is destined, and the Wastelands begin to creep out of Listeneisse and spread across Britain. Its progress is irregular and jerky, slow but persistent, taking years to become apparent after it has entered a region, and more years to start to do permanent, significant harm. But its march is inexorable.

The Wastelands will affect player knights because it gives a modifier to Starting Bad Weather rolls in the Winter Phase. Its effect gets stronger; the realm gets worse; and people become poor, and then poorer, and then desperate.

The Wastelands are a creeping absence that makes the normal world less alive. Its effects are most apparent in the vegetation. In the early stage of infection, forests look bad, like it had a tough natural year. During the middle stages, everything looks like it has had several



dry years, with almost no greenery anywhere. In the advanced stage, everything is shriveled and, if alive at all, only barely so. The effect may not constantly worsen each year; maybe there is a better year, where some sprouts prove they are alive, but then fail to seed. Maybe other plants temporarily take up the space provided. But little by little, overall, the greenery is replaced by dead leaves, branches, and trees.

Something must be done.

SPREAD OF THE WASTELANDS

In agricultural lands, the devastation is measured in modifiers to the Starting Bad Weather that almost assure agricultural failure (and hence hunger). After a few failed harvests in a row, starvation is a very real threat.

The average spread is up to the Gamemaster, of course; however, if all of civilized Britain is to be enveloped by the time of the Grail Quest, then the average creep is about 20 miles per year. This is about a mile and a half per month, so if knights were camped out in a spot for a month, or certainly for several, they might notice the cutting edge of the Wastelands pass over the camp.

The main effect of this is to the income for player knights' families. Everyone is affected.

DESCRIBING THE WASTELANDS

Of course, throughout the campaign, Gamemasters should always describe a new land even if knights are simply passing through. (Usually a simple, "This is a nice place, fields all around between the villages, some orchards over there" will do.)

As the Wasteland spreads, Gamemasters should ask, "Has anyone been through here before?" If so, he or she should indicate, "It's not as nice as it was last time. The leaves are less dense, the crops are stunted."

Of course, the description will vary based on how deep into the Wastelands the area lies.

TRAVEL IN THE WASTELANDS

Travel through mid-stage Wastelands imposes a -5 modifier on all Hunting rolls. Travel through advanced-stage Wastelands imposes a -10 modifier to Hunting.

WINTER AND THE WASTELANDS

As noted in the Preface, a manor suffers a +1 modifier to its Starting Bad Weather roll for each year it has resided within the Wastelands.

WASTELANDS EVENTS AND ENCOUNTERS

The Wastelands are as dismal a place as can be imagined; they embody the dark side of faerie, so everything which can go wrong has gone wrong in a bigger-than-life sort of way. It is a hopeless place that inflicts anyone foolish enough to enter it with sadness, perhaps even despair. Nothing good comes from the Wastelands, nor from going in there. So agrees everyone.

Any player knights who take on the task of exploring the Wastelands should be reminded of it by the brutality of the Wastelands Events table below. These events are taken from actual accounts of medieval Britain.

WASTELANDS EVENTS

d20 Roll	Result
1-2	Nothing too unusual
3-4	Horse frightened for no apparent reason. Make Horsemanship roll or lose 1d6 hours' travel.
5-6	Ground underfoot is deep ash. Movement is reduced by 1/4 for the day.
7	Ground is muddy. Movement is reduced by 1/4 for the day.
8	Sudden squall rains black mud on party. Movement is reduced by 1/3 for the day.
9	Expanse of fallen, dead and/or burnt trees blocks way. Movement is reduced by 1/2 for the day.
10	Steep ravines block passage. Lose half a day's travel.
11-12	Fog of choking, black smoke blocks all visibility. Movement is reduced by 1/2 for the day, and all Hunting and combat rolls suffer a -5 modifier.
13-20	Choose an encounter from Wastelands Encounters list (below).



The entries on the Wastelands Encounters table below are intended to be used only once each, so the Gamemaster might as well just read down it to find an entry he likes and use it, then check it off to keep from repeating himself in an adventure.

WASTELAND ENCOUNTERS

2d20 Roll	Result
2*	CASTLE OF THE BLACK HERMIT
3*	BOILING GIRL
4	Redcap (see Appendix 1)
5	Giant wolf pack
6–7	Village, abandoned long ago. Thatched roofs are fallen in, walls sag, and weeds grow high where paths once went.
8–9	Manor house, deserted and ruined.
10	Burnt church. Old skeletons are piled up outside the doors, with arrows sticking into them. [Battle. (Success = The people were killed while fleeing the burning church.)]
11	Abandoned village. A triad of corpses is in one hut, recently tied together and burnt. [Awareness. (Success = They were alive when set afire.)]
12	A string of corpses, with halters around their necks and hands tied behind them, lie dead of exposure by the path.
13–14	Fallen and ruined village. [Hunting. (Success = Tracks! After following them, you find a starving woman and child huddled in a hole for cover.)]
15	Burnt village. Corpses of priests are staked to the ground.
16	Intact but abandoned village, completely overrun by hundreds of huge rats.
17–18	Fallen town. [Hunting. (Success = Tracks! After following them, you find dead peasants in fields, where they had been scraping dirt with their fingers.)]
19	You find 4d6 dead children, stacked neatly by the road. Nearby is a long empty grave. A man, shovel in hand, is crumpled at one end, dead.
20	Burnt town. Old, long-dead corpses litter the streets. Wolves and other scavengers have devoured many.
21	Intact village. A huge black cloud that makes a buzzing noise is visible. Ride closer? Millions of flies buzz around in relentless clouds, driving horses to madness. [Horsemanship. (Failure = Your horse bolts away unstoppably.)]
22	Half-ruined village, still barely populated. [Awareness or Love (family). Success = You realize there are no children here. They were all taken by disease years ago. None have been born since.)]
23	Half-ruined village. The peasants are all mad and half-naked, coupling in the streets and quarreling over dead rats.
24	Ruined village, still barely populated. A mad woman is gnawing on a dead horse, sharing the corpse with a dog and a raven.
25–26	Ruined village, still barely populated. They are all out in the pasture, gnawing grass to fill their empty stomachs. They beg pitifully for food.

- 27–29 Half-ruined village, totally abandoned. One building is still slowly burning. [Hunting. (Success = There are no tracks at all!)]
- 30–31 Empty village. Many skeletons lie around in the streets.
- 32 Abandoned village. Near the ruined church is a graveyard, by which two corpses are visible, one newly dug from a grave.
- 33 Ruined town, still barely populated. No adults are visible. Many children, big-eyed and round-bellied, huddle in the doorways and make no sound.
- 34 Half-ruined village where the survivors are making a communal stew. It is made of belts, grass, and a boot.
- 35 Half-ruined village, still barely populated. A greedy merchant is selling parts of dogs, cats, and rats at exorbitant prices.
- 36 Abandoned village. [Hunting. (Success = Tracks! After following them, you find that they scatter into surrounding hovels in the hills, where a big pot is stewing in one house. It has human hands and feet in it.)]
- 37 Ruined village, seemingly deserted. A woman runs out and begs to be killed as a punishment for having eaten her child.
- 38 A half finished stockade, abandoned. The ten-foot high wall is shoddy and makeshift. A single skeleton is inside, dismembered and scattered around.
- 39 Burnt town. All the corpses inside have no heads.
- 40 Half-ruined town. A celebration! At the center is a huge bonfire with many bodies on it, while the naked, blood-smeared commoners cavort madly around it, kissing and laughing at each other, utterly oblivious to the knights. They are quite mad.

* Results 2 and 3 refer to adventures described in detail at the end of this chapter.

ADVENTURE: HALTING THE WASTELAND

Setting: Anywhere in or near the Wastelands.

Characters: Anyone with concern for the welfare of the land.

Problem: The Wastelands are expanding and people are dying of starvation.

Secrets: This devastation is a magical image of the Soul of Britain, of the bleakness and emptiness of the material world devoid of spirituality. Thus, the only actual defense is a life of spiritual purity.

Solutions: Spiritual behavior negates the Wasteland effect. Any Religious knight with a Pious score of 16 or higher reduces the Wasteland modifier for his holdings by half. (A wife who meets the same requirements reduces it by half as well, and these stack, so that a highly religious couple could be unaffected by the Wastelands.)

One result of this is that many monasteries and church lands whose leaders meet those same standards of behavior continue to plant and harvest. They are



thus the few sources for food for the starving everywhere. Decadent monasteries starve like everyone else.

SOME CHANGES

Some of the entries in the annual Court entry change starting in this Period.

SPECIAL GUESTS

The "Special Guests" section is removed hereafter because there are just too many to list. One secondary result of the proliferation of great and important guests is that ordinary knights are removed physically from the king, given the necessity of honoring rank. Round Table knights of course have certain honors in Camelot, but in general knights have more difficulty than before in speaking directly to King Arthur.

On the other hand, the court guests themselves are accessible; they can be interesting in their own right, and may provide adventure opportunities or a chance to travel to foreign lands. Mammoth-hunting in Finland perhaps? Visit the Giant Land east of the Huns? Or perhaps Ultima Thule, where the griffins guard gold?

Visitors to Court: First, the nobility of Britain are present. They are as eager as anyone to meet famous adventuresome knights. Earls, dukes, barons, court officers, castellans, and sheriffs commonly collect here. Many are foreigners, often lauded knights acting as diplomats, but for closer nations the nobles

are ambassadors. These include the several French kingdoms, the Friesian tribes, the Visigoths, and the counts of Ganis. Merchants or nobles on court business come from father away, the counts in Gaul, the Goths of Rome, Byzantine Greeks.

For the curious, adventurers from far away lands of fable, like the Arabs, or the Persians, or the far Hind (Indian) or Cathay also make themselves known.

Note: No elves! The true fey can not visit Camelot because it is a center of human civilization, and thus extremely uncomfortable for elvish knights or ladies. In groups they can cope with the alien surroundings, but alone it is extremely difficult for them.

NEW ROUND TABLE KNIGHTS

This category is dropped because the Table is full and there are few openings to fill. Seats do open up occasionally as an old member dies or retires, but the aging Round Table knights live in a realm of peace, and thus its membership barely changes.

MORDRED TALK

Given Mordred's skill at courtly intrigue (and the fact that he has by now turned along his dark path), this section is useful for Gamemasters wishing to know what his current mad schemes and grievances at court might be.



TOURNAMENT TEAMS:

THE PSEUDO-TEAM

The phenomenon of regular tournaments encourages the creation of tournament teams, made up of individuals who regularly join together to take on foes. This process begins naturally, and at this stage of the game pseudo-teams are regularly found, in which friends work and travel together to tournaments. These are generally based on regions, so that there is the Salisbury Team, the Windsor Team, the London Guys, etc.

ARTHUR'S ILLNESS

At about this time King Arthur slowly begins to deteriorate, becoming more preoccupied perhaps, and less decisive, seeming older than his age. He merely seems distracted at first, but then his infirmity becomes less like an illness than a curse. People can not help but notice that he ages unnaturally fast: People talk about it in private.

Arthur's illness is connected to both the Enchantment of Britain and the Holy Grail.

"The king is the land and the land is the king," goes the old saying. Cause and effect are hard to sort out between the king and land, so these are simply the observable facts:

- the Wastelands spread
- the Enchantment also continues to spread
- the king becomes older and weaker

Christians argue that Arthur's blight is a spiritual illness related to the Holy Grail; pagans are certain it is the result of the Enchantment. The cause ultimately does not matter, for the effects inexorably creep across the land.

TOURNAMENT SCHEDULE

Tournaments become a major focus for knights, so the inclusion of this category is useful. If nothing else is happening, players can take in a couple of tournaments. Each is intended to be quick and easy, and to set up a pattern into which other events can intrude.

Under the annual Tournament Schedule are listed the summer months; following them are very abstracted lists of the tournaments. These are the "circuit" tournaments available in Logres, Cambria, and Cumbria, listed by size. In general, it's best to use the Simple Tournament Resolution system (i.e., one roll).

The listed tourneys do not reveal all the tournaments held each year, but just the ones that are "on the regular circuit." Others can be found, especially Neighborhood tourneys, and these are likely to be less than fashionable. (They would most likely have some sort of residual events from earlier styles, such as including a bohort for the squires, or animal fighting.)

Gamemasters are urged to name the city or castle where these tournaments occur, and players to record it in their history (in case the Gamemaster asks, "Have you been to Carohaise?") But the map also provides a visual focus to enhance the fast-time action and the abstract nature of the game.

Of course, some tournaments expected to be routine might actually turn out to be important or unique. There might be some amusing incident, or a new rule being tried out. The player knights may or may not be present, purely by accident. However, Gamemasters may wish to move the tournament event to wherever the player knights happen to be jousting, especially if they do tournaments only a little.

Every Pentecost, King Arthur sponsors a tournament at Camelot including the Round Table knights, plus some specified allies, against everyone else. This is the Pentecostal Camelot Tournament, which has been in place for many years now, and where something of interest always happens. Player knights won't be in these every year, but may be passing through, and will certainly hear rumors about it during the year following (Sir Tor will make sure you hear of it!)

YEAR 540

COURT

Arthur's court is held at Camelot.

AWAY FROM CAMELOT

Lancelot
Percivale
Lamorak

GOSSIP

"Look at that! That kind of tight-fitting bodice makes the old girl look young again, eh? I'm going to have to get me one of those!"

"Well, I'll say that it'll take more than that dress to have the bees chasing your honey."

"Uh huh, but without any wars going on, there will be so many fat old bees bumbling around here that even an old flower will seem sweet."

"Is that why there are so many men around? No war?"

"No, they are preparing to ship out to one. Didn't you know? Prince Borre and his men are going to Ganis to help out the de Ganis people."

"Yes, and of course a small army is going with him too."

"That makes me wonder — does it seem to you that the queen is more guarded since her kidnapping, or less?"

"More. Less. Yes, less. Hm. No, more, absolutely. Well, same, just more knights around..."

NEWS

Gawaine: "We are going to have more tournaments. The knights are not getting enough practice. We must keep in shape in case anyone comes to attack us. I'm glad for tournaments, myself. I love to show off for those women."

Kay: "I'm going to have trouble putting all the corn away this year. We have so much left over from the winter!"

Griflet: "There are no wars in the land. Ireland, yes, of course. And France too, goes without saying. But not here."

ROYAL CONVERSATION

"The Way of Adventure is a good pursuit for all knights. We are gladdened to hear these tales of individual prowess, and certainly hope that more knights will go upon adventures and continue to tame the hidden parts of this land."

INTRIGUE

The king is restless. Maybe something is bothering him, maybe he senses something that we do not.... Or is it the queen that rests heavily on his mind?

MORDRED TALK

"I actually find this court boring. There sits my father, up there talking about his laws and justice, and we are dying of boredom."



TOURNAMENT SCHEDULE

This year, heralds at every tourney are promoting a large Classic tournament to be held in Lothian next year, sponsored by Sir Gawaine.

At the Pentecostal Camelot Tournament this year, the prize is a white destrier that is trained to fight.

July: Neighborhood, Local.

August: Neighborhood, Local, Regional at Peterborough in Lonazep.

September: Neighborhood, Local, Neighborhood.

October: Neighborhood, Local.

EVENTS

Prince Borre and a small army depart from Britain and sail to Ganis, where he joins in the fighting. (Player knights might join him there.)



King Arthur

The King in 540

At this time, 48 years of age, King Arthur is a stately, mature sovereign, still quite vigorous. His hair is mostly grey now, and his beard salt-and-pepper.

SIZ 13

DEX 15

STR 17

CON 16

APP 15

Distinctive Features: Noble bearing, noble voice.



MURDER OF SIR DORNAR

In the Arroy Forest is found a grave close by a hermitage. The hermit explains that he saw the knight killed a couple of years earlier, and that he still has the shield of the knight.

Heraldry. (Success = It was a knight of the de Gales family. Critical = It was Sir Dornar, a cousin of Sir Lamorak.)

The monk does not know who the fallen knight was, but he knows that his murder was undertaken by four knights who seemed brothers by their talk. If asked of their arms, he says only, "Oh, they had two, like you," and then, "You have different designs? I never noticed."

A KING IS LOST

Source: Malory IX, 16.

One summer morning, the courtiers line up at the bedroom door to start the day's business. The king is late, which occurs from time to time. But when he proves *too* late, his chief squire opens the door and then turns back, says, "I'm afraid we seem to have lost the king..."

Sir Cador of Cornwall, head of Arthur's household knights, speaks first, quite out of protocol. "You've lost the king?"

"He isn't in here, and no one saw him leave, and we all saw him to bed late last night."

Sir Cador turns to his own retinue and says, "Muster everyone. You and you, take all his servants and squires from this chamber now, to the picture room. Sir Kay..."

"I'll get every worker who was working last night to the third sideboard room." And so it goes, with officers organizing the search, followed by a ruckus through the entire keep, then the castle, and then the city of Camelot stirring to action.

The king is missing!

As word of the king's mysterious disappearance spreads through the countryside, knights everywhere are urged to seek him. His whereabouts are entirely unknown, and many adventures are provoked by knights seeking the king in hidden places throughout the land.

See the adventure "SEEKING THE KING."

GILDAS' CHASTISEMENT

The churchman named Gildas, based in Eburacum, writes a letter chastising the Britons for their evil and decadent ways. [This is a matter of fact, not fiction: Copies of this letter still exist, so we know a little bit about the times from Gildas' first-hand account.]



Gildas either (a) has no gripe against Arthur, for he doesn't mention the High King by name (while he specifically lambastes some kings); or (b) Distinctly had a gripe, since other legends mention that the family of Gildas bore a feud against King Arthur.

CHRISTMAS COURT

The entire realm of Britain is in a state of worry and despair given that the king has not yet been found. Across the land, the harvest was stunted; the winter snows pile deep; and the hearth fires burn with a weak flame, unable to drive out the chill.

SPECIAL WINTER PHASE MODIFIERS

Because of the Pax Arthur, all lands of Logres get a -1d6 modifier on the Starting Bad Weather roll.

However, the Gamemaster must determine whether any knights' estates are in the Wasteland; if so, impose any applicable modifiers.

YEAR 541

COURT

Arthur's court is held at Camelot, even though the king himself is missing.

AWAY FROM CAMELOT

The king!

Lancelot, Percivale, and just about everyone else are off seeking the missing king. Many of them returned this past winter but set off again early, even before the spring court. Even Sir Kay is out looking!

A veritable flock of soothsayers, fortunetellers, and mystics has come to court to prophesy and use magic to find the king. The court magician, Nimue, is absent and thus cannot guide them, so their presence creates a huge confusion of color, words, and promises.

GOSSIP

"I'll tell you, I think it's the end of the world. The king gone! Without a trace!"

"Well, I say it was that terrible 'enchantress'... the blonde one? You know the one, with the bird droppings on the back of her red stamped velvet sideless surcoat? Remember her?" *(laughs)*

"Well, that's what happens when one has servants who cut up toad fingers instead of sewing."

"Maybe the bird droppings were some kind of charm." *(laughter)*

"Or just a local custom in Cumbria." *(more laughter, dying slowly)*

"Well, seriously, though, I still wish the king was back."

NEWS

The usual sources of news are not present, but out seeking the king. Sir Kay still has too much food, there are still no wars, and Sir Gawaine is still in favor of tournaments.

ROYAL CONVERSATION

Guenever: "This is the worst possible thing that could happen! A great reward of £100 is offered to anyone who finds true word of the king, and a further reward of a manor to anyone who brings him back home!"

INTRIGUE

Nimue said magic was use in the king's abduction. Ritual objects have been found in the castle, and tracks of magical beings and creatures have also been found in the countryside nearby. Without the king's protection, the Otherworld is growing stronger.

MORDRED TALK

"She certainly used a lot of magical power to get the king out of here, whoever did this. That is what magic is best used for: escapes and surprises."

TOURNAMENT SCHEDULE

At the Pentecostal Camelot Tournament this year, women complain that they have little to do at a tourney.





July: Neighborhood (2), Local.

August: Neighborhood, Local.

September: Neighborhood, Local, Regional (Castle of Maidens in Lothian; this one is interesting because the majority of the local knights entering are assuredly behind the times as far as armor, horses, and customs go. They are a rough and tumble crowd here on their home turf, and midnight drinking is as likely to end in wrestling or brawling as it is in dance or poetry recital.)

October: Neighborhood (2), Local.

EVENTS

While out searching (or maybe at home where they are relaxing), the player knights encounter Nimue and a small party of her women. Nimue questions them closely on anything unusual that they have encountered.

If they player knights have taken part in the adventure “HYENAS,” and they mention the hyenas, then Nimue becomes extremely interested and demands that the knights take her to where the hyenas were sighted. She urges great haste, even unto traveling all night.

Go to the adventure of the “CASTLE OF ANNOWRE.”

TRISTRAM GOES MAD

Source: Malory IX, 18–21.

Sir Tristram returns to Cornwall with some friends. He discovers some correspondence between Isolt and another knight, and he is so overtaken with passion that he goes mad. He throws off his armor and clothing and dashes into the forest, howling like a beast.

PETITION TO THE COURT

After the king is returned following the “CASTLE OF ANNOWRE” (whether or not it is the player knights who have rescued him), the court is cheerful, and Arthur starts to address the many problems of the people who have been waiting for his return.

One of these is the Lady Jeanette, of Wedrfdale, seeking someone — *again* — to kill the giant Logrin. (See the adventure “LOGRIN THE GIANT.”)

LOGRIN SLAIN

At last! That persistent resurrectionist Logrin the Giant is killed! Sir Kay returns to court with its head. Kay is acclaimed for the deed, and everyone accords him extra glory for having succeeded where others had done so only in part.

And, for the record, if asked, he did not see King Arthur’s son anywhere in his adventures.



Sir Loholt

CHRISTMAS COURT

Arthur is exuberant and buoyant after his time in the wilderness; the brush with danger seems to have brought him new life and vitality. Consequently, the court has come to life as well, bustling about with extra decorations for the season.

SPECIAL WINTER PHASE MODIFIERS

Because of the Pax Arthur, all lands of Logres get a –2d6 modifier on the Starting Bad Weather roll.

However, the Gamemaster must determine whether any knights’ estates are in the Wasteland; if so, impose any applicable modifiers.

YEAR 542

COURT

Arthur’s court is held at Camelot.

AWAY FROM CAMELOT

Lancelot

Percivale

Lamorak

Tristram, off howling somewhere

GOSSIP

“Oh, look at all these people here to celebrate the safe return of the king. Let me tell you, if disasters like that bring so many wonderful strangers to court, then maybe they are not so bad.”

“Well, I’ll say it’s not just this old frog enjoying their presence. Aren’t those youngsters funny, acting as if they are doing a favor to speak, or dance, or eat with us? Were we so foolish as that?”



"Have you heard about Tristram? They say he's off being crazy because Isolt had another lover. Those two! I think they need to spend some time here at court so that they can learn what romance is *really* about."

"It's too late for that, honey! They already went past the 'let's keep it a secret' stage..."

NEWS

Tor: "I'm going to be keeping track of the tournaments for the court. There are so many, but I'll advise which are the best. We'll arrange a tournament circuit to make this easier."

Kay: "There seem to be some farming problems up north, but they're not affecting us, fortunately."

Griflet: "There are no wars to be fought in Britain. Ireland or France remain, of course."

ROYAL CONVERSATION

"Tournaments are indeed a knight's great opportunity now. We have no wars, so let us keep in practice with rebated weapons swung in sportsmanship rather than hatred."

INTRIGUE

King Arthur feels unwell. He is not really ill, but does not feel up to the usual activities. He's cut down on his hunting, for instance.



MORDRED TALK

"Magic is powerful, but short-lived. Annwre used a lot of power to get the king out of here and away. But she was weak in the end. Magic falters easily, so that a few amateur knights can overcome even a great enchantress."

TOURNAMENT SCHEDULE

At the Pentecostal Camelot Tournament this year, women complain *vociferously* that they have little to do at a tourney.

July: Neighborhood, Local, Regional (at Lincoln in Lindsey).

August: Neighborhood (2), Local.

September: Neighborhood (2), Local.

October: Neighborhood, Local.

EVENTS

The sieges continue in Ganis and more castles fall. The de Ganis clan slowly recovers more of its lands and finally surrounds Count Pharien in his home city of Trebes. He surrenders the city after the French king does not show up to relieve him. Afterward, he is recognized as lord of Trebes by the de Ganis clan. By the end of summer, nearly the whole of Ganis is conquered.

THE DEATH OF SIR BORRE

One day a lord visits Sir Bleoberis and gives him a small fortune in gold. Bleoberis is overjoyed, but then asks, "Where is the silver?"

"Silver? There is no silver," says the lord.

"I heard reports you had found gold and silver. You know I collect a share of all treasure found on my lands! It's the law! I demand my share of the silver."

"I have no—"

"Silence, then. Sir, go from this court, and twenty-four hours after you leave here I will set out with my army to come to your castle to collect the silver. If you do not deliver, we will besiege you and take it."

The lord leaves the castle, and Sir Bleoberis calls a council. Attending is Prince Borre, the son of King Arthur, to lend his weighty presence to the council. The next day they march. Prince Borre has been here for a couple of years now (in between trips north to attend French tournaments), and he knows how boring sieges are. He has taken up shooting crossbows to help alleviate the boredom.

One day, as he is riding casually back and forth in front of the castle and firing at the recalcitrant lord's men with a crossbow, a high arching arrow strikes him in the neck and penetrates to his chest. He does not die immediately (but lives for only a few miserable days, suffering terribly). Sir Bleoberis is so



Prince Borre

enraged that they storm the castle at once and find the archer, bringing him before the prince.

"It was a good shot," says Borre. "I shall forgive you, and spare you. Sir Bleoberis, after I die release this man."

"Yes, my lord," says Bleoberis.

"Thank you my lord!" the archer weeps. He drops to his knees and prays for the prince. The prince has a hint of a smile, then expires. The body of the prince is so pure, however, that it does not rot. (Or maybe it is packed in honey.)

"Take him and torture him to death," says Bleoberis, and the archer is dragged off.

A ROYAL FUNERAL

The body of Prince Borre is brought back to Britain, where a magnificent royal funeral is held. The body is displayed at Sarum, and huge crowds come to view the body and grieve. The castle is crowded with noblemen, and their retainers spill out and fill the city. Streets are filled with those camped out to mourn for the fallen prince. Surrounding manors also house guests, often strangers. [This is a great chance for the player knights to meet knights and women from other regions.]

The official procession is half a mile long and includes the king and queen, accompanied by their entire household. Everyone of importance attends, plus thousands of commoners. Borre is buried at Stonehenge, near to his grandfather Uther. His strong heart is cut out by the priests and brought back in a golden box to be placed in the cathedral in Bedegraine, his home.

Awareness. (Success = You notice the gravesite being kept for King Arthur against the unfortunate day of his demise.)

Awareness again. (Success = You see King Arthur is deeply grieved by his son's death.)

Glory: 150 for attending.

A MADMAN

Sir Tristram wanders the land, deranged and without memory. He might be found naked and raving, eating raw meat; or he might be beautifully clothed, playing a harp and singing a mournful song; or in rags with his hair cut, mocked by the shepherds who keep him; or in any one of many other unfortunate circumstances.

He is still incredibly strong, but has no memory of his former life.

FALSE TESTIMONY

Sir Andred and his lady come to Mark's court with the news that he has witnessed Tristram dead and buried. Even though Andred is a kinsman of Tristram, he hates the valiant knight with a great passion, so he asks to be made King of Lyonesse and lord of Tristram's lands, promising to be loyal to King Mark.

After only a little hesitation, Andred is invested with the land that Tristram once held.

CHRISTMAS COURT

Royal: The liberation of Ganis would be a great thing, to be toasted with glasses of Bordeaux wine shipped to Britain from the liberated kingdom, except for the death of Sir Borre. Instead, many glasses are raised to toast the flower of Britain, a young man cut short in the midst of living the life of a hero. The king is robed in black throughout the winter, as is Sir Borre's distant mother, Lady Lyzianor.

Salisbury: This is a good year, but it seems that many are worried about the health of the king. The flush of exuberance from his time outside the castle wore off quickly, and he is far too important to go off on such adventures regularly.

But there are no wars. No foreign power threatens Britain, no significant kingdom in the land rebels. Everyone seems happy.

SPECIAL WINTER PHASE MODIFIERS

Because of the Pax Arthur, all lands of Logres get a -1d6 modifier on the Starting Bad Weather roll.

However, the Gamemaster must determine whether any knights' estates are in the Wasteland; if so, impose any applicable modifiers.



YEAR 543

COURT

Arthur's court is held at Camelot.

AWAY FROM CAMELOT

Percivale
Loholt
Lamorak
Tristram, still mad

GOSSIP

"Doesn't Sir Tor look fantastic in those tights! It always takes a special kind of courage to make a fashion statement like that in court. I heard some men making fun, but they were all watching the women gawk at Sir Tor with obvious jealousy. You watch: They will all be wearing tights in a few years.

"Well, that will be good then for us all won't it? With this new fashion — who is the queen's new designer, anyway! We will all be showing off now."

"Well, I for one like it."

NEWS

Tor: "The tournament at the Castle of the Hard Rock is the one to attend this year!"

Kay: "We have some new spices now, from the other side of Hycernea, I am told."

Gawaine: "The women are in favor of these tournaments too, it seems. They've gotten some ways to become involved, so that is good for everyone!"

ROYAL CONVERSATION

"We seek word of our son, Prince Loholt. The rumors say he was last seen up north. Have you seen him, or heard any word?"

INTRIGUE

The king has been sick. Sometimes when the court herald has said he was out hunting, he was actually in bed, motionless; or sometimes alone up on the top of the highest tower with the wind and the birds.

MORDRED TALK

"I wonder if the King of Cornwall is ill? I wonder if he and our king could have the same kind of illness? Something special, only for royalty?"

TOURNAMENT SCHEDULE

At the Pentecostal Camelot Tournament this year, an official poetry composition contest is held, and also a flattery contest (use Orate), as part of the entertainment.

July: Neighborhood (2), Local.



August: Neighborhood (2), Local, Regional (at Wandborough in Marlborough).

September: Neighborhood (2), Local (at Castle of Hard Rock in Clarence).

October: Neighborhood, Local.

EVENTS

In addition to some other noteworthy events, some new trends in tourneys make themselves known at the Castle of the Hard Rock this summer.

TRISTRAM FOUND

Source: Malory IX, 22.

A madman is found in the woods and brought home by compassionate commoners. After some time he is taken to Castle Dore, where he gets care and healing attention. As Tristram begins to remember himself, King Mark also recognizes him.

The king, once again, has his nephew at his mercy. But rather than kill him, he does two cruel things:

1. He does not let Tristram and Isolt see each other.
2. He exiles Tristram from Cornwall and its allies and holdings for ten years.

Reluctantly, Sir Tristram departs from Cornwall and leaves Isolt to her husband.



Sir Tristram

CASTLE OF THE HARD ROCK TOURNEY

Source: Malory IX, 40–43; X, 1–2.

Sponsor: Galeantis, Duke of Clarence.

Type: This is intended to be a Local tournament, but it has grown to Regional size (with around 2,000 knights), largely because King Arthur and Queen Guenever are attending. It is properly a Classic tournament, but a few signs of the Elegant tourney are starting to creep in.

Teams: Clarence versus Gloucester.

Prize: A fabulous hunting hawk (+3 to Falconry).

Events: When the player knights arrive, they find an unusual number of squires and heralds about, all of them organized and ready to explain “the new bits, Sir. Your part of the pageantry.” It seems that some new fashions and events have been added to the tournament. The squires are informed and walk the knights through it all.

First come the “helm show,” and then the “showing of windows.” Everyone who takes the time to go through the explanation gets a check to Courtesy.

Helm Show

Every knight has a unique helmet, so they put them out for display before the tourney. The helms are all lined up, some of them decorated with exotic signs and designs on top.

Awareness. (Success = They are covered with paper maché figures — fancy rich guy stuff. But, hey, the women like them.)

The Showing of Windows

Only a few of the contestants actually have something to show at this event at this point in the Period, and those few are the nobles. The majority of

the knights merely watch on as the crowd of noblewomen look at the pennants and banners hanging from the castle’s windows and speculate about the owner of each. (“Is he kind? A good Christian man? A lover of Romances, or of war epics?”)

Does the player knight have a banner to show? How does he feel about this event?

The Tourney

At the opening of the tourney, the king announces that Sir Lancelot will not be participating today, but will join him and the queen to observe. (Cue many sighs of relief.) Lancelot stands up in his silver armor and waves. The crowds cheer and cheer.

Run the tournament as a normal tournament scenario, with multiple rolls. Go through it quickly, though, pausing only if there is an additional piece of pageantry to show off, and get to the start of the Melee unless the player knights have something else meaningful to do.

As the king and queen mount their platform, a stranger knight rides up.

Heraldry. (Success = You don’t know his arms; he must be some hedge knight.)

He says, “I was instructed to bring this to you, Sir, and to fight in the tournament.” He shows his shield: there are three figures upon it — at the bottom is a king, apparent by his crown; above him are a knight and a lady, who appear to each have one foot on the king’s head. The king hangs it up behind him, so everyone who looks at the dais will see it.

At this point, the Gamemaster might take a moment to pause and ask, “What was that shield thing about, do you think?” Get the players to talk about it and figure out what it “meant.” Someone sent it to Arthur as a message? What was the message?

Sir Stranger joins the melee team opposite the player knights. They can fight him in the melee, if they like, just to see how tough he is. Note that Sir Stranger does not take them prisoner, but sends them (with their armor) away instead. Note too that he knocks Round Table knights down regularly too. He is virtually impossible to beat. (His Sword skill is 40, even without inspiration!)

At the end of the Melee, most likely, the king calls Sir Stranger over and awards him the Champion’s prize. The stranger refuses to join the king for dinner, however, and instead turns his horse abruptly and gallops off. He did not ask permission to do so.

Lancelot calls out, “Dastard! Mystery Champion or not, that kind of treatment of my king will not be borne by me!” And he whistles so that his white battle-trained Friesian gallops up, and in his full ar-



Sire Lancelot

mor leaps onto the saddle. He snatches up a lance on the way and gallops off.

Want to go watch? Lots of others do, dashing to their horses to gallop after.

This is truly the Battle of Heroes. The two knights quickly shiver their lances, and then engage in a furious sword fight that smashes armor and nicks blades, yet neither can win because both are perfect. (Both have Lance and Sword skills of 40 each.) The battle continues and both eventually tire, but keep fighting. Finally, as light is failing, the two combatants agree to a truce.

"Identify yourself," says Lancelot.

"I am called Sir Tristram," says the mystery knight, "of Cornwall."

And of course this is good news: Everyone is happy, and the two champions and the whole crowd retire back to the castle for feast, frolic, and friendship.

TRISTRAM VISITS CAMELOT

Sir Tristram wanders around for a while, and finally ends up back in Camelot with Sir Lancelot, the other great fighter and lover of Britain. The two spend the summer at Camelot, jousting for sport and hunting with the other Round Table knights, who quickly grow to admire Tristram's great prowess and skill.

Designer's Notes: A moment to compare these two greatest of knights: Lancelot is the Romantic Lover, an ideal (outwardly, at least) for all the good men of Britain to follow, while Tristram is the Fallen Romantic, who has succumbed to carnality. He is now on another Love Quest, that of "constancy under persecution."

But see them riding together — the lean and virile Lancelot next to the hyper-muscular Tristram, the former a spiritual and chivalrous poet knight, the

latter a great hunter, fighter, and worldly lover. Both are perfect, in their own way.

KING MARK IS HARASSED

Several Round Table knights ride into Cornwall specifically to harass King Mark. They joust down his knights, and some finally come to Mark's court where they rebuke him for being a bad king in his treatment of Sir Tristram, his own nephew and champion of the kingdom.

King Mark and his court are humiliated. Because he cannot publicly admit to being a cuckold, Mark can not give his reasons for hating Tristram. In all, this is a grave insult delivered to King Mark.

CHRISTMAS COURT

People are generally happy this winter. The food is abundant, and most new mothers are not worried about making it through the winter. The men take great joy in talking about their many tournaments. The women love the new fabrics and fashions.

Salisbury: "I can imagine the anguish of the king over his son's death. It is fortunate that he does have another, though. You know what we say: Every knight needs three sons - an heir, a spare, and the third for prayer."

SPECIAL WINTER PHASE MODIFIERS

Because of the Pax Arthur, all lands of Logres get a -2d6 modifier on the Starting Bad Weather roll.

However, the Gamemaster must determine whether any knights' estates are in the Wasteland; if so, impose any applicable modifiers.

YEAR 544

COURT

Arthur's court is held at Camelot.

AWAY FROM CAMELOT

Percivale

Loholt

Lamorak

GOSSIP

"My, my, that Sir Tristram is certainly the total man, is he not? Strong, handsome, well spoken. No wonder queen Isolt fell for him!

"We are certainly lucky to have both him and Lancelot here! Do you think they will fight each other for us?"

"No, because neither would be able to touch the other, and both would simply be bruised and tired, as when they fought for real."



"Did you hear about the adventure up north? It was Loholt, I know it. It can't be Lancelot again, nor Tristram, for both are here at court."

"Percivale, then."

NEWS

Tor: "I believe the Carohaise tournament will be the big one to attend this year."

Kay: "There is no shortage of victuals of any description here at court. Even the hunting is good! Though I have heard there is some sort of plant disease up north, in Malahaut it's said."

Griflet: "There is neither war nor threat anywhere in the realm."

Gawaine: "Well, I for one am not afraid of tights..."

ROYAL CONVERSATION

"We find the current state of widespread peace to be comforting, ideal, but for that reason we encourage all good knights to seek Adventure, rooting out those bandits, robber barons, and monsters that would plague our realm."

"Also, be sure to seek my good son, Sir Loholt."

INTRIGUE

Word arrives that King Mark has sent a band of knights into Logres to take revenge for last year's insults that were done unto him in Cornwall.

MORDRED TALK

"Am I the only person who looked at that shield and didn't understand what it was about? My sanctimonious brother asked me what I meant by that, so I laughed and told him, 'Oh, it's obviously about Sir Silver and Lady Rose, isn't it. A tribute to love and honor, nothing else.' And that was enough explanation for him. Really, though, I say, 'huh?'"

The King in 544

At this time, 52 years of age, King Arthur looks distinguished, but he is clearly beginning to show signs of great age (seeming roughly 60). He has lost considerable weight, and his hair is all silver now; his white beard is neatly styled and trimmed.

SIZ 11

DEX 13

STR 17

CON 14

APP 14

Distinctive Features: Noble bearing, noble voice.



TOURNAMENT SCHEDULE

At the Pentecostal Camelot Tournament this year, the pageantry is expanded so that the ladies get to look at the knights, not just their helmets and coats of arms. Also, the court heralds busily collect a lot of family history: They plan to make a book of their heraldic findings.

July: Neighborhood, Local, Regional (at Carohaise in Cameliard).

August: Neighborhood (2), Local, Regional (at Gamemaster's choice).

September: Neighborhood, Local (2).

October: Neighborhood (2), Local, Regional, plus an unannounced Local "Friendship Tournament" at Camelot.

EVENTS

Cornish bandits prove troublesome this year.

ADVENTURE: CORNISH BANDITS

Source: Malory X, 7–16.

Setting: Anywhere in or around Cornwall. (Or perhaps elsewhere — for instance, the player knights might be on normal active duty riding the boundaries of their lord's territory.)

Characters: Bandit chief, plus several loyal bodyguards. (See below)

Problem: Some bandits are moving through the countryside, trying to evade notice but stealing food.

Secrets: The bandit chief is actually King Mark, in disguise, on a mission of ill will.

Solutions: Fight and capture King Mark. His loyal bodyguards are exactly equal in number to player knights (use average knight stats for half of them, and notable knight for the other half).

Action: When the player knights are first spotted, two of the "bandits" (at least one should be a notable knight) are sent to make a lance charge against the player knights. They fight until hurt badly, then surrender. In the meantime, the "chief" flees with the remaining knights.

The two knights should likely be defeated handily: Their job is only to delay. If questioned, they are clearly Cornish knights, not mere bandits. If asked who their lord is, they say King Mark. ("Yes, that was King Mark there.")

Pursuing King Mark, perhaps using Hunting rolls to track him — or anything else players can think of — is advised. King Mark's ransom is fully £2,000! His bodyguards fight fiercely, but not to the death, and they chivalrously spare foes who are down.



Glory: 1,000 divided among the player knights for capturing King Mark, plus the usual for combat.

Afterward: The captured king should be passed over to Earl Roderick (or whoever is the proper liege of the knights), who will bring him to King Arthur. King Arthur very happily accepts this guest in his court. Afterward, Sir Kay talks in private to the captors about when they will receive Mark's ransom (after the Cornish pay it, probably next year).

FRIENDSHIP TOURNAMENT

Source: Malory X, 21.

Sponsor: King Arthur.

Type: Classic style, Local.

Teams: Round Table versus everyone else.

Prize: Gamemaster's choice (but Sir Lamorak should win here).

Events: The tournament marks friendship between Cornwall and Logres, for as far as most of the court knows, King Mark (entirely without bodyguards or courtiers) has come visiting King Arthur. Of course, this must signify friendship, or else why would a king travel in such manner? So now King Mark is, in the public opinion at least, King Arthur's esteemed guest.

The tournament is rather impromptu, so it only reaches Local size, with about a thousand knights competing. On the first morning, King Arthur gets ev-

eryone's attention and welcomes them, and especially King Mark. No one welcomes him or cheers — everyone hates him by repute, and just stares silently.

Mark speaks, proudly and loudly despite the silent stares. "Citizens of Camelot and Britain," he says, "I am pleased to be a guest here, and bear good news for the realm." He stops, seeming to be struggling emotionally.

Awareness. (Success = Oh, yea, he is trying not to be angry.)

Finally Arthur steps forward. "Good King Mark is here," says the Pendragon, "to swear homage to me as his liege lord." The silence is stunned now, not so much hostile. "Is that not right, your highness?"

"It is," mumbles Mark, but the people in front hear him clearly enough. They are surprised at first, then cheer. When the cheering dies down, legates and priests come out to bless and witness the oath. And so King Mark makes his domains in Cornwall and Brittany subject to King Arthur.

Then, with great cheer, the Melee begins. In this tournament, many of the chief Round Table knights, including Lancelot, Tristram, Bors, and so on, have all agreed not to compete so that Gawaine can lead the Orkney clan to top honors.

To everyone's surprise, however, a mystery knight with an unmarked red shield comes onto the field and lays down everyone before him until the ordinary knights scatter and avoid him. Their Lothian and other de Ganis allies intervene, but after they all go down they are scattered as well. And then, finally, the stranger unhorses all of the Orkneys, one after the other: Mordred, Gaheris, Agravaine, and finally the great and mighty Gawaine. [The mystery knight's Sword skill is 33, but due to his passion of Hate (Orkneys), he is inspired to a 43 at this tourney.]

At the end of the tournament, King Arthur gives awards to various people, especially the Champions. The mystery knight tries to slink away after winning the tourney, but King Arthur and his fellows ride after him and demand that he remove his helmet.

It is Sir Lamorak de Gales! Almost everyone is delighted to see their old friend back again. Arthur invites him to stay at Camelot a while for old times' sake. Lamorak says he doesn't feel safe here, however, because of the Orkneys, and prefers to find some private lodging on his own. He then departs, leaving behind a seething Orkney clan. [Remember, Lamorak's father, King Pellinore, killed Gawaine's father, King Lot, so the Orkney brothers avenged their father by secretly killing Pellinore in turn; Lamorak



suspects the truth, of course, and there has been no love lost between them ever since.]

Intrigue. (Success = You learn some time later, after you have disarmed and dressed for the feast, that Gaheris left shortly after Lamorak rode off.)

That night at the feast, there is another great act of false pleasantry. King Mark sits on Arthur's left, and to his right is Sir Tristram, Mark's nephew and hated enemy. Nonetheless, King Arthur makes a magnificent show of making the two men settle their differences and become friends. They each fake it well enough for their "friendship" to be official, so King Arthur asks, as a favor, that King Mark also accept Sir Tristram back home, into his household.

Mark, newly made a vassal of the Pendragon, cannot reasonably refuse. He welcomes Sir Tristram back to Cornwall, and promises him the best possible treatment as deserving of the Champion of Cornwall.

EVENT:

MURDER MOST FOUL (HIDDEN EVENT)

Source: Malory X, 24.

Note: No one should be around to see this event, although with player characters anything is possible.

Sir Gaheris secretly follows Sir Lamorak away from the tournament. He is horrified to discover that his enemy goes to a manor belonging to Gaheris' own mother! Is Lamorak going to kill her too?

Gaheris enters, fully armored and with sword drawn, and rushes toward the cries he hears. There he comes upon his mother and Sir Lamorak having sex upon her regal bed. Angry, confused, and uncertain, he pauses. Sir Lamorak leaps up, naked, and looks around for a weapon.

Queen Margawse commands her son to stop, saying that Sir Lamorak is her lover and that she can do as she pleases. Now just angry and confused, but no longer stunned into inaction, Gaheris chops once and kills his mother. Then, horri-





Sir Lamorak

fied, he freezes again, unable to cope with or even think of what he has just done.

Sir Lamorak dresses, chastising the murderous young knight, then departs quickly. Some time later, the other Orkney brothers, seeking Gaheris, discover him at the manor with their mother's corpse.

CHRISTMAS COURT

King Mark is now our vassal! The world *can* get better! Everyone is happy with the news, the peace, and the new gowns handed out for the holiday.

With the submission of King Mark, all Britain is now united under allegiance to King Arthur. Even the wilderness has been charted.

SPECIAL WINTER PHASE MODIFIERS

Because of the Pax Arthur, all lands of Logres get a -2d6 modifier on the Starting Bad Weather roll.

However, the Gamemaster must determine whether any knights' estates are in the Wasteland; if so, impose any applicable modifiers.

YEAR 545

COURT

Arthur's court is held at Camelot.

AWAY FROM CAMELOT

Percivale

Loholt

Lamorak

Gaheris, gone into hiding out of shame, and the other Orkney brothers

GOSSIP

"Well, now, those Orkney brothers have just gone too far now, just too far. Pride, that's what they have plenty of, pride. Too much, and now they are matricides! Terrible, the whole lot of them, I tell you!"

"I'll bet that's what's making the king sick. His own kinsmen, so evil and vile. It practically makes me sick. Wouldn't it make their own uncle sick? His own sister, murdered! By her own son. And them women all being witches too. Brrr, what a family."

"We have no wars now, yes... But instead these murderous thugs have nothing to do. We are doomed, I think."

"And she was a queen. Regicide too, I say, and matricide. Gaheris is going to Hell for this, you know it. And his whole passel of brothers, too, if they are not careful!"

"And speaking of decadence, how about that treasure from Cornwall! Where did a lord of such evil get such riches? Maybe it just pays to be an evil lord."

NEWS

Kay: "The ransom of King Mark will be received this summer."

Griflet: "Knights will be organized to escort the treasure from the border to Camelot. I am sending knights now to every castle where they will stop along the way."

Tor: "While I know many knights will be busy with the ransom, I want to urge everyone else to continue the tournament rounds!"

ROYAL CONVERSATION

"We are grieved beyond words by the death of our sister, Queen Margawse. Pray for her.

"Has anyone seen Prince Loholt about...?"

INTRIGUE

Arthur is grieved over Margawse's murder, and also worried half to death about Loholt.

Before the feast after last fall's tournament, King Arthur had told King Mark that he would never be released unless he agreed to suspend Tristram's exile and welcome the knight back into Cornwall.

MORDRED TALK

"It's those damned Gales magicians. You know that Lamorak won that tournament because of a potion he drank, don't you? And Lamorak ensorcelled my brother too, you know. That's why Gaheris killed our mother, the queen. Lamorak made him do it.

"And Lamorak made him confess before Arthur to the accidental death, too."



TOURNAMENT SCHEDULE

At the Pentecostal Camelot Tournament this year, Judicial Challenges are introduced. The king encourages anyone who wants to duel for litigation to do so at this tournament. Dueling to the death is not allowed, but few other rules exist. In little time, this practice becomes a means of challenging anyone to a duel for nearly any reason.

The tournaments this year have no Round Table knights, for they are all busy guarding the ransom procession from King Mark.

July: Neighborhood (2), Local.

August: Neighborhood, Local (2), Regional (at Nottingham in Bedegraine).

September: Neighborhood, Local.

October: Neighborhood, Local (2), Regional (at Maldon in Essex).

EVENTS

All knights who participated in the capture of King Mark last year may collect their booty at this time. It is delivered to their manor in a wagon train that consists of huge quantities of tapestries, precious metal plates, clothing, and other valuables, as well as boxes of silver coin and jewelry.



Food Tournament

A new type of tournament is introduced around this time in Cumbria and throughout the north. The conditions of privation and shortage throughout the areas covered by the Wastelands are erratic, generally giving one area a little bit of harvest, most areas a tiny bit, and some none at all.

Lords who do have harvest sometimes wager an amount of food against their neighbor's in a contest where the winner takes all. This is a substitute for war, meant to preserve the few peasants and resources that are still left.

Generally, the terms of the tournament do not allow outsiders to come into the tournament, but people start to bring in in-laws, liege lords and vassals, sworn brothers, and distant cousins so that the participation requirements are eased up after a few years. Sometimes the lords allow any knight to enter the tournament if he brings a dozen bushels of barley, or its equivalent, as his entry fee into the affair.

As the Wastelands continue to spread, these tournaments do as well.



There are, of course, the knights of King Mark, though they are escorted by many Round Table knights. The Cornish knights are known to be dishonest and cheating. Did your manor get short-changed? If so, get a Directed Trait of +5 to Suspicious of Cornishmen.

KING MARK IN CAMELOT

King Mark is still in Camelot, the heartland of his enemy, until the treasure from his ransom is safely into Logres under escort from the Round Table knights. In the meantime, he is given the right to wander the castle freely, on his word of honor (!). He is seen in conference with many people, including Sir Mordred.

Once the ransom arrives, Mark and Tristram depart under escort for Cornwall.

CHRISTMAS COURT

At the Christmas feast, everyone is happy and amused until the Green Knight comes to court. He is huge, and green from head to foot, including his clothing, weapons, harness, and even his hair and skin (not to mention his horse!), with only a few gold accoutrements as accents. He says he has heard great things about the court, and has come to challenge the greatest knights in the world to his contest.



The challenge: With his axe, take one blow now to cut off his head, and then next, year show up at his Green Castle for a return blow.

No one takes this offer up at first, for it is obviously a supernatural challenge, with some trick or magic at work. But the honor of Camelot is at stake, so Sir Gawaine humbly says he will do it.

Before the court, Gawaine chops off the Green Knight's head; blood showers everywhere, but the knight does not fall. Indeed, with strong steps, as if unharmed, the body walks forward and picks up its own severed head by the hair. It then looks at Gawaine and says, "I will see you next year," and tells him to come by then to the Green Chapel, for, as he reveals, he is known as the Knight of the Green Chapel.

The Green Knight's headless body then runs to its horse, still carrying its head aloft, mounts with a leap, and rides off.

SPECIAL WINTER PHASE MODIFIERS

Because of the Pax Arthur, all lands of Logres get a -2d6 modifier on the Starting Bad Weather roll.

However, the Gamemaster must determine whether any knights' estates are in the Wasteland; if so, impose any applicable modifiers.

YEAR 546

COURT

Arthur's court is held at Camelot.

AWAY FROM CAMELOT

Percivale

Loholt

Lamorak

Gaheris, still hiding out of shame

GOSSIP

"Oh, that brave and foolish Gawaine. Surely he knew that the Green Knight was some kind of faerie, and he still had to let honor rule him. Well, I will miss him, I tell you. We are losing so many good knights to those elf tricks these days. I do not expect to see him come back."

THE GREAT PENDRAGON CAMPAIGN



"Well, I'll wait and see. He's been off on crazy journeys before. He is clever as well as being a great warrior, you know. I'll wait and see before I say goodbye."

"Well, I will say one thing. This pretty well makes up for his screw-up brother Gaheris. That man is dangerous, I say, and heading for a bad end. But Gawaine has proven to me that he still has the real stuff."

"And Gareth, don't forget Gareth."

"Yes, of course, Gareth too."

"My brother told me that the woods everywhere are getting filled with dancing faeries and elf knights and magic cows. He said that sometimes they were actually quite good for us. Well, except for the monsters. I do worry about them a little."

"Oh, did you see what the countess wore at that last ball? No hair veil! That was a gold wire thing that was holding her hair. I bet that we'll see the Queen wearing one next time!"

NEWS

Tor: "I have been told that the King of 100 Knights has a surprise for everyone at his tournament in Malahaut at the end of the summer."

Kay: "Plenty and abundance in Britain is to be welcomed."

Griflet: "War in our realm is extinct."

ROYAL CONVERSATION

"We recognize and applaud the honor of Sir Gawaine, who recognizes the immortal power of Honor and stands forth to guard the sanctity of this court."

INTRIGUE

The king was struck more deeply by the death of his sister Margawse than at first seemed the case; his ability to show his face in public at all is largely show, the results of decades of royal practice.

He is increasingly worried about his son Loholt, too, who has now been gone for years.

MORDRED TALK

"My brother is the bravest, most upstanding knight in Britain. Did you see how everyone was frozen into place by that huge green knight? Everyone but Gawaine! There is no wonder why we are the foremost clan in the land, being led by him."

TOURNAMENT SCHEDULE

At the Pentecostal Camelot Tournament this year, the king offers the prize of a pure white destrier, with bejeweled trapper and fancy gold-studded tack (estimated total value £75).

July: Neighborhood, Local, Regional (at Lincoln Castle in Lindsey).

August: Neighborhood (2), Local (2).



September: Neighborhood, Local.

October: Neighborhood, Local, Regional (at Ripon, in Malahaut).

EVENTS

Sir Gawaine, intent upon keeping his promise to the Green Knight, sets off on his own to find the Green Chapel. He may be encountered this year as he wanders about, for of course he participates in adventures along the way: He might rescue player knights or need rescuing. But no one seems to know where the Green Chapel is, so he keeps going until the snows fall.

[For the record, he eventually finds the castle in the Wirral, the dense wilderness covering the peninsula north of Cheshire.]

KING MARK'S ANGST

Source: Malory X, 31.

King Mark and Tristram take the remnants of the Cornish army and go to Brittany, where they take several castles in Leon by siege. Mark leaves Tristram in command and returns to Cornwall to check on things. There he hears some men laughing at a song and orders them to share it with the court. After a show of reluctance, "Dinadan's Lay" is sung — it is a

PERMANENT TEAMS

Some of the former pseudo-teams for tournaments have become more or less permanent organizations, usually sponsored by a nobleman (or occasionally by themselves) and with a recognized group identity. They are generally based on a region, and hence have names like the Clarence Crushers, Killers from Kent, or Malahaut Manglers.

They strive to reap honor for their region as well as themselves.



satire about Mark, who is of course infuriated. He accuses the singer of being in the employ of Sir Tristram or the Round Table, sent here to insult the king.

BORS IN LISTENEISSE

Source: Malory XI, 4–5.

Sir Bors is seeking Adventure in the most difficult of places: He has entered Listeneisse, the Wasteland. After some wandering and suffering, he reaches Castle Carbonek, where he survives the Perilous Bed and other trials. He is allowed into the castle, where he speaks with Elaine and recognizes Galahad.

Afterward, he returns to Camelot and tells them of what he has found. Soon it is widely talked about that Lancelot has a son.

CHRISTMAS COURT

Sir Gawaine returns from his adventures. He tells everyone of his adventure with the Green Knight: of how the host hunted and he played chess with the lady; of how she gave him the green garter to spare his

life, yet he lied to his host about what he had collected from her that day. Alas, it turns out that the whole thing was a magical trap, another test of Arthur's court by the immortals. And he, Gawaine, failed Arthur and humanity, for rather than being perfect and flawless, he proved he was only human after all.

But though Gawaine feels great shame, everyone else laughs and says, "You are a good man, Gawaine, and every one of us would have done just what you did."

King Arthur declares that Gawaine's act of humility will be remembered, and henceforth all knights of the Round Table will wear green sashes to commemorate it.

SPECIAL WINTER PHASE MODIFIERS

Because of the Pax Arthur, all lands of Logres get a –2d6 modifier on the Starting Bad Weather roll.

However, the Gamemaster must determine whether any knights' estates are in the Wasteland; if so, impose any applicable modifiers.



YEAR 547

COURT

Arthur's court is held at Camelot.

AWAY FROM CAMELOT

Percivale
Loholt
Lamorak
Gaheris

GOSSIP

"Well, I've got to say that *this* is a surprise. All these years I have been thinking that Sir Lancelot was an honorable, chaste fellow, keeping well within the confines of his public romantic liaison with our good Queen — don't laugh, now! — and instead we see he has had this mistress on the side. And a son! That disproves your theory, dear, about Lancelot's sexual preferences, doesn't it."

"Well, I had heard this before. Surely you too?"

"Yes, indeed, but who believes that gossip? Who among us *really* even considered he'd have a son! But the *real* sparks are going to fly from the Queen! She isn't one to be sitting quietly aside while her lover has lied to her."

"Lover? Her poet, you mean. There is nothing between them except what we see here, I am sure..."
(laughter all around)

"Well, concerning Camelot's real hero, I will congratulate you on your faith in Gawaine. You were right. He got back here safe and sound."

NEWS

Tor: "This year's key event will be the tournament at Hertford."

Kay: "We have some great beef this year. It doesn't even need spicing."

Griflet: "There has been a lot of new pirate activity on the Irish Sea. The ravagers are some northerners called the Lochlannach, or Sessoiners. There was also battle in Brittany last year."

Gawaine: "The Lady Elaine is a beautiful woman, and as daughter of the Grail King I am sure she has great virtue. Nonetheless, I am uncertain about her purpose here if that lad is truly the son of Sir Lancelot..."

ROYAL CONVERSATION

"We are pleased to receive Princess Elaine of Carbonek, as beautiful a woman as ever graced these halls; and also her young son Galahad."

INTRIGUE

King Mark did not send the proper tribute again this year.

MORDRED TALK

"Is this not typical of our court? To say one thing and do another? Here is our dear Sir Lancelot, the 'perfect one' among us, never doing wrong... Except that he has been lying to his courtly lover. Of course, if he lies to *her*, and to us as well about this *one* son of his, then what other lies do we regularly hear from this court of perfidious sanctimony?"

TOURNAMENT SCHEDULE

At the Pentecostal Camelot Tournament this year, the procession includes "the Ladies of the Wild," who ride on wild beasts, temporarily tamed by magic; and also the Lady of the Birds, who commands a flocks of white, black, and red birds to perform. The prize is a set of chainmail barding (10-point), along with beautiful tack and accoutrements (£10 value).

July: Neighborhood, Local (armor wager), Regional (2) (at Carlion in Escavalon; and Richmond Castle in Catterick, Malahaut).

August: Neighborhood, Local.

September: Neighborhood (2), Local.

October: Neighborhood (at Totnes in Cornwall), Local (armor wager), Regional (at Castle Hertford).

Note: All of the October tournaments except the one at Totnes are cancelled because Lancelot disappears, and everyone goes looking for him instead of departing on the tourney circuit.

EVENTS

There is much activity both at Camelot and in Cornwall this year.

ELAINE AND GALAHAD

Source: Malory XI, 7–9.

One day in late spring, a great procession approaches Camelot: Twenty knights and ten ladies, all of them well-dressed and elegantly mounted, escort the Princess Elaine of Carbonek, who has come to court to visit. In court, she presents herself and her son Galahad (age 12) to the king.

Awareness. (Success = You note that Lancelot is pointedly not looking at Elaine. Critical = You also note that *she* sees this, and seems sad about it.)

But all is polite on the surface, and Elaine is shown to some magnificent chambers. Are any player knights on guard duty this night? If so...

Awareness. (Success = You hear Guenever arguing with someone. A short time later, you see Lancelot nearby.)

During the night, to satisfy the queen, Lancelot sneaks into her bed and makes love to her. Alas, Dame Brisen's old magic is still strong and Sir Lancelot is con-



Guenever

fused, so that in fact he goes to Princess Elaine's bed and makes love with her, not his lover, the queen!

Later, in the hall, Queen Guenever hears Lancelot talking in his sleep from outside Lady Elaine's room — jealousy, envy, suspicion, oh my! — so she coughs loudly enough to wake him. He sees that he is not in bed with the queen, and dressed in a rumpled shirt opens the chamber door. The queen barges in and Elaine wakes.

Guenever savagely upbraids Lancelot. He stammers, trying to defend his actions, but of course there is little he can say: His true lover has caught him in bed with his... his... with the mother of his son! "Take yourself from me, now and forever!" shouts the queen.

Sir Lancelot is stricken by this command. He goes white and groans loudly, staggering back under the assault of her anger. He groans again, looks wildly about, and then grabs his sword from its scabbard and jumps to the window sill. Then, with a howl, he leaps out of the window to the ground, hits it running, and, still howling, disappears into the night.

Elaine recovers from her shock first, and then turns on the queen and excoriates her for her treatment of Lancelot. The queen, however, recovers quickly; she peremptorily commands the princess to vacate Camelot the next day. Then she departs, each lady angry at the other, and both of them, alone, weep for the love of Lancelot.

Despite all the shouting, breaking glass, and noise, it seems that only the two women know what has happened. The next day Elaine and her son depart from Camelot and return to Carbonek.

THE MADNESS OF LANCELOT

The disappearance of Sir Lancelot is a terrible shock to everyone. The actual reason for his disappearance is unknown to anyone save for Guenever and Elaine, and they are not talking. King Arthur and Queen Guenever muster the Round Table knights, who then disperse to seek him. Other knights take up the search as well, and soon everyone is seeking the lost knight.

Because everyone went looking for Lancelot, virtually no one appeared for the tournament at Hertford, so the Count of Hertford reluctantly cancelled it to send his knights out on the search as well.

REBELLION IN NOHAUT

The presence of Sir Lancelot just to the north has long kept the peace in Nohaut. His fairness to all, even — or perhaps especially — to the Saxons, has kept things calm. When they refused to be calmed, the proximity of his castle with its guards kept the Saxons in check, and when they refused to be checked, his strong arm and swift justice kept them sufficiently cowed.

Now, though, the great knight is gone. Old resentments run swiftly over the land, and a leader among the Saxons, Prince Ida, quickly erects Bamburgh Castle in defiance of the British and the lord who is not there. No one intervenes.

TOTNES TOURNAMENT

The Tones Tournament in Cornwall is still held. (It ought to be nothing more than a short tournament, though, given the small turnout.)

Source: Malory X, 21.

Sponsor: King Mark.

Type: Classic style, Neighborhood.

Teams: Cornish knights against Breton knights.

Prize: A large cask of good wine (£5 value).

Events: One team is composed of King Mark's knights, the other anyone else. Naturally, player knights present fight against King Mark's team, even though Sir Tristram is on the side for King Mark.

During the chaos of the Melee, however, ten mercenary knights ambush Sir Tristram, killing his horse and then hacking at Sir Tristram with live weapons (as opposed to the rebated ones everyone should be using). Tristram is badly wounded, but escapes, no thanks to most of the knights of King Mark.

Do the player knights betray their tournament team to help him? If not them, someone else does, and he limps to the neutral area, blood running from the seams of his armor.

At Castle Totnes, he is put under surgery.



SESSOINE INVASION

Source: Malory X, 28–30.

Shiploads of Sessoiners, led by Sir Elias, invade northern Cornwall and begin a campaign there. Their army is strong and sends the local defenders fleeing. Messengers come to King Mark and beg for assistance, and he in turn summons his vassals for conference. The vassals almost unanimously demand that Sir Tristram lead them.

Reluctantly, King Mark sends for his nephew, who comes slowly along upon a soft-ambuling cob. When the king tells him he must lead the army, Tristram demurs and reveals his wounds. “I cannot fight now,” he says, “but I will come to the aid of my king as soon as I am able.”

King Mark can not leave his land unprotected, so he himself marches with his host against the Sessions. Battle ensues, and though there is great slaughter on both sides, the Cornishmen are forced to withdraw, with the Sessoiners so close upon their heels that ten men get into the castle with them, and four more are killed by the dropping portcullis.

Sir Elias demands surrender. King Mark says he will comply if he is not rescued within the required 90 days. Siege ensues. Tintagel is wracked by engines hurling stones and fire, and enemy ships surround it from the sea and shower it with arrows. Sir Tristram, hearing of this, calls upon ten loyal knights, and they ride from

his nearby manor to Tintagel, where they are surprised by the size of the Sessoine army. At night they ride close to the castle, hiding in a wood, and when challenged they slay their foes and enter into Tintagel.

The next day, battle is fought again. Cornwall takes serious losses, but the Sessoiners take even more. Still, at the end of the day, both sides are exhausted. When Elias learns his men don’t want to fight anymore, he sends a herald to the castle to offer a single challenge. Whoever wins the single combat will be the victor, and the other will pay tribute and ransoms.

Tristram takes up the challenge, and though he is powerful knight, he is also not fully mended; due to his weakened state, he is nearly beaten until he remembers his love for Isolt, which inspires him to drive his foe back and, at last, to slay him. The Sessoiners are taken prisoner, held for ransom. Tristram is terribly wounded, however, and taken back to bed to be healed.

Afterward, a bard comes to court. The courtiers ask him to sing the song that Dinadan had made, and he does so even though King Mark is present. The king is infuriated once again, and sends the bard from court. The king believes that the bard was sent by Sir Tristram, and he conceives even more hatred for him.

But Tristram can not go from where his beloved Isolt is, and remains in Cornwall.

SARACEN INVASION

Shortly after the Sessoiners depart, another force lands in Cornwall. There, Prince Boudwin, the brother of King Mark, defends the land well. He sends burning ships among the Saracen fleet to ignite their ships, and then with an army falls upon their landing party and kills them all.

King Mark sends for his brother and his wife, Lady Anglides. They dine together, and afterward Mark queries his brother about the invasion. Then, for no apparent reason, he accuses Boudwin of treachery, saying that he had deliberately denied the king a part in the battle to shame him. Boudwin denies, this, of course, but King Mark stabs him suddenly in the heart with a dagger, all before the eyes of his wife. [Mark loses even more Honor, but this no longer means anything to him.]

Lady Anglides secretly takes the doublet and shirt just before Boudwin is buried. But Queen Isolt sends a secret message to her sister-in-law warning her that she must flee with her young son, Alisander le Orphelin, and in secret the lady and her son, escorted by some poor but loyal knights, flee into hiding.

Mark sends Sir Sadok after the escapees with orders to bring them back. However, Sadok cannot bear such injustice, so he lets the lady and her son go





and then returns and lies to his liege, saying that he has drowned Alisander. [Sir Sadok also loses some Honor for lying to his liege, but accounts this a small price to pay under the circumstances.]

CHRISTMAS COURT

Royal: "The land is certainly on edge now. Queen Guenever seems enraged — or rather, steely — about Sir Lancelot's 'unfaithfulness.' Yet their love is just a poetic conceit for the court, is it not?"

Salisbury: "Next year I will sponsor a tournament that will not be for any wager whatsoever. Let us confer on a prize, and see what size we can afford to make it."

SARUM CASTLE IN 547

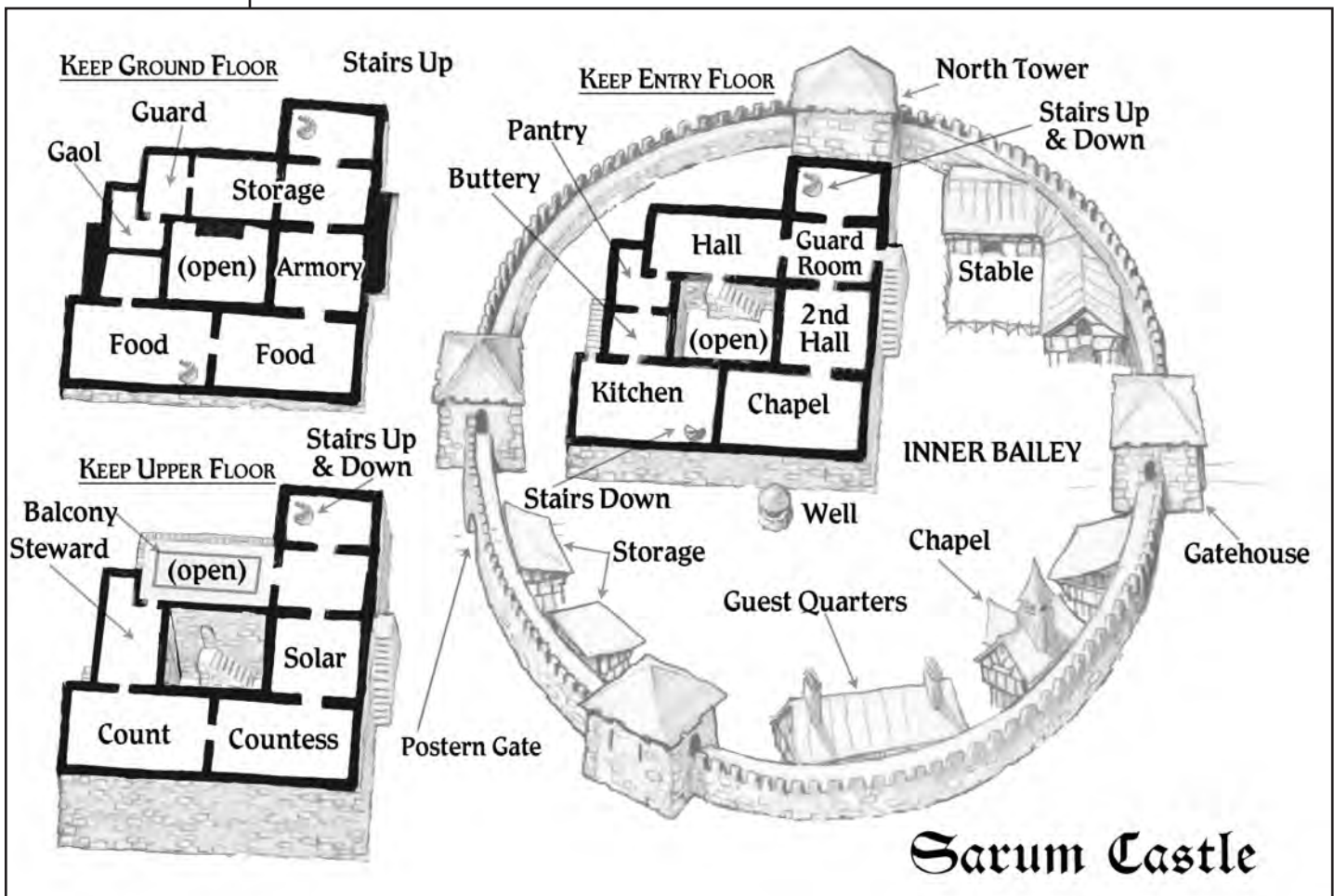
New Sarum Castle is one of the finest in the realm, incorporating the latest in castle-building features. It sits upon the great motte, or hillock, in the center of the city of Sarum, and is the main seat for the Earl of Salisbury.

Great curtain walls, 15 feet thick and 40 feet tall, surround the inner bailey, which is roughly circular and about 300 feet in diameter. Within this

bailey are domestic buildings, including the bakery by the east gates. The castle well is in the center of this bailey.

Two regular gates and one postern gate pierce the wall. The regular gates have defensive works, including towers and drawbridges which cross the ditch surrounding the motte. The east tower protects the postern gate, which goes through it. The south tower is large and stands attached only to the wall, while the northern tower, also situated along the wall, is attached to the keep.

The keep, or donjon, is the center of domestic and administrative activities. Four rectangular, three-story tall buildings, all surmounted by battlements, surround a central courtyard that is paved with crushed chalk to cast more light within its enclosure. Like all similar structures, the keep can be entered only by ascending a staircase and crossing over a drawbridge on the second floor. The ground floor is used mainly to store food and supplies. The private chambers of the earl, his family, and county officers occupy the eastern and northern buildings.





The western building of the keep holds the great, high-ceilinged hall where the earl meets his petitioners and otherwise holds his court. Here most of the household knights sleep at night. The south contains the kitchen and chapel, and above it more private chambers for county and castle officers or for guests.

SPECIAL WINTER PHASE MODIFIERS

Because of the Pax Arthur, all lands of Logres get a -3d6 modifier on the Starting Bad Weather roll.

However, the Gamemaster must determine whether any knights' estates are in the Wasteland; if so, impose any applicable modifiers.

YEAR 548

COURT

Arthur's court is held at Camelot.

AWAY FROM CAMELOT

Percivale

Loholt

Lamorak

Gaheris

Mad Lancelot, of course, and almost everyone else, out looking for him

GOSSIP

"I'm afraid of this plague! Did you hear how those poor people in Rochester died? So horrible! The priests were right: Our decadence has brought the wrath of God on us."

"Us? I'm not from Kent! And frankly, I sincerely doubt that tippets have caused the pestilence."

"Oh, but aren't you afraid those priests are right? They say we are just living in luxury and sloth, and that this rotten moral condition is the condition for Sodom and Gomorrah."

"Honey, we are not doing badly. Please do not wish that Biblical stuff on us."

"Oh, it isn't me. I'm not making it happen by being afraid! Don't blame me. But you have to admit, there must be *something* going on. The pestilence proves that evil is not just out *there* anymore. It is *here*..."

"And there are those... those creatures all about. Is that little spindly brown man *really* good for the cupboard?"

NEWS

Tor: "It is important to maintain a semblance of ordinary life even in times of emergency, so the king has encouraged the lords to sponsor tournaments as planned."

Kay: "Cumbria is suffering from a brutal drought. And I notice that even Lindsey seems to be doing badly."

Gawaine: "I want to go to one of those armor-betting tournaments. I think the little wager puts some spice into this sport."

ROYAL CONVERSATION

"We do not disapprove of the wagering of goods or services as part of a tournament's risk. Such risks are a normal part of the knight's life. And perhaps any knight unwise enough to lose the source of his livelihood over a sport *deserves* to be replaced."

INTRIGUE

King Mark has shorted the annual tribute payment considerably.

King Arthur has been torpid and does not eat. The queen and he rarely talk. The interests and pressing needs of state still excite him at times, but much of his nonpublic life is spent alone.

MORDRED TALK

"So Lancelot is still mad, eh? And the king says it is due to the stress of seeing his son Galahad, or maybe Princess Elaine. Yeah, I suppose that is possible. But did any of you hear any shouting that night he ran through that window?"

TOURNAMENT SCHEDULE

At the Pentecostal Camelot Tournament this year, King Arthur offers a set of full plate (16-point) as prize, one of the first seen in the land.

July: Neighborhood (2), Local (armor wager).

August: Neighborhood, Local, Regional (at Castle of Maidens in Lothian).

September: Neighborhood (armor wager), Local.

October: Neighborhood (2), Local, Regional (at Beale Valet in Huntington).

The King in 548

At this time, now 56 years of age, King Arthur looks more like a man of 70, though he is still relatively hale. He moves more slowly and his hair is thinning and pure white.

SIZ 11

DEX 11

STR 16

CON 12

APP 13

Distinctive Features: Noble voice.





THE YELLOW PESTILENCE

A plague swept through 6th-Century Britain. It began in the eastern Mediterranean, where it was called the "Plague of Rhos," and spread along the shipping routes and then inland from the port cities. In Britain it was called *Vlad Velen*, or the Yellow Pestilence, because everyone who contracted it turned pallid and yellow. Everyone who tried to care for the sick was also struck, so it spread rapidly across the countryside.

In the *Life of St. Odocus*, the approaching plague is described. It was said to actually be visible, at least to those who were going to catch it: "It appeared to men as a column of a watery cloud, having one end trailing along the ground, and the other above, proceeding in the air, and passing through the whole country like a shower going along the bottom of the valleys. Whatever living creatures it touched with its pestiferous blast, either immediately died, or sickened for death."

No plagues occur in Malory, though, so you, the Gamemaster, can ignore this event if you wish. However, it can have a few uses in the campaign.

First, it can be blamed on something else: Every time the knights see its effects (which will be widespread across all human lands), the locals explain it as a result of their disobeying God, or as a curse from the faeries (or at least the bad faeries), or a curse from some nearby witch, and so on. Everyone has a theory.

Second, you might wish to run the adventure of "SUMMONING THE SAINTS," introducing a chance for Christian Religious knights to be at the forefront of the action.

Third, you can use it to "clean up paperwork": By

EVENTS

A maiden comes into court with a challenge. She bears an ornately decorated, gilded box.

ADVENTURE: GILDED BOX

Source: *Perlesvaus*; or, *the High History of the Holy Grail*.

Setting: At Camelot, a feast.

Characters: The maiden of the gilded box; Sir Kay; other knights and ladies.

Problem: A middle-aged but still beautiful lady comes to court with a challenge. She bears an ornately decorated, gilded box just a bit larger than a big man's head, and with the king's permission she would like to have it handed around court to every knight present.

Recognize, -5. (Success = She is Lady Jeanette, of the adventure "LOGRIN THE GIANT.")

Sir Kay, the Royal Steward, passes through the feast hall, berating squires and servers to work faster, stop fooling around, and so on. He passes out of the hall in pursuit of the next course. When he comes back in, a small parade of serving boys come forth bearing the next course, while across the way girls bearing pitchers of wine file in. He departs the room again.

"It contains the head of a worthy knight," Jeanette says, "and the box will open only for the knight who killed him."

The king agrees to the challenge, and says he'll try the box first. He takes the box and looks it over. "I can not even see a seam," he says.

Sir Gawaine, as the best knight present, is next. Nothing happens with the box. Nor does it with Gareth, or many other good knights, nor with Agravaine or even Mordred. Not with anyone in the hall.

Sir Kay walks in with another small parade of servants carrying the next course.

"I regret no knight of the Round Table can solve your mystery, lady," says the king.

"What? What mystery?" says Kay. "I haven't tried anything! I'm a Round Table knight too! You always forget me! Well, I'm here, so let me have that box." He takes it from the maiden's hands and it suddenly springs open, its doors away from Kay. As predicted, everyone but Kay can see the head of a man inside. "Ha ha! Well, you see! I'm the hero today! Aren't you glad Sir Kay is here among you?"

Of course, the women make shocked and horrified expressions, or look away. No one can yet see the details of the head's features.

"What is this thing, anyway?" Kay asks. He turns it around, looks in, and is horrified. He gasps



Sir Kay

and drops it, white as a ghost, and turns and staggers from the hall toward the kitchen. Many of the knights laugh at his unmanly behavior.

"Kay killed him, then," says King Arthur. "Who is the victim?"

"Please, my lord," says Jeanette as she picks up the box, "you must see for yourself."

Awareness. (Success = You see that she is weeping.)

She hands him the box, and Arthur looks inside. His face pales, and he shouts out, "No! It can't be!!" He drops the box and slumps onto his throne, sobbing weakly. It falls so that it lies open for everyone to see.

It is the head of Loholt, the king's son.

Outside, in the courtyard, the Steward of Camelot gallops from the courtyard on the fastest horse in the castle. He is never seen in Camelot again.

Glory: 50 for witnessing this.

Alternative Ending: What if the knights recognize what is going on and grab Kay before he leaves? Great! They get 150 Glory each and Kay is taken off to the dungeon. He's Out of the Story unless the Gamemaster decides otherwise.

Afterward: Jeanette reminds the court that, years ago, Logrin was a giant who kept coming back to life. She got Sir Loholt to try to slay it, and on the way he learned that he had to sleep on the corpse of the monster to make it stay dead. After slaying it, he went to sleep on it, and then Sir Kay came along and slew the sleeping prince, chopping his head off with one blow. He then hacked off the giant's head and went away.

However, Lady Jeanette saved Logrin's head in honey, until a woman came and gave her the box. Since then she has been going from court to court with it.



Gamemaster's Note: Critical for this is to determine exactly who the killer was. The story of Kay's crime and subsequent revolt are from the non-canonical *Perlesvaus*. Still, in Malory, there are few mentions of Kay after this time. (He is among the list of knights present at the healing of Sir Urré, but then some other knights appear there who were killed on the Grail Quest, too, so that list isn't particularly reliable.)

Gamemasters will have to decide whether they want Arthur's own adopted brother to betray the king here in so heinous a manner. Perhaps he chopped off Loholt's head accidentally, thinking him in the dark to be the giant, or some such thing? Or perhaps he has just always been a jealous villain at heart, coveting his brother's throne.

ROYAL FUNERAL

An honor guard of knights and priests (and a bunch of diggers) goes with Lady Jeanette to where Sir Loholt's body is buried. He is interred under a humble marker: his half-overgrown shield. (Nearby, some of the giant's bones can still be found.)

His remains are respectfully disinterred and placed into a casket, then brought to Camelot for a closed-casket service and mass. The official procession is half a mile long and includes the king and queen, accompanied by their household. Everyone of importance attends, plus thousands of commoners.

The procession travels to Sarum, and along the way crowds come to grieve. At New Sarum Castle, noblemen and their retinues fill all the available rooms of the city. Surrounding manors also house guests, often strangers. Mourners camp in the streets, lamenting the loss of the good prince. This is a good chance for the player knights to mingle with people from other regions.

Loholt is buried at Stonehenge, next to his brother Borre. A nice marble tomb, with his effigy in arms, will be erected there over the bones.

Awareness. (Success = You notice the gravesite kept for King Arthur, against the unfortunate day of his demise.)

Nearby are well-crafted effigies over the graves of Uther, Aurelius Ambrosius, and Borre; and also a memorial for the victims of the Night of Long Knives.

Awareness. (Success = King Arthur is deeply grieved by his second son's death.)

Glory: 150 Glory for attending.

SARUM TOURNAMENT

The earl confers with the player knights about the tournament, so they have a great deal of input regarding the events held there.

Sponsor: Earl Robert of Salisbury.

Type: Style as decided by player knights, Local size.

Teams: As decided by player knights.

Prize: As decided by player knights (budget of £20).

Events: As decided by player knights.

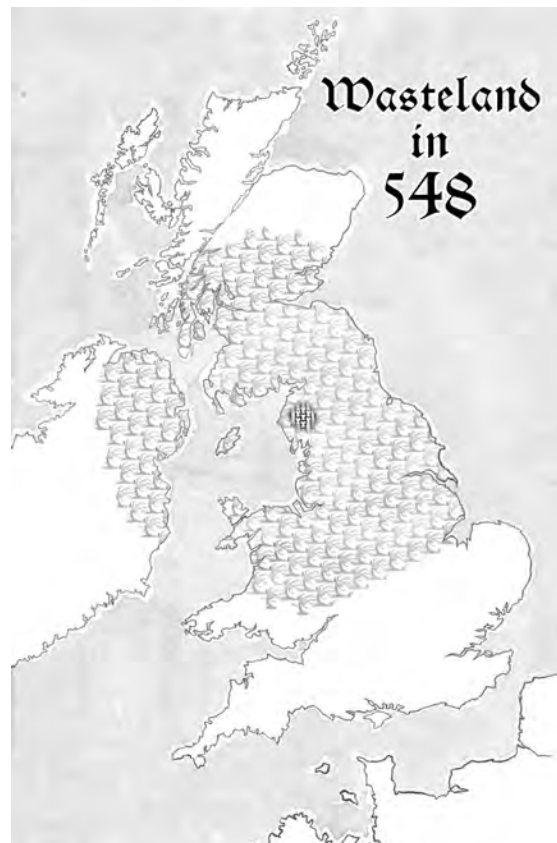
LANCELOT'S MADNESS

Sir Lancelot is now (still) hiding in the countryside somewhere. He may be dashing about naked, howling like a wolf, and running down deer to eat them raw. He might be smiling stupidly while he pumps a smith's forge. He could be wandering the countryside and singing with a band of elves. He might be engaged as a bloody murdering bandit. All is dependent upon the Gamemaster's will.

KING MAELGWEN DIES

The boy-sage Taliesin once prophesied that King Maelgwen would die from "the strange beast." As the Yellow Pestilence sweeps over the countryside, Maelgwen hides in a church, but he can't restrain his curiosity and peeks out through a keyhole. He sees the cloud, is struck, and dies.

His son, Rhun, claims the kingship of Gwynned.



this time, some former player knights' families will have become unwieldy, overly large with non-player or designed-but-never-played characters. The pestilence can be used to thin out those family trees. At an appropriate time, simply tell players that the Yellow Pestilence has swept through their lands and struck their family. Roll 1d6: 1–3 that member lives, 4–6 he or she dies.

Of course, no active player knights should die of the plague: That is quite simply no fun, contrary to the point of adventure roleplaying. But many non-player characters should have a chance of being stricken, possibly including wives, children, brothers, and sisters as well.

The Yellow Pestilence *does* affect player knights even if it doesn't cause deaths in the family, for it gives a modifier to the Starting Bad Weather table during the Winter Phase.

Unlike the Wastelands, which march pretty much inexorably onward, the Yellow Pestilence wanders, striking places seemingly at random. It has no order or reason to its spread.



CHRISTMAS COURT

Logres is pretty well off these days, though a persistent drought in the north troubles Lindsey. Farther north in Cumbria, which is suffering food shortages, most of the wildlife is said to have died off.

SPECIAL WINTER PHASE MODIFIERS

Because of the Pax Arthur, all lands of Logres get a -3d6 modifier on the Starting Bad Weather roll. However, the Gamemaster must determine whether any knights' estates are in the Wasteland; if so, impose any applicable modifiers.

Also this year, the Yellow Pestilence may strike. For each holding, roll 1d6.

1d6 Roll	Effect	Starting Bad Weather Modifier
1-4	No plague	+0
5	Some sickness	+5
6	Pestilence	+10

YEAR 549

COURT

Arthur's court is held at Camelot.

AWAY FROM CAMELOT

Percivale
Lamorak
Gaheris

Mad Lancelot, of course, and many others periodically out looking for him

GOSSIP

"I say, the whole world has gone to Hell. What is going right? Anything? Our champion, good Sir Lancelot, is still gone — probably dead like Prince Loholt! And have you heard about Lindsey and Cumbria? Famine, drought, and plague! Is this not the Apocalypse, as some say?

"Honey, you need to change churches, get out of the cathedral. The world isn't really all doom and hellfire. They just want you to *think* that, so they can tell you what to do. Things aren't so bad. Are you hungry? Cold? I see you're wearing that gorgeous green satin and silk."

"Yes, the countess' old Christmas dress, with this skirt from my sister's things. Do you find it acceptable?"

"Oh, yes, one would hate to go to Hell out of fashion, mmm? Say, what do you think of the hairpiece on the duchess' dresser? And that patterned brocade, with the leaf-shaped dags. Did you see it?"

NEWS

Tor: "We need to find Sir Lancelot, that is sure, yes of course. Just as a favor to the queen, if nothing else. Though for myself, I am not worried—he is the best knight in the land."

Griflet: "I have heard that mercenaries are gathering in Brittany."

Gawaine: "I will be skipping the tournaments this year, myself, until I find Lancelot."

Constantine, Son of Cador: "With all the knights absent for so long, there is quite a backlog of food this year."

ROYAL CONVERSATION

"We are disturbed by the disappearance of the Queen's Champion, and urge all available knights to seek him. A special fund has been set up to fund the search, so candidates should speak to the Knight of the Exchequer."

INTRIGUE

The king's sleep has been plagued by nightmares lately; he has said that he is seeing dead people in his dreams, including Lancelot and Merlin. He is trying not to sleep. He also adds, "And now my brother turns against me, too!"

MORDRED TALK

"That Sir Kay. What a filthy traitor! All those years everyone distrusted and hated him. What a traitor. And of course his flight only proves his guilt!"

TOURNAMENT SCHEDULE

At the Pentecostal Camelot Tournament this year, the prize is an eight-piece set of golden dishware (£12 value).



Constantine son of Cador



July: Neighborhood (2), Local.

August: Neighborhood (2), Local (at Conisbrough in Roestoc; see “Events”), Regional (at Silchester).

September: Neighborhood (2), Local (armor wager), Regional (at Eburacum in Malahaut; armor and horse wager).

October: Neighborhood (2), Local (2).

EVENTS

The tournament at Conisbrough this August is unusual in many ways.

CONISBROUGH BACHELOR’S TOURNAMENT

Sponsor: Count Conisbrough.

Type: Classic style (but see below); intended to be Local size, but ends up being Regional.

Teams: No melee! (Thus no teams.)

Prize: The prize for this tournament is a beautiful red hawk, and also the hand of the count’s daughter, the future Countess of Conisbrough (the southern half of Elmet). She is a powerful heiress in her own right, but of course the King of Elmet, the count’s liege lord, has the final word whether to approve or not. However, he has promised to reject only “criminals, heretics, enemies of my house, relatives of the maiden, or elves.”

Events: A large jousting list is prepared. Then, over the first feast, some individuals challenge others to sword fights and so on in the hopes to eliminate them from the joust. This is permitted, and goes on throughout the tourney.

The jousting takes three days in all, so the Champion is declared the third night.

Results: As determined by the dice.

The Champion will marry a countess! The victor could be a player knight, of course. However, the Gamemaster should warn players that being a count would entail a dual responsibility! That is, the character may well have duties put upon him by the king, which would reduce his adventuring time.

In any case, anyone who marries a countess has probably “won the game” in most respects. It is not unfitting to retire such a character, especially if another heir is ready to play. Of course, this elevation to new rank may well fit with the current game as well.

RUNAWAY LOVERS

In Cornwall, Tristram and Isolt find it impossible to continue their relationship with King Mark watching all the time, trying to catch them together so that he can once again punish the dashing knight. Finally, one dark night, the lovers simply run away.

They leave Cornwall as quickly as possible, and for a while, once again, they live idyllically in the woods.

Then they start to travel, visiting and staying with friends and allies along the way. At last, at the end of the summer, they accept a generous offer from Lancelot to stay at his castle, Joyous Garde, for as long as they wish. (See the next Event.)

The happy couple moves in.

LANCELOT RESCUED (HIDDEN EVENT)

A filthy madman is found in the woods in Listeneisse, covered with ashes, hair and beard wild and matted. He is brought to the castle and cleaned up, fed and rested. He responds to the kind ministrations of the maidens, and is brought to dinner. There he witnesses a miracle when the Holy Grail appears. The mad Lancelot is healed.

He finds himself at Carbonek, under the gaze of Dame Brisen, the woman who first ensorcelled him to have sex against his wishes with the Lady Elaine. Also present are his son, the Fisher King, and other relatives. But Lancelot remembers his beloved queen’s chastisements and is terribly sad.

His hosts here are polite if distant, but Sir Lancelot quickly comes to some conclusions about his condition: Queen Guenever has rejected him, so he is better off here, with the woman who loves him, even though he loves her not. He can teach his young son a few things about being a knight and remain here, away from court life and its complexities and emotional dangers. The realm is safe and settled, he thinks, and thus has no more need of its Champion.

His family here is relieved, perhaps even very happy.

ANOTHER GRAIL HEALING

Source: Malory XI, 11–14.

Note: See also “A Fight to the Death” (sidebar), *Pendragon*, page 123.

While out seeking word of Sir Lancelot, two knights meet in a forest glen. They do not recognize each other, so they engage in a joust, then a sword fight. Both combatants receive so many wounds that neither can help himself or the other and both will surely die of bleeding and exposure. They then ask one another’s names, and discover that they are both Round Table knights: young Sir Percivale and old Sir Ector. They lament having broken their vows to never fight; both know that they are going to die a cold, lonely death in the middle of nowhere.

Suddenly, without explanation, a sweet odor wafts by, and then a cloth-covered object moves slowly across the clearing, shining almost bright as the sun. It seems to move of its own accord, but Per-



civale glimpses a ghostly lady bearing it. Both knights are magically healed.

"We have seen the Grail," marvels Percivale. "This is the greatest prize I could have on my quest. Surely I am close, and soon my seeking for the Grail will be done."

CHRISTMAS COURT

Royal: Logres seems to be doing well enough, except for the cursed "wasteland effect" that has engulfed Cambria and much of the north as well.

SPECIAL WINTER PHASE MODIFIERS

Because of the Pax Arthur, all lands of Logres get a -3d6 modifier on the Starting Bad Weather roll. However, the Gamemaster must determine whether any knights' estates are in the Wasteland; if so, impose any applicable modifiers.

Also this year, the Yellow Pestilence may strike. For each holding, roll 1d6.

1d6 Roll	Effect	Starting Bad Weather Modifier
1-4	No plague	+0
5	Some sickness	+5
6	Pestilence	+10

YEAR 550

COURT

Arthur's court is held at Camelot.

AWAY FROM CAMELOT

Lancelot
Percivale
Lamorak
Gaheris

GOSSIP

"Lancelot's gone, still..."

"Well, all is not bad news, I think. Tristram and Isolt have fled from that nasty King Mark at last! It seems clear that Love conquers marriage!"

"Say, did you see the crespice on the queen's reticulated headdress? It was gold, and must have had twenty diamonds on it!"

NEWS

Tor: "I think the best tournament this year will be at London. There ought to be a fabulous market there too."

Griflet: "War in the north! I am sending scouts to Strangorre to learn more about the situation. We don't want those barbarians to think they can have their way with us!"

Gawaine: "I will go north with Sir Griflet, to visit my realms of Lothian and secure them in case of war. The Picts are restless."

Constantine: "The Grail healed Percivale and Ector, but it didn't do anything for the starving people up north. It appears to me that the drought, this 'wasteland,' is slowly moving south."

ROYAL CONVERSATION

"We wish to emphasize the need for the kingdom to act upon its laws rather than on mere custom. Laws are the same for everyone, while customs generally spare the rich and powerful from fair judgment."

INTRIGUE

King Mark must be counting on Arthur's melancholia and illness, for he entirely skipped tribute this year.

MORDRED TALK

"I for one don't believe this word of Percivale and the Grail. He's a de Gales, of course, and the stains of foul murder on their family would naturally forbid them to come close to the Grail for generations. (chuckle) One might as well expect an unchaste lover to see it!"



TOURNAMENT SCHEDULE

At the Pentecostal Camelot Tournament this year, the pageantry is expanded, with deer pulling a chariot driven by the Queen of the Tournament, followed by a small herd of dancing deer, and a finally a parade of squires awkwardly riding on frightened, angry ostriches.

July: Neighborhood (2) (one armor and horse wager, the other just armor), Local (2).

August: Neighborhood, Local (2), Regional (in Alclud, Strangorre; largely attended by northerners, including some Pict knights!).

September: Neighborhood (armor wager), Local (2).

October: Neighborhood, Local, Regional (at London).

EVENTS

To maximize the importance of player knights and their heroics later, run the adventure of the "STONE HOUSE VISIT" either this year or next.

LE CHEVALIER MAL FET

There is an incredibly skilled jousting up in the hills south of Cambenet, it is reported — probably some elf knight. A boatman takes you to a little island where a guide takes you to a jousting field. The

knight there, Le Chevalier Mal Fet ("The Knight Who Trespassed") has not lost a single joust.

LOVERS AT JOYOUS GARDE

If anyone wishes to enjoy a lively Court of Love, they can visit Joyous Garde, where Tristram and Isolt are wrapping up their first year of residence. Their courts are openly proclaiming that the natural result of a chaste Romance is to end in the complete and mutual satisfaction of true love. Sex is inevitable, and in fact the object of such relationships, they say.

A few debaters from Camelot, who claim that purity and chastity are the true object, travel to Joyous Garde to debate these matters of the heart and of custom.

CHRISTMAS COURT

Salisbury: "Well, things are no worse off than last year, I think. I am told that some of the commoners are hungry, but that isn't uncommon." (*chuckle*)

SPECIAL WINTER PHASE MODIFIERS

Because of the Pax Arthur, all lands of Logres get a -3d6 modifier on the Starting Bad Weather roll. However, the Gamemaster must determine whether any knights' estates are in the Wasteland; if so, impose any applicable modifiers.

Also this year, the Yellow Pestilence may strike. For each holding, roll 1d6.

1d6 Roll	Effect	Starting Bad Weather Modifier
1-4	No plague	+0
5	Some sickness	+5
6	Pestilence	+10

YEAR 551

COURT

Arthur's court is held at Camelot.

AWAY FROM CAMELOT

Lancelot
Percivale
Lamorak
Gaheris

GOSSIP

"Joyous Garde is *waaaay* up north, honey. Garloth, you know, up past Malahaut."

"Well, it isn't Pictland or Thule, and what does that matter when they are together up there at last, without King Mark trying to kill him!"

"True love, indeed."

"They'll go to Hell for it. I'll tell y—"



"Who made that lace on your collar? So delicate. If the queen's tailor sees that, you won't be having any more for yourself!"

"Oh, thank you..."

"Let me tell you, the pestilence stalking the land is hell enough. Brr..."

"Is the pestilence up in Joyous Garde, too?"

NEWS

Tor: "Windsor is the favorite for the circuit this year. No wager there, great location."

Griflet: "There is war up north! I'll be taking a force up to protect our territories from the pirates. They are all at each other since Duke Galeholt has grown so ill, so we'll make sure they are not after us."

Gawaine: "Have you been to the continent lately? Is it true they have bigger horses there?"

Constantine: "Do you think anyone would notice if there were only eight desserts? Or maybe, only ten — no fifteen courses? That drought up north is hurting!"

ROYAL CONVERSATION

"We welcome our son, Mordred, to the family, and will reward him with holdings and gifts. But we reserve the statement of heir, to consult with the lawyers and scholars on the steps needed to assure succession."

INTRIGUE

King Mark did not pay any tribute this year.

King Arthur is quite ill, but Mordred's ill-mannered talk in the past has made the king dislike him, and now he is in shock to discover the knight is his son.

MORDRED TALK

"I'll have mercy on ye who come to me now and apologize. I will be forgiving and merciful. I'm the king's son, and no one can doubt my generosity. But ye who remain undecided..."

TOURNAMENT SCHEDULE

At the Pentecostal Camelot Tournament this year, a Four Weapons Duel is introduced, with participants wielding swords first, then axes, maces third, and spears last.

July: Neighborhood (2), Local (armor wager).

August: Neighborhood (armor wager), Local (2) (both horse and armor wagers), Regional (at Castle Carduel in Cambenet) (horse and armor wager).

September: Neighborhood (2), Local.

October: Neighborhood (2) (both armor wagers), Local, Regional (at Castle Pembroke in Estregales).

EVENTS

If you didn't run the adventure of the "STONE HOUSE VISIT" last year, do so this year.

THE SON OF ARTHUR

At the Pentecost Tournament, before the entire court, Sir Mordred requests an audience. He kneels solemnly, and asks leave of King Arthur to speak.

"Speak, Sir Knight," says the king.

"My dear lord," says Mordred, "Your grief over the deaths of Sirs Borre and Loholt lies heavily upon you, as indeed it should, for the death of a son is the most lamentable event in a man's life. Surely, the lack of an heir weighs upon you, as indeed it does upon all the kingdom. Yet, my lord, this sorrow need not be so."

He has captured the attention of everyone in the court, but most especially the king, who looks quizzically upon the knight.

"What means this talk?" asks the king.

"My lord, I have knowledge of another son of yours." The courtiers buzz with wonder. The king looks surprised, yet hesitant to believe such a hopeful thing.

"Then speak, Sir Mordred," and share this news with the rest of us!"





Mordred

"Most humbly, my lord, I must admit to you that your son is none other than..." A hush falls over the court. Mordred relishes the anticipation. "...me, Sir Mordred."

Arthur looks even more surprised now. The court is not buzzing now—they are talking loudly with astonishment. Certainly among the talk is heard, many times, "His own sister's son!"

"You?" says King Arthur. "Sir, this is difficult to believe."

"Yet true, my lord... my father."

Arthur is obviously struggling with many conflicting emotions: joy at having a son; horror at realizing that, if it is true, he has committed incest; embarrassment at the public pronouncement; and finally, distrust and perhaps even anger just barely held in check.

"This will require proofs, Sir Knight."

"I shall present them," says Mordred. "Infallible ones that will certainly trump my own word."

"Present them, then!"

"I shall," says Mordred, "When the good Sir Lancelot returns to court."

Now the king does look angry. "This is a cruel promise, Sir, for Sir Lancelot has been missing these many years and there is only faint hope he will return."

"Nonetheless, should he do so then it will be proved."

The king is agitated. "Court is dismissed," he says abruptly, and rises and departs, leaving behind a court now silent, staring at the self-proclaimed son of the king, who stands in the center of the court, before the throne, smiling smugly.

JOUSTING AT JOYOUS ISLE

Source: Malory XII, 6–9.

A herald at the August tournament at Carduel tells everyone that a knight nearby will joust against anyone, and the winner will receive a maiden with a dowry and a falcon as prize. The jousting awaits at Castle Joyous Isle, a half-day journey away.

Many people go off to joust with him. No one beats him. The knight is Le Chevalier Mal Fet (see Events for last year). He has a Lance skill of 40, but he always withholds his blow so no one takes real damage (they are simply knocked off their horses, taking damage for falling).

At the end of the summer, Sir Percivale and Sir Ector de Maris come to Joyous Isle for the challenge. Sir Percivale fights so long that the two knights both surrender, and finally reveal their true identities to each other. Le Chevalier Mal Fet is actually Sir Lancelot!

Percivale and Ector (Lancelot's brother) remain at the castle after this. They are the first people to know that Le Chevalier Mal Fet is Lancelot. After some time, Sir Ector finally convinces Sir Lancelot to return to Camelot.

Lady Elaine, the mother of Lancelot's son, Galahad, is sad to see him go, but she acquiesces because 1. she loves him endlessly and without reserve; 2. she knows he does not love her at all (but in fact sees their relationship as a "trespass" upon his life); 3. he loves Queen Guenever even though the queen is a heartless woman who treats Lancelot wrong; and 4. he is going to go no matter what she says.

When Lancelot, Ector, and Percivale are about to depart, Elaine promises Lancelot that his son will come to find him at Camelot some day soon. Lancelot, as always, is plain about his feelings and hardly acknowledges her; he says goodbye to his son and leaves.

LOVERS AT JOYOUS GARDE

Sir Tristram and Isolt are enjoying their illicit true love at Joyous Garde for the second year. This summer, Sir Tristram sets forth to ride randomly about for Adventure, in disguise. He jousts with people, boasts of his woman, and returns to her after a month or three.

CHRISTMAS COURT

After winter snows have closed around the castle, a trio of riders comes to Camelot. Late at night, they pass through a postern gate. When the guard sees his visitors, he shouts the news out for everyone to hear.

"Lancelot is here! Sir Lancelot has returned!" The cry goes around the courtyard among the



guards, to the porter and among the castle servants, then into the great feast halls as squires dash to bring the news to the king and the queen. "Sir Lancelot is back at Camelot!"

IMPROMPTU HOMECOMING TOURNAMENT

Sponsor: King Arthur.

Type: Classic style, Neighborhood (there not being much time for the word to get out).

Teams: Round Table against everyone.

Prize: A white destrier, with trapper, and a fancy pavilion with furnishings (bed, table, chairs, umbrella, etc.).

Events: Normal.

Results: As determined by the dice.

LANCELOT CONFIRMS MORDRED'S WORD

When Sir Lancelot returns to court (while the king's progress is at Huntington) he is joyously received, once again. The king and queen are both exuberant; they declare a tournament and feast him lavishly, listening raptly to his Adventures. His healing by the Holy Grail is cause for great wonder.

Because Lancelot is scrupulously honest (except in the matter of his relations with the queen), he makes a clear and direct point of his chaste stay at the Castle of Adventure, but he does not say much about his paramour or his son (for the queen's sake).

After some time, Sir Mordred makes an opportunity to ask, very publicly, that Sir Lancelot tell everyone about what the priest said at their meeting before Peningues. He says he releases Lancelot from his vow of silence regarding that matter. He is careful to allow Lancelot only to repeat the lineage, however, and not the priest's prophecy.

To the rapt attention of the court (some are surprised, others smug, others horrified), Lancelot recounts, once again, that the priest told how Mordred was the son of King Arthur. "My lord Arthur will forgive me, I hope, for having kept this secret these thirty years, but I have always been one to hold to an oath. Now, however, released from that oath, I can confess what the priest said on the way to Peningues: that Sir Mordred is the son of King Arthur."

"Then let it be acknowledged," says the King. "From this time forward I acknowledge Sir Mordred as my son." Note, however, the does not say, "and heir."

SPECIAL WINTER PHASE MODIFIERS

Because of the Pax Arthur, all lands of Logres get a -3d6 modifier on the Starting Bad Weather roll. However, because of the fighting, the following

counties suffer the following modifiers to the Starting Bad Weather.

Western Isles, Long Isles, Dal Riada, Surluse, Pometain: Land was raided (+1d6)

Further, the Gamemaster must determine whether any knights' estates are in the Wasteland; if so, impose any applicable modifiers.

Also this year, the Yellow Pestilence may strike. For each holding, roll 1d6.

1d6 Roll	Effect	Starting Bad Weather Modifier
1-4	No plague	+0
5	Some sickness	+5
6	Pestilence	+10

YEAR 552

COURT

Arthur's court is held at Camelot.

AWAY FROM CAMELOT

Percivale

Lamorak

Gaheris

GOSSIP

"Lancelot is back. That is heavenly. Doesn't the whole castle just feel warmer and safer? Don't you just love to see him stride across the hall, or even the way he goes down those stairs."

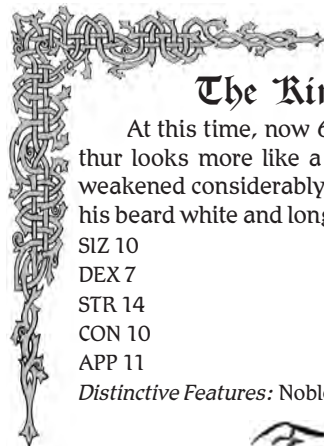
"Don't let your boyfriend hear that. He'll have someone send a message to your Queen of Hearts and everyone will have a laugh."

"Oh, don't tease. We were quarrelling anyway, so it must be over."

"Tristram and Isolt are still living in bliss. I'm so happy their story has a happy ending."

"They're the perfect lovers."

"I thought Lancelot and Guenever were."



The King in 552

At this time, now 60 years of age, King Arthur looks more like a man of 80, and he has weakened considerably. His hair is thinning and his beard white and long.

SIZ 10

DEX 7

STR 14

CON 10

APP 11

Distinctive Features: Noble voice.





"Oh, a different kind of lovers. After Gareth and his wife were so happily married, they started making up new types of lovers who *do* have sex."

"Ha ha. Don't let Nelly hear about that. I don't approve, myself, of course. If Lancelot and the queen can remain chaste, anyone can."

"You are a sweet one, girl. You just keep believing that. Never mind what Mordred said."

NEWS

Tor: "The Surluse tournament will surely be the one this year!"

Griflet: "There's a lot of raiding in the north. We are going to go to Strangorre and help patrol against raiders. I don't care what they do to each other. They'd best stay out of Britain, though!"

Gawaine: "I should go to the north, too. It's been years, and we have many holdings there."

Constantine: "The inspections of the northern counties were awful! Much worse than I'd thought. What in the world was Kay doing serving fifteen courses?"

ROYAL CONVERSATION

"We are pleased to have the Queen's Champion back in Camelot. Surely this is a sign of the world becoming a better place! Welcome, Sir Lancelot!"

INTRIGUE

King Mark did not pay any tribute this year.

MORDRED TALK

"Now, surely, we can expect the world to be a better place. Lancelot is back! The light of chivalry walks once again among us, and the realm will have neither sin nor unhappiness. (*snort*)"



Sir Dinadan



TOURNAMENT SCHEDULE

At the Pentecostal Camelot Tournament this year, the prize is an all-black racing stallion from Araby, as well as a tamed onager (a fast-running ass) with £10 of Arabian spices.

July: Neighborhood (3), Local (armor wager).

August: Neighborhood (horse and armor wager), Local, **Regal** (at Sorhaute Castle in Surluse; see below).

September: Neighborhood (2) (one has an armor wager), Local (horse and armor wager).

October: Neighborhood, Local, Regional (at Leicester in Lambor; horse and armor wager).

EVENTS

This is the third year for Sir Tristram and Isolt at Joyous Garde. As last summer, Sir Tristram sets forth for Adventure, in disguise again.

SURLUSE TOURNAMENT

Source: Malory X, 40–49.

Sponsor: Duke Galeholt

Type: Classic style, Regal.

Teams: Knights of Galeholt and Queen's Knights vs. all others.



Prize: A white destrier, with trapper, and a fancy pavilion with furnishings (bed, table, chairs, umbrella, etc.).

Events: The standard form changes slightly: This is a seven-day tournament, with a Melee every morning and Challenges in the afternoon. There is a champion of the Melee declared each day, but there is no Joust at this tournament.

The great knights mostly watch, and occasionally enter with their army of bodyguards to smooth things out.

Results: King Bagdemagus fights well, and Sir Palomides, the Saracen, also does very well for himself. At one point he gives help to a lady who does not want to marry a Saracen, and in the Challenge he kills the knight and the next day, the knight's brother.

Sir Lamorak comes in after a few days and surprises everyone by clearing the field, including all the knights of the Orkney clan, who are driven almost crazy with anger. (The presence of so many de Gales people has already activated the Orkney clan's hostile passions.) The two teams congeal around rival families and their allies, and the previously friendly meeting gets quite brutal on the field.

Sir Dinadan also does well, but on the last day Sir Lancelot dresses as a woman and jousts him down; afterward, Dinadan dons the dress and everyone has a big laugh about the whole thing.

King Arthur is delighted to see Sir Lamorak, who generally goes about the countryside adventuring but avoiding the court because of the hatred that the Orkney clan bears for him. He comments to Arthur about this fact, and is offered the king's protec-

tion, but still Lamorak can't bring himself to trust them and departs hastily.

Player Hooks: Tournament, normal social opportunities. Are the player knights close to either the Orkney or the de Gales clan?

A SECRET MURDER (HIDDEN EVENT)

Sir Lamorak leaves the Surluse tournament early so that he might avoid the Orkney brothers. However, he does not leave early enough, for the clan tracks him down afterward. To avenge their father (and their mother, whose death they also lay at his feet), they attack Sir Lamorak all together, without mercy or justice, and slay him.

WAR IN THE NORTH

Sir Griflet leads a contingent of the army to Strangorre, where they scout along the coasts, but encounter no foes. Meanwhile, the former lords of Galeholts's realm continue to raid each other. Brian of the Isles, a Lochlannach reaver king, conquers the Out Isles. The fierce Atecotti, rumored to be cannibals, add a touch of horror to his army.

Other Irish lords can't resist taking revenge and easy plunder, so they attack Dal Riada too. The tribes there defend themselves the best they can.

CHRISTMAS COURT

Royal: "We have peace and prosperity — let us be content that the world is a better place."

SPECIAL WINTER PHASE MODIFIERS

Because of the Pax Arthur, all lands of Logres get a -3d6 modifier on the Starting Bad Weather roll. However, because of the fighting, the following counties suffer the following modifiers to the Starting Bad Weather.

Western Isles, Long Isles, Pomitain: Land was raided (+1d6)

Dal Riada: Land was pillaged (+2d6)

Further, the Gamemaster must determine whether any knights' estates are in the Wasteland; if so, impose any applicable modifiers.

Also this year, the Yellow Pestilence may strike. For each holding, roll 1d6.

1d6 Roll	Effect	Starting Bad Weather Modifier
1-4	No plague	+0
5	Some sickness	+5
6	Pestilence	+10



Sir Palomides, the Saracen



YEAR 553

COURT

Arthur's court is held at Camelot.

AWAY FROM CAMELOT

Percivale

Gaheris

Sir Palomides, the Saracen

GOSSIP

"Have you heard the terrible news? A questing knight has found his grave, marked by his shield: Sir Lamorak is dead! The bloom of the de Gales clan is dead. The west has lost its shield and sword."

"And Sir Palomides, our new flower of the east, is also missing."

"Lamorak was nearly the last of them, wasn't he? There is still Aglovale... oh, and that new one, Percivale."

"Have you seen the king lately? My dear, he looks ancient. People are trying not to say anything, but just between you and me, I can understand why the queen is sleeping with Lancelot."

"Hush on that, sassy girl."

NEWS

Tor: "If you are going to one tournament this year, I recommend the Lonazep contest."

Griflet: "King Mark has not paid his tribute again. This is akin to treason!"

Gawaine: "Perhaps we can lift the curse of this terrible wasteland in the north if we can find the source?"

Constantine: "We are undergoing considerable difficulty feeding the peasantry. I have spoken to the king and we will make some changes immediately."

ROYAL CONVERSATION

"We are pleased with the changes Constantine has made to the treasury and the menu. Keep up the good work. (*Wheeze.*)"

INTRIGUE

King Mark did not pay any tribute this year.

The King is quite ill. Sometimes it seems the only thing keeping him alive is Nimue's medicine.

MORDRED TALK

"If I were king, I would do things differently. I would not have mercy on those rebellious cities. Let the mercenaries plunder them! And all tournaments would be blood tournaments. Without wars, we need *real* training."

TOURNAMENT SCHEDULE

At the Pentecostal Camelot Tournament this year, the "tilt" is added, a safety barrier in the center of the run that minimizes some of the danger to the jousting competitors. The prize this year is a brilliantly polished set of full plate armor (16-point) with silver inlay.

July: Neighborhood (3) (first is armor wager; last is horse and armor wager), Local.

August: Neighborhood (horse and armor wager), Local, **Regal** at (Lonazep Castle).

September: Neighborhood (2), Local (armor wager).

October: Neighborhood, Local, Regional (2) (at Bath in Somerset; and at Pocklington in Malahaut). At Pocklington, the King of 100 Knights institutes a new custom: the additional wagering required at this tournament. This time it is for "ransom."

EVENTS

The Lonazep Tournament in August is the longest tourney detailed in Malory (X, 65–80). There is plenty of interpersonal action, and player knights can participate in many social and/or combative events.

This is the fourth year for Sir Tristram and Isolt at Joyous Garde. This summer, instead of going adventuring and leaving Isolt at home, Tristram takes her to the Lonazep Tournament.



In the north, Brian of the Isles marries the princess of Pomitain, adding it to his domain.

CHRISTMAS COURT

Royal: Anxiety pervades, for the land outside is beginning to look ill, just like the king. Everything past Lindsey is a desert. The king is truly looking old, though he has a son and potential heir.

Salisbury: "Certainly, let us hope nothing else goes wrong."

SPECIAL WINTER PHASE MODIFIERS

Because of the Pax Arthur, all lands of Logres get a -2d6 modifier on the Starting Bad Weather roll. However, because of the fighting, the following counties suffer the following modifiers to the Starting Bad Weather.

Western Isles, Long Isles, Dal Riada, Surluse, Pomitain: Land was raided (+1d6)

Further, the Gamemaster must determine whether any knights' estates are in the Wasteland; if so, impose any applicable modifiers.

Also this year, the Yellow Pestilence may strike. For each holding, roll 1d6.

1d6 Roll	Effect	Starting Bad Weather Modifier
1-4	No plague	+0
5	Some sickness	+5
6	Pestilence	+10

TOURNAMENT PERIOD ADVENTURES

The Pax Arthur stirs knights' spirits and bodies to action, so they seek out competition among their peers. Generally speaking, hosting, attending, and especially winning tournaments become the favorite activities for knighthood in this era.

ADVENTURE: TOURNAMENT CIRCUIT

Setting: All over.

Problem: To get in as many tournaments as possible in the limited tourney season. This runs from approximately from June or July to October or November (140 days, average).

Actions: Tournament season is divided into week-long segments, typically 20 weeks in all. This time will be spent at tournaments, recovering from them, and traveling between them.

Each tournament requires a number days depending upon its size. (Neighborhood = 2, Local = 3, Regional = 4, Regal = 5).

Recovery depends upon healing required, per the healing rules in the *Pendragon* core book. Of course, knights can go to tournaments already wounded if they wish.

Travel time is a set factor, based on the distance between tournaments and the knight's travel rate.

On a summer when a knight plans to work the tournament circuit, simply keep track of the 140 days that he has to be active. Subtract tournament time, travel time and healing time from the total, and when 140 days are up, he must go home.

Action: Players should find a tournament to start at. The Camelot tourney is often the starting point, being the only annual Regal tournament; it takes place at Pentecost every year. However, individuals may wish to start at another Local tournament, since there are likely to be no Round Table knights present.

TOURNAMENT PROCESS

Roll 3d6 for the number of days until the next tournament.

Roll 2d6 to find number of days to *get to* the next tournament.

Roll 1d6 to find the size of the next tournament:

d6 Roll	Tourney Size
1-3	Neighborhood
4-5	Local
6	Regional

Regal tournaments are each a special case; the Gamemaster may add in a few extra tourneys of that size if he or she wishes, but for the most part the only Regal tournaments should be those noted in the year-by-year breakdown of this Period earlier in the chapter.

CIRCUIT ECONOMICS

Always check the terms of the tournament, for that determines the financial risk involved. The "terms" are the wagers that must be made to enter the contests; the loser in a Challenge or in the Joust, or anyone who surrenders in (i.e., drops out of) the Melee forfeits the wager.

- *for love* means there is no wager, other than the glory of the fight
- *for gear* means the armor you are wearing in the fight (or its cash equivalent)
- *for gear and steed* means the armor you are wearing and the horse you are riding (or their cash equivalent)
- *for ransom* means you pay your lawful ransom, as if you were a captured enemy (see "Ransom and Blood Price" in *Pendragon*, Chapter 8)



Rich knightly gear and steed in the middle of the Period is 16-point plate armor (£14), plus a Friesian (£32). This has a replacement cost of £46.

Ordinary knightly gear and steed in the middle of the Period is 14-point half-plate (£10), plus a destrier (£8). This has a replacement cost of £18.

By mid-Period, a successful tournament knight often rents wagons to haul away his captured armor and varlets to tend to the many horses he owns. Or he might simply sell off everything immediately, and collect about half its replacement value in silver.

FILTHY LOANS

In *Pendragon*, the practice of taking out loans is simply ignored for the sake of the literary idealism of Arthur's bright realm. Gamemasters may wish to incorporate this vile habit in their own games, but will have to remember that interest rates were commonly 50%, and had to be paid within a year.

If a lender shows up at a knight's liege demanding his money plus interest, the liege lord (who needs to keep his moneyed people happy) will generally pay, but he may then take his anger out on the knight by degrading him to commoner and impounding his fief for his unknighly behavior.

LOSING HORSE AND ARMOR

In case it is not clear, *a knight without horse and armor is not a knight*: He can not fulfill his part of the essential feudal bargain, which is that he show up horsed and in armor to fight for his lord. If he can't do that, then he is in danger of losing his status as a knight.

Household knights who lose horse and/or armor might never be formally degraded, but simply cast out of the castle to live by their naked wits: A knight without a lord or his customary appurtenances is a shamed man — perhaps still honorable, perhaps sought out as a mercenary, but not a knight.

Vassal knights who lose their source of livelihood must try to raise the money from their holding to get new equipment. Alternately, they might find old equipment, if it is cheaper and can be on hand for the next muster. (Heck, if the lord summons him, a knight can just take that old knee-length hauberk of Grandpa's to meet the requirements!)

ADVENTURE: SEEKING THE KING

Time: 540–41.

This series of events and adventures is actually meant to be run over the course of a year (in game time). Be sure to have the court gossip reflect its events in 541 and 542!

ADVENTURE: HYENAS

Setting: Starts in Camelot.

Problem: The king has disappeared. The household can find no trace, the hounds are helpless, the priests have no prayers answered, the druids have no visions and Nimue is nowhere to be found. The news races down the roads, spreads among the countryside manors, and eventually reaches everyone who is not away from all human habitation.

Characters: Hyenas; any number of other folk. [Remember, many knights are out seeking the king, some in groups, some alone (i.e., with or without squires)].

Secrets: The enchantress Annwre wishes to have the king as her lover and has used her considerable power to cause him to go with her.

Action: The player knights can stay at the castle and use Intrigue or anything else they want, or they might simply set off for wherever they think the king might have gone. No matter what they do, they get only opinions and maybe a few clues, but no solid facts.

Many Adventures lie on the road! Without doubt, the faerie things take the king's absence to be a good time to crawl out and extend the shadows of their realm. Established enemy lands must be avoided, as always, and many adventurous knights will insist on jousting regularly even if they have more important business.

However, one particular encounter is important to the future of this story.

The Hyenas

One day the knights will find a cemetery, entirely dug up and with smashed bones all over the place. Headstones are knocked over, and great mounds of stinking manure are heaped about.

Hunting. (Success = You recognize these things as signs of hyenas. Critical = You also know the following: Hyenas can imitate the sounds of people, and often use their voices to lure prey into the woods. A hyena has a rigid spine and cannot turn around except by a complete reversal of its body. A dog cannot bark or make any sound if it crosses a hyena's shadow. Hyenas try to circle their quarry three times, whereupon it can no longer move and becomes easy prey.)

An easily followed trail goes off into the forest, and the player knights soon come upon a pack of hyenas. If they do not follow the hyenas' trail immediately, they will simply run into them later. Just before they encounter the hyenas, the knights are struck by a strong and disgusting odor blowing across the road.



Awareness. (Success = You know a pack of foul beasts is lurking nearby. Critical = This is the hyena stench you're smelling.)

The hyenas are hungry, and one will expose itself as bait to stop the knights in the road while the rest of the pack tries to run around them three times. If their plan is frustrated, they simply attack. There is one hyena per knight, and they all try to attack a single rider's horse first; if they can kill a horse, they run off, planning to come back later to eat the carcass. They prefer to ambush and run away in this manner as often as is necessary or convenient. As soon as one hyena is slain, the rest run off and do not come back for the rest of the day.

That night, the sentry hears the crying of a woman in the brush; of course it is one of the hyenas imitating a woman's voice, and if he investigates, the hyenas again try the run-around trick to immobilize and slay him.

Following the slain hyenas' tracks brings the knights to a dead end at a raging river, which the beasts have apparently swum down. The river is difficult to cross, but if crossed, there is no trail on the other side: The trail goes no further, even if the knights have the best brachets (hunting hounds) in the land.

Solutions: None. No matter how much searching is done, the king is not found.

Afterward: The knights are expected to return home, or to their liege, or to winter someplace after this encounter, and to tell people about it. Later, follow up with the adventure "CASTLE OF ANNOWRE."

Glory: 25 simply for setting out with good intentions.

Will the player knights keep searching all through the snows, or go home for the winter? If they search, each knight gets an additional 25 Glory, but they won't be home for Christmas court.

ADVENTURE: CASTLE OF ANNOWRE

Setting: Anywhere in the wilderness.

Problem: An enchantress, Annowre, is holding King Arthur prisoner.

Characters: Nimue; Annowre; King Arthur.

Secrets: Annowre wishes the king to love her; when he resists, she conspires to have him killed.

Events: While out searching, the player knights encounter Lady Nimue and a small party of her priestesses. Nimue questions the knights closely on anything unusual that they have encountered. If they mention the hyenas, Nimue becomes extremely interested and demands that the knights take her to

where the hyenas were sighted. She urges great haste, even unto traveling all night.

At the site of the hyena battle (which may be as much as a year old), Nimue and her women begin doing some magic that reveal the trail as if it was a path of slime. It leads to the river, as aforementioned, but is also visible in the river. They state that they must follow the trail; after some time traveling along the river, another pack of hyenas may be met (at the Gamemaster's discretion).

Eventually, the knights see a castle ahead, on the far side of the river. Nimue and her women can stop the water briefly to let the knights cross, but the acolytes are exhausted by doing so and slump to the ground at once; they must rest for a few minutes once the last knight is across.

Nimue tries to bolt across on her mule, but she is not fast enough. The bridge is dissolving as she gallops, and when it disappears entirely the mule dumps her into the river. She grabs a branch as the mule is swept away, and calls for help.

At the same moment, the sounds of combat are heard, and, on their side of the river, the player knights can see several men attacking a lone figure. There are a number of attackers equal to the number of player knights -2 (so if there are 5 player knights, there are 3 enemies), to a minimum of 2 attackers; each is an average knight. A female voice cries out as the player knights are deciding what to do. "Kill him now!" screams a woman, "Kill him quickly!" The lone knight goes down, blood spurting from his side, and he drops his sword; an opponent bends over him to unlace the helmet.

The player knights must choose whether to help Nimue or to intervene in the fight.

Rescuing Nimue is relatively easy if a knight simply wades his horse into the current and reaches for her with the butt end of an extended spear. If no one tries to rescue her, she gets washed down river and is temporarily Out of the Story. (Afterwards, though, she will defame the knights by telling everyone that they ignored the plight of a lady, and they lose 1 point of Honor each.)

The woman who ordered the attackers to kill the knight is visible now.

Recognize, -5. (Success = It is Annowre the enchantress.)

She picks up the sword dropped by the fallen knight and prepares to decapitate him. The other knight stands guard.

Awareness. (Success = The sword she holds is Excalibur!)



Most of the player knights will want to help the fallen knight, especially if they recognized his sword. When the players attack, Annowre glances up and turns to run toward the castle. Nimue, from the river (even if she's being washed away...), screams, "Don't let her escape!"

Presumably, given the numbers of the enemy, there will be at least one player knight not engaged, and he must choose whether to ride down the sorceress and kill her or not. Point out that she has Excalibur and will otherwise escape into the castle with it! This might be a time for Merciful rolls, Romance rolls (a Romantic knight never hurts a lady, etc.), and so on.

If Annowre is not killed, she escapes into the castle with the sword and continues as a nemesis of the player knights. (The Gamemaster will have to devise a further scenario for them to avenge this wrong.)

Once the enemy knights are defeated, then the fallen knight is indeed revealed to be King Arthur, who is sorely wounded. If Nimue is present, she can heal him, and perhaps heal the other knights who are in dire danger of death, before she collapses in exhaustion.

The king is extremely grateful. He wishes to be taken, with Nimue, back to Camelot.

Glory: 450 Glory for rescuing the king, 50 more for rescuing Nimue; plus any Glory from combat.

At Camelot

The king returns home, along with the brave knights who rescued him. The entire court is ecstatically happy. The rescuers are lauded and pampered by everyone. Their families are summoned as well, that they might bask in the glory and revelry.

At this point, the knights are expected to do nothing but be admired, and to think about what they will do with their rewards — for they are to be awarded publicly next spring before the entire assembled court. This is a time to use those Courtly skills, to look for wives or lovers, and maybe even to get in some hunting.

The big event is the granting of the rewards to the knights who rescued the king. This is done with all pomp and circumstance. For starters, everyone is called forward and honored. Everyone who was present at the king's rescue gets an additional 150 Glory because King Arthur himself relates the story now.

Then the queen offers princely gifts, in the form of luxurious treasures. Everyone who had a hand in the rescue receives the following:

- a destrier with full harness and caparison (worth £35 total)

- a full set of decorated partial plate (14-point armor, worth £20)

- an elegant set of clothing (worth £3)

- a chain of gold, with a medal on it (£10)

- a gold plate, goblet, bowl, and napkin holder (£25)

- a courser, 2 rouncys, and 4 sumpters (£7)

- a manor (If this is a knight's first, then he also gets the 50 Glory for becoming a vassal knight. This manor might be anywhere that the Gamemaster desires, perhaps another manor near to the homeland of the player knights, or part of Annowre's former holding. There is a possibility that it is part of some other non-player character's holding — for instance, maybe the players have been admirers of Gawaine, and get a holding in his territory.)

- finally, any knight(s) eligible to join the Round Table are honored with an offer of membership

Note that this is a much higher amount than the queen had offered for the king's return, being £100 per knight instead of £100 total. Guenever and Arthur get another Generous check.

This might be a good time to "retire" characters as well, granting them a position of castellan, steward, etc., or other position sufficient to satisfy their life goals.

ADVENTURE: LE CHEVALIER SANS MÉMOIRE

Setting: On the road to a tournament; or traveling during knight errantry.

Problem: The players meet a stranger suffering from mental and physical debility. He knows he is a knight, but he remembers little else — only that he was upon very important business when he was ambushed and disarmed by the Black Dwarf Knight.

Characters: Le Chevalier sans Mémoire ("Knight without Memory"); the Black Dwarf Knight; Lady Leri (the Dwarf White Giantess); Sir Mordred; Sir Ozana; the Queen of the Out Isles.

Actions: The player(s) have a choice to agree to help Le Chevalier sans Mémoire. The starting point would be the Giant Black Dwarf, who is exactly what his name suggests: He is a dwarf, and so has the long beard, bald pate, and hunched posture of his kind, but he is also giant-sized (about 8 1/2 feet tall) and his skin is the color of pitch.

The Giant Black Dwarf lives in an oversized thatch hut with his wife, a large woman called the Dwarf White Giantess. She is a giantess, and thus has those features, but is also much too small for her race, and thus only slightly bigger than a human woman. Her name is Lady Leri, and she is a handmaiden to the Queen of the Out Isles.



The Giant Black Dwarf is cranky and uncooperative. “I beat the knight fair; there is nothing else to say,” he says, and waves his big iron club menacingly. (The club is an extremely well-made, handsome weapon, if anyone cares to inspect it, created with typical dwarf craftsmanship and care.) Although the dwarf won’t talk, he will fight. However, if he takes half of his Hit Points or more in damage he surrenders and calls for mercy.

Glory Won 100; SIZ 24, DEX 7, STR 22, CON 26, APP 7; Move 3; Armor 16*; Unconscious 13; Major Wound 26; Knockdown 24; Hit Points 50; Healing Rate 5; Damage 8d6.

Combat Skills: Mace 15, Grapple 14.

* The Giant Black Dwarf wears 13-point reinforced dwarven mail armor and has 3 points of natural armor from his tough hide.

Once he’s defeated, the Giant Black Dwarf is willing to talk. The dwarf is a servant of the Queen of the Out Isles. He only did what she told him to do, which was to defeat Le Chevalier sans Mémoire in combat and distribute his weapons.

Because her husband was defeated, Lady Leri also talks. They don’t know the knight’s name or identification. However, she knows that to lift the curse, Le Chevalier sans Mémoire must regain his sword, shield, and armor.

Of course, under the effects of the curse, he is too weak to get them himself and needs assistance.

Solutions: Le Chevalier sans Mémoire’s equipment is held separately by a nearby knight, a nearby giant, and a nearby wyrm. Lady Leri will lead the knights to the tower, the giant’s cave, and wyrm’s lair, respectively, and assist them as she can with her healing skill. However, they must decide the order in which to attack these beings.

The Sword: The knight’s magical sword (+1 modifier to Sword skill) is being held by the Knight of the Bright Sword, a pagan who lives in a nearby tower. (Use extraordinary knight stats.) Morgan le Fey gave him the sword because it once belonged to an ancestor of his. The Knight of the Bright Sword treats the players with honor and hospitality, but will not relinquish the sword without a fight. He fights honorably if challenged for the sword, but will insist that the combat be to the death; regardless, he chivalrously spares anyone he defeats, despite the original terms.

The Shield: The knight’s magical shield (which never splits and thus negates the additional +1d6 damage of axes and great axes) was hidden in the cave of a fearsome giant (use standard giant). The giant has a fervent hatred for knights and has killed several already; their bones litter the ground about

the cave entrance where he dwells. The giant attacks the knights on sight and gives no quarter.

The Armor: The knight’s armor (16-point plate) was stashed in the lair of a wyrm. Fortunately, it is a young one and can be lured out into the open, where multiple riders can lance it down. (Use a smaller, weaker version of the wyrm in Appendix 2 of *Pendragon*.) It actually doesn’t even care to defend its lair and tries to escape once it is wounded.

Secrets: When the knight gets back the first piece of his equipment, regardless of which piece, he remembers he is Sir Edar, a pagan knight of Cymric origin. He is strong enough to sit up and eat and talk.

The second piece reminds him that until recently he was the paramour of the Queen of the Out Isles. He is strong enough to take tentative steps about and practice with his sword.

The third part makes him fully recovered physically, and when he puts it all on he suddenly also remembers the important business. Murder! He knows a plot to murder the Round Table knight, Sir Ozana. He confronted his lover about her scheme, and the Queen of the Out Isles confirmed his discovery, so Sir Edar rode off to warn the knight. But the Queen had the Giant Black Dwarf ambush him, and she then placed the terrible curse on Sir Edar that practically erased the knowledge of his existence from the world.

Since Sir Edar is armed when he remembers this, he immediately calls for a horse and gets on and gallops off. He’ll tell the knights where he’s going — a manor that is surprisingly close by. He won’t pause or slow down. He’s lost weeks!

At this stage, the player knights have fulfilled their vows. Sir Edar has his equipage and his mind back. However, they might wish to follow him. As always, some time is likely needed to saddle and arm.

They arrive at the manor just in time to engage the main body of assassins. Sir Edar and Sir Ozana are at one end of the hall, assailed by a body of average knights whose number is equal to $2 \times$ (the number of player knights +2). The player knights must fight their way to help Ozana and Edar.

After the battle Sir Ozana is badly wounded, but Sir Edar lies dead or dying.

Afterward: Sir Ozana insists that Sir Edar’s possessions be given to those who restored Le Chevalier sans Mémoire to honor — the player knights. The players decide who gets which item.

However, the players have gained the animosity of the Queen of the Out Isles. They also gain



the trust and friendship of Sir Ozana, who may well sponsor one of the player knights to a seat at the Round Table in the future.

Glory: 100 for defeating the Knight of the Bright Sword; 250 for defeating giant; 400 for defeating wurm; 50 for each assassin defeated; 100 per player knight for completing scenario.

ADVENTURE: BESSINGER INHERITANCE

Setting: Bessinger.

Problem: Sir Donwalt, Lord of Bessinger, is dying, a result of wounds taken long ago at Badon. Relatives, retainers, and churchmen have gathered at the deathbed of the famous knight. The player knights are present as either distant kin or representatives of their liege. When Lord Bessinger has passed away, his estate (a small town with a very prosperous flour-mill) will go to his heir, Lady Melanie.

When Lord Bessinger passes away, however, the local abbot reveals that the church is to inherit the banneret's holdings. "Before he died, he asked that his Last Will and Testament be altered for the good of his immortal soul."

Lady Melanie claims this is a fraud. Are the monks unscrupulously trying to usurp Lady Melanie's inheritance, or is she selfishly interfering with her father's last wish for salvation? What is the truth of the matter?

Lady Melanie (APP 13; Chaste 10; Flirting 17) is unmarried, comely, and would no doubt be grateful to those knights who restore her inheritance.

Characters: Lady Melanie; Abbot Beauregard, the well-respected head of the local monastery; the retainers of the late Lord Bessinger; and any authorities the knights choose to appeal too, such as their liege or the local bishop.

Solutions: Melanie needs someone to take her part to challenge the church's will. She will marry whoever saves her from this horrible fate, or marry whomever she is told to marry, if her rights are kept.

Perhaps the bishop might be convinced to persuade the abbey to relinquish its claim, for the monks here have done well in recent years, inheriting several rich manors from God-fearing nobles. However, both the abbot and the bishop currently regard these windfalls as necessary for God's work.

Perhaps other scholars or witnesses might prove the authenticity of the will. This means getting a non-player character to help. The default "friendly scholar" is always available in Pertoines, the Oxford scholar. (See the adventure "THE YOUNG SCHOL-

AR.") He is always happy to point out the Church's weaknesses, and gleefully informs the knights that if the will is a fake, the abbot will have fallen to the Sin of Avarice. With some kind of scholarly mumbo-jumbo, Pertoines might prove the will to be false, and the abbot will withdraw his claim.

Alternately, player knights might simply go around from NPC to NPC, interviewing each and making Intrigue and Suspicious rolls. Then they can act on their accumulated knowledge. Of course, some people will always tell the truth about what happened, some will bend it, others will tell some truths, and a few will lie outright. The only truly convincing evidence is a public confession by someone who forged the scrawled "X" signature, or who used the knight's personal seal illegally (assuming the will is a fake in your campaign).

Perhaps a knight challenges the will to be settled by right of combat. Then the church presents its own local champion (a notable knight). The typical combat of this kind is simply a joust for love, but the challenger gets to choose the terms, so it could be to first blood, or joust and sword, and so on.

Secrets: The Gamemaster must decide whether the will is true or false, and also determine the fate of Melanie.

Glory: 25 for determining the rightful heir, plus any for combat.

ADVENTURE: STONE HOUSE VISIT

Time: 550–51. This is a strange little adventure whose importance comes up only much later. Be sure to have each player involved write the name of the adventure onto his or her character history, and also be sure to make a note in this book of the year this adventure takes place.

Setting: Any roadside; the Stone House, in Cornwall.

Characters: Tristram and Isolt; Sir Trian de Exe; Lady Melia; Sir Cesar Stone, Banneret of the Stone Necklace.

Problem: Lady Melia is being held prisoner by her former brother-in-law, who is collecting for her £2/year lands. Her husband died at war years ago.

Secrets: Lady Melia has to get out, but not just because of her ex-brother-in-law. She says that she knows an important secret and that she has to talk to Sir Gawaine, Sir Lancelot, Sir Tristram, or King Arthur.

Action: One day, the player knights come upon a massively muscular knight and his beautiful lady at



rest by the roadside. They are upon a picnic blanket, with several squires and servants about. As the player knights approach, they see her get up and hear her say, "We will ask these men, then." She turns to the player knights and says, "Greeting, knights."

Recognize, +10. (Success = They are Tristram and Isolt!)

She goes on to explain that she wants their opinions regarding a problem: "A beautiful young lady is in trouble and needs help, and has asked a friend for aid. That friend could choose one of two knights to go rescue this lady, where one is a knight with a lady, and one is a knight without a lady. So the question is, which of these two ought she ask: the knight with a lady, or the one without?"

Phrased as it is, about the only proper answer we can expect is, "The knight without the lady."

"See," says the queen, turning to where Tristram still sits, "we will find a knight without a lady for this." She turns back to the knights again and says, "Gentlemen, who among you does not have a wife or a lover?"

"It is not difficult to find this Adventure," says Tristram, and he explains Lady Melia's trouble and gives directions to Sir Trian's lands. "If this lady is a prisoner, she is most likely in the stone house. If you ask any of the people out there, they can point the way to the stone house."

The player knights must now get to Cornwall. Nothing untoward occurs until the knights leave the Boltha Stone, an old pagan holy place with paintings on the stone. They come upon a ruin there, which Tristram did not talk about.

At Cornwall

First, there is a large hole in the ground about 15 feet in diameter and 10 feet deep. Its sides are steep and burnt black. It's clearly not new, for weeds grow from crevices on the sides. Around the pit, outside it, are rectangular patterns on the ground, some with stones on them or stumps of sticks and logs, all hardly recognizable as foundations. They too are burnt black.

Afterward, people can be found in the countryside. They are out tending sheep and gathering wood, traveling to another farm to borrow a sack of something, whatever. They point the way toward the "Stone House." If asked, they say that the big hole was some bad sorcery from Squire Priest, a sorcerer working for King Mark. It happened a few years ago. There used to be a village there.

At last, around mid-day, the knights reach their destination. They can remain more or less hidden for a short time if they wish to get a vantage point. They see a large stone house in the Cornish style, suitable

to be called a manor house in this country. Several buildings cluster about it: barn, stable, vegetable gardens, sheep sty, guesthouse, storehouses, and so on.

A dozen or more people are present as well, but no knights or guards are visible anywhere. Some dogs down below are growing excited, and a couple of them are running back and forth towards the hiding knights. Surely they will soon bring everyone's attention to the visitors.

The player knights must decide what to do.

When the knights do ride in to the manor, regardless of the method of their approach, everyone scatters. No one tries to protect the holding except at the manor itself, where someone closes and bars the doors.

The manor has no ground floor windows, and only narrow arrow slits higher up. It has a walkway around the roof, which is of peaked red tile. As the knights look on, several men-at-arms appear on the roof. One is clearly the leader, for he comes forward to talk; the others are indistinct.

"Who visits the manor of the Knight of the Stone?" The captain will listen to the knights, letting them speak for a while, but always answering with questions of his own.

Compose or Orate. (Success = You get the feeling he is deliberately trying to delay or distract you.)

Awareness, +5 if successful at Compose/Orate. (Success = You see the door to the manor open, and a woman exits the house and sprints toward you.)

What will the player knights do? Wait for one moment to see what each wishes to do, and then continue.

"Help me!" the woman screams. "Help!"

At the door, someone else screams, another yells from above, and a man with a bloody face runs out the door behind the woman, brandishing a club. The man on the roof curses and takes a loaded light crossbow from a fellow; he takes aim at the running woman. Unless a player knight is ready with a bow or crossbow himself and can thus take out the crossbowman with one shot, he gets his shot off. His Crossbow skill is 14: Roll to see if he hits her (for 1d6+10).

This is Lady Melia (use damosel stats), the aggrieved widow whom the knights were sent to rescue. She is Cornish and knows the countryside fairly well, if the knights do not. She is eager to escape and freely shares her knowledge.

No one pursues from the manor. Of course, the knights can win this scenario easily just by snatching her up (perhaps shielding her from the crossbow with their armored bodies) and getting away. The shooter on the roof might take shots at a few of the unar-



mored squires or hired varlets in the party as they depart. He knows he can't hurt an armored knight.

Someone can give her a horse. Squires can ride together; she is more important than a squire right now.

A Quick Visit

Lady Melia says, "It's good we went this way. Turn off there, down that trail. You need to see something. But first, give me your fire pot."

A fire pot is a little clay pot with moss or punk inside, and a spark. When a fire is needed, the pot is emptied onto tinder and blown upon, and it bursts into flame (much easier than the usual flint and steel everyone carries). Someone's squire is bound to have one.

Melia takes the pot and cunningly ties it onto a short strand of rope she has unwound, about 2 feet long. She pulls up some dried grass and brush, and ties it into a little bundle. She then ties it to the rope, so it can slide along, but she can hold it with her hand. The clay pot dangles at the end.

"Let's go, quickly. Follow me." And off she goes.

After a short, fast ride off the main trail, the player knights come within sight of a village. It has one large, wooden building in the center, and many smaller peasant shacks in clusters nearby. The big house has a symbol painted above the door, yellow and red, something esoteric, easy to remember if you were to see it again.

The workers visible outside are scrawny and filthy, chained or tied together by the legs. Armed guards are at the doors, a few thugs patrol the area with the slaves, and several bowmen lounge nearby over a barrel of beer.

When the knights careen into the village, the guards are surprised. Lady Melia halts in the center, before the big house, looking it over appraisingly. The guards quickly spring to life. A couple of them, spears ready, take position before the door. The bowmen jump up and grab their weapons. (Perhaps there is a brief combat with the player knights for a round or two?)

Lady Melia starts spinning the fire pot and releases it to fly onto the roof, where it bursts, spreading fire all about.

The spearmen at the door look up behind them. The bowmen stop drawing their bows, and also look up at the roof. Slaves, huddled in bunches, look up at the roof and scream. Everyone bolts. The spearmen and bowmen and slaves turn and sprint away from the house as fast as possible. The tied slaves tangle and fall, screaming.

"Idiots," says the lady. "Let's go."

There are four ways out of here. One is the way north of Morris Forest (most likely the way they

came in); second is south of Morris Forest to the Esse River, then across it by boat to Exeter; third, north along the rugged Cornwall coast, going north around the moors; or last (and least recommended), south along the coast, to the port of Arbray in Lyonesse, and hopefully a ship ride out of Cornwall.

And off the party goes. A few minutes later, a dull, heavy roar is heard from the direction of the village the knights just left. If asked what in the world that last encounter was all about, she says simply that the building held some kind of magic that Squire Priest was working on, and of course everyone is afraid of fire. Now they are her witnesses.

Decide which of the four possible routes takes the player knights near to the manor of the banneret, Lord Cesar Stone, and record your choice on a scrap of paper. Then ask which route the knights are going to take. If their path is the one that approaches the banneret's abode, go to "The Challenge"; otherwise, go to "The Return."

The Challenge

The banneret has learned of the strangers in his territory as the country folk spread the word. He quickly musters his household knights (all Poor average knights, one per player knight) and sets off in the player knights' direction.

The banneret wears a necklace of fist-sized stones on a silver chain around his neck; they clank on his armor when he rides. His knights all wear a single stone on a similar chain.

Banneret Cesar Stone: SIZ 12, DEX 13, STR 13, CON 20, APP 11; Move 3; Armor 14 + shield; Unconscious 8; Major Wound 20; Knockdown 12; Hit Points 32; Healing Rate 5†; Damage 4d6; Glory 4,380.

Combat Skills: Bow 14, Dagger 10, Lance 17, Spear 15, Sword 18; Battle 12, Horsemanship 17.

Skills: Awareness 15, Heraldry 13, Hunting 16.

Traits: Chaste 4, Energetic 18, Forgiving 10, Generous 16, Honest 17, Just 10, Merciful 10, Modest 5, Pious 13, Prudent 10, Temperate 10, Trusting 8, Valorous 15.

Directed Traits: Mistrust (non-Cornish) +4.

Passions: Loyalty (lord) 12, Love (family) 14, Hospitality 15, Honor 14.

Horse: Destrier (8d6).

† Includes +2 bonus for pagan Religious knight virtues.

The Return

If the knights eventually get Lady Melia back to Britain, they should take her to where she can meet with King Arthur, Sir Tristram, Sir Lancelot, or Sir Gawaine.

Glory: 100 divided among participants, plus any earned along the way.

Afterward: If Sir Cesar is not dead at the end of this, he is a good candidate to be a recurring enemy thereafter.



ADVENTURE: PROVOCATIVE PLAYERS

Setting: Anywhere in Britain.

Problem: A group of theatrical players has come into the lands of the player knights. The local clergy wants the “sybarites” driven out, while many of the peasants want them to stage their entertainments.

Characters: The entertainers; the player knights; the local lord; the local clergy.

Action: An ox-cart bearing a troupe of players — i.e., actors, jugglers, etc. — comes into the land of the player knights. The knights may hear about this from excited peasants, enraged clergy, or the players themselves, when the player knights encounter them along a road. The players will perform for the local lord's pleasure, as well as for the local peasantry, if the lord will welcome them. Unstated, but understood, is the hope that the lord will also pay them for their efforts.

When the local clergy hear about this, they state their uncompromising displeasure, saying the entertainments are sinful, and that the players should be driven from the community before they spread their sin. If the players are allowed to perform, then the clergy are sure to think ill of the local lord and may act against his best interests in the future.

For their part, the peasantry are excited by the prospect of such entertainments breaking the tedium of their lives, and are almost certainly angered if the players are driven away. (If the Gamemaster tracks the attitudes of peasants, this action should result in a +2 increase to their Hate (lord) passion or a -2 decrease to their Love (lord) passion, whichever is applicable.)

The local lord asks the player knights for their counsel, and acts as they advise.

Solutions: There are a number of possible solutions. The Gamemaster should pick one or more that suits her campaign best.

- Convince the players to perform religious plays only (the *Second Shepherd's Play*, for instance), and convince the clergy to attend. This makes everyone happy.

- Deceive the peasants or the clergy either by lying or by subtle misdirection. This could include making sure the local clergy is too busy to attend the entertainments, or by asserting that the players are cursed, or evil gypsies. Such behavior gains Deceitful checks for the knights involved, but (mostly) satisfies everyone.

- Convince the clergy that all the entertainments contain useful and instructional moral content. This requires a successful Orate or Religion (Christian) check, perhaps matched against the skill

of the local clergy involved. Again, successful use of this tactic mollifies all involved, but may also gain Deceitful checks for the knights involved, depending on the circumstances.

If the player knights side with the local clergy, they gain a check to their Pious trait. If they side with the peasants, they gain a check to their Worldly trait. If they make everyone happy, they gain a check in Loyalty (Lord).

Secrets: The players have a variety of plays that they could perform. Each play allows the viewer to attempt a roll to gain a check to a given trait or passion, as listed below.

- *Antigone*, a Greek tragedy. [Love (family)]
- *Second Shepherd's Play*, a Mystery play [Love (God)]
- *St. George and the Dragon*, a Miracle play [Valorous]
- *The Braggart Soldier*, a Roman comedy [Modest.]
- *The Frogs*, a Greek comedy [Honest]

Note: All the plays above are actual works from the classic or medieval period, the texts of which appear in print and on the Internet.

If the players are pleased (i.e., if they make money and are treated well), then they return every few years and perform other works or re-stage old favourites.

If the knights think of it, they may wish to use an entertainment in order to evoke a particular personality trait or passion within a member of the audience (ala Hamlet in *Hamlet*). Any knights wishing to do so may have to make a successful Compose or Write [Latin] roll, at the Gamemaster's discretion, in order to instruct the players and guarantee the correct effect.

Glory: 25 for allowing the staging of the plays without angering the local clergy.

If a knight is willing to spend £6 per year, then the players could be supported at a large court, such as Camelot or York. Sponsoring them gains Glory equal to 1d6x6 per year, and the prestige of being a patron of the arts.

ADVENTURE: SAINTS OF BRITAIN

This adventure is largely a travelogue opportunity, but it allows for whatever plot the Gamemaster wishes to insert in conjunction with it (“Who is that following us,” for instance, or “Now he's our enemy,” or “Here comes the king's man...”). Just getting across some of this territory can be adventure.

Time: Around 550.

Setting: Anywhere in Britain.



Problem: The Yellow Pestilence is persisting, and a churchman has had a vision about stopping it. He says that the only thing that can stop it is for all of the ten saints he saw in his dream to pray his newly received prayer every day at dawn for a year. Some competent and brave knights are needed to carry this message to the ten saints.

Note: If the Gamemaster wishes, the “churchman” above can be any of those listed below (male or female), but need not be formally affiliated with a church: Maybe King Arthur himself had the dream, or the White Knight, or one of the ladies of the Grail Castle, or even a player character.

Characters: Ten saints listed below.

Solutions: Tour Britain and visit its many and varied saints. The nature of *Pendragon* is not such that we must dwell on these individuals, so they are presented only in brief, as opposed to recognizing here their complex and powerful historical selves.

Note that the player knights don’t have an obligation to visit all ten, and they can share the task with others, or even split up the party to go as individuals.

Glory: 150 for visiting them all.

THE TEN SAINTS

The ten saints required for the solution of the “SAINTS OF BRITAIN” adventure need not necessarily be those listed below, if the Gamemaster has other characters he or she would like to use instead.

1. Saint Dewi (Roman Christian)

Who: The current Archbishop of Britain, Dewi is the top cleric of the Roman insular hierarchy. He personally follows a very austere life, but his administration is made of lesser stuff.

Where: Menevia, in Dyfed, Estregales. His cathedral is the center of the Roman Church in Britain, a place of hierarchy and magnificence.

Travel: Dewi’s diocese is close by a seaport — it’s no trouble to get here through friendly territory.

Action: The administrative center being constructed includes a grandiose cathedral, many living quarters for monks and scholars, and markets to keep them supplied with needed goods.

Its cosmopolitan nature is one of the most obvious differences between this and the monasteries.

2. Saint Gildas (Roman Christian)

Who: Bishop of Eburacum; a fiery preacher, hell-fire-and-brimstone type.

Where: Eburacum, Malahaut.

Travel: No difficulty getting to Eburacum in friendly Britain.

Action: Gildas listens to the request and agrees to do it, but then questions and most likely upbraids the knights about their faith (or lack of it).

3. Saint Illtyd (British Christian)

Who: Abbot; an old man, a religious scholar. Illtyd is a distant relative to Arthur.

Where: Llanilltyd (Llanwit Major), in the Nain Forest of Escavalon.

Travel: No trouble getting to his monastery through friendly territory.

Action: Illtyd is a very old man at this time. Many of his students are themselves now famous abbots and bishops in the land.

4. Saint Deiniol (British Christian)

Who: Abbot and bishop.

Where: Bangor Fawr, in Gwynedd (Gomeret).

Travel: The local strong man, King Maelgwen, died recently. His realm has broken up into several petty groups. Furthermore, Gwynedd is always a little hostile to Arthurian knights, and Deiniol was given his position by Maelgwen.

Action: Deiniol makes the knights wait.

5. Saint Kentigern (British Christian)

Who: Bishop; a fervid preacher and evangelist, he is often called Mungo, a nickname that means “dearest.”

Where: Lothian.

Travel: Except for the distance, travel is not difficult. Finding Kentigern is a matter of patience, following his tracks through his dioceses.

Action: Kentigern often wanders the countryside of his native northlands to teach and minister.

6. Saint Samson (British Christian)

Who: Abbot and bishop; a quiet, elderly man, noted for his wisdom, holiness, and dedication.

Where: Dol, in eastern Dumnonie, Brittany.

What: Abbot of Dol.

Travel: Sea travel to Brittany is not difficult, but at this time the kingdom is loyal to King Mark, and hence dangerous for Companions of Arthur.

Action: Nothing special.

7. Saint Keyne (British Christian)

Who: Maiden recluse.

Where: Somewhere in Ergyng, on the river north of Hereford.

What: Isolated hermitage retreat.

Travel: Getting to Hereford is sometimes difficult. Finding her is harder. Wishing to be alone, she has chosen an out-of-the-way place in the Forest of Dean.

Action: Keyne is a gentlewoman, a teacher, and a healer as well.

A BRITISH MONASTERY

One of the purposes of this scenario is to expose the knights to the sincere monastic societies of medieval Britain. The cities have their decadent bishops and bloated abbots, and the simple villages have their simple priests. But these monks are different.

The monks of these institutions live voluntary lives of real poverty and hardship, dedicating their time to God. They detest riches of any kind, wearing little more than goat-skins over a hair shirt. The don’t even own oxen, but pull their plows themselves. When the cock crows, they rise and go to prayer. Then, starting at dawn, they work the fields until mid-afternoon, when they go to study, reading and writing holy scriptures. At darkness, they again pray, and afterwards eat a dinner. Then they pray again, and finally retire for a few hours of sleep on the bare earth with a stone for a pillow.

Dinner is bread or gruel, roots and herbs seasoned with salt, and milk thinned with water. On Sundays and feast days they might get cheese and shellfish.



8. Saint Kevin (British/Irish Christian)

Who: A poor hermit, wearing animal skins and living in a cave, eating only nettles, berries, and roots.

Where: Ireland, at Glendalough, the Valley of Two Lakes, about 10 miles west of Wicklow.

Travel: Crossing the sea to Ireland can be tricky, but not dangerous.

Action: Kevin has a deep, keen love of wild nature. He loves animals, and they love him back and help take care of him.

9. Saint Colmcille [a.k.a. Columba] (British/Irish Christian)

Who: Abbot.

Where: Derry, north Ireland (in the Pale), in a monastery with individual living huts for the contemplative monks.

Travel: Sea travel to the Pale is easy, but requires riding through a lot of hostile tribal territory. Duke Galeholt's fleet can take knights to closer ports.

Action: Colmcille is a well-dressed Irish nobleman, well-spoken and learned. He is interested in the outside world, although, being Irish, his family and his countrymen come first — in that order — before the demands or needs of any Breton knights.

10. Saint Brendan (British/Irish Christian)

Who: Abbot.

Where: Clonert Monastery, Galway, western Ireland, in a monastery with individual living huts for the contemplative monks.

Travel: It is easiest to sail around the island and land here. Otherwise, the overland journey from the Pale requires traveling through many miles of hostile peoples.

Action: Brendan is an easygoing sailor. He has a sturdy ship, an experienced crew, and years of experience. He tells that he is planning to go on a westward voyage some day, though for now he can sail the player knights to wherever they need to go.

ADVENTURE: CASTLE OF THE BLACK HERMIT

Time: Any.

Setting: Anywhere in Britain (Castle of the Black Hermit).

Problem: The Castle of the Black Hermit interferes with all travelers into its realm. The Black Hermit is a powerful sorcerer who has sold his soul to the devil. In return, he has developed the nefarious curse that falls upon anyone who comes to his castle.

Characters: Sir Arniduke and 4 "Reluctant Knights"; 8 degenerate knights; 6 Knights of the Black Hermit; 22 soldiers; the Black Hermit; Blunk the Giant. [Stats for all of these are found below.]

Action: The castle is surrounded by forest, except for the normal 2-mile radius of plowed fields. The fields are poorly tended, always abandoned by the fearful commoners long before any foreign knights ride near. The castle itself is perched atop a motte on a natural rock outcropping. It is pitch black, and has a single square, 3-story great tower. Over it hangs a dark, thunderous cloud, and the faint smell of sulfur fills the air.

When the player knights enter the cleared area of fields surrounding the castle, they see a single knight galloping towards them.

Awareness. (Success = A band of knights that outnumber the player knights can also be seen departing the castle gate. They will arrive in a couple of minutes.)

The knight draws close to the party with his hand raised in peace, and identifies himself as Sir Arniduke. He is apparently friendly, but also seems nervous, and in a desperate hurry.

Awareness. (Success = You note that Arniduke is struggling mightily with himself. His hand twitches towards his sword, but he fights off the urge while he is talking.)

Sir Arniduke warns the knights that this is the Castle of the Black Hermit, a man whose dealings with the devil have turned him into a monster. He says that the travelers must hurry away without fighting anyone because of an infallible curse that has been laid by the Black Hermit. Sir Arniduke cannot tell any further details of the curse, but guarantees that it is too terrible to be endured, and he urges the knights to run away now.

Honest. (Success = He is telling the truth. Critical = He is terrified by the truth he avers.)

"Run!" he urges again, "And find the Lady of the Cart. Only she knows the solution." Knights have a choice either to stay and fight the oncoming knights, or to flee. Fleeing gains each knight a Cowardly check, but nonetheless it is likely the wiser course.

If the player knights do not flee, then the other riders from the castle approach to charging distance, and halt, forming a line. Warn the knights that this is their last chance to flee. If the player knights *still* remain, then the Black Hermit's knights lower their lances and attack without further warning.

At the sound of their thundering charge, Sir Arniduke snarls and says, "I warned you!" He then draws his sword and attacks the nearest knight in hand to hand combat.



Once in combat, the player knights are subject to the Hermit's horrible curse.

Solutions: A knight who repeatedly succeeds at his Pious roll and slays or incapacitates all the opponents has a chance to succeed. His companions, who are now under the control of the Black Hermit, remain temporarily dumbfounded and unable to do anything. Only the successfully Pious knight may continue on. He may accomplish the quest if he overcomes all the resident knights, the giant, and the Black Hermit himself. After they are all dead or unconscious, the castle begins to shudder and shake, and then crashes into dust.

The Dame of the Cart: Another solution exists, but it is neither readily known nor easily accomplished. In order to learn it, the knights must find the Dame of the Cart.

The Dame of the Cart was once a resident of King Fisherman's castle, and she departed from that site after the Battle of the Castle of Joy (see Chapter 5), leading a weird procession. She is utterly bald, wears noble clothing, and rides upon a white mule. Behind her comes a two-wheeled cart driven by a woman with short hair and clothing equivalent to a knight's wife. The cart is empty. Behind her, wailing, is another woman with long hair, but dressed in poor, disheveled clothing.

This strange trio wander Britain seeking the hero who will liberate the Castle of the Black Hermit. They speak freely about it to anyone if they are asked. (They are not allowed to bring it up on their own.) If asked why they do what they are doing, they say that they are under a curse, seeking the right knight to save them, and cannot explain things until they find him.

The Gamemaster may have the player knights meet the procession at any desired place.

Once asked, they can explain the following: The Liberator can release the imprisoned knights if he allows himself to be attacked, but does not fight back. That is, he must let himself be struck by a cursed knight. The cursed knight then attempts a Pious roll. (Success = The cursed knight regains control of himself. Failure = He keeps fighting.) This can be attempted once per round.

However, such passive behavior is unusual for any knight, so to let himself be hit, the Liberator must make a Forgiving roll. (Success = He withholds his blow properly. Failure = He fights back and must therefore make a Pious roll or else come under the sway of the curse of the Black Hermit.)

Those knights who are released of the curse always turn and ride away immediately. (Note from the statistics below that it is almost impossible for the degenerate knights, who by now actually like it here, to escape the curse.)

ENEMY STATISTICS

For the 22 soldiers, use standard foot soldier stats.

For Sir Arniduke and the Reluctant Knights, use notable knight statistics.

For Blunk the Giant, use small giant stats, but with a Mace skill of 15 and an Armor rating of 18 from his "armor" of cured hides. [Glory Won 110.]

The degenerate knights, the diabolic Knights of the Black Hermit, and the Black Hermit himself are detailed below.

Degenerate Knight

Glory Won 50; SIZ 14, DEX 13, STR 12, CON 15, APP 8; Move 3; Armor 14 + shield; Unconscious 7; Major Wound 15; Knockdown 14; Hit Points 29; Healing Rate 3; Damage 4d6.

Combat Skills: Dagger 8, Lance 17, Spear 11, Sword 19; Battle 10, Horsemanship 15.

Significant Skills: Awareness 14, Heraldry 11, Hunting 10.

Traits: Chaste 3, Energetic 5, Forgiving 8, Generous 8, Honest 10, Just 10, Merciful 2, Modest 7, Pious 5, Prudent 10, Temperate 5, Trusting 5, Valorous 10.

Horse: Andalusian charger (7d6).

Knight of the Black Hermit

Glory Won 125; SIZ 15, DEX 12, STR 21, CON 16, APP 4; Move 3; Armor 15* + shield; Unconscious 8; Major Wound 16; Knockdown 15; Hit Points 31; Healing Rate 4; Damage 6d6.

Combat Skills: Dagger 10, Lance 17, Spear 12, Sword 21 (poison†); Battle 15, Horsemanship 17.

Significant Skills: Awareness 15, Heraldry 10.

Significant Traits: Energetic 18, Forgiving 1, Honest 2, Just 1, Merciful 0, Pious 3, Trusting 5, Valorous 10.

Passions: Hate (chivalrous knights) 15.

Horse: Fiendish charger (8d6).

Valorous Modifier: +0.

* The diabolic knights who serve the Black Hermit wear 12-point reinforced mail and have 3 points of natural armor from the black magic that gives them form.

† The fiends use poison! The first time the fiend strikes a sword blow that penetrates armor, the victim must make a CON roll against a roll of 3d6 in an opposed resolution. Failure means he takes 1d6+2 damage as an additional wound, regardless of armor (not even Armor of Chivalry applies). After the first successful blow, the poison is worn off of the sword.

The Black Hermit

Glory Won 200; SIZ 11, DEX 16, STR 14, CON 9, APP 6; Move 5; Armor 15*; Unconscious 5; Major Wound 9; Knockdown 11; Hit Points 20; Healing Rate 2; Damage 4d6.

Combat Skills: Dagger 10, Staff 20 (+2d6 damage); Battle 11, Horsemanship 13.

Significant Skills: Awareness 18, Heraldry 13.

Significant Traits: Forgiving 4, Generous 2, Honest 0, Merciful 2, Pious 19, Trusting 0, Valorous 8.

Magic: Glamour, Necromancy.

Valorous Modifier: -5.

* The Black Hermit wears enchanted robes that protect like a suit of plate armor.



Description: The black hermit is very pale and smells of the open grave. If attacked, he defends himself with a demonic staff capped with a human skull, a demonic weapon that crumbles to dust should the Black Hermit be slain.

THE CURSE OF THE BLACK HERMIT

The curse affects all knights who fight any of the men of the castle, requiring a Pious roll each melee round. Any knight who fails a Pious roll, whether he defeated his opponent or not, is thereafter compelled to remain and fight for the Black Hermit (which is what has happened with Sir Arniduke himself), whether he wishes to or not. Thus, after the fight, any cursed knights all turn and go back to the castle where they will remain until freed by outsiders. They are aware of what they do, but are unable to deny the overwhelming compulsion to serve the Black Hermit as guardians.

Characters seized this way are effectively Out of the Story for a minimum of several years. The Gamemaster should tell the player that the character is lost, having a miserable time, and unable to break the spell without voluntary outside assistance. The players should give cursed player knights up for the time being and start new characters.

Worse, perhaps, each year spent in the Castle of the Black Hermit erodes the morality and ethics of any knight: The decadence and debauchery he witnesses each day gives him a check to all the traits in the right-hand column. Each Winter Phase, he must roll to see if his traits change.

Canon: If the player characters do not solve this, then eventually Sir Percivale will.

Glory: 10 for retreating immediately following Arniduke's warning (which everyone with common sense should probably do despite the Cowardly check); 100 for each knight released from the curse; plus any for combat.

ADVENTURE: BOILING GIRL

Time: Any.

Setting: In the Wastelands.

Characters: The Boiling Girl.

Problem: A young woman, the Boiling Girl, is cursed.

Solution: Supernatural strength.

Action: The first thing the knights see is a large, black, iron cauldron under which a smokeless fire rages. Clouds of steam roil off the surface. Inside, miraculously, is a weeping, naked young woman submerged up to her shoulders in the scalding water.

"Oh, kind knights," she begs, "I implore you to pull me from this water that makes me suffer!" She

can not tell why she is here, why she is not cooked, or anything else until she is freed.

She can be reached from the side of the cauldron. Any knight attempting to pull her out takes 1d6 damage per round from the heat. There is room for only one knight at a time to make the attempt.

STR, -25. [Note that, because the modifier is -25, it is impossible for anyone with a STR of less than 26 to succeed.] (Success = You pull the girl out of the water.)

If freed, the young woman (use lady stats, but APP 25) blushes from head to foot at her nakedness. If not given a cloak or coat by a knight, she asks to be covered. Once her modesty is assured, she explains that she was cursed by Morgan le Fay and the Queen of Norgales because of her great beauty, and has been in that scalding pot for several years.

Other people, attracted from the nearby town, come with clothing and express their great joy that she is freed at last. She says to her liberator, "Sir, will you please come with me to a nearby chapel that we may give due loving and thanking unto God?"

The procession moves through the town, which is broken and fallen, far removed from better days in the past, with many abandoned buildings. The people are starved and diseased, and dressed in rags. From the chapel, a castle is clearly visible near by.

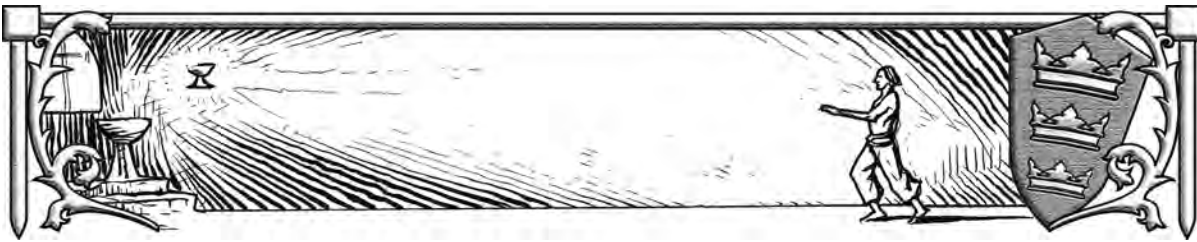
At the chapel, everyone joins in the prayer. If any knight does not pray, he gets a Worldly check; if he prays, he gets a Pious check. Further, if the knights do not join in the prayer, the peasants give no further advice, but wish them well on their way. They say they know nothing about the castle or its residents, except they are the lords of this land.

The commoners' attitude is different if the knights join in the prayer: After praying, the people say (to the knight who actually rescued the girl), "Sir Knight, you have done us a great service, and we would do one for you. Yonder sits the Castle of Adventure, a place of shame and dishonor for many good knights. We would do you a favor by warning you of it, and telling you that you ought not to go there if you respect your good name and reputation." They can tell no more of it.

If the knights continue on to the castle, they receive a check for Reckless. Behind, the people weep at this decision. Go to the adventure called "CASTLE OF ADVENTURE."

If the knight does not go to the castle, he re-enters the Wastelands. (See the Wastelands section at the beginning of this chapter.)

Glory: 175 to succeed.



Chapter Nine

Grail Quest Period: 554–57

King Arthur Pendragon has been reigning for 44 years now.

YOUR CAMPAIGN

For the short span of years covered by this Period, the complacency of many peaceful years explodes into a frantic burst of mobs searching and then of groups looking, then individuals questing. The core of the kingdom, the Round Table knights, departs; and King Mark invades with a massive magical weapon.

WHAT IS THE STORYLINE?

Two story lines co-exist here. The spiritual quest takes individuals away, including all the Round Table knights at first. Many return after a year, more after two, and only a handful are gone the third year. Simultaneously, King Mark invades to destroy Camelot while it lies unguarded. Player knights have a chance to save Camelot, and if they have been in the correct scenarios earlier, they ought to have the clues to do it without prompting by the Gamemaster.

The adventure of the Holy Grail is extremely difficult to complete, and so are many of the other adventures in this era. After all, the Quest for the Holy Grail is one of the greatest quests known to mankind, and in the literature is intended for none but the greatest knights. The difficulty indicates why the reward is so great.

We don't expect the player knights to obtain the Holy Grail. Most player characters just don't have an interest in playing the total goody-goody that is necessary to succeed. Nonetheless, those upon the quest still have stories to pursue.

Hence, the prevailing storyline for the player knights is to be confronted with the temptations of their lives so far. All their enemies (or their enemies' descendents) should show up here to confront and confound them. If they have a Hate passion for anyone or any group, rest assured a hostile knight or three becomes embroiled in the player knights' stories once again, and with family and friends a day behind to keep the trouble going. The Grail Quest for most ordinary knights is simply a culmination of those older stores. They are continuations of the normal, everyday murder

and mayhem. But this is also an opportunity to settle an old feud, with friendship and forgiveness if the Grail holds its powers; or with simple murder if not.

Other stories that were begun in the campaign's past have a way of showing up here, too. Knights with forgotten or ignored children will run into them, women who were ignored or scorned will be found along the way, and deeds thought to be forgotten or buried have a way of popping up when witnesses or participants reveal themselves along the lonely trail.

The literary Quest for the Holy Grail is an endlessly complex subject, and in the game it could be endlessly complex as well. But rather than trying to be complete, and inevitably failing in this space, this campaign presents a series of possible scenarios for *average* characters to play. Some player knights may destined to be among the greatest knights of the world, and hence unsolvable puzzles and adventures (but ones that are perhaps fun to encounter nonetheless) are included as well. Marvels and miracles can provide some entertainment if not run with too heavy a hand.

But make no mistake: They are all extremely dangerous. On roads where Round Table knights are killed, ordinary knights are always in mortal danger.

"I DON'T WANT TO GO"

Some players might make a statement like this. That's fine. The only knights *compelled* to go after the Grail are the Round Table knights. (Yep, even Mordred.) Anyone else who witnessed the apparition of the Grail at some point in the campaign might feel some pressure to go, and others who hear about it are also often inspired to take the vow and leave home.

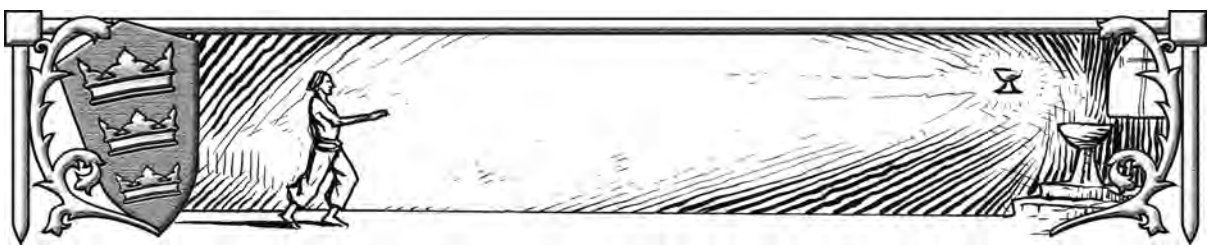
But if you are not one of them, stay home. There will be plenty to do around your own manor.

WHAT'S NEW

Not a great deal changes between the Tournament Period and the Grail Quest Period.

EQUIPMENT

Armor: Sir Galahad wears pure white armor, but it is the normal 16-point full plate that everyone



is wearing. The angelic knights and devil knights who appear from time to time in this Period have better, more exotic-looking armor, of course, but it is not available to humans.

CUSTOMS

On the Grail Quest, the religious aspect of life gains preeminence. All things have to be understood and acted upon in a spiritual manner; success means paying attention to the priests, monks, abbots, and hermits who populate the wastelands and woods.

Of course, being a simple fighting knight is also fine, but it will almost certainly cause one to lose the Grail's trail.

TOURNAMENTS

The extraordinary circumstances of the Grail Quest Period provoke some interesting tournaments, as seen in the "Grail Quest Period Adventures" section at the end of this chapter.

CAMELOT IN 555

The glorious city of Camelot is the center of Arthur's magnificent realm. It is a place of man-made magic, conjured into being by Arthur's dreams and hard work.

ARTHUR'S CAPITAL

The courtesy and customs of Britain originate from Camelot. King Arthur and Queen Guenever set the fashions of the kingdom here, to be imitated closely by courtiers and visiting kings. Some of the most significant parts of Camelot include its cathedral; its gardens; the famous Camelot menagerie, stables that hold thousands of steeds; lofty mews with magical birds; and the stadium-sized tournament field.

Powerful personages all have their own private quarters in the city, varying in size and splendor according to the status of the individual. These private courts imitate the styles of the High Court as best as possible. The biggest courts, banquet halls, and gardens, which are most like the Pendragon's royal court, are the sections belonging to the Kings of Malahaut, the Dukes of Britain, and so on.

Arthur has three main courts in Camelot: the Outer Court; the King's Throne Room; and Round Table Hall. The Queen's Court is indoors, while her Court of Love usually meets in a magical garden outdoors. A "Visitor's High Court" is also available for important occasions and visiting dignitaries. The Great Banquet Hall is where the knights closest to Arthur normally eat, with several other banquet halls existing for lesser knights and servants.

The Outer Court is a parade ground and courtyard capable of holding both a teeming mass of com-

moners and a proud display of chivalry at once. Public assembly occurs here.

The King's Court holds the thrones of the High King, his Queen, and the heir presumptive (which, most of the time, is Sir Gawaine's seat, given that Mordred has not been made heir apparent).

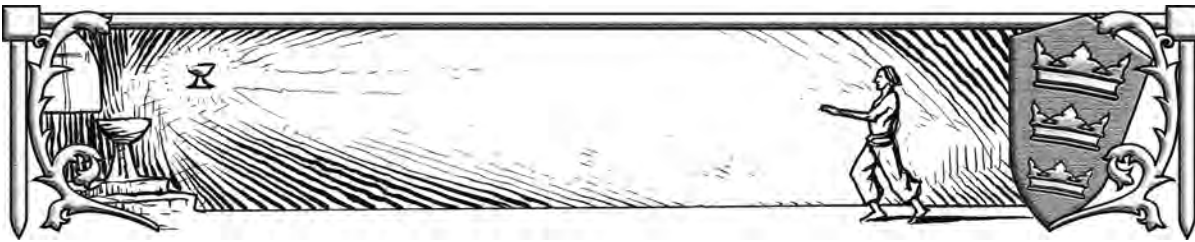
The Round Table Hall is used only when the Round Table meets, either annually at the Pentecost (the seventh Sunday after Easter), or at Arthur's command (such as the Christmas when Gawaine met the Green Knight). The magnificent Round Table measures 150 feet in diameter, and is housed beneath a lofty dome. Singing birds fly overhead. The table has an open center accessible to dancers, musicians, jugglers, and other performers, and the floor there is slightly lower than the knights' level. Thus, the servants, entertainment, and miraculous events of the Pentecost assemblies occur in the middle, where all the knights can see. Banners and tapestries line the walls, commemorating the grand deeds of the noble knights. The seats of the knights are each ornate and beautiful, with their names gleaming in gold.

The Queen's Court is decorated with pale glowing marble imported from the Antipodes, beyond the edge of the world. Despite any severe weather outside, sunshine always beams through the open skylight sections of the roof in daytime, and clear starlight at night. Guenever's throne alone sits atop the dais, and from here the Queen rules her private domains and affairs.

The Court of Love is a garden paradise of flowers, where each blossom symbolizes some portion of love's splendor and agony. Within its pathways are places for lovers to discover the symbolic truths of love, and to find inspiration for immortal private poetry. It mirrors the truth of the world and changes with each season, to test the passions of lovers. Although glorious under sunlight, this garden is most beautiful under the moon.

The Great Banquet Hall serves most of Arthur's knights for daily eating. Only other honored guests eat here; most knights eat at their own lord's hall, or at one of the dozen auxiliary feast halls used to feed lesser knights, unknown visiting knights, and the hordes of squires left to fend for themselves. Other halls with simpler fare feed the immense population of servants and workers.

The Royal Steward (i.e., Sir Kay until 549 or so, and then Sir Constantine, who is later declared Chancellor as well) uses an easy rule of thumb to determine who goes where: "The Great Hall is for the king's friends and other dignitaries, the Lesser Hall is



for visitors on business, and the Third Hall is where we put the freeloaders.”

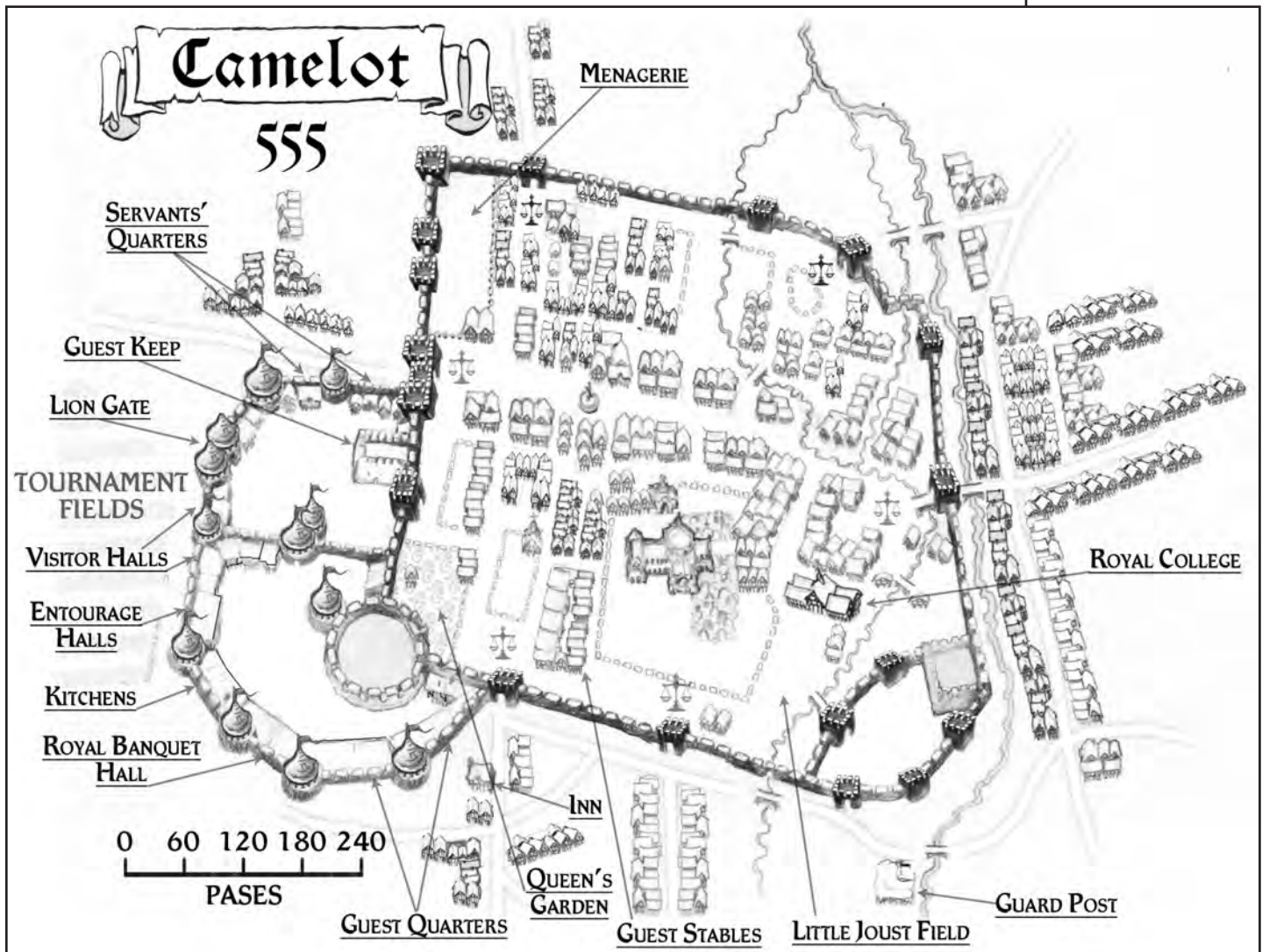
The cathedral of Camelot is a lofty buttressed structure with fifty stained-glass windows fully 50 feet high, each showing a portion of Christ’s life and the Holy Grail. Masses are sung every day at Prime (about 6:00 AM), Sext (noon), and Vespers (about 6:00 PM). A dozen confessionals are always open. The areas around the cathedral house the priests, visiting clergy, and their knights and staffs. Several independent monasteries have separate quarters in other parts of the palace.

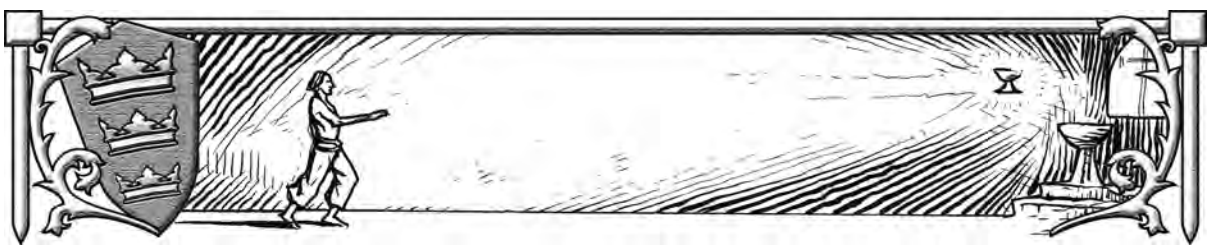
Camelot’s gardens are cared for by expert gardeners, with each trying to outdo the other with imported plants from far lands of the known and invisible worlds. None outdoes Guenever’s Garden of Love, although some have special effects that temporarily eclipse the queen’s in novelty. All the gardens contain decorated pens for display and control of wild

beasts, each according to their needs. For instance, the Deer Garden has several herds of roving animals that do not molest the vegetation or landscaping, but carefully prune and clip it according to the gardener’s command; elsewhere, the lions are kept caged, and the fierce wyrm is held behind a magical barrier.

The stables are immense, and the magic of Camelot overcomes the Augean task of cleaning them each night. Thus, of all the stables in the world, these do not offend the civilized noses of the daintiest maiden or city-dweller. In Arthur’s central stable, oats are always the fare, and sometimes destriers or magical steeds ridden by heroes can be seen.

The mews of Camelot house a miraculous variety of sporting birds. Every known species is present, including species of eagles that only the king and queen and their falconers may legally command. Only the healthiest birds are kept here, shining and keen-witted enough to help even the most amateur hunter.





The vast tournament field of Camelot is generous enough for two teams of a thousand knights each to charge each other comfortably in front of immense stands for the 2,000 viewers, a small town of shelters and storage sheds for lances, saddles, and spare weapons, with a nearby 250-bed hospital.

Camelot seems even bigger on the inside than on the outside. The spaces between important places are crammed with roomy quarters for the thousand of anonymous servants and workers necessary to maintain the splendor. It works in magical ways beyond the understanding of the inhabitants.

PLACES OF INTEREST

Caratacus Gate*: The gate leading into Caratacus Castle.

Caratacus Keep*: The keep of the castle. It is the residence of the most important king visiting Camelot at any time.

City Wall*: The old Roman wall has been reinforced with new gate defenses and towers.

City Cross*: This handsome, tall stone cross stands in High Street, at the city center.

East Gate*: One of the main gates by which travelers enter Winchester. It leads to Southport and Sussex.

Entourage Hall: Here is where food is served to the knights and officers of the lords eating in the Royal Hall.

Guest Stables: This is the place where visitors without previous connections leave their horses, which are exercised regularly and kept in the fenced enclosure across the street. Other private stables are scattered about for people who live in the castle or are visiting there, and so on.

Hyde Abbey*: This ancient monkish institution was established in the 2nd Century. Merlin once predicted it will hold the bodies of the great kings who follow Arthur's reign.

Jewish District*: A large Jewish population lives here, protected by the king.

Keep of Gold*: This is a huge round keep. Its first floor holds the King's Court, or throne room; the second holds the Round Table Chamber. The third are the royal residences. In a secret place, it holds the Royal Treasury.

King's Gate*: The great gate in the south wall, used primarily by local traffic and people going to the College.

Kitchens: These are the sources of the continual flow of food that supplies the castle.

Lion Gate: The main entry into the castle of Camelot, called such because of the massive lions sculpted into the wall towers.

Menagerie: Many lords have noted Guenever's fondness for animals, and have sent gifts of rare and beautiful creatures to her. The most unusual are kept here under appropriate restriction amid beautiful gardens.

North Gate*: One of the main gates of the city used by people traveling from Levcomagus or Silchester on the King's Road.

Queen's Garden: Enclosed by a tall, white-washed wall, this garden is the best known of all lovers' places, and it is also where the queen normally holds her Courts of Love.

Queen's Gate*: The gate between the city and Pendragon Castle.

River Gate*: The barges sailing upriver from Hantonne unload at docks along the river here, and enter the city through River Gate.

Royal College: King Arthur started this center of learning, and it also supplies personnel for the Royal Bureaucracy.

Royal Banquet Hall: This is the main eating hall for the king and about 300 of his closest friends or the most important visitors who are present for the meal.

Servants' Kitchen and Halls: These buildings house and feed the many servants who work at the castle.

South Gate*: One of the main gates, leading south to the port of Hantonne, 12 miles away.

St. Stephen's Cathedral*: A magnificent cathedral.

Tournament Field: This wide, smooth field is where the annual Pentecost tournament (among others) is held.

Visitor's Hall: This is where knights go to eat if they are here on their own, often just to see what it is like. No knight is turned away from a meal here.

West Gate*: One of the main gates by which travelers enter Winchester. Its road leads westward to Sarum.

*Denotes places labelled on the earlier map of Camelot, in Chapter Seven, Romance Period.

YEAR 554

COURT

Arthur's court is held at Camelot.

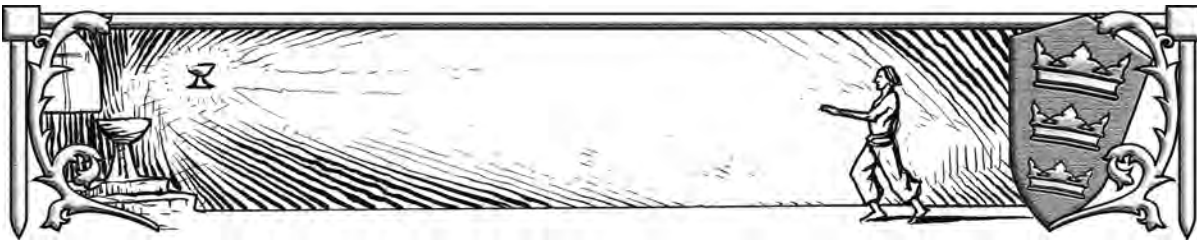
AWAY FROM CAMELOT

Nearly everyone is present this year, even Lancelot!

GOSSIP

"And Sir Lancelot here! Certainly not all is ill news."

"Well, the weather could be better, and the harvests could have been *much* better."



NEWS

Tor: "Lincoln is the best place if you do not like to wager. For you professionals, Thetford."

Griflet: "I have reports that King Mark is looking for mercenaries. They are assembling in Cornwall, though, and reports say he plans to attack in Benoic, where the de Ganis clan has been infringing on some of his castles."

Gawaine: "Tristram and Isolt were quite an addition to the court while they were here. I bet they return soon, since Mark is so awful."

Constantine: "The harvest was difficult, thanks to that mysterious blight that has covered the whole land. I've been told that it's much, *much* worse up north, but that it started like this. We could be in trouble!"

ROYAL CONVERSATION

"Tournaments shall continue to be training for all knights, but remember too that the hunt is good."

INTRIGUE

The King is worrisomely ill.

MORDRED TALK

"This brotherhood is a sham, isn't it? Those de Ganis knights hate us Orkneys so much that we aren't go anywhere alone, for fear of our lives."

TOURNAMENT SCHEDULE

At the Pentecostal Camelot Tournament this year, the pageantry includes a parade of jugglers, acrobats, and musicians all dressed as Saracens, a nearly titillating "slave market" on wheels whose "slaves" are liberated by knights.

July: Neighborhood (2) (armor wager at first; armor and horse at second), Local.

August: Neighborhood, Local (2) (ransom wager at first; no wager at second), Regional (at Thetford in Anglia; armor wager).

September: Neighborhood (2), Local (armor wager).

October: Neighborhood (armor and horse wager), Local (2) (armor and horse wager at first; ransom at second), Regional (at Lincoln in Lindsey).

EVENTS

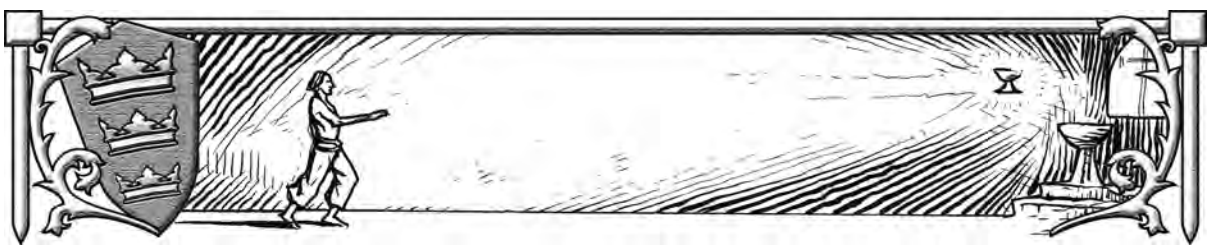
Knights arrive in Camelot for Arthur's annual Pentecost feast and tourney, as usual. It is the day before the Pentecost, and a lady arrives, asking for the whereabouts of Sir Lancelot. (Perhaps the player knights know where he is and can take her to him, since she is not familiar with the castle.)

EVENT: GRAIL APPEARANCE

This event is well documented: Gamemasters are urged to read Malory or some other description to get additional details. (Heck, you might as well read two or three accounts if you have the time, just to get some perspective.) When you describe it, though, don't go through everything in excruciating detail. Don't give so much description that the player knights are left listening and without action. Too boring! Focus on things they can participate in.

Action: When the visiting lady meets Sir Lancelot, she asks him to go with her, but she doesn't say where. He agrees, and together they depart from the castle. If anyone attempts to follow, they get lost after they leave the city, even though they may know this terrain intimately. (Magic is at work here.)

If the knights get lost, they have to spend the night in a lonely, possibly hostile wood. At the next dawn they remain lost, but after a bit of wandering about they see they are very close to Camelot and can return without mishap, and perhaps with a bit of a story to tell. Lancelot has already returned, along with his cousins Sir Bors and Lionel. All three are talking about the marvelous young man whom Lancelot just knighted in a chapel nearby. They don't know who the young man is, but he is obviously of great lineage due to his handsome appearance, great strength, and perfect humility and manners.



The player knights might discover that the Siege Perilous has new writing upon it! Of course, the knights probably can not read, so they have to get someone to read it for them. The closest people are Sir Lancelot and Sir Bors, who will share the text with the discoverers, but who also swear them to secrecy. (When such knights demand secrecy it is dishonorable not to agree, so knights have the choice of losing 1 point of Honor or swearing.)

The seat says, "This is Galahad's Seat." Lancelot and Bors cover it with a rich cloth and go about their business.

Soon enough, everyone assembles for the banquet. The hall is crowded with tables and benches; there is enough room only for knights, so the women have their own repast in another chamber with the queen.

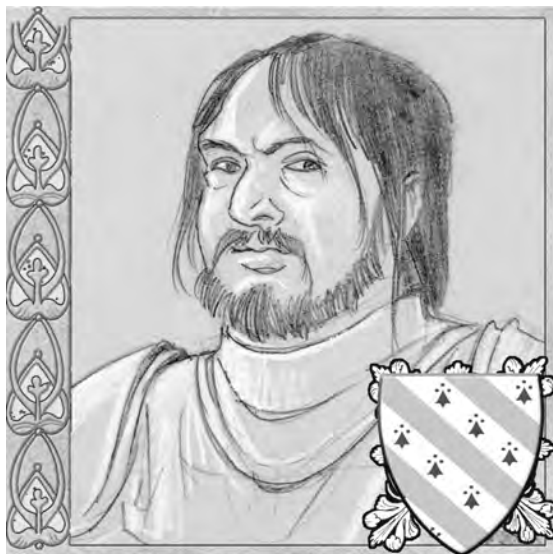
"Sir Steward, serve us your feast!"

"My Lord," says the seneschal, "You must remember Merlin's old enjoinder that no food is to be served until a marvel had been witnessed." This statement by Sir Constantine (the Royal Steward following Kay's departure) is an annual rite now, spoken largely to remind anyone newly present of this tradition.

"Of course, let us wait," says the king.

A squire enters the hall to announce that he has seen something marvelous! A block of red marble is floating in the river! The king exclaims his wonder, and the entire court goes out to see it. The rock has floated to the shore now, and everyone can see that it has a sword stuck through it, and that writing adorns the sword.

Did the knights ever see this wonder? Have them look at their character sheets. If they undertook the adventure of the "MERLIN'S ISLAND," then they



Bors



Percivale

saw this very block on the island before they entered into the Wastelands. Do they speak of this to others?

Some literate person reads the stone's script aloud: "No man shall draw me except he who ought to have me, and that is the best knight in the world."

The king then orders Sir Lancelot to draw the weapon, "For surely you are the best knight in the world."

To everyone's amazement, Lancelot refuses, saying, "Certainly, Sir, it is not my sword. And whoever tries to take it out will be sorely wounded by it."

The king turns to Sir Gawaine and says, "Fair nephew, you try it."

"I will obey your commandment," says Gawaine. He steps forth, takes the sword, and tugs mightily, but it does not move.

"I thank you," says the king.

"My lord Sir Gawaine," says Lancelot, "You will be sorry you did that."

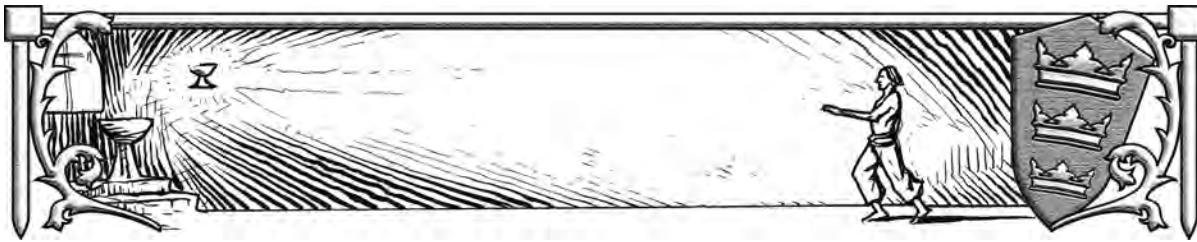
"I would rather be sorry," says Gawaine, "than disobey my king."

"Sir Percivale," says the king, "You try it."

"Gladly, to be in the company of Sir Gawaine." It does not budge.

How do the player knights react to Sir Lancelot refusing an order from his liege? Do any of them volunteer to do it?

If any knight attempts to draw the sword, then later, upon the Grail Quest, he is struck by it. He sees a knight armored all in red, bearing a white shield with a red cross upon it. This red knight is in a hurry, not stopping for anything or anyone, but immediately upon seeing the player knight who attempted to



draw the sword, the red knight shouts out, "To arms, Sir Knight! You have offended the sacred blade!" and then charges, sword in hand.

This is of course Sir Galahad, under the spell of his own holiness, oblivious to anything else. He is inspired, so his Sword skill is effectively 34. He deals 5d6 damage with a successful strike; however, in striking the offending knight, he never deals enough damage to cause a Major Wound, even if the target is unarmored. (This is a magical effect of his sword.)

"Now," says the Steward, "let us all go to your dinner, for we have seen a marvelous adventure this day." Everyone retires back to the feasting hall, taking their seats.

Galahad's Arrival

"Sir Steward, serve us your feast!" orders the king.

"Yes, my..." But suddenly all the doors and window shutters of the hall slam shut at once. Yet the hall is still lit!

"By God, my fellows," says the king, "We have seen marvels this day, but I reckon that we will see more."

"Peace be with you, good lords," says a voice. Everyone notices an old man sanding at the far end of the hall, though no one saw him enter. He wears a pure white robe, and with him is a young man wearing red armor.

Recognize. (Success = You don't know the old man, and the knight's helm covers his face.)

Awareness or Heraldry. (Success = The knight has no shield or heraldic symbol about him. He has a scabbard, but no sword.)

"Sir," the old man addresses King Arthur, "I bring here a young knight of a king's lineage, and a kinsman of Joseph of Arimathea, through whom the marvels of this court and of strange realms will be accomplished."

"You are welcome here, and the young knight too," replies the king.

The old man helps remove the red knight's armor, and places a luxurious red cloak over his shoulders.

Recognize, -5. [Only possible if the player knights have seen Galahad before.] (Success = The knight is Galahad, Lancelot's son.)

The old man then takes the young knight around the table, to the only empty chair at the Round Table; he removes the rich cloth that's covering it. There, on the seat, in letters of gold, appear the words, "This is Galahad's Seat."

Everyone marvels at this, for they know of the Siege Perilous and many have seen men destroyed by it.



Galahad

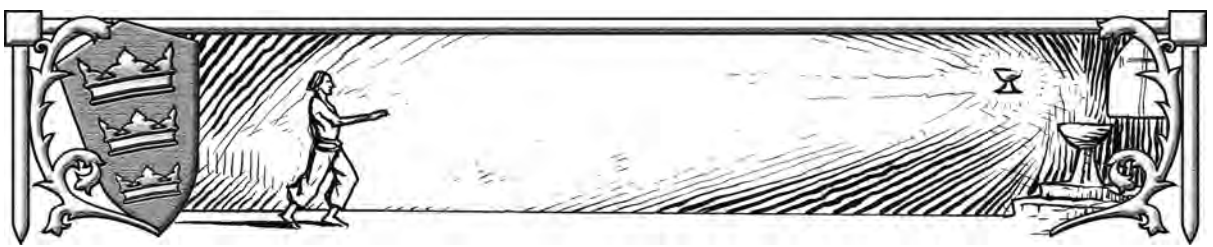
"Sir," says the old man, "this is your place." And as the young man prepares to sit, everyone in the hall holds his breath. He sits. Nothing happens. Everyone exhales, and a low, excited murmur rises in the hall.

"Sir," says King Arthur, "you are welcome here. You will inspire many to the quest of the Holy Grail, and you will accomplish those things that no other man may do."

Galahad bows from his seat, and then turns to the old man. "Sir," he says to the old man, "you may go now, for you have done all that was commanded of you. Give my best to my grandfather, and tell him that I shall come and see him as soon as I may." The old man bows, turns, and departs. Outside in the courtyard, escorts await him, and they all ride from Camelot.

"Now, Sir Galahad," says the king, "You must come with me." And he takes the knight by the hand and leads him outside to the river's edge. As they walk there, the women of the court come from their own hall, marveling at the handsome young man and talking about the things that have just happened. At the floating sword, the king says, "Sir, here is a great marvel, and right good knights have tried to draw it and failed."

"That is no surprise, Sir, for this is a contest meant for me alone. I knew it would be here, so I brought no sword of my own." And he puts his hand to it and draws it out without problem, and then sheathes it. "Now it is in a better place," he says. "This was the sword of Sir Balin, the Knight with Two Swords, who killed his brother and wounded my grandfather, whose wound is still not healed and will not be until the Quest of the Holy Grail is achieved."



"Let us pray that is soon," says King Arthur. He looks over the assembled knights and ladies and says, "I think that after this day we will never see everyone together here again, so I am calling for a Joust in the meadow of Camelot so that ever afterwards men will speak of this day, when all the great men of the realm were together.

"Heralds, prepare the lists. Knights, arm yourselves!"

Grail Quest Joust

The next day, everyone jousts. Treat this just as you would for a tournament; keep track of Glory gained, and then, at the end, double it because of the king and the great audience who was watching. (It is called the Grail Quest Joust.)

Galahad, even without a shield, jousts down everyone who opposes him. Only Lancelot and Percivale are not unhorsed by him, but neither of them unhorses Galahad either. Afterward, everyone can see the queen talking privately to Galahad.

When the Joust is over, it is time for Mass, and king, queen, and knights retire for the ceremony. [Get a Pious check for attending.] Then, again, everyone (knights and ladies alike) retires to the Great Hall and takes his or her place to eat.

Emperor Yesterday Arrives

"Sir Steward, serve us your feast!"

"Yes, my lord," says the seneschal. Horns in the courtyard blare out the announcement of an important personage. The Royal Herald enters the far doors and makes another announcement.

"Emperor Yesterday of the Imperial Court of the Good Ones!" he says. Trumpets blare again, and the doors swing open. In saunters a handsome, saucy lad in peasant clothes (though clean and nicely made).

Recognize. (Success = it's Emperor Yesterday.) [This is possible only if the player knights have ever met or seen Robin Goodfellow elsewhere (at the Goblin Market, for instance); even still, they don't think of him as Robin, but instead think, "Oh, it's Emperor Yesterday from the Goblin Market."]

Everyone stands, including the king (but *excluding* Galahad, who is ignored). Robin struts through the court proudly, seeming disappointed there are no women to see him; he reaches the far end and bows deeply to the king, who returns it.

"My dear vassal," says the emperor, "It is time to say farewell. I have come here to announce that the achievement of your Holy Grail will end the Enchantment of Britain. We will abandon your lands and return to hidden hollows and lost moors. My father sends one last blessing: 'To wish that the people of Logres have learned what they were supposed to learn from this.'

"My friends," he spins quickly upon one heel to look at everyone, "Farewell."

Everyone sits up, as if they had been drowsing, and looks in surprise at their neighbors.

"This is truly a day of wonders!" says the king. "Sir Steward, serve us your feast!"

The Grail Appears

Sir Constantine signals to the servants waiting at the doorways, but again, before they can enter, there is a tremendous CRASH! Thunder claps, then rumbles along so hard that even the Round Table shakes! Everyone jumps in their seats. A beam of intense light shines upon the hall, as if it is coming right through the roof. Everyone is glowing! Knights are surprised at how handsome and radiant every person looks!

Pious. (Success = You know this is the light of the Holy Ghost. Critical = You realize you are seeing the immortal light of each person's soul!)

Everyone is struck dumb. No one (not even Galahad!) has a chance to speak in the light of this wonder. Sweet sounds of angelic choirs waft through the room.

The Holy Grail floats into the room. It exudes peace and love, and even though it is covered with pure white samite, everyone recognizes it for what it is. Wonderful odors of incense and spices fill the room. It comes down from the center roof, and about 15 feet off the floor it stops descending and moves toward where Galahad sits and hovers over his head, bathing him in its divine radiance. Then it circles over the heads of the Round Table knights, moves back to the center of the room again and gracefully fades, bringing the room to darkness.

No, it isn't really dark. It is just normal light, yet that seems like darkness compared to the light of the Holy Grail. Silence reigns.

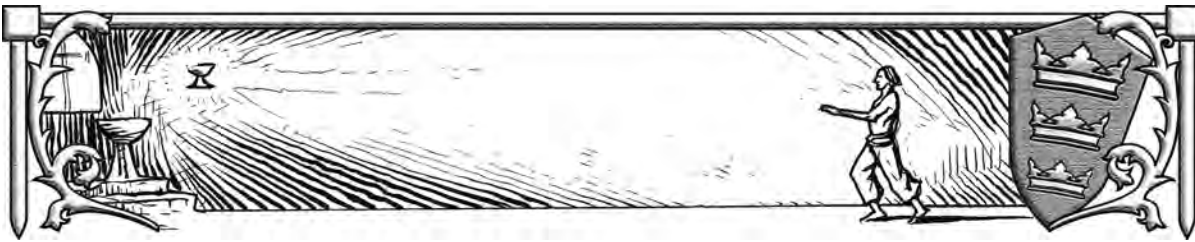
Awareness. (Success = You see that your dish is now heaped high with your favorite food.)

"Thanks to God," says Arthur finally, "for showing us this marvel!"

"Thanks to God," murmurs everyone.

The Grail Quest

Then Gawaine rises and speaks. His eyes are bright and he radiates excitement. "Now we have been served by that which is most holy," he says, "but despite this miracle, we have not seen the Grail! Its true substance was hidden from us, and I for one on the morrow will set out on a Quest to see it! I swear to pursue it for a year and a day and I will not return to court until I have seen it clearly, provided I am



worthy and capable of such grace. And only if I am denied this vision will I return.”

If any player knight has a Love (God) or Love (Holy Grail) passion, then he must roll against it. [If he has both, use the higher value.] (Success = You know you too must make the oath.)

If that fails, roll against Religion (Christian) (if any), with its value divided by 5. (Success = You know you too must make the oath.)

If that fails, any Chivalrous knight must roll against the average of his chivalry traits (if any), with its value divided by 6. (Success = You know you too must make the oath.)

If that fails, roll against Pious. (Success = You know you too must make the oath.)

If that fails, roll against Honor. (Success = You know you too must make the oath.)

Thus, virtually all the Round Table knights in the hall leap to their feet and swear the same oath.

Awareness. (Success = Arthur looks unhappy with this.)

After everyone has made the oath and is looking pleased with himself, Gawaine sees King Arthur looking downcast. “What ails you, my uncle?” he asks.

“Ah, nephew, this vow of yours is a mortal blow to me, for you have deprived me of the best and truest companions a man could find. I don’t think I will ever see everyone united here again.”

“Sir,” says Lancelot, “comfort yourself. If we die on this quest, it will be better to die than anywhere else, and death is the only thing we can be certain of.”

“Ah, Lancelot, the love I have for all you good knights makes me sorrowful this day.” He is crying.

The king departs the hall sadly.

The Quest Begins

The next day, the knights assemble in the courtyard to depart. Many attend Mass; many go to Confession to shrive themselves of sin before setting off.

And all the ladies of the court start to weep too, until one of them — perhaps the lady love of a player knight? — cries out, “Then I too will go on this quest,” she says, “to aid my lover, and to witness his greatness.” Many others say they will, too. But one old, retired knight, Sir Baudwin, who once served Uther (!) and is now a holy hermit, rises. All eyes turn to him, in his ragged holy habit.

“Fair lords who have sworn this quest,” he says, “I am here today to bear the word of Nascien, the hermit, that the quest will never be accomplished by any knight who is accompanied by his lady. Your Romance is not a holy thing, and I warn you that

anyone who is not pure of his sins will never witness the mysteries of the Grail.”

Relics of all types are brought out of the cathedral and nearby churches for the knights to swear their oaths upon. They are brought to Sir Gawaine first, for he was the first to swear, but King Bagdemagus interrupts the proceedings.

“Let him who we all ought to follow, who is called the Best Knight, swear first. Let Sir Galahad precede us and we will all swear as he does, for that is the way things are done.”

“You are correct,” says the king.

So Sir Galahad swears to pursue the quest for a year and a day, and longer if need be, and to never return to court until he learns the truth about the Holy Grail if it lies within his power to do so. And then Sir Lancelot, and then Sir Gawaine, and all the others.

Awareness. (Success = You see the queen gesturing from a nearby balcony. Lancelot sees too, and he departs and goes to speak with her. When everyone is done with their oaths, Lancelot has still not returned.)

Awareness. (Success = You hear murmuring and some laughter. Looking around, you see it was the Orkney crew. Critical = You hear Sir Agravaine say, “Well, some of us will be holier than others,” and his friends laugh.)

However, most of the people in the court are sad. Many women are weeping for their lovers, and many servants and squires cry because they are afraid.

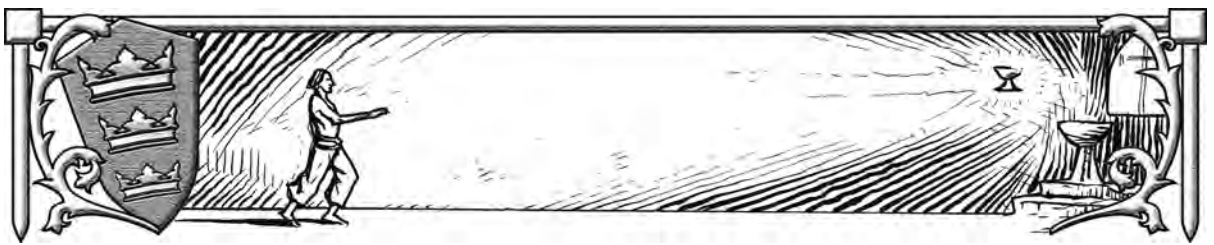
King Arthur notices that Sir Galahad still bears no shield and urges him to take one. “Sire,” says the young knight, “I would do myself disservice if I took one from here. I will obtain one as adventure provides, and be content with that.”

At last, Sir Lancelot returns, mounts his horse, and without a backward glance, leads his companions out of the castle. As the knights proceed through the city, the citizens line the streets, generally moaning and weeping at the loss of their guardians to the realm of the Most High Adventure, but nonetheless waving and throwing flowers and good wishes.

Outside the gates, the knights divide into groups, some going each in various directions, upon the road of the quest.

Left Behind

In general, the departure of the Round Table has left Britain largely leaderless, for its distinguished membership includes most important kings, court officers, and the foremost counts and dukes, as well as the most courageous, most adventurous, most chiv-



alrous knights. Thus, many of the smaller kingdoms and counties now have no experienced leader. No experienced council meets with Arthur in Camelot, or anywhere.

As a result, bullies and opportunists are active, robbers take their pleasure, needful decisions are not made, and necessary things are not done. Peasants who had been reluctant to serve their lords now do nothing, while rebellious ones steal, burn, and otherwise exalt in their new freedom. The entire feudal estate wobbles a bit, despite the best efforts of stewards and landowning wives.

QUEST RETURNEES

Many knights return from the quest well before a year and a day. These are the knights who are not on the Round Table and did not take the most sacred oaths, but who went off on their own, largely as a matter of whim. Hundreds of individuals did so, as well as some monks and even many commoners.

These non-Round Table knights participate in the quest with gusto, at first, jousting everyone and causing a huge nuisance across all of Logres. Also, in their passion to excel, these knights often cause great harm to each other, and to the Round Table knights as well. (Many also use it as an excuse to eliminate enemies who are away from home.) But after an initial burst of enthusiasm, most go home in the autumn, just as if this had been a “typical” quest, not the High Holy Quest for the Grail, thinking, “I have work to do. I know I’m never going to get it anyway, so what is the point?”

DEATH OF GALEHOLT

One day the good Duke Galeholt entertains travelers from down south and hears that Sir Lancelot has died. He is stricken by this news, literally, for he first gets a look of shock, then horror and pain, and then he clutches at his heart, deep grief passing over his face, and drops from his throne, dead.

He has no heirs, and did not name a successor. His little empire consists of many peoples and places, held together only by the mighty duke himself. When news of the duke’s death reaches those parts of his former realm, the various leaders make statements of independence, then prepare to conquer each other, vowing that they will become the next duke and rule over all of their neighbors.

CHRISTMAS COURT

Royal: People are generally depressed because all the leaders are gone. King Arthur is glum, as always, and looking as old and ill as ever.

Salisbury: Knights who were out traveling say that recruiters for King Mark are out hiring mercenaries, and promising top price, too.

SPECIAL WINTER PHASE MODIFIERS

Because of the Pax Arthur, all lands of Logres get a –3d6 modifier on the Starting Bad Weather roll. However, because of the fighting, the following counties suffer the following modifiers to the Starting Bad Weather.

Western Isles, Long Isles, Dal Riada: Land was raided (+1d6)

Kent, Essex, Wessex, Sussex, Nohaut: Work slowdown (+1d6)

Anglia, Soresan: Uprising (+2d6)

Further, the Gamemaster must determine whether any knights’ estates are in the Wasteland, which is now covering a substantial part of Britain; if so, impose any applicable modifiers.

Also this year, the Yellow Pestilence may strike. For each holding, roll 1d6.

1d6 Roll	Effect	Starting Bad Weather Modifier
1–4	No plague	+0
5	Some sickness	+5
6	Pestilence	+10

YEAR 555

COURT

Arthur’s court is held at Camelot.

AWAY FROM CAMELOT

Most of the Round Table knights, spiritual knights, and many others are still absent from court. A few of them are known to be nearby, but they must wait out their oaths.

By counting the nameless chairs, it is known that 15 Round Table knights have already died on the quest.

GOSSIP

“Invaders! I thought this was done forever! Oh, my dearest daughter, this is what I had hoped you would never see.”

“And by the worst knights in the world. Woe to us!”

“Of course the worst knights, silly. Everyone is worse than us! Mark hates us and so do his people. Everyone does. I hear that foreigners from all over the world are in his army, from Africa and Cathay and Araby and the Antipodes.”

“Well, at least they are not demons and devils. The knights have lured those to the heaths and wastes.”



"Let's hope it is true. Poor fellows!"

"Poor everyone! I wish those knights were here with us. I mean, these remaining knights are all good and brave, I am sure. But they aren't Lancelot and Gawaine and Gareth. That Holy Grail didn't bring us any blessings!"

NEWS

All of the great knights are off on the Holy Quest.

ROYAL CONVERSATION

"It is a time for all present knights to remember their king, lord and family. A vile enemy is moving against us. Prepare to the utmost to resist that."

INTRIGUE

Without the great knights of the realm, there is little hope against Mark's armies except to hole up and try to resist the assaults and sieges.

Guenever is confident that Lancelot will come through at the end and save them.

MORDRED TALK

Mordred is off questing.

TOURNAMENT SCHEDULE

No circuit tournaments are sponsored in war time. However, some local tournaments might still be held because those particular places haven't been affected by the Grail Quest (yet): Of them, most are very minor.

See the adventure of the "DUALITY TOURNAMENTS."

EVENTS

Over the summer, several knights return to Camelot with their tales of woe and misery and failure. No one is surprised by the return of these men, for none of them are particularly holy or reverent. The Orkney clan, including Mordred, Agravaine, and Gaheris, simply lounge about in Stirling, in Lothian. Others to return include uninspired courtiers, such as Tor; worldly knights like Sagramore le Desirous and Dodinal le Sauvage; and some of the Old Knights, including Lucan the Butler and Bedivere, who are all in Camelot during this year's scenarios, helping the king.

However, for others, the Quest continues. Most of the knights, especially the Great Knights, are still away at this time.

LIBERATED MAIDENS

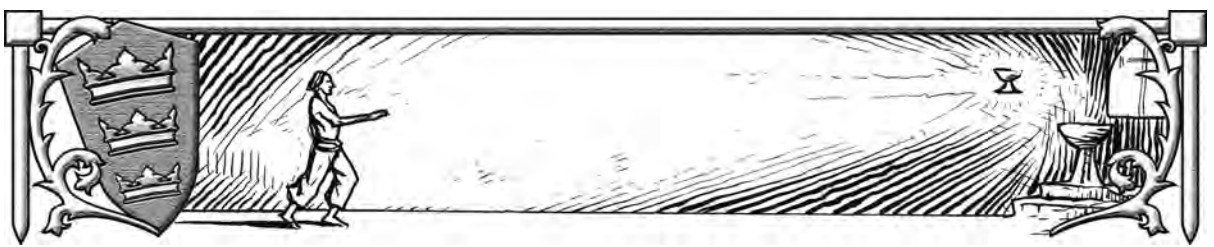
Note: See the adventure of the "CASTLE OF MAIDENS."

One widespread event of note is the appearance of many ladies on the roads, heading home unescort-

ed. They are happy to accept escorts, of course, and this may, at least temporarily, tempt some questers away from the Grail Quest. These women were all recently freed from the Castle of Maidens. They are extremely happy to be on their way home, to be free at last. Some have been in prison for up to seven years.

Many knights take this opportunity to accompany the women safely to their fathers, brothers, and husbands. Afterwards, they accept the hospitality and stay a while, and shortly afterwards, decide to depart from the Grail Quest when they hear that there is a war in Camelot against the Cornish.





WAR IN THE WESTERN ISLANDS

War and raiding are constant between the former vassals of Duke Galeholt. The Irish, Picts, Cruithni, Atecotti, Sea Reavers, and Britons of his former holdings are all armed, both to stay independent of their neighbors and also to conquer them. Everyone is hiring mercenaries.

EVENT: CORNISH INVASION

Sources: Prose *Tristan*, *Roman du Graal*, etc. The story of King Mark's attack on Camelot is not in Malory, nor in any readily available English-language sources. However, it's included here because it's a great adventure for the many knights who remain or have returned to their homes.

Characters: King Mark and his armies; any knights not on the Grail Quest may participate in this war. If player knights hear about the Cornish attack, they may come back to Camelot to help the king, but doing so takes away from the Quest. (Many knights who hear it think it is just a lie spread by those who would see the Quest fail.)

In most stories, it is Sir Galahad, accompanied by Palomides, Esclabor, and Arthus the Petite, who rescue Camelot. In your campaign, however, it is the player knights who may have the chance for this honor.

Gamemaster's Note: Note that this event is loosely scripted. Player knights may come up with all kinds of schemes to disrupt, slow, or interrupt Mark's advance. Let them, and then react as would King Mark.

Action: Player knights are unlikely to know any of the following information. They might learn some of it later.

The army of King Mark first enters Somerset. The king there, Cadwy, refuses to help Mark, but also knows it is futile to meet him in open battle. Nor may he abandon his lands, so the citizens and foot soldiers retreat to the fortifications of Wells and Bath, while Cadwy takes his army into the marshes; they are largely invulnerable there, and from there can strike out to raid the Cornish from the rear.

When the Cornish army comes to the city of Wells, a portion of it rapidly deploys around the city, while scouts and groups of knights continue on past to block reinforcements. Some siege equipment is deployed, but one item in particular is strange: From a distance, the device is a long black hollow tube, open at one end. It's about 50 yards long and 10 feet in diameter at its mouth. It sits on a massive wooden frame mounted on ten pairs of big stout cartwheels. Twenty oxen pull it, each rank being four oxen wide. Once they haul it into position, just beyond bowshot from the walls, the oxen are detached and a veritable legion of pavis-bearers comes forth and assembles before it.

A herald rides close and demands the surrender of the city. The garrison defies him. The herald warns that great magic will destroy Mark's enemies, but the garrison commander does not change his mind.

The first day, a structure is built behind the strange device. Engineers predict that it is to push the engine forward, since the wheels are still on it. Next day, men bear bulky loads to the tube. One of them crawls into it bearing those parcels, and leaves them inside the giant tube. Finally, a gigantic stone is pushed and rolled into it. With a log, twenty strong men push it down into the tube.

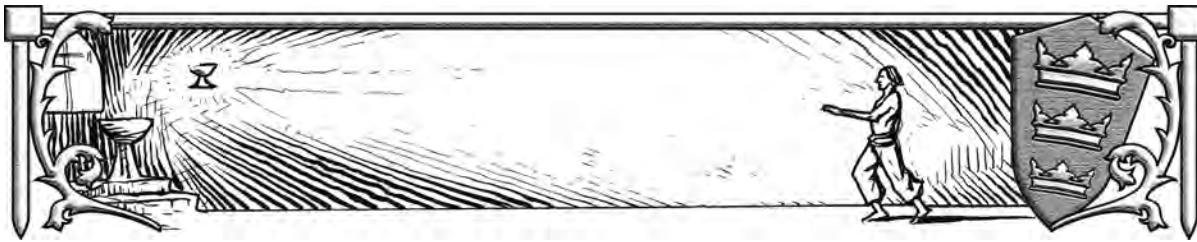
The third day, the tube is pushed forward by many workers, while shield-bearers protect them from the clouds of defenders' arrows. Casualties are quickly replaced. Cornish archers and hired crossbowmen return fire against the city. By nightfall, the great device is a hundred yards away from the gate.

Then, next day, a company of robed figures gathers about the back of the giant tube. Hordes of Irish kerns and French mercenaries crowd nearby, still out of arrow range but far away from and behind the metal tube, whose wheels are removed. It groans as it settles into its frame. Chanting can be heard from the robed figures. Another group of priests (judging from their garb, at least) is singing farther away. The Cornish troops nearby cover their ears and turn their backs on the city. The singing and chanting rise in pitch, and a man thrusts a burning torch into the rear of the tube.

At first, nothing happens. Then, a few long-drawn breaths later, all Hell bursts loose. Ten thunders break the ears of everyone nearby, and a great flash of fire sprays from the end of the tube. Instantly, the city gates shatter into tinderwood, as does every building for twenty yards behind it as well. Everything is motionless for a moment as people recover their hearing, their footing, and their sensibilities.

Then, all around the city, hordes of footmen rush the walls to pin down the defenders, but the main attack is at the gate. Hundreds of Irish and Welsh warriors rush through its shattered opening nearly unopposed, since the noise and shock has stunned the defenders, and many lie broken and bloody. The plunderers pour into the city, killing and looting, and within just hours the city is filled with Mark's mercenaries. The stronghold itself is seized before the defenders can properly man it. The rapine and pillaging go on all day and all night, with many fires set and hundreds of citizens put to the sword.

A few observers in the hills manage to escape and try to bring word to Bath, but they find that that city is already surrounded; it is impossible to enter. They try to bear word farther beyond, to Salisbury, but find the few roads through the woods already crowded with Cornish



troops. The messengers hide in the woods, hoping to avoid the scouts and hobilaras that are everywhere.

When the Cornish siege equipment surrounds Bath, King Mark's army commander demands that city's surrender. They bombard the city with the heads of hundreds of the victims of Wells. The city, whose residents know that Wells has fallen in an incredibly short time, surrenders, under the condition that they will not be plundered. The mercenary captain accepts their surrender, but when his troops enter to occupy it, they pillage and plunder the city despite the promise.

King Mark's army moves onward, along the roads into Salisbury.

KIDNAPPING RAID

After Bath has fallen, long before any news of the invasion has reached Garloth, a small fleet lands on a narrow beach on the Garloth coast and disgorges a band of knights, caparisoned as if for tournament. They assemble upon the shore, then set forth directly to Joyous Garde, nearby. King Mark leads the knights. Beside him rides Sir Dawit, an Ethiopian knight of great renown hired by King Mark at great expense for personal protection.

A second fleet lands and disgorges another much larger band of Saxons, led by a large man named Aethelbeht. They follow the knights. Finally, a third fleet lands and from it clammers a band of Huns, with their little ponies. Led by Sir Andred, Mark's right-hand man, they in turn follow the Saxons.

All the gates of Castle Joyous Garde are open for the visitors and farmers who come daily. No one is surprised when another band of colorful knights rides right into the castle court and dismounts. The residents are more disturbed when the visitors do not speak to anyone at all, but divide into two groups. One heads for the gatehouse, the other directly into the keep.

When the keep porter attempts to stop them, he is killed. The knights tramp directly through the keep, so quickly that there is hardly time for outrage or surprise to register among the residents. If anyone tries to forcibly stop them, Sir Dawit kills him and throws the body aside. *That*, of course, sends everyone else screaming and fleeing. But no one can get in front of the knights. Up the stairs, a group breaks off for Isolt's bedroom, up the stairs and to the solar.

The women all look up in surprise. The knights tramp through the bright interior, knocking over spinning wheels and tables, and although the women scream and flee to the back of the room, there is no place for them to go, nor a thing they can do. The knight throws aside the brave girls who defend the queen, but a pair of men grab Isolt and drag her, screaming, to King Mark.

"It's time to go home, my love," he says.

And they drag her from the chamber, down the stairs. There is noise in the main hall, below. The castle garrison is finally alerted and coming to the rescue. King Mark nods to Sir Dawit to go fight, and he wades into the household knights, slicing limbs off fully armored men and driving everyone else to flee.

Outside in the courtyard, other soldiers of the garrison are attempting to get into their own gate tower, where a number of Cornish knights are defending. A band of filthy nomads, all looking about curiously, ride into the courtyard through the open gate. Sir Andred, who leads them, sees Mark motioning toward the men attacking the tower. Andred speaks to the chief of the Huns; a moment later the Huns are shooting arrows at the attackers, who drop from the walls and around the gateway. The few survivors flee in terror.

And everywhere, men and women scream and dash about, slamming and locking doors.

"Where the hell is Aethelbeht?" And at last the Saxons are seen, trotting up the road and into the castle. Aethelbeht swaggers up to King Mark. "What will you have us do?" he asks

"The castle," says King Mark, "is yours. Do with it as you please. We depart now, and wish for the luck of your gods to be with you."

King Mark, his knights, and the captive queen set off at a trot out of the castle and down the road heading south. The Huns follow, encircling the knights in a protective ring. They take main roads and travel fast, leaving behind anyone who is wounded.



Sir Dawit

Distinctive Features: Hugely muscular.

Homeland: Ethiopia.

Culture: Coptic.

Religion: Coptic Christian.

Current Home: Wanders (mercenary).

SIZ 17, **DEX** 12, **STR** 18, **CON** 14, **APP** 8; **Move** 3; **Armor** 16 + shield; **Unconscious** 8; **Major Wound** 14; **Knockdown** 17; **Hit Points** 31; **Healing Rate** 3; **Damage** 6d6; **Glory** 6,300.

Combat Skills: Dagger 9, Lance 28, Spear 19, Sword 23; **Battle** 16, **Horsemanship** 24.

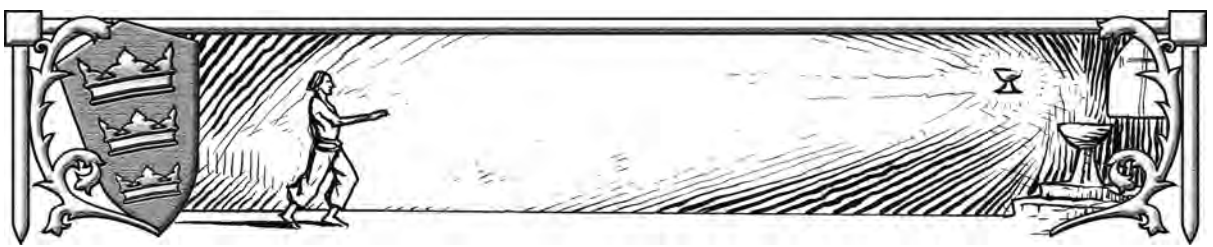
Skills: Awareness 16, Boating 13, Folklore 12, Heraldry 10, Hunting 15.

Traits: Chaste 10, Energetic 18, Forgiving 11, Generous 15, Honest 19, Just 10, Merciful 5, Modest 10, Pious 13, Prudent 10, Temperate 10, Trusting 10, Valorous 18.

Passions: Loyalty (lord) 12, Love (family) 16, Hospitality 16, Honor 13, Hate (Breton knights) 14.

Horse: Destrier (8d6).





If they meet any pesky jousting knights, Sir Dawit dispatches them without even slowing down.

Player Hooks: Do they witness this party barreling down the road? Do they have a chance to rescue Queen Isolt? It is likely that the king's party has lost some of its knights and Huns already, but how many are left?

WAR IN SALISBURY

Earl Robert has prepared for war. The castles are well provisioned and the garrisons armed and ready. As many people as possible have been sent to hide in the countryside.

Skirmishing begins as soon as Cornish troops enter the county, crowding through the few roads through the forest. Earl Robert has sent bands of knights to strike the small groups that are pushing forward. Player knights might be leading these groups, or they may be gathered together in one.

Player Hook: Skirmishing. Make a single Battle roll, using the Cornish Invasion Foes chart (below). If the player knights are continually successful, they may fight up to four skirmishes before nightfall.

Cornish Invasion Foes

d20 Roll Foe

1	Irish kerns
2	Irish archers
3	Cambrian warriors
4	Cambrian longbowmen
5	Saxon heorthgeneats
6	Saxon coerls
7	French spearmen
8	Crossbowmen
9	Breton bowmen
10	Breton spearmen
11	Breton halberdiers
12	Cornish bowmen
13	Cornish spearmen
14	Cornish halberdiers
15	Irish knights
16	French knights
17	Mercenary knights
18	Breton knights
19	Cornish knights
20	Rich Cornish knights

At night, the knights retire to Sarum. The earl is there, receiving reports of success and failure. In general, the Cornish army is halted, but surely it will come back in force on the next day or shortly after, once all the cities and castles of Somerset are taken.

The earl seeks advice on what to do. He has received requests from King Arthur to pull his entire army back and defend Camelot. But ought he? The player knights, as natives of Salisbury, may be torn between the desires to defend their homeland and their king.

The choices boil down to a few options:

- Fight in the field, certainly against overwhelming odds. However, the earl is against this, for it is surely suicidal.
- Stay and face siege in Sarum.
- Abandon Sarum and go to Camelot. (The players should then have a say in the discussion there.)
- Go for help.

Thus, four possible lines of adventure separate here. Open battle is virtually suicidal, however, so it isn't detailed. All three of the other options have the opportunity to end up at the same climax.

In the end, the decision for the Salisbury troops is Robert's, though he will take the player knights' advice under careful consideration. Ultimately, though, he chooses to remain in Sarum. He does release any Round Table knights or Companions of Arthur to help the king, and allows those player knights who wish to do so to go find allies, but orders the others to remain.

It is only 20 miles from Sarum to Camelot. The infernal engine is moving only 4 to 5 miles a day, and surely it will be delayed at the crossing of the Test River for another 3 or 4 days. That is a total of 7 to 11 days or so.

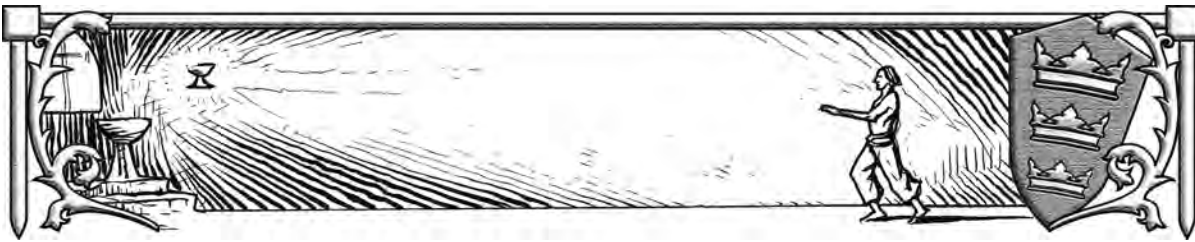
How many days have already gone by? What is the current estimated time of arrival? Make haste!

Seeking Allies: First, consider whether any of a player knight's family army is available. If so, those forces should be mustered. Most knights will be elsewhere, perhaps on the Grail Quest, if they are obedient. [Disobedience under these circumstances gets a Cowardly check and loses 1 point of Honor.]

Do the knights have a good relationship with a nearby noble? Is there a friendly noble nearby to be encouraged to help? The knights must go to that court and convince the man to send some help to the muster, or perhaps at least to release some of his knights who might volunteer to help. Knights have gone for help before. The procedure ought to be known, and not replaced by a set of die rolls. Use the story and roleplaying to figure out what petitioned lords will do.

What traits might the player knights use in convincing their potential allies? What history can they call upon to get favors or help? Family history can be called into play, old deeds and perhaps promises of service or alliance.

When the knights find potential allies, the Gamemaster should also consider the lord's past relations with King Arthur. If they are allies, then they have already been summoned to Camelot. If they are enemies, then they ought not to be alerted to the



danger lest they assist Mark! If they are not foes, then perhaps the player knights can sway them.

In any case, haste is needed. If the lord summons all his knights, it will surely take days.

Knights can also wander the roads and seek Grail Questers who might help. These fellows' responses will vary depending on their attitude. Note that the Great Knights are generally too far away to be found, or else too holy to be lured from their prize. Lancelot, Gawaine, Gareth, and the other greatest knights cannot be found: They are busy elsewhere.

For those who are located and who are truly holy, even the danger to their liege is not sufficient to draw them from the Quest. For others, however, perhaps the Quest has become boring or difficult and they are eager to break it off. They will join (or maybe try to lead) the player knights. Note that, often, the knights will find very good knights along the way, but they are much too badly wounded to help.

Once a group is gathered, they should head toward Salisbury or Camelot, as decided by the leader.

If the latter, go to "Approaching Camelot."

THE SIEGE OF SARUM

The next day, the outriders come thundering back into Sarum. The Cornish have pushed on during the night, and hordes of them are already swarming across the countryside burning and looting. Pillars of smoke are visible all along the west, and masses of troops can be seen from Sarum's ramparts. The last of the people who need a place to hide swarm into the city.

Sarum's knights burn down all of the buildings that are outside of the city walls to prevent the enemy from having a place to take cover. The great gates are closed and barred. Defenders man the walls and watch the enemy army close in. The number of foes is huge. Thousands of troops approach the city, circling around it at a distance. Others pass on, heading eastwards towards Camelot.

"I haven't seen this many since Badon," says one old veteran (maybe even a player knight or former player knight who was there).

What part of the wall do the knights defend? How do they feel?

By nightfall, the city is entirely surrounded. Thousands of campfires dot the plains. A low murmur of voices rolls over the plains into the city. Before dawn, sounds of movement and clanking are audible. The guards rouse the defenders. Outside the walls, torches mark movement. Shouted orders are audible. The troops are massing.

Dawn lights the eastern sky. A trumpet sounds, then many more, and hundreds of Mark's archers set their arrows arcing high toward the city, to drop behind its walls. Any defending archery in response seems pitiful.

Enemy Archers

Player knights should fight on the walls, often commanding a contingent of footmen. To simulate the difficulties and ease of their defense, first roll for the storm of arrows that rains on the defenders.

Calculate out loud that the enemy archers have a starting Bow skill of 18, but the castle walls give a -12 modifier to their skill (for the DV of the battlements); however, their huge numbers effectively give a +20 modifier, yet since it is not a sustained barrage, this modifier is negated. Thus, the final enemy Bow skill is 6, used for an unopposed roll each round. Roll once per round for each defender to see if he is struck.

Simple bows do 3d6 damage. Naturally, most arrows simply bounce off the defenders' armor, but unarmored or lightly armored footmen may be wounded or killed by this barrage.

Defending the Walls

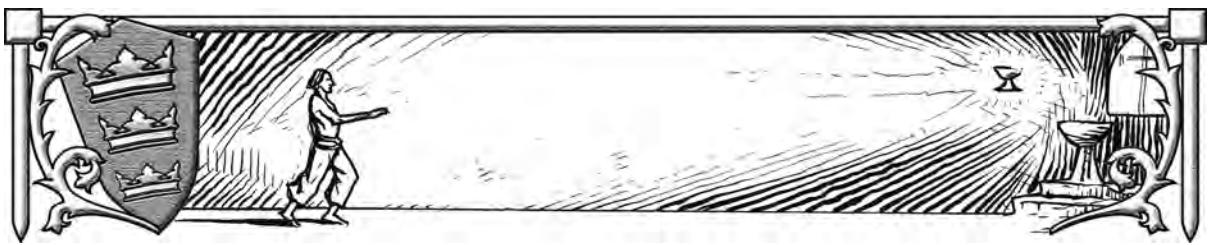
Again, there is a lone trumpet blast, then many more, then a deafening shout as hundreds of soldiers bring great piles of brush to fill the ditch. Men with ladders rush the walls. Death climbs into Sarum.

Simulating the defense of the walls is fairly simple. At first, treat it as if it were a battle, where a single weapon roll covers actions for an hour or so. For the first battle round, knights use their chosen combat skill, gaining a +12 modifier for the fact that foes are in single file climbing up rickety ladders and thus have next to no chance to protect themselves.

Defenders use poles to topple the ladders, play "drop the rock" on the heads of the attackers, and pour boiling water down upon foes. (Boiling oil is *incredibly* expensive, if you could even get that much oil, and scalding water is about as effective.)

After a while, though, overwhelmed defenders have dropped their poles to fight and have run out of water and rocks, and enemy archers are close enough to the walls to aim instead of just arching volleys. (Part of their +12 modifier disappears. Roll each round with an archery skill of 2d6+6.)

A few attackers get to the top of their ladders and fight the defenders. They still incur a +5/-5 reflexive modifier for being lower than the defenders, and knights should rarely lose such a combat. But in some places mere peasants man the wall, or wounded spearmen. Thus, occasionally, attackers gain a foot-



hold on the ramparts and try to expand it to let more men up behind them. *This* is why knights are present! Let the commoners push down ladders!

Again, use battle rounds, now with unmodified combat skills.

If all the player knights are successful, then the enemy is thrown back. If not, some of them start moving along the ramparts and have to be cleared out. The Gamemaster may wish to implement more normal combat here, a much more dangerous situation, and award Glory based on combat skills.

Glory: 25 per round. (The archery barrage counts as a round.) The usual modifiers apply (i.e., x2 for critical results, etc.)

Failure

If the attackers actually succeed against the player knights, gaining entry into the castle, they make their way to the gates and open them. Defenders must retreat to the next line of defense, in this case to Sarum Castle, where the process begins again. If the player knights fail again there, then survivors retreat to the keep. If they fail *there*, they are captured or dead.

Success

This attack is merely a probe, to see how well the city is defended. If it has a full contingent of defenders, the defense should easily withstand 3 rounds. Thereupon, trumpets sound for the assault to cease, and the attackers withdraw, limping out of bow range and leaving their dead littering the fields before the wall.

Then the siege begins.

Troops begin digging defenses, camps are set up farther away, and some siege equipment is manhandled into place. From the walls of the city, the defenders watch all this, and also see masses of troops simply marching on past, heading toward Camelot. Most of the siege equipment is hauled past.

And then, several days after the siege begins, the massive iron tube is pulled slowly into view. Even with a huge oxen team, its movement is ponderous, as if it weighs more than it ought to.

One of the commoners on the wall rushes to his commanding knight. "That's the thing, my lord! That's the horrible thing! It's magic!" he cries in alarm. "I have to tell the earl! I saw it at Wells!"

The earl listens intently and with concern, then thanks and dismisses the peasant. He asks his knights for their opinions on what to do when the infernal device is dragged to their gates. Many of the non-player knights wish to sally forth against it: "If it is going to

destroy the gates and let the hordes in anyway, let's die on horseback and try to destroy it first."

Others are more cautious. "We can always retreat to the castle and the keep. They will never be able to get that through the city in time to root us out of there."

It takes a couple of days for the device to get near the city, but to everyone's surprise and relief it does not turn towards Sarum. Instead, it continues creaking past, going east, toward Camelot. Most of the army continues that way too. No knights stop at Sarum to help in the siege. They have more important business.

Soon everything is out of sight, going to destroy Camelot.

What Next?

The siege is long and boring. The main action has clearly moved elsewhere.

Do any knights have an urge to act? This is a time for Reckless traits to show themselves. Rash knights want to sally forth and break the siege.

Someone (if not a player knight) says they must go to Arthur or destroy the infernal machine. When this is noised about, everyone must make a Loyalty (King Arthur) roll opposed by Loyalty (Earl Robert). Everyone whose loyalty to Arthur wins adds his voice to this demand.

At last, the earl agrees, but says that he must remain behind to defend his holding — however, he grants permission for other knights to go if they wish.

The Breakout

The knights going to help Arthur prepare for their breakout in the empty market court before the gate. Outside the gate, the enemy appears to have no notice of activities inside. The gates swing open, and the knights ride out and draw themselves into order. The enemy sees them at last, and begins to make hasty preparations to resist.

The leader of the player knights' group signals everyone forward. They set off at a trot.

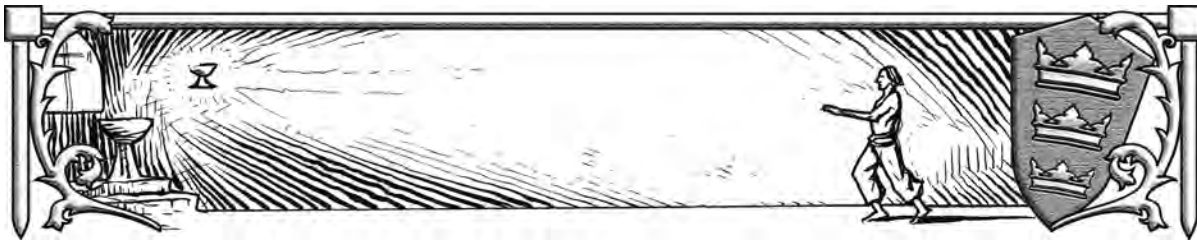
Energetic. (Failure = Make a Lazy roll.)

Lazy. (Success = You fall behind and miss the First Charge.)

Some troops were waiting for this and line up, ready.

The Gamemaster should roll 1d20 three times on the "Battle Enemy — Footmen" table (*Pendragon*, Appendix 4) to see what groups are nearby to oppose the breakout. The commander of the knights gets his choice of which group to attack.

Begin this as a skirmish (see *Pendragon*, Chapter 6). If any player knights are hurt badly enough



to be left behind or captured, then the other players knights can linger and fight long enough to rescue them. The whole point is to strike and then pass on.

Once the knights are past the immediate opposition, no one really resists them, and they can ride through the enemy camps and out into the countryside. They strike out for Camelot, which isn't far; a long day of hard riding can get them there. But enemies are about in the fields and on the road, and the choice is to either ride hard, ignoring the enemy and possible running into a significant combat unit along the way; or to take lesser roads and trails, which requires 2 days but makes it much less likely that they will encounter foes.

APPROACHING CAMELOT

Near the king's great city, the knights enter the Harewoods, where they have doubtless hunted many times, and reach the outskirts of Camelot toward the end of the day. Camelot is just 2 miles off, but many enemy troops are crowded on the plain in between. The knights must camp out for a night.

The next day, while discussing what to do, one of the guards comes rushing in. "We have been found! Knights are coming even now!" Everyone finishes arming and mounts up, ready for trouble.

Heraldry. (Success = The approaching knights are friends!)

These are other knights gathered from among allies who have abandoned the Grail Quest in order to help their liege. Greetings and welcomes are offered all around, but in haste. The assembled knights ride resolutely to battle.

Go to "BATTLE OF THE ENGINE", below.

THE SIEGE OF CAMELOT

If the knights are at Camelot, then the action there is much like that at Sarum (see "The Siege of Sarum"), modified for local differences. Gawaine is given charge of the defense as the king and queen watch from the safety of their citadel.

The enemy may be harried by groups of knights as they approach, as at Sarum. This only slows them, though, and the next day the armies assemble before the walls. An assault probes the defenses, as at Sarum, and the defenders throw them back. But many more troops assemble, digging extensive works to house them and harry the fortress. Many siege engines are assembled around the city. Within a day, the bombardment begins.

Camelot is not just a palace, but a tremendous fortress. It withstands the initial bombardment, and the defenders' catapults and arbalests atop the walls

destroy some of the attacker's engines. But more are assembled to take their place, and at each gate, more troops assemble.

After a week, a strange sight is seen. A huge train of oxen is pulling a black iron tube towards Camelot. A train of carts, ox-drawn, goes before and after it. When the enemy outside the walls sees it, a cheer arises, and then the troops turn again to the siege.

"That is the Infernal Engine," says Gawaine, "that we have heard about. The devil's engine."

King Arthur calls a council of his best men. There is only one thing to do. A sally must go forth to destroy the device, if possible. How? No one knows.

BATTLE OF THE ENGINE

The infernal engine is drawing close to Camelot. It is surrounded by many troops, including the best available from Cornwall, and the best from elsewhere that money can buy. King Mark expects trouble and has arranged his troops to defend it.

Ask the players what their intent is here: Their choices are to rush the engine, to seek Mark's camp, to fight through to Camelot (as well as the unthinkable, like riding away in the face of this foe). If they use the element of surprise, the enemy needs time to muster and organize against an assault. The Game-master will have to judge the actions and consequences here.

Remind the knights that they would be wise to try a roll against an appropriate passion to become inspired, if no one brings it up.

Treat any attack on Mark's army as you would a skirmish, since only small portions of the enemy army can mobilize to deal with a spear-thrust assault by the player knights.

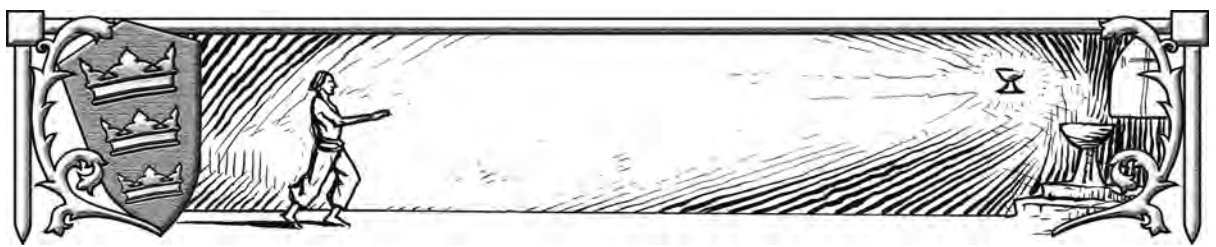
From Outside Camelot

If the player knights are trying to get to Camelot, scouts quickly see them and flaming arrows arc into the sky to signal King Mark's commanders. Outriders are keeping them in sight and blaring upon horns like they are prey in a hunt.

The player knights reach a vantage point. Out over the plain lie hundreds of tents, thousands of men, and in the distance shining Camelot. There too, upon the field, lies the Infernal Engine. Bands of knights are forming up among the tents, and ranks of archers are hastily getting together, pulling on their quivers as officers bawl orders.

What do the player knights do (or how do they advise their leader)? They may wish to end the threat of the Engine here. This is familiar territory to most player knights, so they cannot lose their way.

Go to "The Fight."



Sallying from Camelot

Knights prepare in the courtyards and exit quickly to muster on the tournament field. Even as they assemble, the guards along the siege works raise the alarm. Horns bellow, men shout. Troops rush to the siege ramparts.

There is nothing to do but wait while the rest of the knights assemble.

Energetic. (Failure = Make a Lazy roll.)

Lazy. (Success = You fall behind and miss the First Charge.)

The units assemble. The commander leading the charge (surely a Round Table knight) nods, and horns blare the cry to go forward at a walk, then a trot. The knights move forward. Resistance is sporadic. They clear the defensive works quickly, for the enemy is surprised.

Then the knights are clear of the siege works. They are past them, into the camp, the clearing, or near the Engine.

THE FIGHT

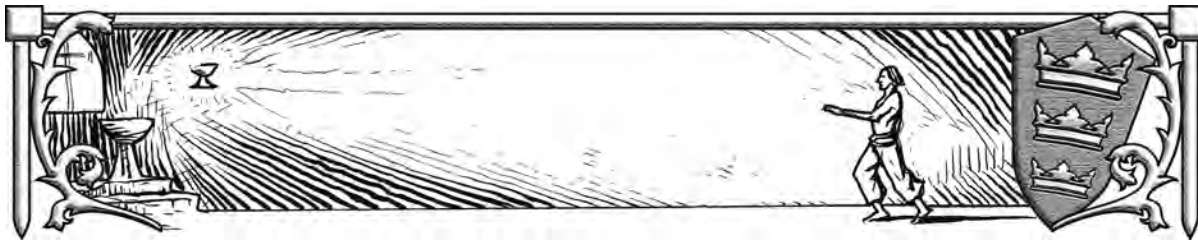
Charge. Then treat any fighting as you would in a skirmish.

Up close, King Mark's "Infernal Engine" is not fancy, but simply an ugly metal contraption painted black, as is the wooden framework holding it to its wheels. Prominent, painted on the frame, is a red and yellow mystic sign. The massive beams for the wooden frame are all one to two feet thick. The big, double-stout cartwheels are 8 feet tall.

Whatever the target, the knights should meet with some success. The enemy is unprepared at first as the knights gallop over tents and amidst frightened men. The first couple of rounds opposition is virtually nil, and easy Glory is gained. But resistance soon grows and men start to fight back. Opposed rolls are needed. Player knights may be hurt, left behind in the struggle.

If the knights attack King Mark's camp or the Infernal Machine, they eventually encounter skilled knights, armed and alert, ready to kill all foes.

Lance to lance, charger to charger, the foes clash. Then go to melee. Let



the knights slug it out, swords and shields crashing, horses screaming, and all the while the cries of the wounded sounding from beneath ironclad hooves.

Is there a Cornish enemy? (Perhaps the banneret Cesar Stone or some other recurring enemy? This is a good time for such a foe to appear.)

For color, the battle may include the sudden intervention of new troops for either side. Maybe Salisbury knights fight their way to Camelot to assist, or King Cerdic the Saxon (well treated by Arthur) might appear. Perhaps more Breton and French come rushing up after debarking at Hantonne.

Play this by ear. Watch for a good moment to go to "End of the Fight."

End of the Fight

Some dramatic moment should end the fight, for the men of Arthur are badly outnumbered and are unlikely to just kill everyone. The player knights have the means to be key players in this. Point out the red and yellow mystic symbol on the Machine, and then ask them to check their character sheet for the year 550 (or so) for the adventure of the "STONE HOUSE VISIT." Give them the chance to figure it out first. Repeat, if necessary, the phrase "red and yellow mystic sign."

Squire roll. (Success = Your squire pulls out a smoldering fire pot.)

Awareness. (Failure = There is a single cart marked with the red and yellow mystic sign. Success = There are a number of carts so marked. Critical = People near the carts see your fire and are starting to run away.)

Obviously, the goal here is to get one or more knights to fire the carts, then ride away at full gallop as the fire spreads. There is time enough to warn other knights, and even for a bugler to sound the retreat. Anyone afoot should seek a rock to hide behind, or a hole.

Once a cart is fired, the resulting explosion is tremendous, and anyone nearby is deafened and blinded, if not slain outright. Body parts, rocks, and dust are thrown everywhere. Smaller explosions break the air, flashing light visible even amidst the huge dust cloud.

As the dust clears, the field is largely empty of standing foes, and is dominated by a huge blackened hole. The Infernal Engine lies on its side, its barrel bent and the frame shattered and aflame. Bits of human remains lie in blackened piles or amid the rubble, which is spewing black smoke.

In the distance, panic rules among the Cornish army. The great magic that King Mark promised would destroy Camelot has failed. The enemy

knights are withdrawing in good, though somewhat hasty, order. The mercenaries have all broken, and are fleeing as terrified mobs, hoping to be far gone when the Round Table knights come to retaliate for this atrocity.

Alternative Solutions: Other efforts could include attacking King Mark and capturing or killing the wicked king himself. Perhaps the armies simply fight until nightfall, the Breton knights retreating into the safety of Camelot, and this melee continues the next day.

Perhaps King Arthur orders his entire force out of the city at this time, leading them himself as in the old days, riding gallantly before the troops like the point on a spear. However, note that doing anything so extensive after the explosion may seem anticlimactic. In any case, the struggle is deadly and long, and many good men will fall.

Afterward: There is pursuit, and much harrying of the retreating foe. Sarum still needs to be defended from the reavers, and the cities and castles of Somerset must be recaptured. Again, this may seem anticlimactic, and in that case the Gamemaster should get it done quickly. (Use single-roll combats wherever possible to see what happens.)

CHRISTMAS COURT

Royal: "Triumph! We are blessed by God for our victory. We are more than just pleased to have the wise and clever knights who destroyed Mark's infernal magic! These gentlemen, the Heroes of Camelot, are my esteemed guests for the winter."

This is cause to join the Round Table! The king was saddened when he saw that some of the golden names had disappeared from certain chairs there, but now he knows that new ones will soon appear.

Intrigue. (Success = Guenever is angry that Lancelot did not appear at the battle and rescue her.)

Salisbury: "The farms are ruined. We will have to ration the food stores severely. But our people are alive."

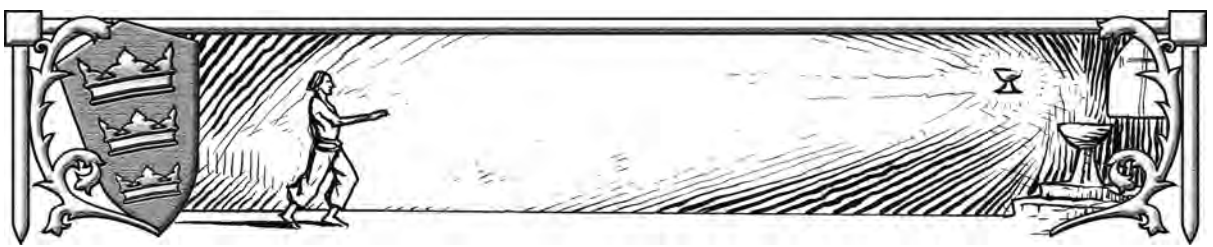
SPECIAL WINTER PHASE MODIFIERS

Unfortunately, King Mark's invasion and other national unrest ends the longstanding bonus of the Pax Arthur. Further, because of the fighting, the following counties suffer the following modifiers to the Starting Bad Weather.

Clarence, Rydychan, Southports, Windsor, London; North Western Isles, Long Isles, Dal Riada: Land was raided (+1d6)

Salisbury, Silbury, Marlboro, Somerset: Land was pillaged (+2d6)

Hampshire: Land was plundered (+3d6)



As well, the Gamemaster must impose any applicable modifiers for the Wasteland.

Also this year, the Yellow Pestilence may strike, though it is finally losing its force. For each holding, roll 1d6.

1d6 Roll	Effect	Starting Bad Weather Modifier
1-4	No plague	+0
5-6	Some sickness	+5

YEAR 556

COURT

Arthur's court is held at Camelot.

AWAY FROM CAMELOT

Over 50 Round Table knights are known to have died so far.

GOSSIP

"Lancelot is dead. A serpent came out of a woman and killed him."

"I hope not — there are so many of those reports! 'So-and-so is dead, or such-and-such'; and 'Gawaine killed Ywaine and Percivale killed Bors and Bleoberis killed Gareth.' In truth, I am numbed beyond caring to keep track of all such dreadful rumors."

"It didn't come out of a woman, it was out of a dress. He saw the world's most gorgeous dress displayed in the forest and took it for the queen. And while he was looking at it, an asp came from inside it and bit his hand."

"And Morgan le Fay sent it because she still hates him."

"Gaheris saw his mother's ghost, you know, on the trail one dark night. She said she both loved and hated him for killing her."

"Aglovale saw his dead father, too. I have this from his own squire. King Pellinore told Aglovale to

The King in 556

At this time, now chronologically 64 years of age, King Arthur seems more like a man of 90, gaunt and doddering. His hair is mostly gone, and his beard is long and thin. He now needs help getting around most of the time.

SIZ 7
DEX 5
STR 13
CON 8
APP 10



be shriven because he was going to be killed soon. So he did, and so he was."

"There's a whole valley full of ghosts over in Hertford. Cold there, but the dead go about their business milking cows and making bread."

"There was a ghost of a monster up in Malahaut. Some Saxon magician woke it up. A dragon, or maybe a lich wyrm, or just some zombie griffins. Something horrible."

NEWS

Any news is of the Grail Quest. For instance, people are talking about the Castle of Maidens. (In general, reiterate some stories of what has happened: Dinadan was killed, and how; or Ywaine the Bastard was killed; etc.)

ROYAL CONVERSATION

"King Mark must be punished. He has attacked his liege most wickedly. We will assess the possibility of invasion. He has gone unpunished too long."

INTRIGUE

The spiritual quest of the Grail is wreaking havoc upon the material world of Britain! Fifty dead Round Table knights!

MORDRED TALK

"All these people spend so much time plotting against the Orkney clan, scrutinizing our behavior and preparing against us; they would do better to keep an eye on Cornwall and people like him."

TOURNAMENT SCHEDULE

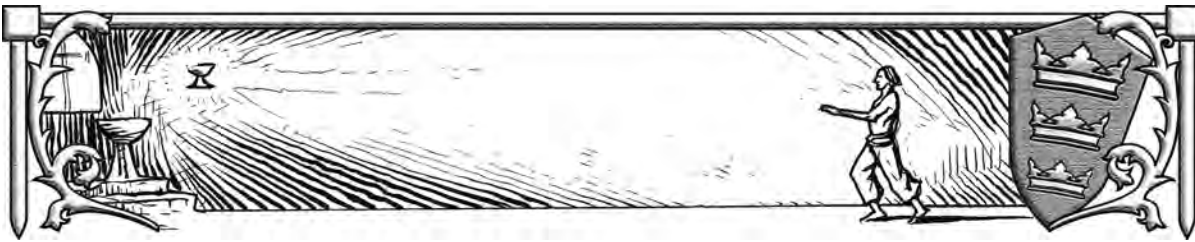
The land is in dire crisis; there is no time, money, or life to be wasted on tournaments.

EVENTS

In this, the third year, the Grail Quest continues. Many strange events are reported, such as multi-colored ships sailing to and fro, of dead men rising again to fight, and so on. Some conscientious knights, those who are diligent and strong but not heavily spiritual, come home over the summer: Constantine, Griflet, and Tristram, among others.

REVENGE ON CORNWALL DEFLECTED

Sir Gawaine, who missed out on much of the fighting last year, is leading an expedition to attack Cornwall. The army assembles at Cornwall and marches off, taking the road to Dorset and thence to Exeter. They have set off across the moors when messengers reach them.



There are invaders in Clarence. Sir Gawaine immediately turns the army around and marches back toward Cirencestor.

One small band cannot turn away, however, having taken dire oaths to fight against Cornwall this summer. They go onward, calling themselves the Firebrands.

WAR AGAINST BRIAN

Totally unexpectedly, it is Brian of the Isles who has attacked Clarence, landing at the mouth of the Severn River. His army lays siege to Gloucester, and when the duke musters and battles, his knights take terrible losses. They become confused in the battle, some even attacking each other, and when some try to retreat into the city the enemy gains entry too. (Magic is at once suspected, but to little avail.)

Brian's forces plunder Gloucester, and pillagers remain there working to empty the city onto their ships as Gawaine's army marches over the Cotswolds to attack Cirencestor.

BATTLE OF CIRENCESTER

Gawaine has heard about the magic used on the troops at Gloucester. He wishes only to see what Brian can do, so he keeps most of his troops out of the battle. (He lines up only one-tenth of his troops facing the enemy line.) He asks for volunteers to fight an overwhelming foe with magic on his side.

No Honor is lost, nor Cowardly checks gained for refusing; however, all volunteers gain a Valorous check.

Length of Battle: 2 rounds.

Battle Size: Medium.

Commanders

Sir Gawaine (Battle = 22)

King Brian (Battle = 20)

Modifiers

Brian has magical assistance: -10 (for Gawaine)

Gawaine is badly outnumbered: -5

The Fight

Round 1: First Charge.

Round 2: Normal.

After the Battle

Victor: Indecisive.

Plunder: None.

Glory: 30 per round.

Gawaine sees the harm the enemy's magic does to his men, so he quickly withdraws his troops. However, the rest of his army effectively picks off King Brian's foragers and pillagers afterward, preventing the country from some harm.

Later, Sir Griflet joins the army and Gawaine passes command to the old, experienced Marshall. Griflet does what Gawaine did.

After a month-long siege and standoff, Brian's army withdraws to Gloucester, boards his ships, and sails off. Gloucester has been utterly looted, and much of it burned as well.

TRISTRAM'S SURRENDER

King Mark has his wife back. Isolt is held at Castle Dore, confined but free to roam therein. Tristram, with his incredibly high passion for her, has no choice but to go to where she is. (That's the downside of a Love passion of 35 — you are a slave to stupidity.)

Tristram is devastated to learn what has happened to Isolt. He is enraged at first; he arms and rides hell bent towards Cornwall. Fortunately, Queen Guenever stops him and convinces him to make his way chivalrously and humbly. He manages to take the queen's advice, and rides unarmed to Castle Dore.

He gains audience before King Mark, who is enraged but barely contains it at the interview. There Tristram reminds Mark of all the good he has done for the kingdom, of their familial and feudal bonds, and of the promise Mark made to King Arthur; then, finally, he confesses that his experiences on the Grail Quest have made him a changed man. To prove it, he has come here unarmed and humble, gently requesting to serve his liege and homeland. (He is critically impassioned by his love of Isolt, doubling his Courtesy skill to help convince Mark of his sincerity.)

However, Sir Andred, who now holds all the lands and titles that Tristram once held, is distressed; he accuses Tristram of being thrice a traitor to this court, without hope of being pardoned.

Tristram responds, "You can have my lands, cousin. I will never contest that."

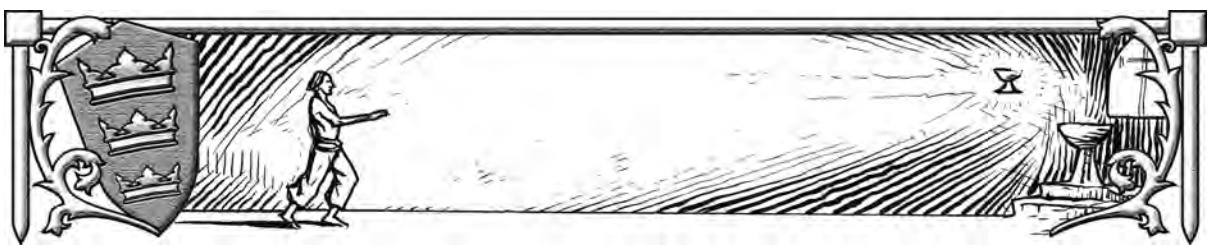
Abruptly, the venal Andred is silenced, smiling. "You *have* gained wisdom!" he exclaims.

King Mark agrees to allow Tristram back, though no one is sure of his reasoning.

CHRISTMAS COURT

Royal: "The return of so many good knights is heartening and encouraging, but the absence of Lancelot and the others is still a pain to me. So many reports of their being dead. So much danger is here among us — surely Lancelot is dead, or else he would have come to help!"

Salisbury: "I can assure you that King Brian isn't done yet."



SPECIAL WINTER PHASE MODIFIERS

Because of the fighting, the following counties suffer the following modifiers to the Starting Bad Weather.

Escavalon, Wuerensis, Salisbury: Land was raided (+1d6)

Clarence: Land was pillaged (+2d6)

Gloucester: Land was plundered (+3d6)

As well, the Gamemaster impose any applicable modifiers for the Wasteland.

The Yellow Pestilence may strike, though it is finally much less a concern. For each holding, roll 1d6.

1d6 Roll	Effect	Starting Bad Weather Modifier
1–5	No plague	+0
6	Some sickness	+5

YEAR 557

COURT

Arthur's court is held at Camelot.

AWAY FROM CAMELOT

Bors

Percivale

Lancelot

Galahad

Mordred and his gang, who set off northward

Other knights lost in the Grail Quest (including about half of the Round Table)

GOSSIP

"Let me tell you, I believe in God again."

"I'm so happy to be alive. I have heard that the whole island is better now, too. When everything came back to life, it was because someone found the Holy Grail. He drank from the cup and the land came back to life."

"Just guesses. No one knows for sure. Of every-one who came back, no one saw it."

"Sir Aglovale heard music, they say."

"Well, Sir Aglovale is dead, and his spirit can hear whatever it wants. Bleoberis saw a strange boat sail by on the sea, too; another knight saw a black horse turn into a wolf and attack him; all marvels, but none the Holy Grail."

"Well, something happened!"

"And we are all happy for that. Yes, like I say, I believe in God again."

NEWS

Tor: "Good news — I have heard of a couple of tournaments coming up this summer!"

Griflet: "We will have to do something to punish Cornwall for that invasion. I am ashamed to have been absent when my lord needed me, and I look forward to destroying our foe."

Gawaine: "No magic anymore! I find it a relief to be once again in the world of men and women. Certainly, this one is more pleasant and less dangerous."

Constantine: "I haven't seen the Table this empty in years. It saddens me, truly."

ROYAL CONVERSATION

"The Quest is over for most of us. It has been a proud struggle, a great enterprise that has cost the realm much. We send our prayers to those few still missing, many dead and perhaps some still searching."

"The world of men and women lies before us. Let us approach it with courage, chivalry, and honor."



The Germination

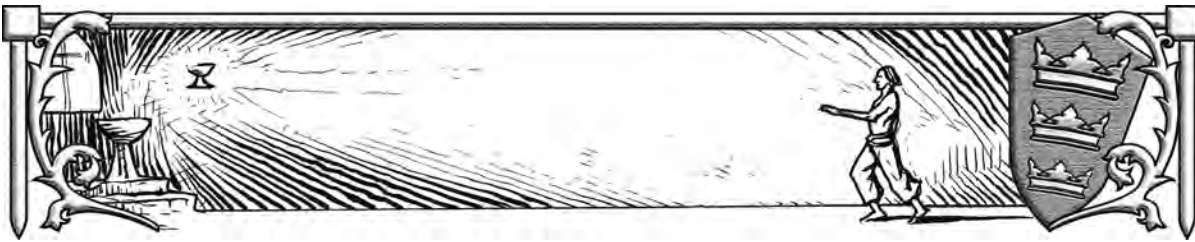
Much of Britain has been a Wasteland for several years now. The desolation had crept through valleys and washed over fields, leaving in its wake blackened forests, fields of ashes, and the cries of the desolate and dying. The ice and snow of winter only emphasized the barrenness within a shriveled land of black and white.

Now, suddenly, spring arrives. Abruptly, as if all the springtimes that had been withheld in recent years are freed all at once, the world again blooms and bursts into bud and flower. The trees leaf and flower so quickly that people swear they can see them grow. The fields spring to life, and grain that has lain dormant thrusts from the ground so rapidly that hungry folk begin to drool, thinking they will have bread by breakfast time.

Of course, it takes longer in actuality, but still the vegetable gardens burst with quick-growing foods, and people gather in a joyous frenzy, laughing with delight over even a simple dinner of turnips, onions, and kale. Everyone is delighted, and perhaps a bit frightened at the supernatural speed of Nature's return. Some think it is another burst of faerie energy; they seek out druids and witches to lead them in prayer. Others thank He Who Died on the Cross. No one is certain, yet everyone is pleased.

But most important, the land is healthy again, devoid of both the curse of the Wastelands and the mixed blessing of the Enchantment. It re-enters into its natural cycles, untainted by magic.





The King in 557

Another miracle! Springtime has not truly rejuvenated Arthur, but the unnatural decades have sloughed off of him nonetheless. He is younger than the day before, looking more like his actual 65 years — more vital, active, and aware than last spring at this time. His hair is fuller, once again a shining silver color, and his beard is once again neatly styled and trimmed.

He also seems somehow older and wiser, though. He looks very distinguished, really, though still perhaps a bit underweight.

SIZ 10

DEX 13

STR 17

CON 14

APP 14

Distinctive Features: Noble bearing, noble voice.



INTRIGUE

The king's health improved dramatically at the same moment as the Germination. Where he had appeared ancient and doddering in the morning, in the evening he was more like his old self, yet somehow seeming still older and wiser.

The king and queen, as ever, are distraught over the absence of Lancelot. So many knights have been reported dead, and others are certainly missing, but the absence of Lancelot brings a new trepidation to the royal couple.

MORDRED TALK

"This Grail Quest was the worst thing to ever happen to us. Look at the wanton deaths, the mayhem. Why, the entire realm will be thrown into confusion if this keeps up (*chuckle*)."

TOURNAMENT SCHEDULE

At the Pentecostal Camelot Tournament this year, the prize is five magnificent tapestries taken from the palaces of dukes in France. A Grand Ball is held one night; a Court of Love one afternoon; and the vintners sponsor the "Fifty Wines of France" event, with a pavilion to taste each one.

July: Neighborhood, Local (ransom wager).

August: Neighborhood (armor wager), Local (ransom wager).

September: Neighborhood, Local (ransom wager).

October: Neighborhood (armor and horse wager).

EVENTS

All but the last of the Questers come home. They are all tired and wounded, discouraged at their failures and ashamed of their faults, most riding the nags that have replaced their proud destriers. None have seen the Grail.

And none have seen the last few knights who are still missing.

LANCELOT RETURNS

Sir Lancelot returns to Camelot after a three-and-a-quarter-year absence. Everyone is overjoyed.

King Arthur declares a sudden tournament in his honor, at which Lancelot judges (he does not participate).

Sponsor: King Arthur.

Type: Classic style, Local.

Teams: Round Table versus everyone else.

Prize: Gamemaster's choice (roughly a £10 value).

Events: Standard.

Canon: Sir Gawaine is declared the Champion.

Afterward: Over the feast, Lancelot explains some of his adventures of the Grail Quest, in general being humble and honest and sharing with everyone the depths to which he fell, only to be redeemed by grace enough to witness the Grail from afar.

Pious or Modest. (Success = You know he is trying to be sincerely humble, but he isn't truly so.)

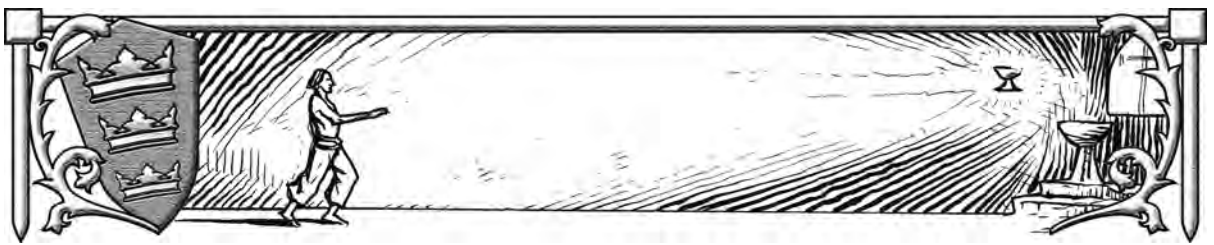
Everyone listens, with many young knights in awe to just hear *anything* human come out of their hero.

THE TRENCHANT GLAIVE

Tristram still moons about in Cornwall, acting the part of courtier and champion in public and cuckolding the king at night. So it is that one night, when the king spies Tristram in a foolish, helpless moment, Mark takes a "trenchant glaive," and from a secret place thrusts it through the knight's body, twists it, and pulls out a double handful of vital organs. With this blow, King Mark kills his nephew Tristram and forfeits the last of his self-respect and honor.

Isolt, not entirely innocent herself, is still a lady and the king's wife, so he does not strike her. But her fate is nonetheless sealed, for her love for Tristram was True (though adulterous) and Undying. When he dies, surely she will too, and soon after.

Note: One version of the tale says that she was in Tristram's arms when the king struck the foul blow, and that, in the seizures of death, Sir Tristram's mighty arms crushed the delicate life from his lover. Another version says that she just pined away, slowly



and painfully, suffering each day of life in grief and loneliness until her last breath expired, bringing blessed relief and unity to the lovers only in death.

Most versions do agree on what occurs afterward: King Mark buries them far apart, to enforce in death what he could not in life. In separate cemeteries, on opposite sides of a church, they are interred. Yet from Tristram's grave grows a strand of ivy, from hers a rose bush. These plants each climb upon said church, covering the walls and roof until they meet, atop the chapel, where the leaves and vines of each curl and entwine with the other, so that the two lovers are locked once again in their embrace of love.

LYONESSE SINKS

The land of Lyonesse, whose income kept Sir Tristram in wealth and plenty for most of his long and tumultuous career, does not survive his death any better than his lover. When Tristram is buried, it is as if the earth itself learns of Mark's heinous deed and then seeks to remove itself from a world without love, where wickedness such as King Mark's could continue while True Romance would be punished.

The beasts of Lyonesse all begin to low and cackle with alarm, and the old witchy wives and village priests are all struck with the same vision of destruction. No great time is granted for most people's flight, however — just enough to spare those who act quickly to grab children and some tools and lead a cart out of the land with their paltry belongings.

The earth begins to vibrate, and a great groan comes up as the earth mourns the lovers. At the beach, where sea meets land, the waters begin to boil and leap up like a wall; the land before it sinks, dropped down like an old woman whose knees have given out. The land sinks, the salt water rushes forward and drowns everything that had once belonged to Sir Tristram.

"Now Lyonesse is gone, all of it, under the waters. You can still see parts of it, on those rare days when the waters are clear, if you boat out to the shallows and peer over the side. There are foundations, broken walls, and the posts of docks, each a memorial forever to the bygone land of Romance."

BRIAN RAIDS CHESHIRE

In Cheshire, King Brian's fleet lands and pillages the countryside for weeks. As Arthur's army approaches, Brian withdraws with his loot. Afterward, he pillages all the way up the western coast.

CHRISTMAS COURT

All are still in something of a daze about the Germination, happy about the withdrawal of the Wastelands and enraptured by their own full stom-

achs. Sickness has receded. By comparison with just a couple of years ago, life is so easy that it almost seems as if old age has receded.

Mordred: "Did you see how the queen looked at him? Does she look at anyone else that way? Certainly not the king! And then he lays on that whole pious and sanctimonious crap. *Renunciation* and *penance*. Who does he think he's fooling?"

SPECIAL WINTER PHASE MODIFIERS

This year the Yellow Pestilence does not strike. Further, because the Germination released such a burst of growth, all lands in Britain receive a -20 modifier to Starting Bad Weather.

Because of the fighting, though, the following counties suffer the following modifiers to the Starting Bad Weather roll.

Cheshire, Listeneisse, Cambenet, Galloway: Land was raided (+1d6)

GRAIL QUEST PERIOD ADVENTURES

Three years are needed for Galahad to complete the story and for Sir Bors to return home and report it at Camelot. Each year, the adventures for Questing knights become increasingly difficult. Each year more knights return to Camelot, many of them with reports of the graves and tombs of others.

Remember that knights must wander and not go home to their manors, lords, or lovers while questing.

SETTINGS

Several supernatural factors affect the terrain through which Questing knights will travel. Two of these factors, the Enchantment and the Wasteland, have been going on for quite some time. The third, the Glorification, is the result of the Grail Quest itself.

THE ENCHANTMENT

During this time, the Enchantment of Britain has been set loose to spread over the whole island, even into the settled human lands. Weird faerie effects can happen anywhere as strange and magical creatures appear all over the place.

The effects can change the very terrain, as well. A person can find himself at the edge of a cliff on what is normally a plain, or at a seashore, or even cross a mountain range on an easy, paved road.

As for the elves, there is a certain type of desperation to many of their activities. They know that if the Holy Grail is found, then the Enchantment will stop, and the contact between the worlds of humans



and elves will diminish, perhaps even break. Thus, those faerie beings who want to *keep* contact with the humans (generally the Seelie court) work to *stop* the Grail Questers, while those who wish to break the relationship work to assist them.

THE WASTELAND

Listeneisse, the land of the Grail Castle, has been blasted by the Wastelands for forty years, since 514 when Sir Balin struck down King Pellam. After Galahad's early failure, the desolate lands began to expand, and now they affect most of Britain.

Huge areas are severely affected, with parched streams, dead forests, and gaunt, helpless people. These regions of desperate people and hungry hordes are a part of the setting for the Grail Quest, and it is prophesied that whoever accomplishes the Quest will lift this curse.

See Chapter 5 and also the section on the Wastelands at the beginning of this chapter for ideas and events on this theme.

GLORIFICATION

Many strange and wondrous things appear because the Grail has shown itself. These are not general trends in the landscape, as the Enchantment and Wastelands are. Instead, these tend to be unique fountains, people, or events. There also seem to be a plethora of white-robed hermits found in the forests of Britain....

TEMPTATIONS

The Grail Quest is a grand test of worldly temptations. Whatever a knight desires or needs is offered. Gamemasters should take a look at the character sheets and prepare specific things to try to lure them from the Quest.

Whenever they succumb to worldly temptation, some monk or hermit is nearby to scold them and explain why they are unfit to achieve the Grail. Such an experience is the regular treatment of the knights who go questing.

ADVENTURE: ON THE ROAD

Time: Any.

Challenges and jousts appear along all roads, most of them generally launching attacks without much warning.

BLACK KNIGHT I

This Black Knight always appears up the road, galloping towards the party. He fights only in this manner, always riding onward after a single lance attack. He never gets knocked off his horse, nor seems to be killed even by decisive blows. He just thunders in, strikes, and passes on by.

Stats: As average knight, but Knockdown 150 (magical effect), Lance 25, riding on a charger (6d6).

BLACK KNIGHT II

This Black Knight, always silent, can be unhorsed, and then fights on foot as well. His sword says, aloud, "Fight me." If defeated, he will call for mercy, and will also offer it if he wins.

Stats: As old knight, but Lance 25 and Sword 18, riding on a courser (5d6).

BLACK KNIGHT III

This is the killer Black Knight, who asks and gives no quarter. He has a black destrier that is also a fighting horse.

Stats: As notable knight, but Lance 25, Sword 20, Mace 18; battle-trained destrier (8d6 lance charge): Hoof or Stomp 15 (5d6 damage).

ANGELIC KNIGHT

This is in fact one of the heavenly host, appearing as a knight to challenge someone. These beings regularly protect Christian holy places during the Grail Quest. They often appear indistinct, or their glow half-blinds their opponents, but sometimes they can be seen as very handsome men in flowing white robes, bearing only a white shield and lance or sword but entirely unarmored.

They are not really living beings at all, but automatons created only to perform their fighting task, and not imaginative at all. They are capable of fading off into nothingness if overly confused, or if they feel that their task is done.

Stats: As small giant, but with all Combat skills at 39; mounted on heavenly charger (10d6). However, these knights have a special power of "Be Defeated by Christian Knights": In any contest against a Christian Religious knight, the angelic knight always loses graciously, without dealing any damage.

Glory: 250 even if the winner is a Christian Religious knight.

FIERY KNIGHT

This knight appears to be entirely on fire or even made of fire. Merely drawing close to him causes a man to be burnt.

Stats: As old knight, but anyone close enough to fight him also takes 6 points of damage per round, without any armor protection except Chivalric or similar magical armor.

DEVIL KNIGHT

These are Hellish creatures, perhaps the devil itself, but more likely a minion or a once-human shell now given over to evil. They are terrible and deadly,

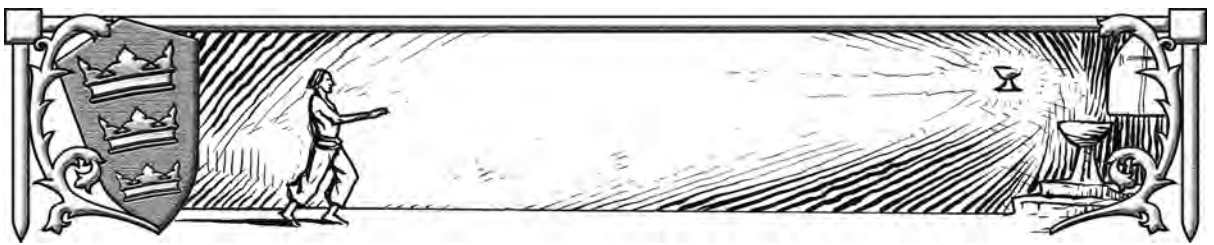
I HAVE A REAL GO-GETTER HERE...

A player knight might be worthy of going all the way that Bors or Lancelot (who watched from a distance) or even Percivale or Galahad go in canonical literature. Such a player knight must of course be exceptional and entirely serious, prepared to seek the Holy Grail in its own terms. Fine. But what is the Gamemaster to do with him?

First, make him the driving force of the player group. They ought to be willing to go along with him to help him out, given how exceptional he is. Of course, the others are all going to drop out, one by one or *en masse*, as the spiritual knight forges ahead. At some point he will have to go on alone, for the High Holy Quest requires it.

A Gamemaster may wish to run solitary adventures for this fellow. Some of the scenarios below can be used, or the Gamemaster may wish to make the adventures more abstract and just require successful trait tests.

The adventure culminates in the "GRAIL FEAST," the final challenge. Solo play is required to do it really well. Of course, you should arrange for a private session so the rest of the players are not left to watch. In effect, at some point, say, "He is now Out of the Story," and go back to playing with the group. Then, later, in private, finish the Quest of the holy knight.



with wicked morning stars and plate armor that creaks with metallic groans like the cries of dark satanic mills.

They are automatons that perform their fighting tasks with relish, but they are not imaginative and can fade into nothingness if they become confused or think their task is done.

Stats: As any quality of knight (Gamemaster's choice), but almost always using a morning star instead of a sword. Many have a Breathe Fire attack (@ 20) that does 2d6 damage, with only magical armor helping to defend; they may use this each round in addition to attacking normally. Against all devils, any Religious knight gains 10-point Spiritual Armor in addition to any other magical armor or effect.

FAERIE KNIGHT

Chivalrous knights of the Faerie realm (as detailed in *Pendragon*, Appendix 2). They are mentioned here to remind everyone that these gentlemen are likely to be met upon the Grail Quest, for good or ill.

ROUND TABLE KNIGHT

The entire Round Table sets forth on this quest. Roughly half of them do not return, for many are accidentally killed by each other. (Many go riding in disguise.) There is a good chance that player knights might kill one of them!

Stats: As famous or extraordinary knight (usually of Rich or better maintenance).

Besides being fearsome opponents, these knights are wandering through a fantastic landscape swarming with glamour and supernatural creatures. Circumstances will have affected them, sometimes deeply (roll on the chart below). A Gamemaster may want to give each such knight an identity and to develop a backstory when such a knight is deeply affected by his passions.

d20 Roll	Attitude	Modifier
1	Despondent	-20
2-5	Depressed	-10
6-10	Normal	+0
11-14	Impassioned	+10
15-19	Manic	+20
20	Blissed out	Double

Despondent: Melancholy weighs heavily, making every action, emotion or thought more difficult to perform. Sadness and gloom are the only feelings known. Ready for suicide.

Depressed: Melancholic. Doom seems welcome.

Impassioned: Everything he sees or feels seems magnified, whether beautiful or terrifying. He is on knife's edge and ready to act.

Manic: Everything seems greatly amplified in meaning and danger.

Blissed Out: Critically impassioned. He acts only in a defensive manner, fortunately, though even that may be deadly enough.

ADVENTURE: DUALITY TOURNAMENTS

Tournaments occur fairly often, and Gamemasters already ought to have made several of them. On the Grail Quest, this odd kind of tournament is so common that it's a type unto itself, but with innumerable variants. Since the player knights are no doubt accustomed to the tournament routine, these may seem like just more of the same — at least at first. Use them to surprise players who think they know everything.

BLACK/WHITE TOURNEY

Time: Any.

Setting: Any castle.

Problem: A Neighborhood tournament is being organized. Glory and great prizes await.

However, everyone in the tournament must wear armor supplied by the sponsor. All the armor on one side is white, the other black. The sponsor insists that the color of the armor doesn't mean anything. Failure to comply means no participation in the tournament.

Characters: Are there any Round Table knights disguised among the crowd?

Secrets: There is always the chance that one of the Great Questers enters and, upon deducing some esoteric meaning in the events, becomes inspired and lays about.

Solutions: Wear the armor and be happy to have a chance to get some Glory!

OTHER DUAL COLORS

At Castle of Swords: The two sides wear red armor and white armor (red indicates the bad guys).

At Castle of Shadows: The two sides wear red armor and black armor (red indicates the good guys).

At Castle of the Pines: The two sides are red armor and green armor (red indicates winter).

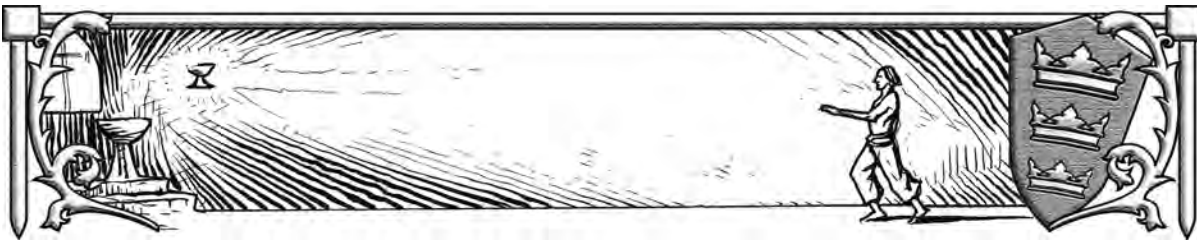
OTHER DUAL CRITERIA

At Castle of Bran: One side is all pagan; the other Christian.

At Castle of Towers: One side is all humans; the other elves and other faerie creatures.

At Castle Ben: One side is all humans; the other creatures called from graves, upon undead steeds and led by devil knights.

At Castle of the Proud: One side are Rich knights (or better), the other Poor knights; Ordinary knights are barred from competing. It is a wager tournament, for armor and steed.



ADVENTURE: THE ADVENTUROUS SHIELD

Time: 555.

Setting: An abbey of the Brown Monks. It is very isolated, in a forest in Logres.

Characters: The monks; the Shield Knight.

Problem: An ancient shield hangs on a pole behind the altar. It is white, with a blood-red cross upon its face. If anyone attempts to take it, the monks warn them away, saying, "Sirs, this shield ought not to be hanged about no knight's neck but he be the Worthiest Knight of the World, and therefore I counsel you knights to be well advised."

If questioned as to why not, they reply, "No man may bear this shield about his neck but he be mischieved or dead within three days, or maimed forever."

Anyone who takes it away meets a knight dressed all in white within three days: He is an angelic knight known as the Shield Knight. His presence is almost blinding. If one hit is not enough to make the Shield Knight helpless, it attacks until its opponent is helpless; it then removes the shield and bears it back to the abbey. The angel behaves with strictest chivalry at all times, merciful to any disarmed, unconscious, or surrendered foe.

Stats: As small giant, but with all Combat skills at 39; mounted on heavenly charger (10d6). However, this knight has a special power of "Be Defeated by the Ordained Shield-Bearer": In any contest against a knight destined to wear this shield, the Shield Knight always loses graciously, without dealing any damage.

Secrets: The shield belonged to Joseph of Arimathea, who brought the Holy Grail to Britain. It is destined to be used by Sir Galahad.

Glory: 25 for taking the shield away, plus up to 100 more if an unsuccessful fight against the angel is performed in a heroic manner. Otherwise, 500 for defeating the angelic knight (or 50 if the winner is Galahad or, in some campaigns, another knight destined to bear the shield).

ADVENTURE: CASTLE OF MAIDENS

Source: Malory XIII, 15–16.

Time: 555–56.

Setting: A strong castle, with deep ditches, by the Severn River.

Problem: The castle has an evil custom of capturing and holding all knights and ladies who ride past.

Characters: The Seven Deadly Brothers (all notable knights), who always fight together to win, caring nothing for chivalry or fairness.

Secrets: Seven years ago, the Seven Deadly Brothers seized the castle illegally, and because it was predicted that they would be destroyed by a knight passing by, they have decided to kill or capture all knights who come by. They also imprison all ladies, who might otherwise tell good knights of this custom so that they would come and end the rule of the brothers.

Action: Anyone riding close to the castle is warned off, first by an old man at the outer edge of the territory; then by seven fair maidens, close to the castle; and finally by a squire, within sight of the castle. (However, the squire is essentially to delay the visitors while the Seven Brothers arm.)

Solutions: The only solution is to challenge the Seven Brothers and kill them or drive them off.

Afterward: The prisoners may be set free to go wherever they wish. These are largely women, who travel in groups across the countryside to their homes. Many have been absent for years.

Glory: 100 Glory, plus any for defeating the Seven Brothers.

ADVENTURE: ADVENTUROUS CASTLE

Time: 555 or later.

Setting: Turning Castle, Listeneisse.

Problem: See below.

Characters: King Pellam; his seneschal; several ladies and maids in waiting.

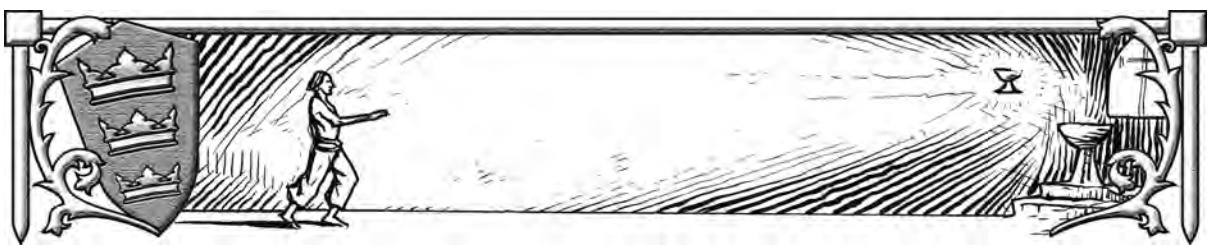
Secret: This is a test to find a knight worthy of attending the Grail Feast.

Actions: An old-fashioned, ordinary castle with simple gateworks, a couple of tall towers, and a keep stands with its gate closed. After hailing the porter, the knights are allowed inside. The porter says this is the Castle of Adventure. They are ushered to see its ruler, who is introduced as King Pellam. He interviews the player knights and, once he is satisfied that they are not evil, invites them to dinner.

They are shown to a chamber where they can wash and rest. At dinner they are received at the high table to eat with King Pellam. It is an ordinary meal.

After dinner, the knights may ask where the castle got such a name. The king says he can not give any details. "My good knight and guest," says King Pellam, "I beg you to forgo this experience. The adventure has already killed many good young men."

If the knights demand the adventure, several nearby maidens break into weeping and crying.



Awareness. (Success = You hear a whispered, "Oh no, not him too!" from several people.)

If questioned further, King Pellam explains that adventure is to spend one night in a strange bed. At this point, a maiden rushes forward and begs the knight not to pursue this matter. Let the player answer.

If he expresses a desire to continue to the adventure, the knight gains a check in either Modest or Proud, whichever is higher. If both are 10, give the player the choice.

If the knight is determined to continue, another lady comes forward and begs the knight not to go. "Oh, good Sir," she implores, "your desire fills us with grief. Please know that you will suffer no shame or dishonor to quit this adventure now." This is his last chance to back out: Does he go or not? If he backs out, the knight neither loses nor gains anything from his decision.

If he insists upon attempting the adventure, the king sighs and agrees, but with obvious reluctance.

If the knights all decline the adventure, they go to bed and wake in the morning sleeping on the ground. Their squires, horse, and equipment are nearby. They are back in the Wastelands.

THE TRIAL

Only one knight can attempt this adventure at a time. If an earlier knight is successful, then the subsequent feast may be put off until everyone who wishes to attempt it has tried. If any knight fails and dies, then his death is reported to the survivors, but his mangled corpse is never shown.

The knight to be tested is accompanied by six weeping, but otherwise unspeaking, maidens to one of the wall towers, and into a chamber on the ground floor. The chamber is elegantly furnished; the floor is of colored tile in a checkered pattern, and the walls are painted with bright colors. In the center of the room is a huge bed with graceful gold posts, covered with thick blankets of white fur and ermine. Another door is in the opposite wall, and cannot be opened from the inside.

The servants, still crying, then offer the knight a fine nightgown to wear, and (if allowed) help him to change into it. The bed is so large that the women lay his clothes, armor, shield, and weapons upon it at the foot. One, bearing a bottle of wine and a plate of bread and cheese, offers it to him. "This may be your last repast," she says. Another offers to leave a burning candle. The servants then depart.

The knight hears a great bolt slide shut, locking the door closed. It will not be opened until dawn.

Awareness, Suspicious, and Prudent. (Success at one or more of them = You hear a voice coming out

of nowhere: "Ha! Sir Knight, you will die if you lie here unarmed, for this is the Couch Adventurous.")

If desired, the knight has time to put his armor on before anything else happens. If the character already expressed a desire to do so, give a Prudent check.

Pious. (Success = The knight gains a +10 modifier to all subsequent rolls in this encounter in the chamber of the Perilous Bed. Critical = He may double *all* skills for this adventure as if by means of critical passion rolls.)

If at any time during the combat or testing the knight goes unconscious or takes a Major Wound, the test is finished. Go directly to the "Failure" section, below.

THE ADVENTUROUS BED

All is dark and quiet, save perhaps for the gently flickering candle.

Energetic. (Success = You remain awake. Failure = Make a Lazy roll, below.)

Lazy. (Success = You fall asleep.)

If he sleeps, the knight cannot attempt the first STR roll against the upcoming challenge (i.e., he is automatically thrown from the bed, taking damage, as noted below.) If he remains awake, a sequence of tests follows, starting with the bed itself.

Without warning, the bed begins to roll wildly around the room.

STR. (Success = You remain on the bed; check again next round. Failure = You fall off, taking 3d6 damage from the fall, and must now make DEX rolls to dodge the bed as it tries to run you over.)

DEX, modified for armor worn [required only if the knight is not on the bed]. (Failure = You take 4d6 damage from the bed's impact.)

This goes on for 20 rounds (assume about an hour's time, in all), after which the bed stops. If the knight survives, he goes on to the next encounter. If he is unconscious or dead, to go "Failure," below.

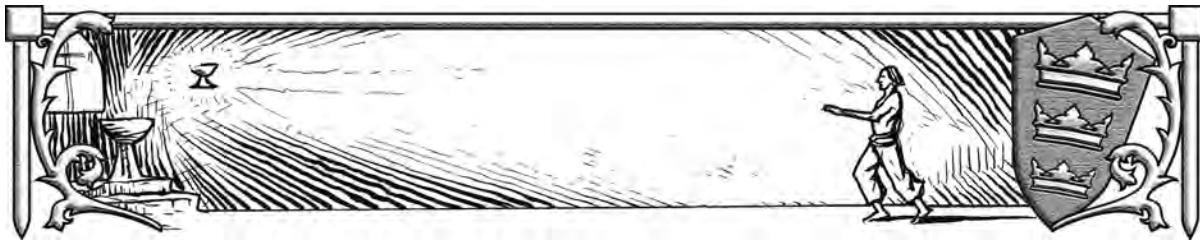
CROSSBOWS

Without warning, ten little windows snap open, revealing crossbows loaded and cocked.

Awareness. (Success = You can use your shield, the bed, or some other object for partial cover.)

All fire simultaneously, and all of the bolts strike the knight for 1d6+12 points of damage each. If the Awareness roll was successful, the knight gains the benefit of a shield against any five bolts (player's choice, after damage is rolled).

If the knight survives, he goes on to the next encounter. If he is unconscious or dead, to go "Failure," below.



THE LION

The door that could not be opened previously now springs open, and a fierce lion (see *Pendragon*, Appendix 2) leaps into the room. The door swings closed immediately.

If the knight survives, he goes on to the next encounter. If he is unconscious or dead, to go “Failure,” below.

THE SILENT KNIGHT

After the knight has rested for perhaps 10 minutes or so, the door again springs open. This time a knight steps through, armed and bearing a sword and shield (use famous knight stats, but with a Sword skill of 20). He attacks the player knight without warning. In fact, the attacker never speaks at all during the combat.

Once the Silent Knight takes damage equal to half or more of his Hit Points, he staggers backward, and the door springs open as he lurches inside. It closes, and then reopens. He reemerges, whole, and begins to fight again. He does this until forced from the chamber three times, or is killed outright (i.e., if his Hit Points are brought to 0 or less with a single blow).

A clever player knight may try to follow the wounded foe as he retreats through the door.

DEX, modified for armor. (Success = You manage to dodge through the door before it closes.)

If the player knight gets into the chamber, he sees another room filled with an unearthly glow. He is immediately healed of all his wounds, just as the Silent Knight is.

Pious. (Success = You are overwhelmed by a feeling of divine immanence and pause in wonder.)

In any case, the Silent Knight merely shoves him back from the mysterious chamber into the bed chamber, and the fight begins again.

If the player knight survives three onslaughts, even with only a single Hit Point remaining, the door opens and a divine radiance flows from the chamber beyond. The knight is healed of all wounds, and falls into a deep, dreamless sleep.

Got to “Success.”

SUCCESS

In the morning, the maidens come to check on the knight. Their wonder is great, and they all cry out in happiness and surprise. King Pellam comes to see what the exultation is about, and joins in the happiness.

“Good Sir,” he says, “You are indeed an extraordinary knight! You have proved your uniqueness in this perilous task. As a result, you shall have your

reward.” He turns to the ladies. “Prepare the feast,” he says, “Notify the king.” The maidens dash off to their tasks.

If the knights ask, “What king?” then the courtiers explain that King Pellam is the King of the Castle of Adventure, but his father is the king of the whole land.

The king accompanies the knight to the sleeping chamber where the other knights wait. They are asleep, and cannot be awakened. King Pellam assures the successful knight that they are fine, and that the mystical nature of this place makes them sleep. “They sleep here, in body,” he says, “as their souls are asleep.”

Go to the adventure of the “THE GRAIL FEAST.”

FAILURE

If the knight fails at any part of the test, probably by going unconscious from damage, he falls in a swoon and, though able to see what goes on, is unable to participate or interfere in any way.

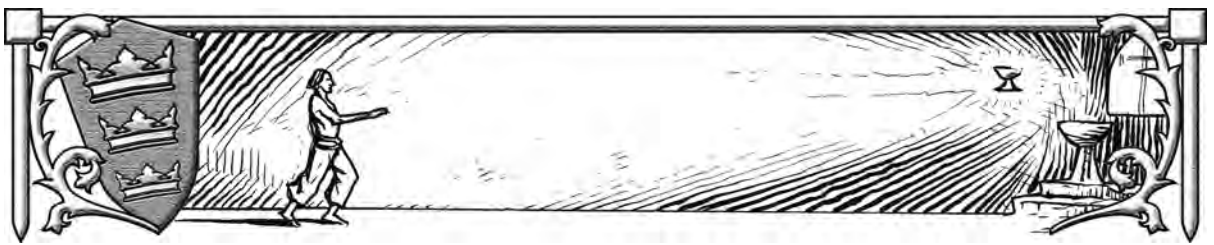
Celestial music fills the air. As the knight watches, the procession of the Grail enters the room where he lies bleeding. (See the adventure of the “THE GRAIL FEAST.”) They place their objects upon a table, and then all kneel and pray together. A blinding white light radiates from the altar-table, and the knight finds himself healed of all wounds, but still unable to move. A voice cries, “God is good,” and the ceremony is ended.

The knight feels himself seized by many hands from unseen people, as if being mobbed by an invisible crowd. They disarm him, then bear him out to the courtyard and bind him into a rickety, smelly old two-wheeled cart. His shield is set up on the wagon pole to reveal all his arms, and his armor is thrown in to lie by his feet. The horse is a bony, broken nag with its head drooping nearly to the ground.

Dawn comes slowly in the east. A maiden comes and whips the horse to motion. The creaking cart rumbles unsteadily forward. The woman takes her scourge and whips the knight as the cart passes through town. (He still cannot move.) As it passes through the dilapidated town, the peasants turn out in force and, with many jeers and insults, throw rotten vegetables, clumps of dried dung, and other garbage at the passing knight.

The knight loses 1 point of Honor for this shameful event.

Eventually, of course, the knight falls asleep, whether after moments or hours. (How Energetic is he?) When he wakes, he is alone, with his armor and



horse, on the barren, burnt ground. He sees his companions and squire(s) not far away. A castle is visible to the north.

It is Penrith Castle. They are out of the Wasteland.

Glory: 100 to attempt the Perilous Bed, 500 to succeed.

ADVENTURE: THE GRAIL FEAST

This is the end of the Quest for the Grail, the ultimate adventure.

Time: After succeeding at the adventure of the Perilous Bed.

Setting: The Castle of Adventure.

Problem: The Fisher King is wounded.

Characters: King Fisherman.

Secrets: He is the Grail King.

Solutions: Ask the right question.

Action: Knights who survive the adventure of the "PERILOUS CASTLE" are shown to a part of the castle they have not seen before. It is the Great Hall, where, lying on a bed, is a king. He is wearing a rich gown and a sable hat.

Recognize, +5. (Success = This is the King Fisherman.)

Otherwise, this adventure is virtually identical to that described in the "Castle of Joy" section in Chapter 5, save that the Fisher King and King Pelam seem to have mysteriously been divided into two separate people.

Glory: 1,000 for succeeding.

EVENT: RECENT GRAVES AND TOMBS

Time: 555–57.

While wandering the countryside, knights may encounter new graves of knights who were also on

the Quest. A new grave is always apparent. (Brand new ones are freshly dug dirt, slightly older ones have a mound of dirt on the top that hasn't yet settled, old ones are level with the ground.)

Shields are often hung from a cross or other marker over the grave to identify the remains. Heraldry rolls, with appropriate modifiers, are all that is needed to identify them.

Sometimes graves or tombs have the name of the deceased, and often a couple of lines of history about them. Some have long explanations of things chiseled onto them. Though most player knights can not read, there is often some hermit nearby who can read it to them.

Of course, many of these graves are of knights known only to their earls and fellows, not famous ones.

The *Vulgate* says that half of the Round Table knights died. The death of heroes is often mentioned in Malory, though when the census comes up at Sir Urré's healing, almost all of the Great Knights are somehow present (a few apparently back from the dead!).

In *Pendragon*, we suggest you have half die to emphasize the grim harvest of the spiritual quest. And of course, witnessing a half empty Round Table emphasizes the weakness of Arthur's kingdom for the subsequent events.

Note that graves of knights with 8,000+ Glory are probably a bit interesting, but graves of knights whom the player characters know and have interacted with are much more impactful.

Deaths in Malory: Bagdemagus, Dinadan, Ywaine the Bastard.

Deaths named elsewhere: Erec son of Lak, Palomides, Aglovalle.





Chapter Ten

Twilight Period: 558–65

King Arthur Pendragon has been reigning for 48 years now.

HISTORICAL PRECEDENTS

Compare this Period with the times of King Henry V (early) and Richard III (late) — that is, the War Of The Roses era.

YOUR CAMPAIGN

In this Period of the campaign, things return to relative normalcy. The Enchantments are gone: selkies find their skins and return to the sea, brownies are again hidden, and the lost kingdoms are once again lost.

The player characters return to center stage here, particularly if that was not the case during the last Period. The king needs good men, and there are many vacancies on the Round Table. If player knights qualify, they can take the stage next to Sir Gawaine, Sir Bors, and Sir Ector.

WHAT'S NEW

Some things are changed, some remain the same.

EQUIPMENT

Armor: The smiths of Camelot have grown skilled, and the clever among them have made a superior type of armor that cunningly causes sword, lance, or mace to be turned away. It is called Gothic Plate, and it is worth 18 points of protection. This includes the “frog mouth” helmet.

In addition, special jousting accoutrements can be bolted onto one's armor to give additional 6 points of protection (!), but only against a lance attack. However, these attachments impair hand-to-hand fighting: All weapon skills but Lance suffer a -10 modifier.

Finally, the special jousting shield can be used. It has a notched corner to help steady the lance, and is stronger and designed to deflect lances. If used, it gives not the usual 6, but an additional 10 points of protection against lance or joust damage, and also a +5 modifier to the jouster's own Lance skill!

Note that all this extra protection gives a total of 34 points of armor in a joust! Even a 10d6 Shire destrier averages only 37 points of damage for an average knight on a lance charge.

Weapons: A new infantry weapon is available, the arquebus, a primitive type of gun that does 3d6+10 points of damage. The arquebus is quite inaccurate, though, truly useful only in mass volleys, and is found only among very successful mercenaries.

Horses: Destriers can be bought in smaller cities now, and Friesian destriers are merely uncommon instead of being rare.

A few even larger horses called Shire destriers are available, though they remain rare throughout this Period.

Shire Destrier: SIZ 45, DEX 10, STR 40, CON 11; Move 7; Armor 5; Unconscious 14; Major Wound 11; Knockdown 45; Hit Points 56; Healing Rate 5; Damage 10d6.

Horse armor has also improved to partial plate barding (14 points), but only for Friesians and Shire destriers that can carry the weight.

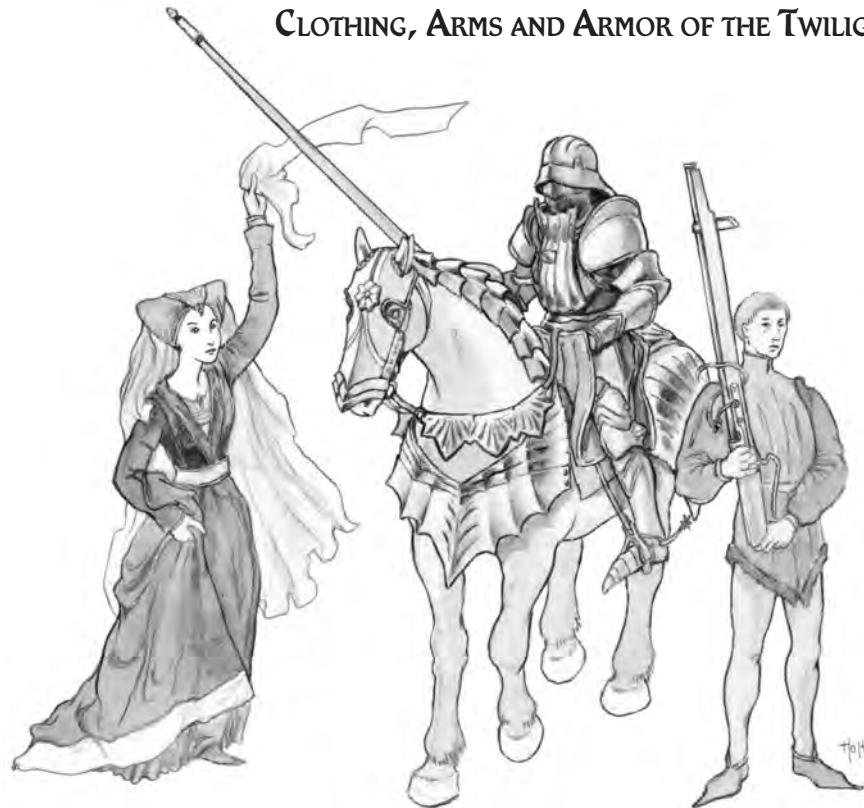
Clothing: Clothing is more exaggerated and extravagant than previously. For men, the sleeves of the pelisse are wide and full, gathered at the wrist. The collar is high, fastening tight to the neck. Surcoats are often stiffened into a globular shape over the chest, edged with fur and a tight waist belt. The tabard is the favored clothing over armor. It is a loose tunic with wide sleeves, and often bears the arms of the wearer.

Women's surcoats had developed to be much like a modern dress. Her cotte, beneath the surcoat, is mostly hidden, the ancestor of a petticoat. Capes, cloaks, and surcoats are so long they often drag on the ground. Women's hats reach an all-time high in monstrous extravagance. One favorite is tall pointed cone with a velvet roll around the head and a veil of muslin over the face and neck; another is like a pair of horns curving upward with a veil hanging down the back; and yet another is a large, round hat like a tall coif, made of rich cloth and decorated with diamonds.

Both men and women have long, pointed shoes. Some have ridiculously long toes, tied to the keen with silver chains.



CLOTHING, ARMS AND ARMOR OF THE TWILIGHT PERIOD



HERALDRY

When arms are displayed on walls or possessions, they are often decorated by the motto, as before, but also with *supporters*: figures that stand beside the shield and lend honor to the arms, as well as often hinting at some family story.

Also, noblemen of title are allowed to put a certain type of crown upon their displayed coat of arms to denote their rank and prestige.

TROOP TYPES

This list ranks the available troops of the times, from best to worst. The number in parentheses indicates the actual number of individuals, used only to calculate the relative size of a battle.

Superlative knight (4): 18-pt armor, Shire destrier with 14-pt barding, 3 squires

Rich knight (3): 18-pt armor, Friesian with 10-pt barding, 2 squires

Heavy foot soldier, longbowman (3)

Ordinary knight (2): 16-pt armor, destrier with trapper, 1 squire

Poor knight, sergeant (1): 14-pt armor, destrier, no squire

Italian crossbowman (1)

Hobilar, spearman, foot soldier (1/2)

Bandit, plunderer (1/5)

Peasant (1/10)

YEAR 558

COURT

Arthur's court is held at Camelot.

AWAY FROM CAMELOT

Bors

Percivale

Galahad

Most of the Orkneys, including Mordred

GOSSIP

"Well, how long did that last, then? He was back here from the old "high and holy" for what, two weeks before he crawled back to her bed?"

"Oh, I am not so sure. He has been accepting every petition offered by every maiden, damosel, and lady. I think he may just be helping all womankind since the Quest."

"Well, I'll ask — helping how?" (*laughs*)

"Well, if *that's* what he's doing, then I am going to get in line."

NEWS

Tor: "I've discussed this with the king and it's time to get the tournament circuit going again. I'll be speaking with possible sponsors soon."



Griflet: "The large number of deaths due to the questing has left the outer lands in turmoil. Kings were killed, and some dynasties have changed."

Gawaine: "The way that Lancelot is accepting every woman's petition is leaving me with little to do! Maybe I ought to have gone north with my brothers after all!"

Constantine: "The ravages of the Cornwall war have distressed our local income, but everyone agrees it is far, far better than the Wastelands were."

ROYAL CONVERSATION

"We are pleased that the heroes of the Grail Quest have returned to their homes once again. Their efforts, and especially those of good Sirs Galahad, Bors, and Percivale, have returned the realm once again to normal."

INTRIGUE

The queen and Lancelot *are* apparently continuing their affair.

MORDRED TALK

Mordred is in Lothian this year: "The knights of Camelot are soft and weak. They drink French wine instead of mead, wear fancy clothes instead of hunting gear, and prefer peace to war. When the De Ganis finally betray us, then we will need many men like you."

TOURNAMENT SCHEDULE

At the Pentecostal Camelot Tournament this year, the prize is a full set of Gothic Plate and a destrier trained to fight. One afternoon, the pageant includes a mini-drama of the foundation of Knighthood and the foundation of Love (together they thwart the nasty Sir Bishop who would forbid love).

July: Neighborhood (2) (no wager; armor), Local.

August: Neighborhood (ransom), Local (2), Regional (2) (at Levcomagus and at Silchester; the latter is an armor and horse).

September: Neighborhood (2) (armor; armor and horse), Local.

October: Neighborhood, Local (2) (armor; armor and horse), Regional (at Norwich in Anglia; ransom).

EVENTS

Life seems to have returned largely to normal in the wake of the Holiest of Quests.

BLOOD TOURNAMENTS

Sir Mordred and his followers are now firmly ensconced at the Castle of Maidens, in Lothian, where the Orkney brothers grew up. Lothian was the kingdom of their father, King Lot. The sons now hold many proper-



Sir Mordred

ties here, and so are esteemed noblemen. They bring the latest in food and clothing to share as feasts and gifts.

This is one of two northernmost Cymric kingdoms, and life is still pretty rough there compared to Logres and Camelot. The everyday life of fashion and equipment in the region is still roughly 20 years behind that in Camelot. This means that 14-point partial plate armor and ordinary destriers are a big deal here. When the king's nephews arrive, replete with full plate armor, astride African and Arabian coursers and leading oversized destriers, they cause quite a stir.

Their jealousy for the goods confuses their usual northern contempt for the soft, womanly life of the southerners. Mordred tells them, "It's time to stop being boys. We are men. We are going to do the sport of men, which is fighting, but not like southern boys. No, here at this tournament, we will use real weapons, and we will fight for the full ransom of those who oppose us."

This appeals to these rough northerners, because now their contempt is focused again. They will go and conquer those girly southerners and *take* some of those great horses and armor!

THE CHALLENGE OF ALISANDER

Sir Alisander le Orphelin, the son of Prince Boudwin and thus King Mark's nephew, is made a knight. He is given his father's bloody garments and the task to avenge his father.

King Mark sends gifts to Morgan le Fay to destroy Alisander, so she gets Sir Malgrin, a wily and murderous old knight, to fight the young man. At first Malgrin is winning, but he boasts of his unjust victories, and Alisander is inspired by his own sense of Justice and slays Malgrin. He is so sorely wounded that he would die, but Morgan le Fay takes him to Le

ELEGANT AND BLOOD TOURNAMENTS

In this Period, the form of most tournaments continues to have the three Classic events of Joust, Challenges, and Melee, but two trends of last Period continue and intensify.

First, the pageantry increases. Knights are encouraged to have more and more elaborate accoutrements, and the non-combat events become more numerous and lengthier. Poetry contests, mock battles between ladies and knights, and even Courts of Love occur. These give increased opportunity for courtly abilities, and they take several days to complete, but they all diminish the martial aspect of the event, perhaps even mocking it in some cases.

The stakes of betting armor and gear are notched up another step: This trend doesn't start in Camelot or the south, as most of the changes in tournaments have, but in the north, where the civilizing effects of chivalry and romance have been the weakest and in place for the shortest time. The new custom is encouraged by Sir Mordred and his gang.

Blood tournaments are renewed. No blunt or rebated weapons are used. "These are for real men," says Mordred, "for men who practice war, not bed-play. They are for knights of the field, not the court. These are for men who seek Glory." And indeed, the Glory rewards are far greater, for they are not divided by ten as with contests using rebated weapons.

Some knights get reputations for being killers in the field, champions of blood.



Beale Regard (location as decided by the Gamemaster), a castle she owns only because she took it from the rightful heiress, Lady Elenor.

Elenor conspires with Alisander to have the castle destroyed, but she does so only to spare him. Her uncle, the Earl of Pase, destroys the place, and Alisander, holding to an oath, remains in the garden of the destroyed castle to joust with whomever he meets.

But there he meets Alis la Beale Pilgrim, with whom he falls in love and is thus inspired for the rest of his stay there.

Player Hook: Go fight Sir Alisander!

BRIAN ATTACKS CARDUEL

King Brian's fleet of pirates lands in the Solway Firth to discover the British fleet waiting for them. A fierce naval engagement ensues, but the pirates far outnumber the Britons and it is a decisive victory for Brian.

The fleet sweeps into Carduel, pillaging and looting far and wide. By the time High Marshal Griflet reaches the site with his army, the enemy fleet has sailed, bearing with them great wealth and slaves from Carduel.

Meanwhile, over in Stirling Castle, Mordred and his brothers caroused for the entire time that the pirate army was plundering nearby Strangorre, not answering the Marshal's summons.

CHRISTMAS COURT

Many people gossip with delight about the fact that the Queen and Lancelot are, once again, having an affair. However, his courtly poetry, rare as it is these days, seems stale and empty now, and many people in the back of the crowd giggle and titter at his hypocrisy.

SPECIAL WINTER PHASE MODIFIERS

Because of the Pax Arthur, all lands of Logres get a -1d6 modifier on the Starting Bad Weather roll.

Because of the fighting, though, the following counties suffer the following modifiers to the Starting Bad Weather roll.

Carduel: Land was pillaged (+2d6)

YEAR 559

COURT

Arthur's court is held at Carlisle this year.

AWAY FROM CAMELOT

Mordred, Gaheris, and Agravaire (gone north)
Bors, Percivale, and Galahad
Lancelot
Lavaine

GOSSIP

"Have you heard about the jousting up at La Beale Regard? A young knight there, called Alisander le Orphelin, is jousting every challenger."

"Let me tell you, he must be doing quite well to be mentioned at all. How many of those young men are doing that these days? Half, a third maybe?"

"Do you think the Grail Quest convinced anyone to change their ways? It seems to me like everyone went away, got hurt, and then came back to be the same."

"Hurt or killed. What a shame. It was worse than a war!"

"And all for nothing. Everyone the same."

"Everyone? You don't think Lancelot is changed?"

"Changed from what? Oh, I think they are still chaste."

"Well, I'll say what everyone is afraid to say — they are having sex. I swear, how could they not be?"

NEWS

Tor: "The lists are open again, as usual. We will have a full schedule of tournaments again, just like before. Don't worry!"

Griflet: "Reports say a woman is leading the French armies! Good God, they are so desperate! What will they try next?"

Gawaine: "Look at this new plate armor! This will stop just about anything, won't it!"

Constantine: "After those desperate years when we lived in the Wastelands, this normalcy is pleasant again."

ROYAL CONVERSATION

"We still have positions open for the Round Table for worthy knights."

INTRIGUE

There is increasing tension between the de Ganis and Orkney clans.

MORDRED TALK

Mordred is in Eburacum, where he says to the young prince, "You must be tired of submission to my uncle. Let me promise you, if there was a war and you came to help me, then there would be no submission. Malahaut would be free."

TOURNAMENT SCHEDULE

At the Pentecostal Camelot Tournament this year, one pageant is a live chess game waged by the Queen of Love versus the Queen of Malahaut, but with the knights sword-fighting to try take each other. Also there is a display in which tigers fight a gigantic bull, and a parade of elephants. The prize is an elephant.



July: Neighborhood, Local (armor), Regional (at Maldon, in Essex [ransom] and Ilchester in Jagent [armor and horse]).

August: Neighborhood (armor), Local.

September: Neighborhood (2) (ransom; no wager), Local (armor and horse).

October: Neighborhood (armor), Local (armor), Regional (at Carduel, in Cambenet; armor and horse).

EVENTS

At Pentecost court, a badly wounded knight has come to court seeking help. His mother and sister accompany him. He is Sir Urré, “a good knight of the land of Hungary,” who is victim of black magic.

Present the day of his arrival are 110 good knights, excepting Sir Lancelot who was off questing. First King Arthur himself lays his hands on, but it does no good. Then he orders that each knight present must attempt it, and each lays his hands on the knight, but all fail.

SIR URRÉ’S HEALING

Source: Malory XIX, 10–12.

In a tournament in Spain, Sir Urré slew the son of an earl and an enchantress; the fallen knight’s mother cursed Urré so his wounds would never heal unless he is treated by the “best knight in the world.” He has been traveling the world for seven years to find this person.

“Where is Lancelot when we need him?” asks King Arthur.

And at that moment, a watchman comes running in. “My Lord,” he says, “Sir Lancelot has been espied coming to the castle.”

When Lancelot comes in, everyone greets him, and King Arthur tells him that Urré can be healed only by the best knight in the world. Lancelot refuses to try (managing a critical on Modest...). Finally, Arthur orders him to do it, and then Urré begs him.

Lancelot humbly kneels by the bleeding knight and prays, then puts his hands gently onto the knight’s wounds. One by one, they stop bleeding and the pain goes away. The wounds heal quickly, looking as if they had been healed for seven years.

“How do you feel?” asks King Arthur.

“I am ready to go jousting,” says the Hungarian knight, laughing. He is fully and completely healed, and the court drops to its knees in wonder and thanks.

“Lord be praised,” said King Arthur.

Sir Lancelot, kneeling beside the happy knight, weeps like a child.



Sir Urré

SIR BORS RETURNS

Sir Bors returns to Camelot with tales of miracles and journeys to exotic lands over distant seas. He has many long stories of the questing to tell, having been on the road for three years. He has his story of the Grail Mass and afterwards.

He tells that Sir Percivale healed his grandfather and therein witnessed the power of God, which released the land from the terrible plague of the Wasteland in the time it takes God to exhale. Bors relates that as soon as King Fisherman was healed, the entire land of Listeneisse burst into bloom and the sudden growth spread over the countryside like paint over a canvas. Then Percivale’s grandfather expired, so the gentle knight agreed to retire to rule Carbonek and the Kingdom of Listeneisse.

Sir Galahad and Bors were called to pursue the Grail, and in a boat sailed to the Middle East, where the Grail led them and converted many native peoples. They remained there until Galahad died, ascending right up into heaven so that he needed no grave or marker.

After that, Bors gave up the pilgrimage and returned home.

BRIAN ATTACKS ANGLIA

In another surprise move, King Brian’s fleet sweeps down upon Anglia, first attacking Yarmouth and destroying the small fleet there. Then the lands are pillaged, and the local Saxons take the opportunity to join in. When the ducal army shows up, it is soundly defeated. Marshall Griflet arrives quickly, but not in time. The fleet has gotten away again.

The army suppresses the Saxon rebellion.



CHRISTMAS COURT

The general feeling is one of contentment, on the physical level, and discontent emotionally. The tension between the de Ganis and Orkney clans is becoming difficult, and many people spend a lot of time calming them.

On the good side, there is a wedding: Sir Lavaine, Lancelot's new companion, is marrying Lady Felelolie, the sister to Urré. They will be settling in Britain permanently.

SPECIAL WINTER PHASE MODIFIERS

Because of the Pax Arthur, all lands of Logres get a -1d6 modifier on the Starting Bad Weather roll.

Because of the fighting, though, the following counties suffer the following modifiers to the Starting Bad Weather roll.

Anglia: Land was raided (+1d6)

YEAR 560

COURT

Arthur's court is held at Camelot.

AWAY FROM CAMELOT

Mordred, Gaheris, and Agravaine (gone north)

GOSSIP

"He's *still* taking every case offered to him by women! Are you as amused as I am by those teen-aged girls asking him to take them on a quest? That Lancelot is not going to rest, is he?"

"No, it seems not. He's been so frantic since returning from the quest! Compare him to Sir Bors, who seems like the paragon of knighthood now. He's strong and successful, *and* he saw the Holy Grail."

"Well, of course he is more relaxed. Sir Bors doesn't have to do anything now to prove he's the perfect knight, does he?"

"Gee, I wonder what Lancelot might be doing that would keep him from being perfect...?"

"Not everyone is as cynical as you. Those girls aren't doing the 'more chaste than thou' for Lancelot because they think he is lustful."

"Oh, not lustful, really. At least, not generally so like Gawaine. But chaste? Do *you* really think so?"

NEWS

Tor: "Sir Bors will be the guest of honor at the Pentecostal Tournament this year."

Griflet: "Astonishing, but reports say the French army has thrown out all the mercenaries, condotiorri, and plunderers from their lands. They've taken

refuge in Ganis and Benoye, and the lords there are having great trouble defending their properties."

Constantine: "All is well here."

ROYAL CONVERSATION

"We will be building a new fleet. It is a shame there is not one to hire to do our fighting, as with mercenaries."

INTRIGUE

The queen has become increasingly angry at Sir Lancelot, who is spending too much of his time doing deeds for other women.

MORDRED TALK

"What does it say of our manhood when the best among us, the great killer of men, is ruled by a woman?"

TOURNAMENT SCHEDULE

At the Pentecostal Camelot Tournament this year, an artificial forest is brought into the tournament ground, and amid it knights and ladies dash about to find each other while squires and damsels in beast costumes hunt them. The prize is a large illuminated book, and also a varlet to care for it and read from it upon command.

July: Neighborhood (3) (armor; no wager; armor and horse), Local, Regional (at Dorchester in Dorset).

August: Neighborhood (armor and horse), Local (2) (no wager; ransom), Regional (at Gaiholm in Gorre; ransom).

September: Neighborhood (2), Local (armor).

October: Neighborhood, Local, Regional (at Newcastle in Nohaut [armor]; at Tadcaster in Malahaut [ransom]).

EVENTS

Another relatively uneventful year, though Brian of the Isles continues to make a nuisance of himself.

GUENEVER BANISHES LANCELOT (PRIVATE EVENT)

Source: Malory XVIII, 2.

Queen Guenever is always a bit short on trusting Lancelot. One fine summer afternoon, when they are in private "practicing poetry," she asks him what in the world he thinks he is doing by flirting with all the women of the court. Lancelot explains that they are under suspicion, even being spied upon, so he decided to pay attention to the other women as a diversion, so that people wouldn't think he was paying special attention only to her.

Guenever calls him a liar and accuses him of being false to her *again*, just like before (with Elaine, of course);



Lancelot is too meek to mention that he was bewitched at the time and it was 26 years ago.... And didn't he just prove he was *the best knight in Christendom*?

No, Lancelot says nothing — another proof he believes suffering for love is good.

She finally tells him, "And never be thee so hardy as to come into my sight; and right here I discharge thee this court, that thou never come within it."

"Right so," Malory tells us, "Sir Lancelot departed with great heaviness." He stops only to tell his best companion, Sir Bors, that the queen has cast him out. Bors recommends that he go and hide in the nearby hermitage of old Brastias (the former renowned knight who later became a monk).

Sir Lancelot departs, and it is noised about that he has gone far away, adventuring as when he was a youth.

BRIAN ATTACKS LINDSEY AND MALAHAUT

King Brian boldly sweeps right up the Humber River to plunder. Saxons come out of the forests of Soresstan to join in. The army arrives quickly, but the Saxons distract Griflet and they all get away into the forests. By the time he reaches Malahaut, it is too late and the pirates have gone, leaving behind blood, fire, and grief.

CHRISTMAS COURT

Sir Lancelot is gone, but unlike during his many absences in the past, the queen does not seem overly concerned. Perhaps she is just getting used to it.

Everyone notices that the de Ganis clan is generally avoiding court this winter.



King Brian

SPECIAL WINTER PHASE MODIFIERS

Because of the Pax Arthur, all lands of Logres get a -1d6 modifier on the Starting Bad Weather roll.

Because of fighting, the following counties suffer the following modifiers to the Starting Bad Weather roll.

Malahaut, Lindsey: Land was raided (+1d6)

YEAR 561

COURT

Arthur's court is held at Camelot.

AWAY FROM CAMELOT

Mordred, Gaheris, and Agravaine (gone north)

Lancelot, who was secretly banished

GOSSIP

"Did you hear? Sir Lancelot ran away because he couldn't stand her bickering at him anymore. Nag, nag, nag, as if he doesn't have enough to do with answering every little girl's whimsy!"

"Oh, so sarcastic. You heard about the dragon in Malahaut that was killed. That was Lancelot, you know?"

"Well, so you say. I suppose he drove off the raiders in Malahaut too, hey?"

"He would have killed them all if he had been there."

"Mmm, off killing dragons when we need him here..."

NEWS

Tor: "Warwick this year. Warwick."

Griflet: "The French army is sweeping to victory in France! Castles are surrendering right and left, and they are even having victories on the battlefield! Most of Benoye and parts of Ganis are already lost."

Gawaine: "Some of those de Ganis fellows need to watch their step."

Constantine: "We are well."

ROYAL CONVERSATION

"We will have a grand tournament this year to bring the two most powerful clans of the land together. We will call it the Tournament of Companions."

INTRIGUE

Sir Lancelot fled court because the queen told him to go away.

MORDRED TALK

"How is it that some flaunt the laws of church and land, yet suffer nothing, while others are exiled or even killed for their indiscretions?"



TOURNAMENT SCHEDULE

At the Pentecostal Camelot Tournament this year, two teams of squires joust each other, one side wearing entirely red and the other entirely green. The losing team waits on the knights for dinner, and the winning team waits on the nobility.

The prize is a fine knight's manor stocked with plunder from French manors and having an extra £2/year of income.

July: Neighborhood (2), Local (armor and horse).

August: Neighborhood (ransom), Local (armor), Regional (at Legions in Cheshire).

September: Neighborhood, Local (2) (ransom; armor and horse).

October: Neighborhood (2), Local (armor), Regional (at Warwick in Wuerensis [armor and horse]).

EVENTS

Two new Round Table knights are sworn in this year: Sir Urré and Sir Lavaine.

TOURNAMENT OF COMPANIONS

King Arthur sponsors a tournament at Lincoln, intended to bring the Orkney and de Ganis clans together and to remind them of their interdependence.

Sponsor: King Arthur.

Teams: De Ganis and Orkney clans against everyone else.

Size: Elegant style, Regional.

Prize: A silver-enameled suit of 16-point full plate armor.

Special Events: None.

Results: To be determined by the Gamemaster. However, during the Melee, the two partner clans do nothing but complain about each other's performance, not extending the effort when help might have been given.

POISON AND TREASON

Source: Malory XVIII, 2–8.

Queen Guenever holds a dinner for 20 knights, the list including all the leading knights of the Orkneys and the de Ganis (except Lancelot), as well as several other knights. She flirts and lavishes praise on all of them equally. (Mordred says it is simply to spread the impression that she lavishes praise on everyone, not just Lancelot.)

At that dinner, she serves fresh fruit to the knights, and one of the guests, Sir Patrise, a good knight from Ireland, cousin to Sir Mador de la Port, takes an apple. However, when he eats it he is quickly seized with choking, bloats up terribly, and then dies

amid horrible expulsions. The Round Table knights are horrified, of course, and shocked as well.

Sir Mador de la Port immediately accuses Queen Guenever of murder, a capital offense. When King Arthur questions the knights, they all agree that they think the queen must have poisoned the knight: They don't see how it could have occurred otherwise. Sir Mador presses for a judgment, and King Arthur, torn, says that if no champion shows up to defend the queen in 15 days, then she is to be burned as a murderer.

Everyone knows that Sir Lancelot is away (though no one is still sure *why* he left). Publicly, Sir Bors agrees to defend the queen. He states that he thinks she is innocent.

On the day of the trial, the queen is placed in the Constable's box. Nearby is a great iron post, and around it are piled sticks for firewood. Sir Mador arrives and swears that the queen poisoned his cousin, and that he will prove it "with his body, hand for hand, who that would say the contrary."

Sir Bors then swears, "as for Queen Guenever, she is in the right, and that will I make good with my hands that she is not culpable of this treason that is put upon her."

At the last moment, though, a mystery knight shows up and asks for the quarrel to be his. No one knows who it is except Bors, though surely many suspect. The mystery knight and Mador fight, and Sir Mador manages to strike a deep wound through the thigh of his foe, who then in anger wounds Sir Mador nearly to death. When he dashes off Mador's helmet, the defeated man begs for mercy and surrenders. The mystery knight extracts an oath from Mador that the queen is innocent, and that he will never bring this matter before anyone again. Mador agrees.



Sir Lancelot

THE GREAT PENDRAGON CAMPAIGN



The mystery knight then loudly addresses the crowd, especially the other Round Table knights. He tells them that this has been an insult to the entire Round Table and court of King Arthur, and chastises them that only one good knight would volunteer to defend the world's best queen.

King Arthur begs the mystery knight to show himself, and he unhelms — to reveal that it is Lancelot, of course. The king and queen thank him profusely.

Lancelot answers simply. "It is right that I always take your quarrel, or that of the queen, for I am your man."

BRIAN ATTACKS ESTREGALES

King Brian attacks Estregales this year, and then, to compound his victory, goes and raids extensively in Leinster.

CHRISTMAS COURT

The general feeling this year... is that the queen is lucky to have Lancelot as her champion.

SPECIAL WINTER PHASE MODIFIERS

Because of the Pax Arthur, all lands of Logres get a -1d6 modifier on the Starting Bad Weather roll.

Because of fighting, the following counties suffer the following modifiers to the Starting Bad Weather roll.

Estregales, Leinster: Land was raided (+1d6)

YEAR 562

COURT

Arthur's court is held at Camelot.

AWAY FROM CAMELOT

Mordred, Gaheris, and Agravaine (gone north)

GOSSIP

"I don't care what anyone says: Sir Lancelot is a great man and it is good to have him back here defending us. What if he hadn't come to defend the queen?"

"Then Sir Bors would have, stupid."

"But I doubt Bors could have defeated Mador."

"Wouldn't it be nice if Lancelot's insistence on innocence, and his killing and defeating men to prove it, made it so?"

NEWS

Tor: "Several tourneys promise to be good this year, but I have to recommend the king's Lady Day tournament."

Griflet: "Those French victories, they were miracles you know. A girl, they call her the Lass from France, is a magician. The French say she is a saint,

but it's plain she is a powerful witch. Nothing else could explain her success!"

Constantine: "Two royal tournaments in one year!"

ROYAL CONVERSATION

"We expect that every good knight of the realm will be present at the tournament we are holding on Lady's Day at Camelot this summer."

INTRIGUE

Sir Lancelot and Queen Guenever have settled their lovers' spat for now. They meet quite regularly.

MORDRED TALK

"Hypocrisy reigns. We keep hearing the king speak of Justice, but instead it is still rule by Might! We hear the poets sing of Amor, and someone is sleeping with the queen behind the king's back. This house needs cleaning."

TOURNAMENT SCHEDULE

At the Pentecostal Camelot Tournament this year, twenty white mules pull a huge wagon with a fake island on it, where knights are prisoners of the beasts (i.e., men in beast costumes), who hold the base of the island against assailants. The beasts use muffins full of jelly for weapons, while the ladies use flowers and storm the isle to rescue the men, who then recite original poems to commemorate the assault, with a prize of a gyrfalcon for the "King of Poets."

July: Neighborhood (2) (both armor), Local (ransom).

August: Neighborhood (armor and horse), Local (2) (no wager; armor), Regional (at Castle Hill in Lindsey).

September: Neighborhood (armor wager), Local (2) (no wager; ransom), **Regal** (at Camelot on Lady's Day — see below).

October: Neighborhood (2), Local (2) (the latter at Hallowmas in Hantonne, Hampshire), Regional (at Carmarthen in Estregales [armor and horse]).

EVENTS

King Arthur has sponsored the Lady's Day Tournament, expecting "all the knights of Britain" to be present. However, Sir Lancelot cannot go, for he is still badly wounded from his fight with Sir Mador de la Port. Queen Guenever also stays behind.

"Of course," say the wags, "she will stay where Sir Lancelot is."

The couple speak of this gossip; nervous and unhappy, Sir Lancelot departs so the next day, letting



himself be seen by everyone in the castle so they can report that he left the queen. He travels to Astolat Castle, where he meets two young folk, Sir Lavaine, who decides he wants to accompany Lancelot everywhere, and the maiden Elaine le Blanc, Lavaine's sister, who falls in love with Lancelot.

At the castle, Lancelot leaves his shield in hiding and borrows a blank white one. Furthermore, he asks the lady if he can bear her favor: He calculates that this way he will be unrecognized, for in all his life he has *never* borne a lady's favor. Elaine happily gives him a red sleeve, which he binds to his helmet.

LADY'S DAY TOURNAMENT

Source: Malory XVIII, 9–18.

Sponsor: King Arthur.

Teams: Round Table and the Kings of Leinster and Scots against everyone.

Size: Elegant style, Regal.

Prize: A golden bell, a golden place-setting for two, and a golden necklace with twelve diamonds on it.

Notable Events: The Round Table knights do well, of course, but then two unknown knights with white shields enter the fray and defeat the Round Table knights. The one with the red sleeve is marked as the Champion for the day, but departs from the field quickly, with his companion, and someone else gets the award.

Some speculate is that it is Lancelot — but everyone knows he has never borne anyone else's sleeve or token, so surely it *can't* be him.

The next day, knowing this, the de Galis knights organize and gang up on the stranger, and they deliver hard blows and deep wounds. Still, the stranger recovers and knocks down thirty of them. By the end of the day, again, the Knight of the Red Sleeve is declared Champion. However, he is so badly wounded that he abandons the field with his companion and, once again, disappears.

Results: The mystery Champion is gone. Sir Gawaine is sent to seek him.

Soon after, Gawaine returns from his search and reports that he has discovered that the mystery knight was indeed Sir Lancelot in disguise. He also reports that the Fair Maid of Astolat, Elaine le Blanc, is deeply in love with Lancelot.

The queen is "nigh out of her mind for wrath" to hear this, for it means that Lancelot has again betrayed her love for another. Surely this is proof he is a false knight!

Meantime, Lady Elaine has found Lancelot and is tending to his wounds at the hermitage where he is hiding. Lancelot sends Lavaine to Camelot to find his cousin, Sir Bors, who comes to the hermitage as well.

HALLOWMAS TOURNAMENT

A tournament is held in Hampshire, sponsored by King Arthur. Sir Lancelot is not present.

Source: Malory XVIII, 18–20.

Sponsor: King Arthur.

Teams: Round Table versus Norgales.

Size: Classic style, Local (but double Glory for King Arthur's presence).

Prize: A matching pair of gold goblets, a mirror from China, and five white palfreys.

Canon: Gareth is judged the Champion, jousting down 30 knights, but he departs suddenly and doesn't get the prize. Instead, it is shared by Gawaine and Bors, who each downed 20 knights.

EVENT: FUNERIAL BARGE

In the autumn, court is being held at the castle of Westminster. One day, as the king and queen look out the window of a tower, they see a black boat being poled down the Thames, its crewman lamenting. They go to investigate, and they find a crowd already gathered at the riverside.

A beautiful young woman lies in the boat, dead. It is Elaine of Astolat, who bears a letter in her hand explaining things. She died, she explains, for love of Sir Lancelot, who did not love her back.

In private, when Queen Guenever hears Lancelot's story — of how he refused this beautiful fair young maid his love — she repents her mistrust of Lancelot, and apologizes.

Lancelot accepts, humbly.

Glory: 25 for witnessing this event.

BRIAN ATTACKS THE ISLES

King Brian attacks the Isles, and the King of Gomeret sets out in haste to fight him. However, Brian's army catches the Gomeret army as it is crossing the Menei Straits and the pirate fleet cuts off the boats from escaping or bringing reinforcements.

Half the army is lost as the rest watches helplessly.

CHRISTMAS COURT

The king declares that his knights will entertain the court with daily jousting. The prize each day will be a diamond. Lancelot does not participate, but, with Sir Lavaine, withdraws to the hermitage to rest.

SPECIAL WINTER PHASE MODIFIERS

Because of the Pax Arthur, all lands of Logres get a –1d6 modifier on the Starting Bad Weather roll.

Because of fighting, the following counties suffer the following modifiers to the Starting Bad Weather roll.

The Isles: Land was pillaged (+2d6)



YEAR 563

COURT

Arthur's court is held at Carlisle.

AWAY FROM CAMELOT

No one significant. The Orkneys are all visiting Arthur's court.

GOSSIP

"Such a beautiful girl, dead because Lancelot wouldn't love her. Dead for love."

"Dead for *not* love, you mean."

"Isn't love supposed to be a good thing? Isn't it supposed to make us good and strong and happy? What's gone wrong that even love is killing us?"

"Well, family was once powerful too, remember? But when I see Sir Agravaine plotting against his own uncle, I even wonder about that."

"You idiot! He's not plotting against the king. He doesn't hate Arthur. It's Lancelot and Guenever he hates. He hates the hypocrisy of their cheating romance and that it is hurting his uncle, the king."

"The king doesn't seem hurt to me. If he were, you would think he'd have done something long before this."

"He has his hands full now just keeping the de Ganis's and the Orkneys off of each other. A big wife problem might be too much to cope with."

NEWS

Tor: "There are a lot of good tournaments this year! The Duke of Lindsey promises a surprise at his regional tournament at Leicester this year."

Griflet: "Well, not much fighting for us left in France, but there is always Ireland! War has spread in the north, too. And if we don't keep watch on some of these men, we'll have one right here in the feast hall."

Gawaine: "I'll keep my brothers out of trouble even if I have to stay sober and chaste for the feast."

Constantine: "The food is ready, and the drinks, and there are entertainers and servants. So much to do..."

ROYAL CONVERSATION

"The Friesians captured the Lass of France. Their bishops had a trial and found her guilty of being a witch, so now we understand how she could lead the French to victory. They are going to burn her, of course. Some of the de Ganis clan have asked to go and watch."

INTRIGUE

Sir Lavaine swears his sister was a virgin, just overly fond of romances and love.



Sir Lavaine

MORDRED TALK

"That young girl could have been a good wife for someone, but instead her life is wasted now, and why? No woman I know would kill herself just because a man left her. They must have had sex to make her act that way. So now Lancelot isn't satisfied with the queen, but will start to reap the harvest of his favors, I suppose?! That man needs to be stopped."

TOURNAMENT SCHEDULE

Given the events of this year, most tourneys are canceled or drastically reduced in attendance. The Gamemaster can put together a few Local tournaments if he or she wishes.

EVENTS

Sir Lavaine is appointed to the Round Table this year.

A GREAT BETRAYAL

Source: Malory XX, 1-10.

Late one evening, after the de Ganis clan has left, as the drinks are long and the talk is hasty, the conversation of Agravaine and Mordred gets loud enough to be overheard, and interesting enough to listen to.

"Someone must speak the truth," says Mordred. A lull falls over the crowd. Even the king is listening.

"I will," says Sir Agravaine, "for the love of my uncle and the good name of our family."

"And what," asks the king, "will you tell me?"

"That your wife, the queen, is having an affair with Sir Lancelot."

And now the hush is thick enough to hit with a hammer, and the king looks cold and strange now, not like the man he was moments ago. "You will say no



more of this," says the king, "Come into my chamber." He rises and moves towards the chamber door, and the two grinning Orkney knights are not far behind him.

Awareness. (Success = You see the Orkney clan are unusually sober tonight.)

The moment the door closes behind the knights, the hall breaks into a roar of astonishment ("He said it in public!"), surprise ("The king knows now!"), clarification ("What did he say?"), and wonder ("I've gotta go tell my lady!"). In general, though, two subjects emerge: the exposé of the affair, and the hostility between the de Ganis an Orkney clans.

Take some time and allow the player knights to discuss this among themselves. Bring up their prior friendships or rivalries with either clan. Does anyone have an Amor for the queen? How do they feel, having heard *in public*, that the pure object of their Amor is sleeping with Lancelot?

What do they wish to do? Let them!

Player Hook: Are the player knights allies with the Orkneys? If so, they could be recruited to help out. They should be armed fully, and everyone will take an oath on their Honor to stand and fight Lancelot or forfeit their Honor.

If they are not established with that clan already, this is not the time to try to join with them, for they are all testy and clannish, hostile toward outsiders who are trying to "spy" on them or disrupt their plans.

Are they friends with the de Ganis clan? If so, they can join into the general discussion with that faction. Sir Bors has taken charge, as always, and is sending pairs of knights to various parts of the castle to watch and report what is happening where. Yet the larger group is assembled, armed and waiting.

The knights may not be bound to either faction. Players may ask for suggestions on what their alternatives are. Here are the obvious things:

- Do nothing. Go to bed, but with guards at the doors and weapons nearby.
- Stay up all night, armed and ready, near to your liege lord or King Arthur.
- Go to your favorite knights at court and ask for advice.
- Leave Camelot. It is just too ugly here right now, and you have real business elsewhere.

Gamemasters will have to direct the player knights through these events.

The Orkney Gang

The following knights stand against Lancelot here: Mordred, Agravaire, Colgreivance, Mador de la Port, Gingalin, Meliot de Logres, Petipase of Winchelsea,

Galleron of Galway, Melion of the Mountain, Astamore, Gromore Somir Jaure, Curselaine, Florence, Lovel.

When everyone is asleep, or ought to be, shouting and yelling, along with banging on shields and doors, erupts inside the castle outside the queen's chambers, amid much jeering. "Traitor knight! Traitor! Sir Lancelot, come out! You are captured!"

A crowd gathers to see what is going on. Nothing happens, and the knights keep shouting and banging. Then abruptly the door opens slightly; one knight thrusts his sword in and, without a pause in his motion, thrusts full forward through the door, which slams shut right behind him and is quickly latched. It was Sir Colgreivance.

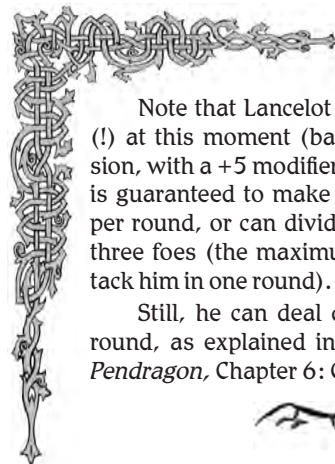
"Traitor knight, come out of the Queen's chamber!"

At last, there is a reply from inside. Lancelot's voice is loud and clear. "Sir Agravaire," he says, "I advise you to go away from here, and stop that slanderous shouting. I promise that I will appear before you and the king in full court to accept this charge face to face. And then I will answer you as a knight should, that I came here innocently, and I will prove that with the strength of my hands."

"Fie on thee, Lancelot," jeers Agravaire. "The king said it was up to us to save you or slay you. Stop hiding behind skirts!"

"Then keep yourself," says Lancelot. The door is thrown wide and Lancelot steps out, unarmored but wielding his sword, ready for blood and mayhem. With one blow, he chops Agravaire's shield in two, severing his hand at the wrist and his arm at the shoulder, and simultaneously parries two swords cut at him.

The spectators scream and flee. Lancelot turns to the next two assailants; he cuts the leg off one with a single stroke and, on the upswing, thrusts through the mouth of the other, then thrusts the bodies forward to shield him from blows. With his fourth stroke he fells the fourth man, and the fifth,



Note that Lancelot has a Sword skill of 85 (!) at this moment (base 40, doubled by passion, with a +5 modifier for no armor). Thus, he is guaranteed to make two critical Sword rolls per round, or can divide his skill against up to three foes (the maximum number who can attack him in one round).

Still, he can deal damage to only foe per round, as explained in "Multiple Opponents," *Pendragon*, Chapter 6: Combat.





another; and so on through the crowd, hacking and slaying and killing with each and every blow.

If player knights are with the Orkney group, then they have an opportunity to fight Lancelot as well. [We wish them luck, because Lancelot's intention is to kill every witness. If they flee without a fight, they lose 3 Honor — but at least they might live to fight another day!]

Mordred, never one for Honor anyway, tries to flee when he sees the mayhem, but Lancelot wounds him anyway. Yet he escapes, and then flees to the chamber of the king, who is awake already, waiting for him. Gawaine is there, too.

Consequences

Sir Lancelot, sword in hand and covered in gore, goes to the quarters of the de Ganis, there to find them all armed and awaiting. He is encouraged by their loyalty. Lancelot explains what he has done, and says he is going to leave immediately. He will go and hide in a place that only he and Sir Bors know, and will return only if the queen is in danger.

Sir Mordred, wounded and horrified at the slaughter of his brother and men, passes the king's guards and bursts into Arthur's chamber. He relates what has occurred and demands revenge from Gawaine and Arthur. (See Malory XX, 7, for arguments preferred. If the player knights are present they can offer their opinion or not.) The net result is that Sir Gawaine takes his exhausted, horrified little brother to get healed.

For formality's sake, King Arthur summons his barons to court the next morning, quite early in fact. Guenever is there, under guard, her wrists bound by dainty silver chains. With minimal legality and no pomp, King Arthur calls the court to order. Sir Mordred states the charges, and the king asks where Sir Lancelot is to answer these charges.

Of course, Lancelot is not there, so by feudal law, by fleeing from the scene, he is considered to be guilty. That takes an hour to determine.

And, continues Mordred, the queen is guilty of treason. She consorted with Sir Lancelot outside of her marriage to the King, and thereby has committed treason. No one comes forward to defend her. No defense is possible.

King Arthur is unable to speak, however, and he nods to the Justiciar present, who says solemnly, "The penalty for this is death by burning at the stake."

The Burning

"Sir Lancelot will try to rescue her," says King Arthur. "I want every knight down there to keep him away from her. Justice, grim and unhappy as it is, must be preserved."

Intrigue. (Success = Just "must be preserved" seems a weak sentiment, especially since Justice is all that is keeping the cracking Round Table together.)

The High King has given an order, the knights should obey. It is possible that knights might not wish to defend the queen from Lancelot. They have a couple of options here:

- Refuse. Lose 3 Honor. (Sir Gawaine flat refuses, but he's got Honor to spare.)
- Go, but unarmed and unarmored.
- Go, armored, but do not fight.
- Go fully armed and ready to fight. (Unwise at best.)

Sir Gareth, the "nice guy" knight, and his brother Gaheris (trying now to imitate Gareth's actions in every way) take the second option. Gareth was knighted by Lancelot, so he may not bear arms against him. Still, he feels he must be present and visible to make a statement to Lancelot, and to follow his lord's orders.

A pile of wood 10 feet tall ("fit for a queen") is set up in the outer bailey of Pendragon Castle. The stake protrudes another 10 feet above that. A sturdy, flammable set of stairs leads up the woodpile to a small platform atop it, where the queen might comfortably stand as she burns to death. (If you look, you can see that the ties are of silk.)

Armed men on foot surround the pyre in circles, a hundred or so knights in all. Around them are crowds to witness this. People are atop all the nearby buildings and walls to watch, and also hang in clusters out of windows.

The queen is brought out, wearing only a simple shift, her hair down. She still looks marvelous.

Amor [Guenever] (if any). (Fumble = It's good she is burning. Failure = She ought to burn. Success = Faults or not, she is wonderful and it's sad to see her die this way. Critical = It's tearing your heart, but there is nothing to be done about it.)

Guenever is led up the stairs to the top of the woodpile by an executioner. A priest accompanies them, reading from his Bible. He closes his eyes and begins to pray.

A shrieking arrow arcs off the top of the Lion Gate, leaving behind a trail of green smoke. The executioner sees it, and signals to his men below. They all immediately puff into little fire pots and make flames, then apply them to the oil-soaked wood. The executioner quickly checks Guenever's knots and strides from the platform without a word, going down the stairs. After a moment the priest opens his eyes and sees he flames and gawks, much to the amusement of



the crowd, who laugh out loud as he scuttles ignominiously down the stairs amidst the growing fires.

The Rescue

Suddenly, a commotion breaks out among the crowd as knights and their henchmen around the pyre reveal weapons. Black smoke rises from flames around the perimeter of the woodpile.

"It's Lancelot," cries someone at the Lion Gate, and horsemen burst through the open gates. The spectators clear the way for them and they charge into the mass of defenders. Lancelot leads the way in his silver armor and atop his white destrier, hewing right and left and with each stroke felling a defender. His men, both mounted and afoot, wreak havoc, and the defenders maul them back.

Lancelot guides his horse right up the smoking stairway, onto the platform where he chops the silken bonds and scoops the queen up into his lap. He turns his horse and bounds down the madly burning pile of wood.

The path to the Lion Gate is clear, and with his queen clutched to him, Lancelot gallops through the corpse-strewn courtyard and out the gates. In the court, a trumpet blares and the de Ganis clan and allies disengage and back out toward the Lion Gate, where horses await them.

King Arthur stands in a window in the Golden Keep, watching the whole fiasco in the distant courtyard. He does not order a counterattack or pursuit.

Aftermath

The courtyard after the rescue is a site of grief and misery. Many good knights are dead, both among the defenders and the attackers. As each knight is discovered, a cry goes up and his friends and kinsmen rush to the body.

When the body of Sir Gareth is turned up, a huge cry goes across the whole courtyard, for he has long been one of the most well respected and beloved knights of Camelot. For Sir Gareth, ethics and morality always took precedence, even over his own family, which he all but quit for their vile murders and revenges. He had refused to fight against Lancelot, who made him a knight; but he also obeyed his lord Arthur, and so had gone to defend the queen without armor or arms. He planned to be present but to do nothing.

Yet, after the mayhem, he is found dead, his head cloven. Nearby is his brother Gaheris. They had lain in the direct path of Lancelot from the gate to the fire, and it is clear that the rampaging, impassioned knight slew them but recognized them not.

A cry of agony pierces the air from the Golden Keep, the voice of Gawaine, who has just learned that Gareth was killed.



Sir Gawaine

The bodies need removing, the wounded need tending, and it is clear that weapons of war and battle need to be prepared as well.

Soon after, the order is sent out to the barons to come with their armies for war against the traitor Sir Lancelot. He has retreated to his castle at Joyous Garde where allies are going to meet him.

List of Knights Slain

From Malory (XX 8), here is the list of knights killed at Guenever's rescue: Tor, Griflet, Gareth, Gaheris, Kay the Stranger, Belliance le Orgulous, Segwarides, Brandiles, Aglovale (note, elsewhere Aglovale is already listed as having died on the Grail Quest), Gauter, Gilmere, Arnold, Damas, Priamus, Driant, Lambegus, Hermind, Pertelope, Perimones, and the two brothers, the Red and Green Knights.

BRITAIN AT WAR

Source: Malory XVIII, 10–18.

The army musters at Lincoln and marches. It goes through Malahaut, whose king was a lover too, but who stands quietly on his walls as the High King's army marches past. It goes through Saxon Deira, and Nohaut, and at last assembles around Joyous Garde. Lancelot and his army remain inside the massive walls.

A siege begins (Malory says the siege lasts for 15 weeks). Every day, Sir Gawaine rides up to the gates of Joyous Garde and challenges Sir Lancelot to a duel of honor; everyone has heard about the oath Gawaine swore after Gareth's death, to fight Lancelot until one of them is dead. He hurls taunts, legalities, and every possible kind of verbal challenge. Day after day, the knights of Sir Lancelot watch silently from the walls.

Then, finally, one autumn day, Gawaine and his friends manage to taunt Lancelot into rash words, chal-



lenges, and at last, a battle. “You will be sorry I came out to fight you,” promises Lancelot, and goes to arm.

BATTLE OF JOYOUS GARDE

Source: Malory XX, 13.

Commanders

King Arthur (Battle = 26)

Sir Lancelot (Battle = 29)

DAY ONE

Length of Battle: 3 rounds

Battle Size: Large

Modifiers

None.

The Fight

Sir Lionel is nearly killed by Gawaine in a pre-battle challenge. The troops charge, the knights fall to and a bloody battle ensues.

Round 1: First Charge. Normal.

Round 2: Normal.

Round 3: Lancelot’s group encounter’s Arthur’s, and though the king rains blows upon the knight, Lancelot only defends himself and breaks away to go dismount more Round Table knights.

Sir Bors then unhorses King Arthur and leaps upon him on the ground, and pulls off his helmet. It is one of those moments when the battlefield nearby falls silent to see. “Shall I end this war?” Bors asks Lancelot, ready to kill the king.

“I would never sanction a blow against my king,” says Lancelot. “Spare him.”

“You are the most noble knight, Sir Lancelot,” says the king, and turns and limps sadly away. His bodyguard clusters around him, and they withdraw, as does the army. Lancelot summons his army back into the castle.

After the Battle

Dead are retrieved, wounded are treated, and plans are made.

Victor: Indecisive.

Plunder: None.

Glory: 45 per round.

DAY TWO

Next day, to the surprise of the king’s army, the three gates open again and three battalions come forth to assemble. Trumpets and drums alert the king’s camp, whose knights scramble to follow suit.

The armies are smaller today, due to yesterday’s wounds. The day opens with Sir Gawaine and Sir Bors lancing against each other individually, Ga-

waine unhorsing his foe. Then, Sir Lionel is nearly killed by Gawaine in another pre-battle challenge.

Length of Battle: 6 rounds

Battle Size: Large

Modifiers

None.





The Fight

Round 1: First Charge. Normal.

Rounds 2–6: Normal.

After the Battle

Victor: Lancelot. Indecisive.

Plunder: £3 of goods per knight in Lancelot's army.

Glory: 45 per round.

THE PAPAL LEGATE

While King Arthur is holding council with his barons after the second day's battle, a papal legate, Kynan, former Bishop of Rochester and now an envoy from the Pope, comes to the camp. (Kynan is also the younger brother of Earl Kinniarc of Kent, one of Arthur's barons at that very council of war.) He's a smooth talker, and he carries a command from the Pope.

The papal bill demands that King Arthur accept his queen back and make peace with Lancelot. It threatens to place all of Britain under papal interdiction if the king does not agree and accept her back.

Though not necessarily a Roman Christian and not at all compelled to do the Pope's will, Arthur agrees that this is a wise, sensible thing to do, so he brings the matter before his council. These, the barons and Round Table knights, listen and agree to this course of action. All except Gawaine.

Sir Gawaine says that the king ought to take Guenever back, but that he should never make peace with the wicked Sir Lancelot, "who slew the good Sir Gareth, defied the king, and brought war to Britain." Even smooth-talking Kynan can't sway Gawaine, so Arthur agrees to the first part, but not the second. The Bishop says he will take this offer to Sir Lancelot.

King Arthur gives commands for the army to withdraw to Carlisle, where he will await word. The army marches south, then turns westward along the road behind the remnants of Hadrian's Wall. It is the end of summer. The leaves are turning, the men wish they had an extra blanket at night, and peasants are driving pigs in from the woods.

BRIAN ATTACKS HAMPSHIRE

While Arthur has his army in the north, the pirate King Brian strikes the south. He lands in Hampshire, driving the locals behind walls. He then sets to pillage the towns and villages, taking away their goods, livestock and burning the buildings out of pure spite.

The fleet sails away westward, robbing in Devon but avoiding Cornwall.

THE QUEEN'S RETURN

As the peasants are starting to take in their crops, the bishop returns with word that Lancelot will return the queen in eight days. Eight days later,

a procession of 100 knights clad in green over their armor, each bearing an olive branch, approaches Carlisle. They escort 24 gentlewomen, similarly clad, riding sidesaddle on amblers; and 12 gentlemen on couriers. Amidst them are Sir Lancelot and Queen Guenever, both clad in white and gold.

At the king's hall, the pair approach the enthroned king with heads bowed, and they kneel low. The king says nothing, and the silence is long and heavy. At last Sir Lancelot looks up and rises, helping the queen to her feet.

Lancelot launches into a speech. He swears the queen is "clean," and asserts that if anyone thinks otherwise, he should say so now so that Lancelot may defend his word man to man, in combat. He explains why he kidnapped her — he is her Champion and that is his job, and she was going to be burned at the stake. And in any case, he claims, she was innocent because on the night when he attacked the Orkney knights in the hall outside her room, he had been called to her for some business and was suddenly and ignominiously accused of being a coward and a traitor.

"They called thee right," interrupts Sir Gawaine.

"The quarrel has proved they were not right," responds Lancelot.

"You had no cause to treat me this way," says King Arthur. "I gave you everything over and above every knight in the world."

Lancelot launches into a litany of all he has done for King Arthur, and also for Gawaine, though he delivers the latter information as jibes at that knight. But he ends saying he hopes to have the friendship of the king.

"The may do as he will," says Gawaine, "but for me, I will be your foe to the day one of us dies. You have killed three of my brothers, two unarmed and traitorously."

Lancelot sighs deeply, appearing truly sad. "I am the most miserable. It is true that men fall from the highest to the lowest as Fortune's wheel turns."

"Stop talking and go away," says Gawaine. "The king and I agreed that you have fifteen days to be in Britain and after that you will be treated as the criminal you are and hunted down and killed."

"Then I shall," says Lancelot, "But understand, Sir Gawaine, that if your uncle comes to my lands I will endure, but if you come with accusations of treason, I will have no restraint."

"Do your best. We will find you in France soon, and break your strongest castle over your head."

Lancelot responds, "No need. Come, and we will meet in the fields."

"Stop talking and deliver the queen. Your time is slipping away."



Lancelot turns to the queen, and says in a loud voice, so everyone can hear, “Madam, now I must depart from you and this noble fellowship forever, so I ask you to pray for me and say well of me. And if you are troubled here by any false tongues, just send me word and I will come once again to defend you.” He kisses the queen. “Now let us see if there is anyone in this place who dares to say the queen is not true to King Arthur. Let whomever thinks this speak now, or else forfeit his chance to say otherwise.”

Of course, no one speaks.

Lancelot departs, leaving the queen and the king together. Many nobles in the court are sad to see him go.

Player Hook: How do the players feel about this?

LANCELOT’S DEPARTURE

Sir Lancelot and his kinsmen and followers hire ships and load whatever they can onto them, and then sail away to Benwick. It is late in the year, but the winds are blowing right, and at the prices they are paying, there is no shortage of ships, galleys, and barges. Sir Lancelot and his men sail *en masse* to France.

France, at this time, is at civil war. When King Claudas died, his kingdom was divided up, and Ganis and Benwick are among the regions ruled by King Charibert, an eloquent and dissolute Merovingian king, living in decadent excess with his wife, Queen Theudechild.

Charibert has been informed of current events in Britain. He’s not happy with the return of these enemies of his, but neither is he stupid. He sends orders to his officers who were recently set over Ganis (after their conquest by the Lass of France). When Lancelot lands in Benwick, the French delegates are waiting to meet him, and they give him a royal welcome. The spokesman bears an invitation from the King of France, offering Lancelot all of Benwick and Ganis to rule, as a vassal to France.

Lancelot refuses, saying he can be sworn to only one leader, King Arthur. Charibert has anticipated this response, though, and his delegate declares that he is willing to make a gift of the lands; he does not require an oath of vassalage from Sir Lancelot, but only that he also not be vassal of *any* king at all for this land. (That is, Ganis and Benwick would again be an independent kingdom.)

But since Lancelot is known to be fair and generous, he asks for the gift in return of a simple payment of 100,000 bezants. Sir Lancelot lances over his shoulder to Bors, who nods slightly. Lancelot agrees. The deputy is relieved and pleased, and, with some ceremony, hands a large ring of keys over to Sir Lancelot.

The knights enter to take command of the castle of Benwick, their new home.

CHRISTMAS COURT

The queen is back at court, and that is a good thing. There are not two feuding clans vying for the king’s attention, and that is good too. Many of the worst troublemakers are dead, and that is also good.

However, Sir Lancelot, the Queen’s Knight, the pride of knighthood, has left the island; and the best knight of King Arthur, Sir Gawaine, hates him passionately.

Gawaine and his armies will travel next spring to the continent for war.

SPECIAL WINTER PHASE MODIFIERS

The Pax Arthur ends. Because of fighting, the following counties suffer the following modifiers to the Starting Bad Weather roll.

Devon, Salisbury, Sussex: Land was pillaged (+2d6)

Hampshire: Land was pillaged (+2d6)

YEAR 564 COURT

Arthur’s court is held at Camelot.

AWAY FROM CAMELOT

A large number of Round Table knights have departed Britain with Lancelot, but they did not quit the Round Table, nor have their names disappeared from their chairs. King Arthur has chosen to maintain their places of honor, in anticipation of an optimistic resolution to this feud.

Here are the Round Table knights listed as having gone with Lancelot (from Malory XX, 18): Lionel, Bors, Ector de Maris, Blamor, Bleoberis, Galahantine, Galihodin, Galihud, Menaduke, Villiars, Hebes le Renoumes, Lavaine, Urré, Nerovens, Plenorius, Selises, Melias de Lile, Bellengerus le Beuse, Palomides, Safer, Clegis, Sadok, Dinas le Seneschal, Clarrus.

GOSSIP

“I’ve been saying this all along. Nothing but trouble. The pair of them should have been burned together at the stake. You thought it was all so cute, such a story! Now they have killed us all.”

“A merchant told me that the northern raiders are ravaging the west coast. A fleet of them sailed up the Severn right to Gloucester.”



"A Pict army is coming. Eburacum is on fire. They are taking all the women back to their Highlands."

"The Saxons, remember them? Someone told me that they all still have weapons, and they are taking the rust off them now, out in the open in their villages."

"An army of goblins is coming out of the Lost Forest to take our babies."

"I'll be at the cathedral if you need me."

NEWS

Gawaine: "We will sail, and I will kill that traitor who killed my brothers."

Constantine: "I will serve my king to the end and die happily, if need be, in his service. Curse those traitors to the king and the Round Table!"

ROYAL CONVERSATION

"We are sailing to France to war. We are reluctant to enter into this, but for the sake of my nephew, the best knight in Britain, we shall pursue it."

INTRIGUE

The king and the queen live in separate quarters and rarely spend private time together. Their public appearances are the model of formality and practicality. And it looks like the queen's best handmaidens went with Lancelot, judging from her clothes these days.

MORDRED TALK

"If my father had only listened to me before, then this would not have happened. But it is not surprising since the rot was so deep, with his wife and their own *champion*! Now those vile murderers will suffer for the blood of my brothers and the insult to my father.

"Oh, except that I will be staying behind to take care of things."

TOURNAMENT SCHEDULE

Given the events of this year, most tourneys are canceled or drastically reduced in attendance. The Gamemaster can put together a few Local tournaments if he or she wishes.

EVENTS

At least 21 openings are available at the Round Table. Do any player knights fit the bill?

WAR IN GANIS

Arthur's (or rather, Gawaine's) army assembles in Hantonne, Dover, and the other southern port cities. They wait for proper wind and then sail southwest,

around Brittany, then southeast into the Visigoth Bay, and then due east to the coast. Their landing is not opposed. They seize a small city with docks, and unload the army.

They march to the city of Benwick. The forces assemble, and the engineers hurry to place the lighter, one-piece engines into position; they soon start bombarding the walls. The footmen assemble nervously, gathered around ladders as if they are banners. Trumpets sound, and with a deafening shout they attack.

Player Hook: If outside with King Arthur: Stand ready for a gate to open, and otherwise just watch. This isn't a fight for knights.

If inside, with Lancelot: Fight from the walls. (See "The Siege of Sarum" in Chapter 9 for rules to run the assault on the walls.)

After a fierce assault, the attackers are thrown back.

SIEGE OF BENWICK

The siege goes on as usual, with the digging of many ditches and the assembly of larger and larger engines to attack the walls.

Every day, Sir Gawaine rides up to the front gate and hurls challenges to the defenders, insulting their knighthood and manhood, saying whatever he can to make them come out and joust with him, "not for Love, but for Hate."

On the first day, he badly wounds Sir Bors and then Sir Lionel. Every day, another knight comes out and attacks, but every day Gawaine wins. These man-to-man fights continue every day for the entire summer.

Player Hooks: If outside, speak to Gawaine and help him figure out how to get Lancelot out. Surely one of the players will realize that it is Honor that will draw him out. Perhaps bad words about Guenever would, too, although that's not recommended because: 1. She has been officially exonerated, and 2. Lancelot would easily become impassioned enough to crush a man in full plate armor to death with his bare hands.

If inside, accept a duel with Sir Gawaine!

GAWAINE VERSUS LANCELOT

Finally, one day late in the summer, when Sir Lancelot is listening, Sir Gawaine finds the right words. He accuses Sir Lancelot of treason, of dishonor. At this, Lancelot shouts from the walls for King Arthur, who comes, and the knight carefully explains why he is going to come out and fight.

Gawaine interrupts him. "Leave off thy babbling and let us ease our hearts."



The joust is equal, and the foot duel is long and fierce, and through the morning as Gawaine gains strength it seems equal. Yet when his unnatural strength begins to diminish after the noon hour, Lancelot seizes the initiative and gives Gawaine such a buffet that he cuts through his helm and knocks him flat. Then Lancelot turns and walks away.

"Kill me," says Gawaine. "Finish this now, or I will get healed and come back and kill you!"

"I will never strike a felled knight," says Lancelot. And he re-enters the castle, unmolested.

The siege continues.

Three weeks later, Sir Gawaine is back at the gate. "Where's that traitor? Come on Lancelot, let me prove my words are true!"

And, of course, Lancelot comes out again. They fight all morning, but once again, when Gawaine's magical strength ebbs, Lancelot says, "You're a strong man and have done many great deeds, but now it's time for me to do mine." *Wham!* on the helmet, right on the old wound. Gawaine goes down again.

Again, he demands to be killed, and again Lancelot spares him.

The siege continues.

Player Hook: If on the outside, some pillaging might be in order to feed the army (hunting alone will certainly not suffice); also, assaults take place periodically away from Benwick, taking other castles held by Lancelot's allies.

SEASONS CHANGE

The harvests are in, the stores laid away. Arthur's knights and nobles take rest in nearby castles that were taken. As the cold wind blows in from the dark sea, a small boat hauls into the harbor and an ice-covered, yet still nimble messenger dashes to find the king. He bears a dire message.

INTRIGUE IN BRITAIN

Life in Britain under Mordred the Regent goes normally. He spends a lot of time checking on the royal treasuries, which he can not access, but he takes the names of the guardians.

One day a messenger brings Mordred dire, but false, news. The king is dead! There was a great battle at Benwick, and King Arthur and Sir Gawaine and the rest of the Round Table knights were slain.

The grief is terrible, and mourning among the people is great. Mordred girds himself, though, and summons a meeting of the barons. Those who remain in Britain come, for they know it is time to select a new king. But many are off with the king, presumed dead.

There is little debate, for the parliament is loaded with nobles and speakers in favor of Mordred (whose courtly skills are second to none). There is praise, some listing of great deeds, and then a vote, wherein he is elected to be King of Logres. The Archbishop comes and crowns him at Carlion.

To defend the realm from Sir Lancelot and his French allies, King Mordred summons what armies he can. Since most of the Logres army is with the king, he casts a wider net, and many northern and even outlying barbarian kings answer him. Great forces march to his aid from the Lothian and the North, from Malahaut, Norgales, and Estregales.

Mordred then goes to Camelot, where he summons the widow Guenever to him. She appears in mourning for the death of her husband. The new king announces that he is going to marry her so that she might suffer no diminishment in her status or her glory. The queen is silent, for a moment, and then agrees.

Mordred is surprised, but extremely happy at this. "Let us marry today, then," he says.

"Oh, no, Lord," protests the queen, "I am the queen, and I must have a wedding fit for a queen. I will go to London, and there I will purchase the things I need for a suitable gown and the other things for a wedding." Mordred hesitates.

"Nothing else will make me happy," says the queen.

"Then you shall," says the king, hastily. And smiles.

REBELLION

With her entourage, Guenever sets out for London. She goes to the White Tower, the royal residence, and upon entering the keep sees that it is now kept by the Castellan Sir Kay, once the seneschal of King Arthur. Each is somewhat startled to see the other, but Guenever sees through the knight's formality.

She says, "My good friend, eight knights guard me here, and all of them are loyal to the traitor Mordred who has slain the king. Please, order your guards to take them now, so that we can resist this tyrant."

Sir Kay says, "Yes, my lady, shortly," and he calls a handmaiden to take the queen to freshen up. They each go about their usual business. Twenty minutes later, eight knights of Sir Mordred are confronted by three times that number, all of them armed at all points and ready to fight.

"Good Sirs," says the Castellan, "You are now invited to depart from here, or to accept the rest of my hospitality from my dungeon basement." They depart, of course.

"Order the castle stocked with all kinds of arms and food," orders the queen. "Consider your men and



staff here carefully, to send away possible traitors. We will have war soon."

King Mordred does not waste time when he hears how he was tricked. He summons great forces and they travel to London to lay siege to the White Tower. No matter what word Mordred sends to the queen, she trust none and stays holed up in the tower.

Troops loyal to Kay and the queen are housed in the tower itself. The cold winds blow from the north.

Player Hook: If of Mordred's faction, the player knights might be one of the escorts that go with the Queen to the White Tower. If not of Mordred's party, they might conceivably be among the guards at the White Tower when the queen arrives.

RESISTANCE

Not everyone favors Mordred, and chief among these is Archbishop Dewi. He one day visits the newly crowned king, and he explains that it is sinful and illegal for him to marry the wife of his own father. Mordred says he doesn't care. The Archbishop threatens to excommunicate and curse him.

Mordred replies, "Do your worst, but do not sleep in one place for two nights afterwards, for my assassins will be after you."

Dewi nonetheless excommunicates Mordred. When the new king hears of this, he calls a few of his loyal henchmen to him and gives them orders to "deal with" the bishop. However, the clever bishop is already gone. They follow his trail to Somerset, but they can not follow him into the marshes, where he has taken residence in a hermitage.

BRIAN RAIDS AGAIN

King Brian's army lands in Cheshire and brushes away the Gomeret army, still uneasy from their slaughter two years ago. Without opposition, the army raids and follows the roads through Chechire, into Cameliard and finally to Lambor, after which they return to their ships with much plunder.

CHRISTMAS COURT

In France, King Arthur grieves. His nephew Gawaine lies wounded and maybe dying. His army huddles in this foreign land as his nephew — and son — reigns in Britain and assaults his queen.

In Berwick, Sir Lancelot broods. He is safe and warm, his king cold and hungry. And his queen? Gone forever...

In London, Guenever ponders the great grief and destruction she has wrought, but daily checks the guards and supplies. She will never surrender to Mordred.

In Camelot, King Mordred warms himself every day in front of a roaring fire stoked by the shattered pieces of the Round Table.

SPECIAL WINTER PHASE MODIFIERS

Because of fighting, the following counties suffer the following modifiers to the Starting Bad Weather roll.

Cheshire, Cameliard, Lombor: Land was pillaged (+2d6)

YEAR 565

COURT

Arthur's court is held in Aquitaine.

AWAY FROM CAMELOT

Oh, this is far too grievous to ponder for very long at all...

SCUTTLEBUTT

"Finally, the *real* fight. I was told Mordred has no knights with him."

"Well, only because it requires honor to be a knight. He's got plenty of men in armor with horses."

"Yes, but we're *knights*, damn it! We're still as good as five of them."

"So you say. Just keep your shield up."

"I heard he has monsters with him, too. That Lord of Flesh guy, back from the dead."

"Nah, just the Unseelie Court, those black and devilish knights."

NEWS

Little need be said: Load your stuff onto a ship and get back to Britain.

ROYAL CONVERSATION

"We are departing with the first wind. Load the ships now, and we will be in Dover before the swallows."

INTRIGUE

The king is weary, but determined. Gawaine, still weak, says the king's cause is greater than his own.

MORDRED TALK

"This is a fight against corruption and injustice, against the blind old ways that brought upon us the Wastelands, the invasions by elves, and a Britain run into the ground. We fight for right!"

TOURNAMENT SCHEDULE

There are no tourneys this year.



EVENTS

War has made room for a few new knights to join the esteemed company of the Round Table, even though Mordred has destroyed the Table itself.

Gamemaster's Note: This is the player knights' last chance to be selected.

BRIAN ATTACKS LINDSEY

In early spring, taking advantage of the disorder in the kingdom, Brian of the Isles attacks Lindsey, running amok and pillaging, yet he fails to lure the castellans of Lindsey to their deaths. Nonetheless, he does significant damage to the lands of one of Arthur's allies.

LANDING AT DOVER

The fleet sails early in the year, going northwest, then hugging the Brittany coast and crossing to Dover. The white cliffs lie farther north. Dover Castle is here, though, within sight of the city. As the fleet nears the shore armed men gather on the beach.

The ships sail in, many boldly going into the harbor and disgorging troops right onto docks still rigged for winter. Smaller galleys belly up on the beach, and foot soldiers wade ashore. (Certainly heroic knights can leap their horses from a galley into the surf, over the waves and into the enemy.)

This is a skirmish. If the player knights are in the landing party, have two lightly armored footmen or one average knight fight against each of them. Whatever the results, the rest of the army comes ashore, unloading into the city and around it, and simply ignoring the castle nearby.

DEATH OF GAWAINE

Alas! As the fields are searched for the dead and wounded, Sir Gawaine is found, bleeding and unconscious. His old wounds, struck by Sir Lancelot last summer, are agape once again. He is brought to the king's tent, where the leeches and herbalists come to help.

It is a sad scene. Gawaine is dying and knows it, as does everyone around him. But the old knight has plenty to say, and begins by lamenting his own foolishness. "If Lancelot were here, this would not have happened. This is my own fault for driving him away, and I am sorry for it."

Gawaine then dictates to a scribe a letter to be taken to Sir Lancelot, full of dole and apologies, beseeching his erstwhile enemy to come, quickly, to help his lord, King Arthur; and, finally, to visit his grave when he returns to Britain.

Upon his death, he is buried in a chapel at Dover Castle.

BATTLE OF BARHAM DOWNS

While the king was burying his nephew, the rebellious King Mordred has marched close with the vanguard of his army from London. King Arthur marches quickly and engages in battle.

Length of Battle: 2 rounds

Battle Size: Small

Commanders

King Arthur (Battle = 26)

King Mordred (Battle = 21)

Modifiers

None.

The Fight

Round 1: First Charge. Normal.

Round 2: Normal.

After the Battle

Victor: Indecisive.

Plunder: None.

Glory: 15 per round.

King Mordred withdraws quickly to Canterbury. Arthur takes care of his dead and wounded, then sets off in pursuit. While maneuvering his forces, he realizes that the Saxon peasantry of the countryside is rising against his outriders and scouts. He then marches to Rochester and then south, on roads through the Perdue Forest, to Sussex, and then westward to Southports, thence to Hampshire and, at last, Camelot.

BACK TO CAMELOT

Enter by the East Gate. The capital first looks dim and dark, with shutters drawn on all the houses and empty streets. Horse hooves echo hollowly, dogs bark from the distance.

But a small face peeks from a half-open door, and the boy's eyes widen; his mouth is a little "o" of surprise, and he says loudly, "Mommy, it's the old king!" And a worried looking woman appears in the doorway and grabs the kid and starts to slam the door shut, but looks out and her jaw drops.

"It's King Arthur!" she screams. "It's the *real* king! It's the Pendragon!" And other shutters swing open, and there are more shouts and cheers, and people are coming out of their houses now, carrying flowers and fruit and wine and bandages, and they are cheering and yelling and holding their babies up high to see over the crowd that just keeps growing larger as the procession marches through the city. "Praise God, it's the king!"

They bring food, the castle servants squeal with delight and line up to greet the returning king. The



kitchen is stoked, the bottlery is rolling out the kegs, and the bards are shaking the dust off their instruments.

As preparations for dinner continue, many knights and lords from the outskirts ride in, to welcome the king and pledge their loyalty and fealty. It seems many in the land are dissatisfied with Mordred, and they are more than happy to see Arthur again.

It is a great welcome.

Afterward, though, it is time to prepare for war. The call to arms is sent forth. Heralds bellow in the squares, and envoys ride to far parts to seek allies and friends who owe favors.

Player Hook: Arthur needs knights! For player characters, this means getting out every living player character or family knight they have. Not just favorite, well-played knights ready to die for their lord, but also those secondary characters from various odd adventures — that bastard son of knightly age but never yet played, that old grandfather who can barely lift his sword any more (tie him to the saddle!).

(Note that knights with Sir Lancelot are still with him, in France; and of course, knights with Sir Mordred are with him at London.)

BATTLE OF CAMLANN

Source: Malory XXI, 4.

Before the battle, King Arthur has a dream wherein Sir Gawaine appears before him, surrounded by the happy souls of all the people he aided when he was alive. He tells Arthur that he ought to delay the battle with Sir Mordred, for Lancelot will arrive in 30 days; with the best knight in the world, surely victory will prevail.

Arthur sends Sir Constantine, old Bedivere, and Lucan to negotiate a treaty and peace with Mordred. They do! And it is agreed that the two parties ought to meet in the field to ratify the peace, each of them with 14 witnesses. Of course, each of them tells his men, “Watch for treachery. If you see a sword, attack! I do not trust these others!”

And as the two parties meet to talk peace an adder — ah, the devil’s own beast! — strikes a good knight, who without thinking strikes back with his sword and slays it.

Trumpets blast, cries ring out and commanders shout “Charge!”

Battle is joined.

Length of Battle: Special (as many rounds as are needed, up to 12 per day, until the battle is done).

Battle Size: Huge

Commanders

King Arthur (Battle = 26)

King Mordred (Battle = 21)



Sir Constantine

Modifiers

Arthur is outnumbered: -5.

The Fight

Round 1: First Charge. Normal.

Round 2–: Normal.

The purpose of this battle is to end the campaign by killing all but one of the player characters. If possible, try to set up a contest of “Let’s see who collects the most Glory for this battle” between the players. (And remember the 1,000-point award for dying a glorious death!) This is strictly a short-term goal, however.

Start nice and slow. Use the Camlann Enemy Table. Go through the combat process for every knight in the battle. The earliest fights will take a while, because there are the most number of knights. But these will thin out.

Remind them all to try passion rolls for inspiration, for it would be a shame to die without having used every trick in the book.

At some point when the battle is going badly for King Arthur, an army rushes to his aid, led by a great knight all in white, who drives all before him. It is Sir Percivale, with his Grail Knights! They clear the field around the king, and the holy force heals the king and perhaps many others nearby.

At another moment, as grave forces press about, another relief army appears to the rear, then pushes forward to where they are needed most. It is Sir Kay, with the White Tower garrison and some others rushing to the fight! The brothers, Kay and Arthur, long estranged, embrace briefly and push back into the fray.

Another time, from out of the wilds comes young Sir Ywaine, and with him is his great lion and his flock of raven warriors.



Special Camlann Battle Table

The unique nature of this battle warrants this special table for the Gamemaster. Use it in place of the similar tables in the *Pendragon* rulebook, Appendix 4.

To start, roll 1d6 to find the foe for the first round. Each round thereafter, roll 1d6 and go that many points down the list to find the next foe. When at the bottom of the list, go back to the top, counting each number. Since many of the troops are unique, scratch them off if they were devastated and go on to the next one.

Example: First round, the Gamemaster rolls a 4. The knights fight against Castle Guards. Next round, the Gamemaster rolls a 2, so the player knights fight against British Peasants.

Camlann Random Enemy Table

- 1 Arab Saracens (use Arab warrior stats)
- 2 Atecotti savages* (use Saxon chieftain stats)
- 3 British bandits (use bandit stats)
- 4 **British castle guards** (use foot soldier stats)
- 5 British commoners (use farmer stats)
- 6 Poor mercenary knights (use sergeant stats)
- 7 **British Royal Guardsman** (use royal guard stats)
- 8 British knights (see "Knights" sub-tables)
- 9 British commoners (use farmer stats)
- 10 British yeomen† (use bandit stats, but add Longbow 12)
- 11 *Personal enemy* (as appropriate)
- 12 Cambrian hill men (use Pict warrior stats)
- 13 Cambrian knights (see "Knights" sub-tables)
- 14 Cornish Knights (see "Knights" sub-tables)
- 15 Cumbrian longbowmen† (use archer stats, but with longbows)
- 16 Cumbrian hill men (use village blacksmith stats)
- 17 Cumbrian knights (see "Knights" sub-tables)
- 18 Danish warriors (use Saxon warrior stats)
- 19 French sergeants (use sergeant stats)
- 20 Genoese crossbowmen† (use archer stats, but with medium crossbows)
- 21 Huns† (see Appendix 1)
- 22 Irish bonnacht (use experienced sergeant stats, but light armor)
- 23 Irish kerns† (use archer stats, but with javelins)
- 24 Irish kerns (use bandit stats)
- 25 Irish knights (see "Knights" sub-tables)
- 26 **Elite Irish bonnacht** (use notable knight stats, but light armor)
- 27 Italian gunners† (use Italian crossbowman stats, but with arquebus; see Appendix 1)
- 28 Lochlannach Sossoines (use Saxon warrior stats)
- 29 *Personal enemy* (as appropriate)
- 30 **Mercenary halberdiers** (use experienced sergeant stats, but with halberds)
- 31 Mercenary infantry (use experienced sergeant stats, but on foot)

- 32 Mercenary knights (see "Knights" sub-tables)
- 33 Mercenary crossbowmen† (use archer stats, but with light crossbows)
- 34 Milanese crossbowmen† (use Italian crossbowman stats; see Appendix 1)
- 35 Moors† (see Appendix 1 herein)
- 36 Mounted Picts (use Pict warrior stats, but mounted)
- 37 Picts (use Pict warrior stats)
- 38 *Personal enemy* (as appropriate)
- 39 Red Knights (see "Knights" sub-tables)
- 40 **Saxon billmen** (use Saxon warrior stats, but with great spears)
- 41 Saxon berserks
- 42 Saxon coerls (use bandit stats, but with spears)
- 43 Saxon heorthgeneats (use Saxon warrior stats)
- 44 Saxon javelineers† (use Saxon warrior stats, but with Javelin 15)
- 45 Mounted heorthgeneats (use Saxon warrior stats, but mounted)
- 46 Spanish knights (see "Knights" sub-tables)
- 47 **Swiss pikemen** (use royal guardsmen stats, but with great spears)
- 48 *Personal enemy* (as appropriate)

† These are missile-armed troops.

Boldface: These are troops armed with great spears or halberds, as appropriate.

Note: Stats for these enemies are found in *Pendragon*, Appendix 2, unless otherwise noted. Remember to adjust stats for the weapons, armor, and steeds common to this Period.

* The Atecotti will attack horses, not riders.

Knights

Whenever a knight is rolled, the player must roll 1d6 twice, with these results:

Quality of Knight Table

d6 Roll	Result
1	Young knight
2	Average knight
3	Old knight
4	Notable knight
5	Famous knight
6	Extraordinary knight

Quality of Horse Table

d6 Roll	Result
1	Poor charger (5d6)
2	Charger (6d6)
3	Andalusian (7d6)
4–5	Destrier (8d6)
6	Friesian (9d6)



After the Battle

Victor: None (virtually everyone dies).

Plunder: None.

Glory: 60 per round.

Fight as many rounds as are necessary until there is just one player knight left. As only a few characters



King Arthur

are alive tell everyone that it is late afternoon. When there is only one, it is close to sunset.

The last player character, the last knight of Britain, sees King Arthur, wounded and out of breath, covered with the gore of his enemies. The king is wounded, and while lamenting the carnage he sees his enemy, Mordred, across the field, leaning on a spear.

Before anyone can stop them, the two kings attack each other, and Mordred impales King Arthur through the chest. The king flinches, but grimly pushes himself up the shaft of the spear and strikes Mordred, shattering his skull and killing the unfortunate knight.

"Damn you, Mordred. It was an evil hour that I knighted you. You have destroyed me and all Logres. Cursed is the hour you were born." The king collapses to the ground.

Presumably the knight goes to the king's side. The king speaks to the last knight. "This sword," he says, must not fall into enemy hands. I need you to take this and cast it into yonder pool, and then come back and tell me what you saw."

The player knight may or may not do this. When he returns, if he has not cast the sword away, the king asks, "What did you see?" Of course, the player knight saw nothing unusual, and it may be time for the Gamemaster to ask for a Truthful roll. If it is made, then he tells the truth.

"Throw it into the pool, man!" Arthur insists. "I grow cold! They need this to open the way to Avalon! Throw it into the pool!"

The player knight should obey his king's last request.

When he finally throws the sword away, a hand in white samite reaches up out of the water and





catches it by the hilt, waves it thrice in a circle, and then disappears underwater with it.

King Arthur is looking pale, thin. "Help me," he says weakly. "Help me to the water."

At the water's edge now is a black barge, and upon it four ladies in black. When they see the king, they shriek and weep. "Put me in the barge," commands the king. The women crowd about him, and one takes his head on her lap. "Ah, my brother, you have tarried." She makes some mystical gestures, repeated by the women, and the barge moves slowly off from shore into the darkening night, towards the setting sun.

Canon: "Ah, my Lord Arthur," cries the last knight, "What shall become of me now that you are gone and I am here, among my enemies?"

"Comfort yourself," says the king, "and do as well as you can. Put no trust in me, for there is no trust left in me to be trusted. I will be taken to Avalon to be healed, and if you hear no more of me, pray for my soul."

CHRISTMAS COURT

Christmas is not celebrated in Britain this year. There is no court. The romance fades. History asserts itself.

YEAR 566

COURT

Arthur's court is no more.

AWAY FROM CAMELOT

Virtually all are now dead.

GOSSIP

Gamemaster's choice.

NEWS

Gamemaster's choice.

ROYAL CONVERSATION

There is no king.

INTRIGUE

Gamemaster's choice.

MORDRED TALK

Mordred is dead.

TOURNAMENT SCHEDULE

There are no tourneys this year.

EVENTS

Playing out this year would be a dreadful anticlimax. Most player characters are surely dead. (Any

remaining knights are with Lancelot.) Unless this is the core of your campaign, end it quickly.

A messenger has arrived bearing a letter for Sir Lancelot. When he reads it, he weeps. It is from Sir Gawaine, apologizing for the extended feud and warning Lancelot that King Arthur has returned to Britain to fight against Sir Mordred the Usurper, who has besieged Queen Guenever in the White Tower.

"Now I'm sorry that Sir Mordred ever escaped my hands, for much shame has he brought to the king, his father. And this letter! I'll always be unhappy that I killed Gareth and Gaheris, and then my good friend Sir Gawaine."

"Stop complaining," says Sir Bors. "Take revenge. Visit Sir Gawaine's tomb, then avenge my King Arthur and my Queen Guenever."

"Thank you, Bors. Of course." Lancelot summons his knights and orders all the ships in Ganis to come to Benwick.

LANCELOT AND GUENEVER

Lancelot makes one last, tragic visit to Guenever and then, in despair, retires to a hermitage at Glastonbury.

The great lovers, now separated and isolated in distant abbeys, die years later. Despite the difficulties their lives had caused, they both go directly to Heaven amidst the odor of great sanctity.

WRAPPING UP

The Sons of Mordred have taken over Hampshire and Salisbury. Under Sir Bors, Lancelot's army destroys them. A smaller force goes to help Breunor le Noir (La Cote Male Taile) avenge his family, and they kill King Mark.



Guenever



Sir Bors summons the lords, clerics and legalists to come to Camelot. There he encourages them to choose Sir Constantine of Cornwall as their next king. It is done. Constantine is named King of Britain.

Malory says that Sir Bors and the last few knights of the Round Table go to the Holy Land and die fighting Saracens.

I say they went back to Ganis and died as old men, surrounded by grandchildren.

THE SAXON CONQUEST

568. Middlesex. King Ceawlin of Wessex defeats Aethelbeht of Kent and asserts himself as Bretwalda.

570. Logres. Kings Ceawlin and Cutha (both of Wessex) absorb Midlands and the upper Thames into their kingdom.

573. Cumbria. At the Battle of Catraeth (Catterick), the northern British kings are defeated.

577. Logres. After the Battle of Deorham, Saxons capture Gloucester, Cirencester, and Bath.





Appendix One

Creatures

Here are the statistics for many of the people and beings that adventuring knights will encounter throughout the campaign (not including those already appearing in Appendix 2 of the *Pendragon* core book).

Of course, as always, the Gamemaster should feel free to change some stats and characteristics for particular encounters and adventures.

FIGHTING MEN

The following warrior-types may be encountered in various Periods of a *Pendragon* campaign.

The notation "KV" refers to the warrior's Knight Value, used to determine the relative worth of such troops in mass combat.

ARAB WARRIOR

Robed Bedouins armed with bows and razor-sharp scimitars, often inspired against any foe by their fanatical devotion to Allah. They ride upon Arabian chargers.

KV 1; Glory Won 45; SIZ 12, DEX 12, STR 16, CON 13, APP 11; Move 3; Armor 5; Unconscious 6; Major Wound 13; Knockdown 12; Hit Points 25; Healing Rate 3; Damage 5d6.

Combat Skills: Lance 18, Spear 13, Sword 17; Battle 10, Horsemanship 13.

Skills: Awareness 13, Courtesy 15.

Traits: Valorous 14.

Passions: Loyalty (Allah) 19, Honor 13.

Horse: Araby charger (6d6).

BYZANTINE CATAPHRACTI

These are an elite force of Byzantium. They wear head-to-toe scale armor and are armed with extremely long lances; they ride upon very big horses covered with 8-point scale barding.

KV 3; Glory Won 75; SIZ 17, DEX 13, STR 16, CON 14, APP 11; Move 3; Armor 15; Unconscious 8; Major Wound 14; Knockdown 17; Hit Points 32; Healing Rate 3; Damage 6d6.

Combat Skills: Bow 17 (3d6), Great Sword 20, Lance 27; Battle 13, Horsemanship 14.

Skills: Awareness 14.

Traits: Proud 15, Valorous 16.

Horse: Byzantine charger (8d6).

Ransom: £15.

ETHIOPIAN WARRIOR

Huge, naked black men with long spears, which they can use in one hand, and body-length shields. They also carry javelins they throw at enemies' horses.

KV 1/2; Glory Won 40; SIZ 17, DEX 13, STR 17, CON 15, APP 10; Move 3; Armor 0 + long shield (10); Unconscious 8; Major Wound 15; Knockdown 17; Hit Points 32; Healing Rate 3; Damage 6d6.

Combat Skills: Great Spear 18, Javelin 18; Battle 12.

Skills: Awareness 15, Hunting 15.

Traits: Valorous 15.

GOth

Big, hairy men wearing heavy leather armor and furs, carrying stout spears and large wooden shields. They ride upon large horses bred from Roman stock and trained as chargers.

KV 2; Glory Won 50; SIZ 16, DEX 14, STR 15, CON 13, APP 9; Move 3; Armor 8 + shield; Unconscious 7; Major Wound 15; Knockdown 16; Hit Points 29; Healing Rate 3; Damage 5d6.

Combat Skills: Dagger 10, Lance 18, Sword 18; Battle 11, Horsemanship 15.

Skills: Awareness 13, Hunting 13.

Traits: Cruel 12, Valorous 15, Suspicious 12.

Horse: Goth charger (7d6).

Ransom: £1.

HUNS (OR MAGYARS)

Small, cruel-looking men with greasy hair, armed with bows or with swords and small round shields; they are generally lightly armored, and ride upon rugged, shaggy steppe ponies.

Huns always attack in groups of 1d3. Any who are attacked in turn try to Evade (either DEX or Horsemanship, as appropriate), while those who are ignored shoot arrows.

Magyars are a nomadic people, originally from near Finland, who now live in Hungary. They are small and wiry, tattooed like ancient Scythians, and ride upon steppe ponies. They fight using the bow. Like Huns, they always fight in groups.

KV 1; Glory Won 35; SIZ 11, DEX 16, STR 15, CON 13, APP 7; Move 3; Armor 2 + small shield (4); Unconscious 6; Major Wound 13; Knockdown 11; Hit Points 24; Healing Rate 3; Damage 4d6.

Combat Skills: Bow 23 (3d6), Dagger 10, Sword 13; Battle 12, Horsemanship 19.

Skills: Awareness 13, Hunting 13.

Traits: Cruel 15, Valorous 10.

Horse: Steppe pony (5d6).

ITALIAN CROSSBOWMAN

Well-disciplined, lightly armored men armed with heavy crossbows and short swords.



Crossbowmen always attack a lone enemy in groups of 1d3. If attacked in melee, a single crossbowman uses his pitiful Dagger skill to defend while the others shoot at the enemy.

KV 1/2; Glory Won 20; SIZ 10, DEX 10, STR 13, CON 13, APP 10; Move 2; Armor 3; Unconscious 6; Major Wound 13; Knockdown 10; Hit Points 23; Healing Rate 3; Damage 4d6.
Combat Skills: Crossbow 19 (1d6+16), Dagger 7; Battle 10.
Skills: Awareness 14.
Traits: Valorous 10.

MOOR WARRIOR

Dark-skinned, blue-robed men from North Africa. They are armed with lances, shields, and swords, and all ride upon Barbary chargers.

KV 1; Glory Won 35; SIZ 12, DEX 14, STR 14, CON 16, APP 11; Move 3; Armor 4 + shield; Unconscious 7; Major Wound 16; Knockdown 12; Hit Points 28; Healing Rate 3; Damage 4d6.
Combat Skills: Lance 18, Spear 17, Sword 15; Battle 10, Horsemanship 13.
Skills: Awareness 13, Courtesy 15.
Traits: Valorous 14.
Horse: Barbary charger (6d6).
Ransom: £1.

POOR-QUALITY INFANTRY

These are men of many nations, all of whose foreign costumes and dress are unknown to Bretons. They are all poor soldiers with little skill, prone to flight.

KV 1/5; Glory Won 10; SIZ 10, DEX 10, STR 10, CON 10, APP 9; Move 2; Armor 6 + shield; Unconscious 5; Major Wound 10; Knockdown 10; Hit Points 20; Healing Rate 2; Damage 3d6.
Combat Skills: Dagger 8, Spear 13.
Skills: Awareness 10.
Traits: Valorous 8.

ROMAN INFANTRY

These armored, heavily trained foot soldiers are dressed and equipped in traditional Roman manner. Note that they throw their javelins at enemy horses, not the riders.

KV 2; Glory Won 40; SIZ 14, DEX 13, STR 14, CON 13, APP 10; Move 3; Armor 12 + tower shield (8); Unconscious 7; Major Wound 13; Knockdown 14; Hit Points 27; Healing Rate 3; Damage 5d6.
Combat Skills: Dagger 12, Great Spear 18, Javelin 15, Sword 17; Battle 12, Horsemanship 10.
Skills: Awareness 14, First Aid 12.
Traits: Valorous 14.
Passions: Loyalty (any one lord, city, or religion) 13, Honor 13.
Ransom: £6.

BEINGS AND BEASTS

Many strange beasts and faerie creatures inhabit the lands explored by Arthur's knights.

AVANC (AFANC)

A dangerous water spirit that haunts lakes and rivers, the avanc looks rather like a giant black beaver (or, alternatively, some a kind of huge crocodile). It roars like a waterfall, and splashes whenever it walks on dry land, leaving a wet trail behind it.

In the water, the avanc is extremely dangerous due to its ability to create whirlpools.

Glory Won 200; SIZ 20, DEX 10*, STR 40, CON 32; Move 5; Armor 5; Unconscious 13; Major Wound 32; Knockdown 20; Hit Points 52; Healing Rate 7; Damage 6d6.
Combat Skills: Claws† 15.
Significant Skills: Avoidance 5 (15 in water).
Prudent Modifier: +5. *Valorous Modifier:* -5.

* *Dodge:* An avanc may attempt to Dodge one foe each round (using its Avoidance or a DEX roll, whichever is better), whether or not it attacks.

† *Multiple Attacks:* An avanc may make two claw attacks per round; they may be directed at separate opponents, or both at the same foe. A character attacked by both must defend separately against the two attacks, as if he were attacked by two different opponents (see "Multiple Opponents" in *Pendragon*, Chapter 6).

Whirlpool Attack: Each melee round, the strength of the avanc's whirlpool increases by 5 points, starting from 0 in the first round. The whirlpool's strength is applied as a modifier to the following attributes/skills, as appropriate: STR, Boating, Swimming.

When crossing a ford, the victim must receive a successful modified STR roll to overcome the whirlpool. Success indicates he stands where he is and may move again next round (advisedly to flee to dry land). When swimming, a modified Swimming roll against the whirlpool must be made. Men in boats suffer the modifier to Boating when in the whirlpool.

Once a victim fails any of these rolls, he is sucked into the whirlpool, helpless.

When a victim is in the whirlpool, even if not trapped, he cannot strike the avanc with melee weapons, but it cannot use its claws on that person either. (Of course, the victims are usually drowning or being drawn down into the avanc's underwater lair for dismemberment.)

BANSHEE

Thought by some to be the ghost of a woman who died in childbirth, the banshee (or *bean sì*, *bean sìdhe*, *bean-nìghe*, etc.) appears as a pale woman with streaming hair and eyes red from weeping, dressed in a green dress and grey cloak. The banshee sometimes takes the form of a sweet virgin who died young. Such an appearance of the banshee is said to foretell the death of a family member. The banshee is also sometimes referred to as the "little-washer-by-the-ford," for she is said to wash the grave-clothes of those who are about to die.

The Lhiannan-shee (or *leannan sì*), "the faerie sweetheart," is said to be a life-giving spirit, the inspirer of poets and minstrels. Yet some folktales speak



of it as a temptress who becomes attached to one man and leads him to his doom.

Regardless of the nature of the *sídh*e, all have the same general statistics:

Glory Won 100; SIZ 11, DEX 24, STR 16, CON 20, APP 6 to 25; Move 6 (hover); Armor 5; Unconscious —; Major Wound —; Knockdown 11; Hit Points 31; Healing Rate 4; Damage 5d6.

Combat Skills: Dagger 12.

Significant Skills: Avoidance 17.

Valorous Modifier: +0.

Magic Talents: Bless 20, Curse 13, Dispel 12, Divination 15, Emotion 15, Glamour 11, Heal 17.

Faerie Banes: Repulsion (holy symbols).

BASILISK

The basilisk is an unnatural creature hatched from a cock's egg by a sitting toad. It looks like a large snake with a feathered cowl, wearing a crown, and its body is decorated with six white, lengthwise stripes. A basilisk is said to have powers from the Devil himself. Everyone knows that a basilisk can kill as easily as looking at you: This monster must be avoided, and a knight loses no Honor for running from its deadly glance.

The basilisk is composed of acidic poison so potent that nothing can touch the beast and survive. If a basilisk is struck, its poison eats away the weapon and creeps up to attack the wielder. Its venom can be spat as well, doing terrible damage to anything touched. The basilisk is so accurate that it can lie down on its back and spit into the air at birds, which, when slain, fall right into the beast's mouth.

Glory Won 250; SIZ 5, DEX 25, STR 10, CON 50; Move 5; Armor 20; Unconscious 14; Major Wound 50; Knockdown 5; Hit Points 55; Healing Rate 6; Damage 2d6.

Combat Skills: Bite* 10 (plus poison), Spit Venom* 21.

Significant Skills: Avoidance 13.

Prudent Modifier: +15. *Valorous Modifier:* -15.

* *Spit Venom:* A basilisk can spit its poison accurately at up to 25 yards; since this is a ranged attack, the target does not get an opposed roll (although it may try to Dodge, as normal). Its poison is also inflicted with a successful bite attack. The venom does 10 points of damage per round if it hits; each round after it hits, the Gamemaster rolls 1d6, with a result of 1 indicating that that dose of poison's potency is exhausted. Armor does not protect after the first round (except for the Armor of Honor). Several doses of venom may hit the same victim, for a severe cumulative total.

* *Dodge:* A basilisk may attempt to Dodge one foe each round (using a DEX roll, as usual), whether or not it attacks.

BONELESS

This is a strange, always-hungry faerie monster, a great disembodied cloud of inky darkness that rises up to surround its victims. A Boneless has no body, and as such cannot be harmed by mundane weapons.

The Irish call such creatures *Uath*.

Glory Won —; SIZ 30, DEX —, STR —, CON —; Move 5; Armor —; Unconscious —; Major Wound —; Knockdown —; Hit Points —; Healing Rate —; Damage —.

Combat Skills: Bite 10.

Significant Skills: Avoidance 10.

Prudent Modifier: +10. *Valorous Modifier:* -5.

Faerie Powers: Curse 5, Bless 25, Glamour 16, Heal 25.

Absorption: Each round, the Boneless can pit its Glamour in an opposed resolution against one target's Valorous. (Success = The victim rolls on the Aging table [see *Pendragon* 107–8], although the effect lasts only 1 hour. However, a creature reduced to 0 in any stat within that hour is absorbed by the Boneless, leaving behind an empty suit of armor.)

The Boneless stops attacking any creature after three failed Glamour rolls against that creature.

BOOBRIE

A boobrie is a monstrous bird-like creature with huge claws and a wickedly hooked beak. It is huge, capable of eating whole sheep, which it does regularly. It waddles on land, but swims rapidly and can fly fairly well despite its clumsy appearance.

Glory Won 75; SIZ 25, DEX 10, STR 10, CON 18; Move 3 (walk), 8 (swim), 10 (fly); Armor 8; Unconscious 11; Major Wound 10; Knockdown 25; Hit Points 43; Healing Rate 3; Damage 6d6.

Combat Skills: Beak 15, Claw 10 (-2d6). [The boobrie may attack with both beak and a claw each round.]

Significant Skills: Avoidance 5 (25 when flying).

Valorous Modifier: +0.

Roar: Once every 1d3 combat rounds, a boobrie may give a screech that chills the blood of all hearers. This requires a Valorous roll with a -5 modifier from everyone who hears the roar. (Failure = No action possible that round.) The boobrie may still take actions normally on rounds during which it roars.

The roar also frightens all horses, and thus requires a Horsemanship roll with a -5 modifier from any mounted character. (Failure = No other action that round.)

BROWNIE

Perhaps the most often encountered of the faeries, the brownie is a helpful rustic being who frequents farms and country homes. Brownies are referred to as *bwca* (or *bucca*) in Wales, *bodach* in the Highlands, and *fenodoree* by the Manx. The *grogan*, *grogach*, and *gunna* are all brownie-like creatures as well.

The brownie is most often described as a small man, somewhat less than 2 feet in height, and dressed in coarse clothing of brown. Their skin is nut-brown and weathered; their hair is shaggy and a dark, bark brown.

Brownies come out at night to finish work left undone by the servants that day. In exchange, the families who receive aid must leave out a bowl of cream or milk and a prized cake; these things must be left as a gift for the brownie to find, though, and not given to the brownie directly; offering a reward to the brownie for its services is considered taboo.



Faced with such an affront, the brownie will disappear, never to return.

However, if a brownie is well treated, he often remains with a family for generations, aiding them with every means in his power. Such brownies often attach themselves to a particular member of the family, who then has a particular influence over the faerie helper.

Insults to a brownie might cause more danger for the offending mortal. Brownies who are well and truly insulted by an unappreciative human often reveal a baser, nastier nature. Such brownies are called *boggarts*, *bogies*, *boggles*, or the like, and cause all manner of mischief to the family they once served, from destroying harvests to scaring livestock, haunting homes like a poltergeist, tipping pitchers and bowls, causing the fire to spark and burn someone nearby, causing the milk to curdle, and other nasty retaliations.

A boggart's danger stems not from combat, but from a myriad small things which can drive a man mad, for instance by means of pinching, tickling, and itching boils. Boggarts delight in scaring and laming horses, and leading lone travelers astray, often into treacherous bogs. The worst among them carry elf-stones, which can penetrate armor and skin without leaving a mark to fester deep within a body. (If not cured by mid-winter, the victim loses 1 point off an attribute of the Gamemaster's choice.)

Boggles are typical of the common faeries in British folklore, and illustrate the way that most faeries should be used. Perhaps they are sendings from an enemy magician, or maybe they are mere warnings to the player knights not to go deeper into the woods because more powerful faeries may be there.

Whether good brownie helper or foul boggart troublemaker, the brownie has the same statistics.

Glory Won 50 (boggart only); SIZ 3, DEX 20, STR 9, CON 14, APP 6; Move 2; Armor 3; Unconscious 4; Major Wound 14; Knockdown 3; Hit Points 17; Healing Rate 2; Damage 2d6.

Combat Skills: Dagger 8, Telekinesis 15.

Significant Skills: Avoidance 25, Faerie Sight 10, Faerie Industry 20.

Significant Traits: Proud 15.

Significant Passions: Loyalty (adopted mortal family) 15.

Faerie Powers: Glamour 15.

Invisibility to Mortals: A brownie can make itself invisible to any mortal at will (hence the high Avoidance score).

CAIT SITH (KAYSHEE)

The cait sith (pronounced *kayt-shee*) are great cats, large as a mortal dog, with black, bristly fur and white blazes on their chests. They are sometimes the companions of mortal witches, but most are found wild in fey areas, or in the presence of a faerie band.

Glory Won 10; SIZ 5, DEX 30, STR 12, CON 12; Move 8; Armor 3; Unconscious 4; Major Wound 12; Knockdown 5; Hit Points 17; Healing Rate 2; Damage 3d6.

Combat Skills: Bite* 10, Claws* 12 (–1d6).

Significant Skills: Avoidance 18.

* *Multiple Attacks:* A cait sith may make three attacks per round (two claws and one bite), each using its appropriate skill value (i.e., of 12 or 10, respectively); each attack may be directed at a separate opponent within reach, or it may make all three attacks at the same foe. A character attacked by more than one of these attacks must defend separately against each, as if he were attacked by multiple opponents (see "Multiple Opponents" in *Pendragon*, Chapter 6).

COPPER GIANT

These huge warriors have metallic skin made of ringing copper, with huge swords and round shields also of that metal.

Glory Won 200; SIZ 30, DEX 9, STR 25, CON 10; Move 5; Armor 25 + large shield (10); Unconscious 12; Major Wound —; Knockdown 40*; Hit Points 40; Healing Rate 4; Damage 9d6.

Combat Skills: Sword 18.

Significant Skills: Avoidance 0, Awareness 5.

Significant Traits: Cruel 16, Valorous 19.

Valorous Modifier: –5.

* A copper giant has a +10 bonus to its Knockdown stat due to its great mass and sturdiness.

DOGS, MAGICAL

Several types of supernatural or faerie dog exist, though some can be told apart only if they get into close range. Usually, however, they are generally indistinguishable at a distance, and everyone who fails their Valorous roll (modified as noted for each type, below) upon hearing them howl heads for cover.

Mortals can sometimes avoid faerie dogs that are on the hunt by succumbing to blind panic, probably getting lost and possibly hurt in the process, or by shamelessly hiding their heads so they cannot see or hear well, or by praying fervently to their favored protector. If someone is doomed to be found, though, such as an evil character sought by the Devil's Dandy Dogs, then no amount of panic or hiding will help.

BARGUEST (BARGHEST)

A barguest is a great black hound with great horns, sharp teeth, and terrible claws. They are noted for their huge, glowing eyes, large as saucers. Some barguests can change form.

Glory Won 100; SIZ 10, DEX 15, STR 15, CON 15; Move 6; Armor 4; Unconscious 6; Major Wound 15; Knockdown 10; Hit Points 25; Healing Rate 3; Damage 4d6.

Combat Skills: Bite 13.

Significant Skills: Avoidance 20, Hunting 17.

Valorous Modifier: –5.

Terrible Stare: Each round, the barguest may fix its stare at one opponent within 20 yards (even while attacking with its



bite). It pits his Stare roll (15 for most barguests) against his opponent's Valorous in an opposed resolution. If the opponent fails, he receives a Cowardly check and flees in panic from the combat for 1d6 rounds; with a partial success, he still flees, but does not receive the Cowardly check.

BLACK DOG

Faeries of all types may have one or more of these big beasts hanging around, although they tend to be pets and guardians for the less friendly faerie folk. Despite their giant size and the exotic power of being able to appear and vanish at will, they are essentially just dark-furred, pony-sized dogs with a fanatical sense of loyalty to their masters. In the usual elfish way, faeries are inordinately fond — and protective — of their pets.

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

Glory Won 50; SIZ 22, DEX 18, STR 15, CON 15; Move 7; Armor 8; Unconscious 8; Major Wound 15; Knockdown 22; Hit Points 37; Healing Rate 3; Damage 5d6.

Combat Skills: Bite 10.

Significant Skills: Avoidance 21.

Valorous Modifier: -5.

Invisibility: A black dog may become invisible at will (hence the high Avoidance stat), although it may not fight while invisible. Black dogs often use wolf-pack tactics, fading in and out of visibility to confuse their prey and thus drawing attention away from each other to allow flank attacks.

Cu Sith

Cu sith (pronounced *koo-shee*) are the common companions of faerie hunters. Significantly larger than the average dog, some being as large as a cow,

these dogs have extremely rough, thick, dark green fur that differentiates them from other types of faerie dog; some have red ears. They possess huge paws that allow them to move with absolute silence over most terrain and leave very little sign of their passage.

Cu sith are sometimes used as guardians of faerie mounds in which several families of small faeries live.

Glory Won 150; SIZ 24, DEX 19, STR 26, CON 15; Move 6; Armor 14; Unconscious 10; Major Wound 15; Knockdown 24; Hit Points 39; Healing Rate 4; Damage 7d6.

Combat Skills: Bite 14.

Significant Skills: Avoidance 15 (0 if followed by sight or scent).

Valorous Modifier: +0.

DEVIL'S DANDY DOGS

The Dandy Dogs are usually encountered in the company of the Master of the Wild Hunt, but are sometimes found without him — perhaps a foul sorcerer has borrowed or summoned one, or captured one through perilous adventure.

A Dandy Dog looks like a fierce, devilish hound, roughly the size of a small pony, with a tongue of fire and glowing green eyes.

Glory Won 250; SIZ 18, DEX 25, STR 20, CON 15; Move 9; Armor 13; Unconscious 8; Major Wound 15; Knockdown 18; Hit Points 33; Healing Rate 4; Damage 6d6.

Combat Skills: Bite* 30, Fire Breath 20 (1d6+12 damage).

Significant Skills: Avoidance 15 (0 if followed by sight or scent).

Valorous Modifier: -15.

* *Devilish Bite:* Normal armor never counts against a Dandy Dog's bite attacks, but instead the target's Pious trait acts as armor of equivalent value. Thus, a player knight with Pious 17 effectively has 17-point armor against the Dandy Dog's bite.

DOPPELGANGER

This faerie spirit, sometimes called a co-walker or *waff*, always takes the form of some mortal, often one who is about to die. Some tales consider the doppelganger merely a harbinger of death; other, more sinister versions reveal the creature as the cause of the unfortunate's demise. In either case, the co-walker disappears shortly after the death.

Glory Won 30; SIZ 12, DEX 12, STR 12, CON 18, APP 10; Move 4; Armor 2; Unconscious 7; Major Wound 18; Knockdown 12; Hit Points 30; Healing Rate 3; Damage 4d6.

Combat Skills: Strangle* 20.

Significant Skills: Awareness 20.

Significant Passions: Covet (copied creature's life) 20.

Faerie Banes: Repulsion (holy items) 75.

* *Strangle:* Once the doppelganger latches onto its victim, it automatically does 4d6 damage each round until killed or pulled loose (contested STR roll).



GAWAINE AND THE DWARF KNIGHT

While adventuring in the Forest Arroy, Sir Gawaine witnesses a fight over a lady.

On the one side there appeared a knight of the land all armed save the head. And on the other side there came a dwarf on horseback all armed save the head, with a beat mouth and a short nose; and when the dwarf came nigh, he said, "Where is the lady should meet us here?"

And therewithal she came forth out of the wood. And then they began to strive for the lady; for the knight said he would have her, and the dwarf said he would have her.

(They decide to ask Gawaine to decide who gets the woman, and swear to abide by his decision.)

"Now damosel," said Sir Gawaine, "ye shall stand betwixt them both, and whether ye list better to go to, he shall have you."

And when she was set between then both, she left the knight and went to the dwarf, and the dwarf took her and went his way singing, and the knight went his way with great mourning.

(Gawaine gets a Justice check and continues on his way.)

—Paraphrased from Malory IV, 20.



Shapeshifting: A doppelganger may take the form of any other humanoid at will. When it does so, it retains its own DEX and CON, but adopts the target creature's SIZ. If the target has a higher STR, then the doppelganger also takes on that attribute.

DWARF

A race of short brown faeries, perhaps 3 feet tall on average, inhabits Britain, living underground in mounds ruled by their own king (named Gleodalen). Different legends call them *pech* (often erroneously confused with Picts), *feen*, and *trow*. They are sometimes described as having wide, slit mouths, and short pug noses.

Dwarfs often appear in Malory, usually as servants for others. Morgan le Fay commands some of them, and others are loyal to Tor, Gareth, and other knights.

Despite some being good dwarfs, the majority of the race who appear in stories are mostly in human employ and are petty, spiteful, cruel, and traitorous.

COMMON DWARF

When in melee with a superior foe, dwarfs tend to gang up, with those targeted each melee round trying to Dodge (DEX roll) rather than fight.

Glory Won 30; SIZ 7, DEX 21, STR 16, CON 17, APP 7; Move 4; Armor varies (by armor and shield worn); Unconscious 6; Major Wound 17; Knockdown 7; Hit Points 24; Healing Rate 3; Damage 4d6.

Combat Skills: One or more weapon (usually bow, club, javelin, mace, and/or spear) 15–20.

Significant Skills: Varies.

Significant Passions: Varies.

Valorous Modifier: +5.

DUERGAR

The "black dwarfs" of North England, the duergar are among the most malicious of the Unseelie faeries. Perhaps 2 to 3 feet tall, but nearly as broad, the duergar possess tremendous strength, which is surpassed only by their hostility toward mortal men.

Although it can strangle most men to death with its broad, gnarly hands, or crush a human skull with a rock as easily as a man might an egg, the duergar prefers to let its victim's own foolishness cause its demise. Of course, if the duergar can help that along with judicious use of Glamour, then all the better...

Glory Won 30; SIZ 4, DEX 12, STR 28, CON 24, APP 7; Move 3; Armor varies (by armor and shield worn); Unconscious 7; Major Wound 24; Knockdown 8*; Hit Points 28; Healing Rate 5; Damage 5d6.

Combat Skills: Strangle† 16.

Significant Skills: Varies.

Significant Passions: Hate (humans) 35.

Valorous Modifier: +5.

Faerie Powers: Glamour (minor illusion only) 35.

* **Hard to Knock Down:** Due to their great mass and stability, duergar are twice as hard to knock down as their physical size would indicate.

† **Strangle:** Once the duergar latches onto its victim, it automatically does 5d6 damage each round until killed or pulled loose (contested STR roll).

ELEPHANT

Glory Won 100; SIZ 45, DEX 12, STR 40, CON 20; Move 5; Armor 7; Unconscious 16; Major Wound 20; Knockdown 45; Hit Points 65; Healing Rate 6; Damage 9d6.

Combat Skills: Trample 16, Grapple 14 (tosses target 1d6+5 yards; 6d6).

Significant Skills: Avoidance 0.

Valorous Modifier: +0.

FACHAN

The fachan is a strange-looking conglomeration of human body parts: a single leg supports a torso with a single arm and hand protruding from the center of the chest, and a single eye protrudes from the center of the creature's forehead.

In actuality, the fachan is two dimensional, and therefore all but invisible when viewed from the front or back. It cannot be attacked from either of those directions. During combat, the fachan can always keep a single foe directly in front of it, so the foe cannot attack but the fachan can still attack him. Two or more foes can flank the fachan, though, and thus at least one can always attack it normally.

To see a fachan when facing its front or back, the viewer must successfully roll an opposed Awareness check against the fachan's Avoidance of 20.



Glory Won 200; SIZ 15, DEX 15, STR 25, CON 30; Move 4; Armor 20; Unconscious 11; Major Wound 30; Knockdown 15; Hit Points 45; Healing Rate 6; Damage 7d6.

Combat Skills: Flail 18.

Significant Skills: Avoidance 20.

Valorous Modifier: -5.

FAERIE CATTLE

These faerie animals are a blessing to any farm or herd they join. Both bulls and cows are known, being usually either snow-white (lowlands) or dun-colored (highlands), but occasionally red or black. Bulls always sire many healthy calves, and cows inevitably calf handsome, sleek offspring. Cows are notable for the great amount of milk that they give.

These animals remain until offended, whereupon they depart with all their offspring (even those that have been killed for a feast!). These animals are normally very loyal otherwise: In at least one story, a faerie bull sacrifices himself in combat against a kelpie to rescue his kind owner.

Glory Won 150; SIZ 33, DEX 15, STR 32, CON 22; Move 7; Armor 15; Unconscious 14; Major Wound 22; Knockdown 33; Hit Points 55; Healing Rate 5; Damage 7d6.

Combat Skills: Core 15, Trample 20 (prone foes only).

Significant Skills: Avoidance 20.

Valorous Modifier: -7.

Charge: A faerie bull or cow may travel up to its normal Movement Rate and still make a Gore attack as part of a single action. If it does move before attacking, it gains a +5 modifier on its Gore roll, and, if the attack is successful, deals +2d6 points of damage.

FAERIE STEED

Elf immortals breed special horses for the use of faerie royalty and elf knights. These proud animals are greater than mortal steeds, and are also of unsurpassed beauty. They are usually gleaming white, with ears and manes of either red or green.

They need no rest, are much swifter than mortal steeds, and are sometimes even capable of speech and thought. Faerie horses are always able to fight along with their rider.

For the stats below, apply each listed modifier to those for a mortal breed of horse (i.e., charger, Andalusian, Friesian, destrier, etc.). An asterisk (*) indicates a derived statistic that should be recalculated based on the horse's new statistics.

Glory Won 10; SIZ +1, DEX +8, STR +5, CON +5; Move * +2; Armor +5; Unconscious *; Major Wound *; Knockdown *; Hit Points *; Healing Rate *; Damage *.

Combat Skills: Hoof 8 (-3d6), Trample 10 (-4d6; prone foes only).

Significant Skills: Awareness 15.

FIEND KNIGHT

These evil beings are begot upon innocent women by wicked incubi, thus forcing an earthly form upon a diabolical entity. Though humanoid, they are invariably black and twisted, moving with an unseemly and awkward gait; nonetheless, they are inhumanly strong, capable of crushing most good knights to pulp with steady blows of their bloody maces.

Note: The stats below assume the fiend's 5-point natural armor, plus 12-point mail armor; in later Periods of the campaign, this should of course be upgraded.)

Glory Won 150; SIZ 18, DEX 5, STR 35, CON 15, APP 3; Move 4; Armor 17 + shield; Unconscious 8; Major Wound 15; Knockdown 18; Hit Points 33; Healing Rate 5; Damage 9d6.

Combat Skills: Mace 15.

Significant Skills: Awareness 15, Heraldry 10.

Significant Traits: Vengeful 15, Deceitful 17, Arbitrary 15, Cruel 17, Valorous 13.

Significant Passions: Hate (good knights) 19.

Valorous Modifier: -10.

FOMORIAN

A Fomorian is an evil, giant Irish elf with great strength of magical origins. Kingdoms of Fomorian exist on the Other Side, where they raid the good elves and mankind.

Most Fomorians are hideously misshapen.





FOMORIAN, FOUR-ARMED

Glory Won 150; SIZ 25, DEX 10, STR 25, CON 30, APP 2; Move 4; Armor 10; Unconscious 14; Major Wound 30; Knockdown 25; Hit Points 55; Healing Rate 6; Damage 8d6.

Combat Skills: Great Spear 15*, Sword 20*.

Significant Skills: Awareness 15, Heraldry 10.

Valorous Modifier: -12.

* *Multiple Attacks:* A four-armed Fomorian may make three attacks per round (two swords and one great spear), each using its appropriate skill value (i.e., of 20 and 15, respectively); each attack may be directed at a separate opponent within reach, or it may make all three attacks at the same foe. A character attacked by more than one of these attacks must defend separately against each, as if he were attacked by multiple opponents (see "Multiple Opponents" in *Pendragon*, Chapter 6).

FOMORIAN, LARGE

Glory Won 175; SIZ 30, DEX 10, STR 40, CON 20, APP 1; Move 5; Armor 12; Unconscious 13; Major Wound 20; Knockdown 30; Hit Points 50; Healing Rate 5; Damage 12d6.

Combat Skills: Club (as Mace) 18.

Valorous Modifier: -12.

FOMORIAN, TWO-HEADED

Glory Won 125; SIZ 25, DEX 20, STR 30, CON 25, APP 1; Move 5; Armor 10; Unconscious 13; Major Wound 25; Knockdown 25; Hit Points 50; Healing Rate 6; Damage 9d6.

Combat Skills: Great Spear 20, Great Sword 20.

Significant Skills: Awareness 20.

Valorous Modifier: -12.

GOBLIN

The term "goblin" is most often used generically to describe any creature of the Unseelie Court. However, goblins are also a specific breed of evil faerie. It is perhaps because they are the most populous of the Unseelie faeries that their breed name has become so commonplace.

Goblins, like the other members of the Unseelie Court, are foul-tempered, thoroughly evil beings that relish death and destruction. They are perhaps 3 or 4 feet tall, with greenish or grayish skin, large bald heads, and large eyes. They fear cold iron, which is poison to them. Their hatred of humans and Seelie fuels their Unseelie powers.

Glory Won 15; SIZ 6, DEX 30, STR 16, CON 20, APP 4; Move 7; Armor 4 (plus armor and shield worn, if any); Unconscious 6; Major Wound 20; Knockdown 6; Hit Points 26; Healing Rate 4; Damage 4d6.

Combat Skills: Bite 10, Throw Rock 15 (-2d6 against all but Seelie faeries).

Significant Skills: Avoidance 30, Awareness 10, Faerie Sight 10.

Significant Passions: Hate (Seelie faeries) 15, Hate (humans) 12, Fear (iron) 30.

Valorous Modifier: +5.

Faerie Powers: Glamour (minor illusion only) 15.

Faerie Banes: Cold Iron (poison) 150.

Variable Shape: Goblins vary quite a bit in shape and size. To personalize a goblin, roll on the following table:

2d6 Roll	Feature	Effect
2	Stout, round belly	CON +3
3	Long, spindly legs	Move +5
4	Multifaceted, bulbous eyes	Awareness +20
5	Scaly skin	Armor +2
6	Runt	SIZ -2, STR -2, DEX +4
7	Brutish	SIZ +4, STR +2
8	Oversized jaw, with fangs	Bite 15, Damage +2d6
9	Mottled skin	Change Self power
10	Bat-like wings	Fly at Move Rate
11	Tail	Tail Whip 10, -1d6 damage
12	Roll Twice, ignoring contradictory entries	As above

HOBGOBLIN (HOB)

Large goblins are commonly called Hobgoblins. Aside from their basic stats, as shown below, and a propensity to use weapons, they are virtually identical to other goblins (including variable shape).

Glory Won 75; SIZ 13, DEX 15, STR 20, CON 20, APP 4; Move 5; Armor 5 (plus armor and shield worn, if any); Unconscious 8; Major Wound 20; Knockdown 13; Hit Points 33; Healing Rate 4; Damage 6d6.

Combat Skills: One or more weapons @ 15.

Valorous Modifier: +0.

HAG

While the term "hag" often refers to ugly, old mortal women, it is also used as a title for a type of nasty faerie that haunts bogs and fens, barren hills, and mountain passes. Most of this sort of hag live in caves and feast on human flesh, especially that of children. Black Annis, from Chapter 3, is perhaps the strongest and most well known of the hags of this type; occasionally folks will refer to a faerie hag as an "annis" because of the fame (or better, infamy) of this most formidable and dangerous of their kind.

Supernatural hags are generally much larger than human crones, and have great claws as hard as metal that they use to tear flesh and sunder bone.

Glory Won 60; SIZ 19, DEX 15, STR 18, CON 17, APP 3; Move 4; Armor 10; Unconscious 9; Major Wound 17; Knockdown 19; Hit Points 36; Healing Rate 4; Damage 6d6.

Combat Skills: Claws 20 [x2].

Skills: Awareness 15, Hunting 13.

Valorous Modifier: -5.

HYENA

Hyenas are unnatural creatures, the result of mastiffs mating with great hunting cats. They are loathsome stinking beasts that feast upon the dead and spread their foul and malodorous wastes everywhere. They change gender constantly, back and forth. Their presence is a symptom of vile magic.



Hyenas can imitate the sounds of people, and use their voices to lure prey into the woods. A hyena has a rigid spine and cannot turn around except by a complete reversal of its body.

A dog cannot bark or make any sound if it crosses a hyena's shadow.

Glory Won 75; SIZ 30, DEX 10, STR 15, CON 15; Move 8; Armor 8; Unconscious 12; Major Wound 15; Knockdown 30; Hit Points 45; Healing Rate 3; Damage 5d6.

Combat Skills: Bite 18.

Skills: Avoidance 0 (easy to track due to smell and excessive spoor).

Valorous Modifier: +0.

Paralyzing Circle: If a hyena can circle another creature three times, the victim becomes paralyzed, easy prey. The hyena must win 2 successive opposed DEX rolls, each roll taking one round, against an opponent to encircle it once — thus, circling an enemy three times requires a minimum of 6 rounds for the hyena.

KELPIE

This malicious and thoroughly evil water spirit can assume either of two forms: a large, shaggy human or a lathered horse. In either form, its intentions quickly become clear to the target of its hunger, for it seeks to draw the hapless victim into the water to drown and then devour it.

As a man, the kelpie often leaps up behind a rider and spooks his mount into the water, while trying to crush the rider in its strong grip. As a horse, it waits until a rider mounts, then runs into the nearest deep water. In this shape, it has adhesive skin that prevents the rider from dislodging himself from the kelpie's back.

HUMAN FORM

Glory Won 75; SIZ 18, DEX 12, STR 18, CON 15, APP 5; Move 5; Armor 16; Unconscious 8; Major Wound 15; Knockdown 18; Hit Points 33; Healing Rate 3; Damage 6d6.

Combat Skills: Grapple 15.

Significant Skills: Awareness 14.

Significant Traits: Cruel 22.

HORSE FORM

Glory Won 100; SIZ 28, DEX 18, STR 24, CON 15; Move 8; Armor 8; Unconscious 11; Major Wound 15; Knockdown 30; Hit Points 45; Healing Rate 4; Damage 7d6.

Combat Skills: Bite 15 (–3d6; cannot bite its rider).

Significant Skills: Awareness 14.

Significant Traits: Cruel 22.

Adhesive Skin: Once a kelpie captures a victim with its adhesive skin, it can attempt to drown him. To break free, the rider must succeed at an opposed STR roll. For this roll, the rider suffers a –5 modifier to STR, for he has little leverage. Others can help pull a rider off the kelpie using their full STR, but must make a DEX roll after each attempt to avoid becoming stuck themselves.

Shape Change: The kelpie can change forms over a period of 1 round. Doing so heals the kelpie of any current damage; however, during the change, the kelpie cannot attack or move and has 0 Armor.

WATER-HORSE

The water-horse (called an *each uisge* in the Highlands and *aughisky* in Ireland) is similar to the kelpie, but it inhabits seas and lakes, where the kelpie haunts fresh running water.

Water-horses have a limited shape-shifting ability. While they may sometimes appear as a great sea bird or even a handsome youth, their most common form is as a sleek and beautiful horse. In this form, they locate gullible human victims and offer them rides. When a human mounts the horse, he finds himself held fast by the creature's adhesive secretion. The water-horse then gallops headlong into the closest lake or stretch of sea, where it drowns its victim and then devours all but the liver.

Some tales indicate that a water-horse could be tamed and used as an exceptional mount, as long as its owner kept it inland. If the water-horse so much as smelled the sea air, however, its original nature would return, and it would bear its hapless owner into the deep sea to be eaten.

LEPRECHAUN

One of the solitary faeries, the leprechaun is a faerie shoemaker who works all night making all manner of shoes. Most of the legends about this faerie say that the leprechaun is a meticulous saver of his proceeds, and has hidden treasure-crocks full of gold throughout the countryside. If a human can capture the leprechaun, so the stories say, the human can convince him to give up the location of at least one of his treasure pots.

If attacked or menaced, a leprechaun simply tries to flee using Avoidance or by using the Dodge option (DEX roll), as appropriate.

Glory Won 5; SIZ 4, DEX 30, STR 8, CON 16, APP 10; Move 6; Armor 2; Unconscious 5; Major Wound 16; Knockdown 3; Hit Points 20; Healing Rate 3; Damage 2d6.

Combat Skills: None.

Significant Skills: Avoidance 25, Faerie Sight 15, Faerie Industry 25.

Significant Traits: Selfish 20.

Invisibility to Mortals: A leprechaun can make itself invisible to any mortal at will (hence the high Avoidance score).

MERROW

The term “merrow” refers to both mermaids and mermen, the two genders of this water faerie race. These creatures inhabit the sunken fey kingdoms, water faerie domains, and fey places within or around the sea. They are not strictly saltwater creatures, however; many travel inland and can live quite comfortably in lakes or rivers (sometimes referred to as “naiads” or by some other such local appellation).



MERMAID

Mermaids are lovely creatures. Their upper body is that of an extremely attractive human female, with long, straight hair they spend an inordinate amount of time combing. Their lower bodies are sinuous tails, scaled and finned like a fish. They possess beautiful and haunting voices.

Their demeanor is not as lovely as their appearance, however. They delight in the destruction of men, and use their singing to lure men to their deaths, whether singly or in boatfuls.

Glory Won 75; SIZ 14, DEX 20, STR 14, CON 25, APP 20+; Move 10 (swim); Armor 8; Unconscious 10; Major Wound 25; Knockdown 14; Hit Points 39; Healing Rate 4; Damage 5d6.

Combat Skills: Grapple 16.

Significant Skills: Avoidance 20 (in water), Singing 20.

Significant Traits: Lustful 18.

Faerie Powers: Emotion (lust) 18.

MERMEN

Mermen are very ugly of countenance (with scaly green faces, red noses, and beady eyes), but they are said to be quite friendly to humans, or at least are not usually hostile to them. If a mermaid is killed, however, mermen often attack boats or men along the shore in retribution, or set great storms to dash ships against the rocks.

Glory Won 100; SIZ 20, DEX 18, STR 22, CON 25, APP 5; Move 10 (swim); Armor 10; Unconscious 11; Major Wound 25; Knockdown 20; Hit Points 45; Healing Rate 5; Damage 7d6.

Combat Skills: Trident (as spear) 18.

Significant Skills: Avoidance 17 (in water).

Significant Traits: Vengeful 18.

Faerie Powers: Weather 18.

NUKALEVEE

A nukalavee appears to be a man with two swords, one in each hand, riding on a horse that seems impossibly nimble. However, both “man” and “horse” are the same slimy dark green color. The nukalavee can sprout new arms out of its body and wield weapons with them (usually swords or clubs). As it moves, the horse leaves a trail of water behind it, and water gushes from its wounds as it fights.

Once slain, the nukalavee slowly melts away, leaving only a pile of disgusting green slime behind, looking much like the algae on a pond.

Glory Won 100; SIZ 25, DEX 8, STR 20, CON 15; Move 4; Armor 5; Unconscious 12; Major Wound 15; Knockdown 25; Hit Points 45; Healing Rate 5; Damage 5d6.

Combat Skills: Club* 14 (–1d6), Sword* 16.

Significant Skills: Avoidance 0.

Valorous Modifier: +0.

* *Multiple Attacks:* A nukalavee may make any number of sword or club attacks per round, each using its appropriate skill value (i.e., of 16 or 14, respectively); each attack may be directed at a separate opponent within reach, or it may make 2 sword attacks at the same foe. A character attacked by both must defend separately against the two attacks, as if he were attacked by two different opponents (see “Multiple Opponents” in *Pendragon*, Chapter 6).

Being essentially a single creature resembling both man and horse, the nukalavee can be attacked only by 2 riders or 4 men afoot at the same time.

OGRE

Ogres are a race of smallish giants well known for their imbecility and extreme ugliness.

The term “ogre” is a 19th-Century French term for a giant. They are usually described as extremely ugly, but in other ways seem much the same as other small giants.

Glory Won 100; SIZ 25, DEX 10, STR 20, CON 25, APP 1; Move 3; Armor 15; Unconscious 13; Major Wound 25; Knockdown 25; Hit Points 50; Healing Rate 5; Damage 8d6.

Combat Skills: Mace 13 (using club, no +1d6 vs. chainmail), Grapple 15.

Skills: Avoidance 5.

Valorous Modifier: –5.

Hideous: Ogres are so ugly that opponents must make a Temperate roll each round of combat in order to maintain the self-control necessary to look directly at them. A knight who fails this roll suffers a –5 modifier to all skill rolls for the current round against the ogre.

PHOOKA

These beings, known variously as pookas, pucas, brags, dunnies, or hedley kows, depending on the region, are a form of shapeshifting nature spirit,



similar in appearance to Greek satyrs (on those rare occasions when one encounters one in its real shape). Extraordinary shapeshifters, they use their powers to create all manner of mischief.

Many phookas rule untamed places or fey sites full of life energy, like some ancient bogs or groves. Such phookas are considered sovereigns in that place.

The stats below are for a phooka in its natural form. Glory Won 250; SIZ 8, DEX 22, STR 14, CON 20, APP 12; Move 4; Armor 6; Unconscious 7; Major Wound 20; Knockdown 8; Hit Points 28; Healing Rate 3; Damage 4d6.

Combat Skills: Club 11 (–1d6).

Significant Skills: Avoidance 30, Faerie Sight 12.

Significant Passions: Mischief 35.

Faerie Powers: Glamour 35.

Shapeshifting: A phooka may take the form of any other creature from SIZ 1 to SIZ 40 at will. When it does so, it retains its own CON, but adopts all of the other attributes of the assumed form. Recalculate all derived attributes accordingly.

Invisibility to Mortals: A phooka can make itself invisible to any mortal at will (hence the high Avoidance score).

REDCAP

Redcaps are ugly, man-sized (or larger) faeries wearing caps dyed red with the blood of their victims. They haunt ruins, especially the ruins of Unseelie watch towers, whose foundations were anointed with the blood of sacrificed humans and animals, sometimes located along Otherworld borders. They generally do not range far from their lairs, and it is rumored that their existence springs from the souls of the creatures sacrificed there.

Redcaps typically use great spears, great swords, great axes, or halberds in combat; they use their sharp claws if they have no weapon available.

The oldest of their kind (and some say the father of the race) is Old Red Cap. Tales say that he is so powerful that no one can defeat him in combat, and that only some sort of exorcism on his lair can destroy him completely. This sort of weakness is common among the more common redcaps as well; damage to their lair, exorcism (and other types of holy prayers), and magic are all rumored to weaken or damage a redcap.

Statistics below are for an average redcap.

Glory Won 300; SIZ 12, DEX 12, STR 35, CON 40, APP 14; Move 6; Armor 20; Unconscious 13; Major Wound 40; Knockdown 12; Hit Points 52; Healing Rate 8; Damage 8d6.

Combat Skills: One or more weapons 28, Claws* 20 (–1d6).

Significant Skills: Faerie Sight 10.

Valorous Modifier: –15.

* *Multiple Attacks:* An unarmed redcap may make two claw attacks per round; they may be directed at separate opponents, or both at the same foe. A character attacked by both must defend separately against the two attacks, as if he were attacked by two different opponents (see “Multiple Opponents” in *Pendragon*, Chapter 6).

SELKIE

These magical people are fully at home as either beautiful humans or as any of several breeds of large seals frequenting the shores of northern Britain. Their aquatic abilities are gained by donning a magical seal skin.

Male selkies are amorous towards human women, and beautiful selkie women are occasionally captured by human men who seize their seal skins. Children of such trysts invariably have webbed fingers.

The blood of a selkie spilled on the ocean will raise a huge storm capable of wrecking ships.

FEMALE SELKIE (HUMAN FORM)

Glory Won 10; SIZ 10, DEX 15, STR 8, CON 14, APP 21+; Move 3; Armor 0; Unconscious 6; Major Wound 14; Knockdown 10; Hit Points 24; Healing Rate 3; Damage 3d6.

Combat Skills: Dagger 10.

Significant Skills: Singing 15, Swimming 18.

MALE SELKIE (HUMAN FORM)

Glory Won 15; SIZ 13, DEX 14, STR 12, CON 14, APP 13; Move 3; Armor 0; Unconscious 7; Major Wound 14; Knockdown 13; Hit Points 27; Healing Rate 3; Damage 4d6.

Combat Skills: Club 10 (–1d6).

Significant Skills: Romance 15, Swimming 18.

SELKIE (SEAL FORM)

Glory Won 25; SIZ 10, DEX 18, STR 10, CON 17; Move 1 (on land), 11 (swimming); Armor 5; Unconscious 7; Major Wound 17; Knockdown 10; Hit Points 27; Healing Rate 3; Damage 3d6.

Combat Skills: Bite 10 (–1d6).

Significant Skills: Avoidance 15 (in water), Swimming 30.

Valorous Modifier: +5.

SPRIGGAN

Spriggans are grotesquely ugly little faeries whose appearance is so hideous that simply seeing one requires mortals to make a Valorous check. Some serve as bodyguards for faerie royalty; those who do not serve their lords run wild, waylaying travelers either singly or in small groups.

Spriggans have the ability to grow instantly to huge size. Those mortal opponents who succeeded their Valorous check versus the spriggan’s appearance must make a second one when the spriggan surges to gargantuan proportions.

However, spriggans shrink in size as they take damage (instead of being rendered unconscious).

Glory Won 200; SIZ 3/40, DEX 15, STR 20, CON 20, APP 1; Move 4; Armor 5; Unconscious –; Major Wound 20; Knockdown –; Hit Points 60; Healing Rate 4; Damage †.

Combat Skills: Club 12 (–1d6), Grapple 17.

Significant Skills: Faerie Sight 10.

* *Change Size:* A spriggan may grow from its natural SIZ of 3 to a gigantic SIZ 40 in the space of a heartbeat. For each



1 Hit Point of damage it takes thereafter, its SIZ is reduced by 1 point. If a spriggen's Hit Points fall to 0, it winks out of existence.

A spriggen's Knockdown statistic is always equal to its current SIZ; its Damage varies by SIZ as follows:

Current SIZ	Base Damage
37-40	10d6
31-36	9d6
25-30	8d6
19-24	7d6
13-18	6d6
7-12	5d6
1-6	4d6

SUCCUBUS

A succubus is a demon of lust and desire, able to assume the shape of an extremely comely male or female. (In the male form, it is called an incubus, and in the female form it is called a succubus.) As the latter, it sucks life force from men, then changes shape and seeks women victims to impregnate with its polluted seed. Children born of these unions are called fiends.

Being a demon, a succubus simply cannot be harmed by mortal means.

Glory Won 25 (per resisted seduction); SIZ 10 (female) or 15 (male), DEX 15, STR 16, CON 20, APP 18+; Move 3; Armor —; Unconscious —; Major Wound —; Knockdown —; Hit Points —; Healing Rate —; Damage —.

Combat Skills: None.

Significant Skills: Courtesy 20, Dancing 20, Flirting 35, Intrigue 20, Romance 20.

Significant Traits: Lustful 27.

Demonic Powers: Glamour 15.

Dark Seduction: A succubus may approach a lone traveler or guard once per night and use its seductive ability to overcome the victim's caution. Roll the succubus's Lustful against the victim's Chaste if he or she tries to resist.

Success by the succubus saps the victim of 1d6 Hit Points per success. The victim does not recall the incident at all (it all seems a very pleasant, if perhaps naughty dream).

If the target wins against the succubus's Lustful, he loses no Hit Points and the succubus cannot return until the next night. If the target gets a critical success, the succubus dissolves and never returns; the victor recalls the nightmarish event in vivid detail.

TROLL

Unfortunately, the Saxons brought their monsters with them when they came to Britain, and this is one of them. A troll often has multiple heads and is always hostile to humans; it is so uncivilized that it uses only the crudest weapons, if any at all — often, it prefers simply to brawl with its great, horned fists.

Glory Won 150; SIZ 27, DEX 10, STR 28, CON 20, APP 3; Move 6; Armor 10 (+ shield sometimes); Unconscious 12; Major Wound 20; Knockdown 27; Hit Points 47; Healing Rate 5; Damage 9d6.

Combat Skills: Club 17 (–1d6), Thrown Rock 12 (–3d6).

Significant Skills: Awareness 16.

Significant Traits: Cruel 17, Reckless 14.

Valorous Modifier: –10.

WILL O' THE WISP

These faerie spirits appear as ghostly, flickering lights, usually over a bog or fen. While some legends consider it some sort of ghost or spirit, most folk consider the Will o' the Wisp a trickster faerie, similar in temperament to a boggart (see "Brownie").

The Will o' the Wisp is not generally harmful, although it enjoys playing pranks on the unsuspecting. It most often gets mortals to follow it into bogs, where it walks them into swampy ground or sinkholes, laughing as it watches them sputter and curse.

The nastier versions of the true Will o' the Wisp use much the same behavior, leading their victims not to embarrassment, but instead to death.

Will o' the Wisps are also known as corpse-candles, dead-candles, hobby lanterns, Jack-a-lanterns or Jacky lanterns, and Kitty-candlesticks, among other names.

At need, a Will o' the Wisp can dim its glow almost to the point of being invisible, thus escaping if necessary.

Glory Won 15; SIZ 2, DEX 30, STR 10, CON 20; Move 6 (fly); Armor 4; Unconscious 5; Major Wound 20; Knockdown —; Hit Points 22; Healing Rate 3; Damage 2d6.

Combat Skills: None.

Significant Skills: Avoidance 15.

Significant Traits: Deceitful 18.





Significant Passions: Mischief 15.

Scorch: Once per round, a Will o' the Wisp can zap a single creature within 3 yards with electricity. This attack has a value of 15, rolled against the target's DEX in an opposed resolution. If the Will o' the Wisp wins, it deals its base damage. Armor and shields have no effect against this attack.

Faerie Powers: Enchantment (enthrall) 18.

OTHER CREATURES

Certain creatures that may be encountered by player knights are worth describing here, but for one reason or another do not require combat stat blocks.

ASRAI

These are water-faeries with cold, wet hands that cause mild burns when contacting human flesh. They cannot exist long out of water; most that are captured (usually by fishermen who unintentionally dredge them from the sea) melt into a puddle of water before reaching shore.

CWN ANNWN

The mournful howling of the cwn annwn (pronounced *koon-a-noon*) decreases in volume as they draw nearer, so that when nearby they sound like yelping beagle puppies. Sometimes the voice of a blood hound, deep and mournful, sounds among the pack.

Living people do not hear this sound, for this pack leads the Hunter of the Dead, the King Annwn, collecting the souls to take to his realm.

Sometimes the mortally wounded hear the cwn annwn coming, which is certain proof that they are going to die. If a living person hears them he knows his doom is upon him, no matter what his state of health.

Naturally, no stats are given for such creatures.

Note the similarity between these creatures and the Devil's Dandy Dogs of the Wild Hunt (see also the adventure of the "GALLOPING DEVIL").

DEVIL, THE

Many interesting places in British lore are connected with "the Devil." Often these are relatively late interpretations of previous stories that did not have the Christian mythology in mind.

Designer's Note: In such cases, the beings infesting these places have usually been renamed as "a bog-gle" if the danger is from a physical creature, "a giant" if it is really a giant story, and "a bad spirit" if that is the primary purpose. In some cases, however, it is the Christian devil no matter how you look at it.

DIMINUTIVE FAERIES

Diminutive faeries are small and usually harmless. They include the winged pixies, the well-dressed

Little Men, and various sprites and unnamed beings who decorate the world of the elves and personify the life force of flowers, bushes, and ferns.

PHANTOMS

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

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

Valorous Modifier: -5 to -15.

SLUAGH

The Sluagh (pronounced *sloo-a*) are often called the Host. They are the unforgiven dead, tormented souls who fly through the air, fighting meaningless battles that frighten those mortals who hear them.

Upon their approach, the Sluagh sound like a howling, ravenous horde from Hell, screeching in pain, or crying from fiendishly glorious delight. Upon hearing this sound, all characters must attempt a Valorous roll with a -15 modifier.

When the Sluagh fall upon a traveler, he must make another (unmodified) Valorous roll to confront them. Success or failure does not matter except for the experience check gained. The host, gibbering and wailing, snatches the victim from his horse, pinching, beating, dropping and dragging him through rocks, mud, and brambles. The victim always takes at least 1d6 damage (regardless of armor) during the night, rolled at this time.

At several moments during the night (roll 1d6 to see how many times this occurs), the Host offers its victim a chance to escape by doing some simple but wicked deed, usually throwing elf darts, or somehow causing miscellaneous malefic magic to be used against friends, neighbors, or innocent good people.

If the character agrees to the Sluagh's actions, then he gets a check in some vice (Selfish, Deceitful, Arbitrary, Vengeful, Cruel, or Cowardly). The deed does not need to be done, but simply agreed to, for the check to be given.

Not agreeing to the wicked deed causes the Host to get angry, dealing 1d6 more damage (no armor) to their guest.

All offers of escape are lies. They continue tormenting their victim until the sun rises.

TREES

Much of Britain is covered with forests. The trees are always part of the setting, ever-present and passive, but sometimes more.

For one, the woods are the haunts of faeries, and some trees are closely bound to faerie powers. Passing close by a faerie-haunted tree at night is sure to net the careless traveler bruises and pinches, at the least, from tiny faerie fingers.

Rowan: This tree is especially useful to druids who can use it to build fires to conjure spirits. By scattering fresh rowan berries over the flames, druids can force the spirits to answer questions with hidden answers. A whip of rowan can calm any horse bewitched by faeries.

Oak: These trees are special because they attract lightning, which carries the power of the high gods in its fiery bolt. Food can often be found on stumps of felled oaks, but it is always enchanted to poison the unwary traveler who eats it. (The faeries leave this fare to avenge the loss of their tree.) Oakmen, the resident spirits, are sometimes responsible for protecting nearby animals from hunters.

Willow: These trees can actually uproot themselves at night and walk about, it is said, often muttering loudly to frighten travelers.

Elder: This is often the tree into which witches transform themselves. Never chop an elder without gaining the permission from the tree. Burning elder wood is a sure way to invite the devil into a home.



Appendix Two: The Enchantment Period

The Enchantment of Britain is not a Period that can be so easily identified with a specific span of years (hence its inclusion here as an appendix and not a chapter). Instead, it slowly drifts into importance and imposes itself here and there, insistently but never dominantly, ending with the conclusion of the Grail Quest. It barely intersects the world of politics, but is a metaphysical time/place of High Adventure.

YOUR CAMPAIGN

Each Gamemaster must decide on how much Enchantment and Otherworld activity to use. Malory uses relatively little, with a few giants, dragons, and elves; a bunch of enchantresses and curses; and the constant dark, thick faerie forests.

Nonetheless, a certain amount of dreamy sur-reality is still in order. The realized fantasy realm of legend is going to end soon enough, and the game will return to the dark and mundane all too soon. A natural overlap exists between legendary King Arthur and the folklore, superstitions, and experiences of pre-industrial peoples of Britain. That dreamlike existence is the place of fairy tales, replete with the exploits of worn-down old gods and goddesses.

If using the word “fairy” in this (i.e., its original) context causes confusion or difficulty, then change one old word to a better modern one: change fairy to “elf.” If people ask what an elf is, say simply, “Think *Lord of the Rings*.” Treat these beings like superhuman people (with some *very* odd and misshapen cousins) and it somehow becomes less frivolous and more approachable.

POLITICS

Although King Today issues a challenge to Arthur’s court, it is not one of political warfare. Elves do not muster armies to conquer human cities and castles.

Humans can become rulers in the realm of Faerie, but they cannot bring their faerie forces to help them in Britain (though a *couple* might go along!).

ELVES

Elves are usually addressed with euphemistic titles: *Tylwyth Teg* (“Fair Folk”) or *Bendith Ymamau* (“Mother’s

Blessing”) in Wales, or “Good Folk” or “Gentry.” The elves are the most human-like of the faerie races. They are the size of humans — sometimes slighter, sometimes larger — but always more handsome. They often call themselves the *Tuatha de Danaan* (“Children of Dana,” Dana being a name for the earth mother).

The elfin race are the rulers of all the other faeries. They have a court, whose king is sometimes named Finvarra, sometimes Oberon, and whose queen is named, variously, Oonagh, Nuala, Titania, or Mab (depending on the source). Spriggan bodyguards stand watch, elf knights and courtiers hobnob, and enchanting music is standard.

Although most faeries obey this court, some do not, and many of these have even formed a rebellious “wicked” court: The good elves are called the Seelie Court, and bad faeries are called the Unseelie Court. Like the feudal world, the Seelie Court is composed of lords of other domains, such as Gleodalen the King of Dwarfs, or King Sauvage of the Forest Sauvage.

Elfish origins are disputed: some say they simply grew out of the earth where they live; others say they were angels kicked out of heaven for not helping God in his war against Satan, but not sent to Hell because they didn’t help the Adversary either. They themselves claim descent from the ancient gods and powers of old.

Elf Maids: These beautiful maids appear in many fairy tales as well as legends. They are like human women but better, more lavishly dressed, and always with a touch of magic about them. The most magical human women, Morgan le Fay and Nimue of the Lake, are generally indistinguishable from elf women.

Elf Knights: The faerie peoples often outfit their warriors as do humans. These beings seem normal (or almost so) to human knights, and usually act in every way like a human. They do not seem shy about iron, as most faeries are, although their weapons and accouterments are always of some superior, foreign metal.

These beings can carry any weapons, but the nature of the immortals is that their weapons seem like magic to humans. They ride upon faerie horses, and are often accompanied by their unusual dogs as well.



See *Pendragon*, Appendix 2, for a sample (note-worthy) Faerie Knight's stats.

Elfin Supernatural Abilities

Elfknight tend to have one or more superhuman powers. The following list of powers is selected from among those attributed to Arthur's followers in the very unchivalrous Welsh tale "Kilwch and Olwen" (from the *Mabinogion*). The names of these Welsh heroes can be used as names for elves.

- "Morvran the son of Tegid no one struck him in the battle of Camlann by reason of his ugliness; all thought he was an auxiliary devil. Hair had he like the hair of a stag."
- "Sandde Bryd Angle, no one touched him in the Battle of Camlann because of his beauty; all thought he was a ministering angel."
- "Henbedestyr, there was no one who could keep pace, either on horseback, or on foot."
- "Sgilti Yscawndroed, when he intended to go upon a message for his Lord, he never sought to find a path, but

knowing whither he was to go, if his way lay through a wood he went along the tops of the trees. During his whole life, a blade of reed grass bent not beneath his feet, much less did one break, so lightly did he tread."

- "Drem the son of Dremidy, when the gnat rose in the morning with the sun, he could see it from Celli Wic in Cornwall as far off as Pen Blathaon in North Britain."

- "Gwadyd Odycith, the soles of his feet emitted sparks of fire when they struck upon things hard, like the heated mass when drawn out of a forge."

WHAT ON EARTH IS THAT?

Elvish knights often have unusual and magical gear. Their eruption into the Arthurian era is outlandish and picturesque.

EQUIPMENT

Armor: Basic elf armor is similar to that worn by humans in the same Period (or perhaps better by one Period or so). It is often special in some manner,



CLOTHING, ARMS AND ARMOR OF THE ENCHANTMENT PERIOD



though, perhaps giving 2–4 extra points of magical protection, or making its wearer impervious to a specific creature (dragon, wolf, etc.) or weapon.

Elf armor differs in details of its style (some having animal imagery, perhaps deer or boar; or covered in or crafted from ivy or some other plant; or having strange faces upon it) and in its elegance (having a strange sweeping form, spiky bits, or perhaps flowing or angular decoration). It is often of a single color, or finely inlaid with patterns or even scenes from mythology.

Helmets often have wings, horns, esoteric symbols, or other decorations as crests or adornments.

Weapons: Elf knights use all the weapons that knights use. However, they often have superfluous flanges, decorative tangs, and other seemingly useless embellishments. Many are also enchanted to deal a few extra points of damage, most often against a certain type of enemy or creature.

Horses: Elf horses are tall, muscular, intelligent steeds with sleek flanks and championship lines. They come in any color, including unnatural ones such as green, blue or red (to match the armor of the rider).

Other particular elf mounts might be seen, and perhaps even won by mortal knights: a horse striped black and white around its body; a horse striped black and white *along* its body; a horse that is one third each of black, white, and brown, front to back; a set of two horses, a matched opposite set, each black and white on opposite sides; and so on.

For faerie horse stats, see Appendix 1.

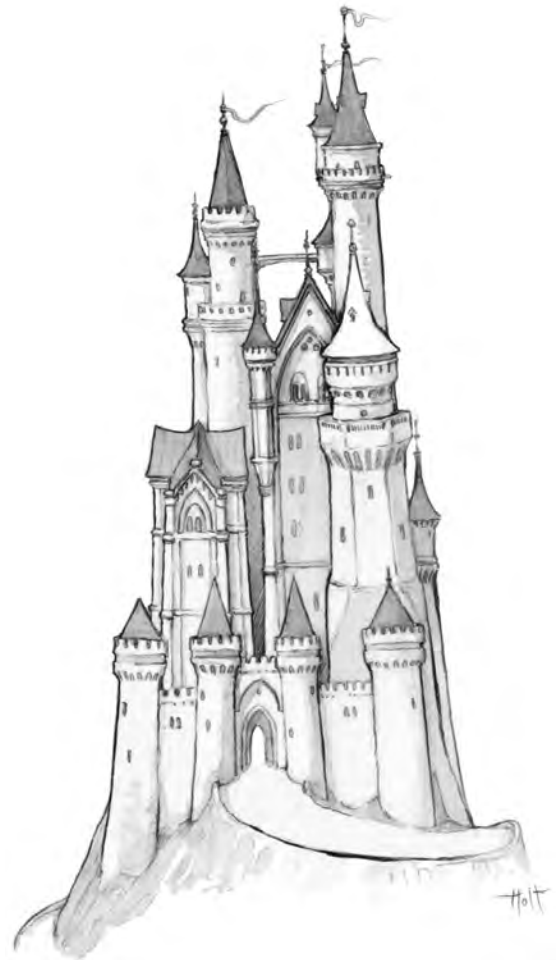
Clothing: Elf wardrobe is always beyond high fashion for mortals, worthy of admiration and, often, envy. Retinues are often dressed in uniform colors.

HERALDRY

Elf lords have coats of arms exclusive to themselves, but the knights of their armies often bear the same symbol on their shields. Thus, a success on a Heraldry roll tells only that a given knight is an elf from such-and-such a realm or castle. A critical success allows the player knight to tell the elf lord from his followers by the quality of his gear and armor.

CUSTOMS

Elves follow human customs, for the most part, and enjoy Chivalry and Romance because they are idealistic and not materialistic. However, all beings of faerie are very literal in their interpretation of oaths and promises, which makes them seem devious to humans, who prefer to act in the spirit of something, not the letter.



TOURNAMENTS

Elves generally do not have tournaments, as far as human beings go.

CONSTRUCTION

Faerie castles are quite similar in layout and defensive value to mortal keeps, but often have lofty towers stretching over tall walls — they are very often “Disneyland”-type structures.

THE ENCHANTMENT OF BRITAIN

The Enchantment is caused when the magical world of Faerie expands into the world of human beings. As a result, the world of King Arthur becomes more magical and vital. The supernatural creatures — goblins, sprites, elves, redcaps, and the like — become more numerous in human places.

Faerie is the power of the deep, dark woods; of shadowy, poisonous marshes; and of wind-swept



crag — old, sublime, and wild places of the world. The Romans did their best to drive away the wilds and its denizens, making Britain a civilized land of men and women, and because normal people in Roman Britain rarely if ever went to those wild places, there was no contact.

But the Romans left. Dragons were uncovered. Pagan priests heard their gods more clearly. Merlin the Magician and the Ladies of the Lake brought the magic back to people. And the creatures of the Otherworld came to live closer to the realms of men.

Merlin saw the process of Enchantment set in motion initially, back when he was a child at Dinas Emrys. He witnessed the awakening of “the Dragon,” a mystical creature whose parts included the Sword and the Grail, the king and the land, and the best man in the world — always, he said, “For the good of the people of Britain.”

YEARS 495–528

Around the time of the death of Uther, the Forest Sauvage expands out of the forest depths, bringing undergrowth with it and strange touches to the lords who dwell there, or bringing them strange hirelings and henchmen. (It is possible that similar changes take place outside Logres, but these areas are not detailed herein.) Yet, all the people of those lands seem content and happy. The woods grow thick and dense much more quickly than is usual.

Furthermore, agents of King Sauvage occasionally go out into the world and do the many things that generate adventures: swap a changeling, kidnap a girl, promise a potion of healing, and so on. The fate of these adventures lies entirely in the timing of the player knights, and if desired, the enchanted Forest Sauvage could continue all campaign.

YEARS 529–539

In 529, Bran’s Head is uncovered, and a powerful magical guardian of Britain is thereby lost. The local effects of Faerie become stronger.

In 532, King Today and his retinue visit Camelot. The Faerie king explains that his kingdom of Overthere is no longer far away — i.e., Britain and Overthere are no longer separate. He challenges the knights of Britain to meet his own, and for chivalrous fighting only among gentlemen who will do their best to spare both wild lands and farmed lands (and their inhabitants): “Let it be a Noble Challenge and a challenge of nobles. Such, in any case, so shall my knights vow,” he says. Arthur has little choice but to accept the challenge.

After 532, supernatural events become much more common, and magical effects are stronger. Dragons that had been sleeping rise, water horses inhabit more lakes,

and many other strange creatures inhabit the woods and even frequent Britain’s roads! Mysterious knights with supernatural powers are seen trotting down well-known roads, and beautiful, wealthy castles are found “just Overthere” where none had been before.

However, here too are several chances to act kindly with the elves, or to get something that helps out for years, like a magic cow; a wife from the sea; or a hearth brownie for the low price of regular bowls of milk. Churchmen might cluck their tongues at this; on the contrary, normal people may feel jealous, but heartily approve.

YEARS 540–554

Because of the many plans and spells that Merlin laid down decades ago, some of the Enchantment takes the form of preparing the land for the Holy Grail to appear. In general, though, this time is simply a chance for ordinary knights to encounter monsters and strange beings.

YEARS 555–

The enchantment ends when Sir Galahad accomplishes the Holy Grail. Since this also ends the Wastelands, nearly all of Britain undergoes a sudden change in appearance, as faerie forests fade and new growth springs from the long-dead trees and ground.

THE ENCHANTED LAND

When a place becomes enchanted, it takes on a vivid dream-like quality that is pleasant for everyone involved. Things seem brighter and prettier, food tastes better, and everything is a bit easier for everyone. It’s nice — calm, regulated by pleasure, and entirely satisfying for most human beings.

FAERIE VERSUS WASTELAND

The expansion of Faerie often coincides and overlaps with the spread of the devastating Wasteland. Between them, the normal ecology disappears. Those lands affected by both events tend to move back and forth between the two supernatural states, rather like one fading in as the other goes out. Thus, it is possible that an area can change its character between visits by player knights.

However, in places where Faerie power is strong, near where their castles and courts sit, the bright faerie forests preside — unless the local ruler is an Unseelie power, of course, in which case the destroyed forests are even more gloomy and overshadowed.

NEW PASSION: FEY

When mortal knights become too exposed to the fantastic sights and sounds of Faerie, they often find that the mundane world begins to pale for them. After a knight has wooed the King of Elfland’s Daughter,



mortal women seem dull and coarse by contrast. Experiencing the delights of King Today's court makes Baron Guelph's castle seem like the hovel of a surly, ill-mannered peasant. This malaise can affect every aspect of the knight's life, sometimes leading to a premature death. Such knights are referred to as "fey," for they seem more like elves than men.

Fey is first generated when a knight undergoes a traumatic experience that involves Faerie in some way: This could an encounter with a hideous monster, a dalliance with an elf-maid that turns serious, or simply journeying to the Faerie realms.

Note that falling in love with a Faerie, and thus acquiring either an Amor or Love (faerie lover), should gain a Fey passion as well, equal in value to the Amor or Love stat.

Otherwise, the starting Fey passion is 2d6 plus any modifiers from the chart below.

Situation	Modifier
Traveled to Faerie realm	+3
Traveled to Faerie place (dell, mound, woods, etc.)	+2
Subjected to a powerful Faerie magic or effect	+3
Witness to a powerful Faerie magic or effect	+2
Significant or continuous interaction with Faerie beings	+1
Ate Faerie food in Faerie place	+2

The Fey passion uses the same mechanics as other passions, with a few important distinctions and effects:

Creativity: The passion may always be used for inspiration while engaged in creative acts, like reciting or writing poetry, singing, and playing an instrument. In fact, many bards and poets wish to become Fey, just for this very reason.

Example: During a feast at the court of Baron Guelph, Ambrose is moved to sing a lament for lost Arcadia. He may test against his Fey passion in order to gain inspiration for his Singing skill, and thus try to assuage his longing for the deep forests and darkling dells of that lost and lonely land.

Return: The Fey passion can be used for inspiration to any skill used in returning to the situation that created the passion. That is, if Sir Ambrose gained Fey by traveling through Arcadia, he can use inspiration from Fey to add to skills that would allow him to get back to Arcadia, such as weapon skills when fighting threshold foes, or to personality traits when undergoing behavior tests to enter Arcadia.

Ennui: Whenever another passion roll is successful, such as Loyalty (lord) or Love (family), the player knight must immediately contest his Fey against the successful passion. If Fey wins the contest, then the knight does *not* gain the benefit of inspiration from the original Passion.

Accelerated Aging: A knight must make an additional aging roll every year, even if he does not normally have to make one for some reason.

BREAKING FEY

Note that many players might (rightfully) consider the Fey passion a curse. If a player wishes to rid his knight of the passion, there are several ways this might be accomplished.

Falling in Love: One can break the Fey passion by generating a Love or Amor passion when the knight falls in love with a mortal. The new passion is then immediately contested against Fey. If Love or Amor wins, Fey is reduced to 0. If Fey wins, it remains. This can be attempted again every time Love or Amor increases.

Christian Conversion: One can break the Fey passion by generating a Love (God) passion during a profound religious experience, like confronting a saint or experiencing the High Mass of the Holy Grail. The new passion is then immediately contested against Fey. If Love (God) wins, Fey is reduced to 0. If Fey wins, it remains. This can be attempted again every time Love (God) increases.

Magic: Any magic that manipulates passions or memory can be used to lift the curse. Taking a draught of the famed Waters of Lethe, for example, would do it (though it also might result in more serious lapses of memory as well).

FAERIE PLACES

The land is marked with hundreds of ancient sites, many of which contain old magic. These places are called Faerie places because Faerie beings or powers, or pagan magic rites (all closely aligned with Faerie), are found at many of them.

Elfin palaces and encampments are not always immediately (or ever) recognizable as being supernatural. As explained in the section on Magic (*Pendragon*, Chapter 7), most knights will not recognize when magic is used. A lofty castle in the middle of the barren moors is not at all incongruous to a knight in Enchanted Britain.

Further, near a faerie enclave, a character's senses are muddled. It is often hard to discern distant details, or to remember faces and conversation afterwards. When the doomed Sir Balin, the Knight with the Two Swords, enters into the Castle of Joy, with its unhappy customs, he certainly enters an elfin place, but he does not recognize it as such, nor do signs and prophecies turn him away from entering. Such is the false clarity of Faerie.

Local people generally know the name of the most interesting, important, or obvious Faerie places



in their area, and can also tell what is going on, has gone on, or might still be going on there. Some places in Britain have obtained widespread fame.

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

FAERIE FORTS

Faerie hill forts are created by enclosing the top of a hill with an earthwork bank and a ditch. Many are less than 3 acres in total size, while some are larger and a few (e.g., Borough Hill) are gigantic. These forts are often thought to have been human habitations at one time, but some still have strong Faerie connections. Their ancient grandeur lends itself easily to faerie powers.

Some faerie forts are still occupied, or have only recently been abandoned. Most, however, are long abandoned, with all the old timbers rotted, and banks overgrown with grasses, weeds, and brush. Huge openings, the long-gone entrance, gape wide. The huge earthwork rings, however, are usually still visible beneath the wild overgrowth.

An enchanted hill fort might appear to be in use again, with the timber palisades and buildings erect. Wooden gate works defend the gates, and guards peer from within. People go about their business, animals being driven hither and thither. Perhaps the inhabitants are people from ancient history. They might be elves at a gathering of the Seelie court. They might also be the silent dead, a city of zombies or skeletons. (But in such cases, Glamour is probably used to create a scene of delightful wonder.)

Promontory forts are a special kind of hill fort that are set on a spit of land, often a peninsula. Earthworks and a ditch separate them from the mainland.

Encounters in faerie forts might include any of the following:

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

FAERIE MOUNDS

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

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

Digging into faerie mounds can have many different results.

- You find a buried chamber with an ancient skeleton or two, and vast treasure.
- A faerie appears and warns you to stay away. If ignored or insulted, he becomes angry, turns into a monster, and tries to drive you away.
- A door is found, and opens to allow entry to a faerie court.
- Inside the mound is a chamber, and its far door opens into one of the realms of the Other Side.
- The dead person's spirit takes the form of some faerie monster. It might be a huge dog, a bull, a troll, or some other unique creature.
- Many faerie warriors appear from the far side of the mound and attack the diggers to drive them away.
- A faerie maiden appears; she invites everyone to come inside and join the celebration.
- A faerie appears and begs the diggers to stop, offering something of value if they will go away.
- A faerie appears and makes dire threats of what will happen if they continue. (It is usually a true prediction, possibly about the monster guardian or about a flood that will be released.)
- A faerie woman appears and agrees to marry the digger if he will stop and swear to defend the mound for seven years.
- Nothing. There is just dirt and rock.

STONE RING

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

Here are some ways that a stone ring might be used:

- Elves have convened court there, and many creatures are slipping in and out between the worlds.
- A murderous heathen sacrifice is going on, led by a wicked raven witch, and attended by snarling Picts and pechs.



- A pleasant pagan drama is going to be performed, with a light-hearted, lustful fertility rite performed afterwards.

- A magical healing assembly has convened to invoke the regenerative power of the stone circle.

- The area within the stone circle co-exists in two worlds. Enter the circle from the east, and you can exit to the Other Side in the west.

STANDING STONES

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

Standing stones may have a magical use. Some have specific medicinal purposes, often obtained by passing the person or the body part through a hole in the rock. At other times, dew from the rock or water taken from depressions found in the rock can be used as a healing potion. More darkly, a block might be a sacrificial altar block. It might be holding down a trapped demon. Or it might have no magic, but just be one of many which mark a road across the countryside.

Occasionally, stones are carved with features of the ancient gods.

WELLS AND LAKES

Wells that spring from deep inside the earth carrying pure water are often sacred. Some wells are medicinal, with water to heal specific woes. Wells that are somehow different from the other springs in the area are widely known to be magical. (Glastonbury/Avalon has one of these.)

Some wells never run dry, even if the rest of the land is plagued by drought, as at Stevington. Some healing springs, such as Lydney and Aqua Sulis, have been turned into temples to healing gods. Other waters are known to be inhabited by mermaids or monsters. Sometimes these dark spirits can be appeased by sacrifice; at other times they must take only their drowned victim.

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

she is in fact a faerie horse, or perhaps a faerie maiden the knight can have as wife for seven years.

Finally, lakes are the home of faerie women. The best known is the enchanted home of Vivianne, where Lancelot and his cousins are raised. The lake are real, but can be accessed by whoever is enchanted to enter. The palace within is luxurious, with many beautiful youths who are servants. Amazingly, Vivianne's lake can be moved (or it is concurrently in more than one place at a time).

CUT-EARTH FIGURES

Some parts of the earth have been made sacred by visits from the ancient gods; these places can still be brought to life as an avatar of the god. However, raising the old god requires the right people doing the right thing at the right time. These secrets have generally been lost, and many figures are covered by weeds and brambles that hide the forgotten magic.

Cut-earth figures still known in our own time include the following:

- Cerne Abbas Giant: Bran the Blessed, Lord of the Underworld. This figure was called Hercules by the Romans.

- Wandlebury Giant (near Cambridge): Gogmagog, king of the giants before Brutus came.

- Warwick Red Horse: Gwynn ap Nudd, the Wild Hunter.

- Westbury White Horse: Epona or Rhiannon, the horse goddess.

- Wilmington Long Man: Beli, the Lord of the Upperworld.

- Uffington White Horse: Epona or Rhiannon, the horse goddess.

- Gogmagog and Corinius (at Hoe, Plymouth): The Divine Twins, Beli and Bran, or perhaps just Gogmagog and Corinius.

Other figures may exist in your game. Feel free to let the knights discover one that is unknown today!

ENCHANTMENT PERIOD ADVENTURES

Countless adventures are possible during the Enchantment of Britain.

ADVENTURE: ELF KNIGHTS

Setting: Any highway or byway where knights ride.

Characters: The challenging Faerie knight(s).

Problem: One or more knights without heraldic device are waiting by the roadside. (They still have



some way of being identified, even if one is simply the “Blue Knight,” or the “Knight of the Birch,” or the “Arrogant Knight,” etc.) They challenge all comers, perhaps even attacking without warning.

Solutions: The only way to get rid of these guys for good is to defeat them and extract an oath from them to return to their homes. Otherwise, they are back the next day. Sometimes, when defeated, they promise to become loyal followers of their conqueror.

The nature of the fight varies: it could be one joust for love, it could be three lances, or to first dismount, or to first blood, etc., but the stranger knights are adamant about their contest. These are magical beings, of course, faerie knights (use the stats in *Pen-dragon*, Appendix 2, modified as necessary to provide an appropriate challenge for the player knights).

The truly remarkable thing about them is that, if they are killed or wounded, a bunch of beautiful young women carry the body into the woods (where a tent is hidden away), and they magically heal him or even return him to life. The knight reports for duty again the next day.

Secrets: Every faerie knight has a weakness, such as being vulnerable to something, unable to fight at a certain time, and so on. Also, every faerie knight keeps his word if he gives it.

Glory: 200 for getting rid of one permanently, plus the usual for the nonlethal combat.

ADVENTURE: KNIGHT OF THE GRIFFON

Setting: The court of the player knights’ lord.

Characters: The Knight of the Griffon; the Lady in White; Lady Frances.

Problem: At a great feast in the lord’s court, the guards outside blast the alarm horn used only for emergencies. Everyone rushes out to find several men-at-arms pointing off to the north. Looking in that direction, the player knights see a single rider off in the distance, bearing some burden. The watch chief calls out that Lady Frances, a lady-in-waiting of the lord’s court, was just kidnapped by a knight on a large black horse.

Action: If the characters want to give chase at once, each starts a base 5 rounds behind the kidnapper, modified as follows:

Squire roll. (Failure = Start 1d3 extra rounds behind. Fumble = Squire is asleep, so the knight cannot pursue for at least 10 minutes. Success = Start 1d3 fewer rounds behind. Critical = Start only 1d2 rounds behind.)

If a knight wishes to arm himself (which would be wise), he must add 1d6 rounds to the above times.

Once on their way, each knight must make an opposed Horsemanship roll against the kidnapper every round, gaining a +5/-5 reflexive modifier for the kidnapper’s awkward burden.

Horsemanship. (Failure = Stay even. Fumble = Lose 1 round. Success = Gain 1 round. Critical = Gain 2 rounds.)

When one of the knights catches up to the kidnapper, the steed of the pursued knight suddenly spreads huge feathered wings, and the rider and his prisoner rise into the air on the back of the winged beast.

Faerie Lore or Folklore. (Success = The beast is a griffon, a fierce, dangerous beast.)

At that moment, the player knight’s horse stops, uncertain where to go. The griffon flies off to the north towards a tall stone tower on the horizon and lands atop the tower. The slower knights arrive within minutes.

Hunting. (Success = “I know that tower,” says the knight. “It is an abandoned derelict, with no floors or roof. Just a shell.”)

Go on or not? Remind any knights who did not equip that they are still dressed for the feast, although they do have their swords and shields (good squire, eh what!). Going on unarmored is extremely dangerous if they enter combat. And they should expect to enter combat with the wicked knight, if not the griffon itself.

Riding back to arm up is the wise choice; choosing to go one regardless gains a Reckless check. However, have each player knight make the following roll.

Prudent. (Success = The kidnapper seems to be as much a magician as a knight. Time will surely give him more time to prepare defenses, or time to escape.)

If they simply go on, the adventure continues. They ride across the area to the tower and, when they arrive, have to deal with a number of bandits equal to 1.5 times their own number.

If the knights do wait, then there are additional defenders (twice the number of the knights) around the tower when they arrive. These are just bandits, but they may still wound a group of knights and weaken their resolve before the challenges of the tower itself.

Once combat is over, they see that the tower appears to have been recently rebuilt. A strange griffon banner (no Heraldry possible) flies from a flagstaff.

Solution: Griffon Tower is a series of five tests to challenge the knights. Each passed test gains the knight access to the next test. There is one test on each floor.



First Floor

This floor is a wonderful banquet hall set with a marvelous feast. Each knight must make a Temperate roll, opposed by the feast's allure of 10 (if the knights had not ridden directly from a feast, the allure would be greater). Success at Indulgent means the knight eats. Anyone eating the food falls asleep and is Out of the Story for the rest of the adventure.

Second Floor

This floor is filled with mounds of treasures: Boxes of coins, jewelry, weapons, works of art, fabulous clothing, horse gear, rolled up tapestries, and ancient heirlooms. Everyone entering the floor sees something he wants. Gamemasters should strive to name exactly what it is ("Remember that sword of Cutting Copper you wanted? There it is, right there.")

Each knight must make a Selfish roll, opposed by the hoard's allure of 15. If a knight succumbs, he is overcome by satisfaction at having his thing and is Out of the Story for the rest of the adventure.

Third Floor

This floor has several small altars around its perimeter, each before a statue or image of some deity. All of the religions known in *Pendragon*, and a couple of others besides, have an altar.

If any knight stops to make a prayer here, he may attempt a Pious roll (or for pagans, Worldly). If successful, the knight felt the presence of the divine and thus gains a +5 modifier to all rolls on the next floor.

Fourth Floor

This floor is empty, but for a lady in a shimmering white dress. She explains that the door behind her is a test. Only she can open the door, and each knight who wishes to continue must swear on his sword that no matter what he sees when the door is opened, he will continue with the rescue. The choice is to take her challenge and continue, or turn back. Knights who refuse find themselves walking from the chamber and are Out of the Story for the rest of the adventure. They have no choice, for this is a magical compulsion.

The remaining knights have necessarily sworn the oath to enter the door. The Lady in White opens the door.

Beyond is a wide stairway going upward, entirely engulfed in roaring flames. A blast of heat rushes out into the room. The lady smiles coldly, then turns and enters the stairway slowly, stepping daintily up the stairway. Her clothing ignites and falls off in ashes. Her flesh burns, flaring briefly brighter than the fire, then only her bones are standing there and they turn around and beckon the knights to follow. The bones stand just a moment, then collapse.

Each knight must attempt a Valorous roll, opposed by each other remaining knight (remember the possible +5 modifier from praying in the previous chamber). The result determines the order in which the knights can enter the hallway. Knights can enter only one at a time.

In the stairway, make an Honor roll (again, remember the +5 modifier from the previous chamber). Failure at this means that the knight takes 2d6 points of fire damage (no armor or shield) and must try again next round. Success means he enters the next floor.

Knights who make their way through come out onto the top of the tower individually. Those who succumb to fire damage fall prone at the foot of the stairs, either dead (depending on damage taken) or Out of the Story for the rest of the adventure.

Fifth Floor

This is actually the top of the tower. It's about 15 feet in diameter, enclosed by a crenellated wall with a turret. Opposite the entry, across the roof, stands the Knight of the Griffon in full armor (the best the Period offers). On the far left is the Lady in White. The griffon sits quietly enrapt atop the turret.

(Remind the knights of their armor situation if they did not take time to don armor.)

The Lady Frances cowers to the far left. When any player knight looks upon the beautiful but helpless lady, he must make a Lustful roll. (Failure = He gains an Amor passion of 2d6+6 for her, and may immediately roll for inspiration to save her if he wishes.)

The Knight of the Griffon challenges the knights to single combat, in the order they arrive, for the Lady Frances. (Use Faerie Knight stats for Knight of the Griffon.) The knight does not take any guff about having to provide armor or making the playing field equal.

Either a knight accepts the challenge and fights, or he does not and is dismissed. (If necessary, the White Lady reminds him of his oath, and this makes the cowardly knight helpless. Or maybe the griffon sits on him to keep him quiet...)

If a player knight is killed here, then the White Lady will heal him to have 1 Hit Point and prop him off to the side.

Of course, the Knight of the Griffon must be overcome. If he is brought to the Unconscious level, then he surrenders and gives up Lady Frances. If he defeats a player knight, then that knight is put aside to witness the next fight (if any player knights remain).

The next knight out goes through the same process. Eventually someone is liable to overcome the Griffon Knight, or else everyone fails. Should the



latter occur, then the wounded all fall asleep. Next day they wake, inside the ruined and empty tower — Lady Frances is gone.

Glory: 250 for rescuing Lady Frances, plus any for combat.

ADVENTURE: MERMAID

Setting: A sea shore.

Problem: A beautiful woman calls, singing, to the knights. She is lonely, she claims, and asks them to come to her in the water, very close off shore.

Secret: The woman is a mermaid (see “Morrow” in Appendix 1).

Solutions: The targeted knight must attempt a Chaste roll opposed to her Emotion (lust) power of 18 or seek to join her.

Action: If the victim fails the opposed resolution and is taken underwater, he can resist with force. The mermaid tries to grapple him and drag him under. Escape may come through threats or damage. Alternately, iron might scare her away, or calling upon the name of God may be successful. The Gamemaster should decide what is appropriate.

Another Problem: If the mermaid is harmed by iron or weapons, she will try to slip underwater; if she gets away, her two merman brothers immediately surface to help her. They attack with their tridents until the person who hurt the mermaid is hurt, and then withdraw.

Glory: 50 to escape the merrow’s embrace, plus any for combat.

ADVENTURE: FAERIE BLESSING

Setting: Player knight’s manor.

Characters: Player knight; his family, staff, squires, etc.

Problem: He has been blessed by generous faeries.

Action: A player knight who has helped a faerie in some way is blessed. At the next harvest, the knight or his steward (or wife) hears a threshing sound in the barn, but all the workers are elsewhere. A little man dressed in brown appears. He says, “The Lady [or whoever] sent us to help.” Then he disappears.

You know you must feed them your best cream/cheese/bread, without giving it to them directly, or they will stop. Also, you know they cannot be interrupted while they work — order the workers to stay away. (The workers are sure to be quite happy anyway since threshing is a hard job.)

Over the next several days, the faeries thresh all the grain, allowing the workers to harvest it in a shorter time.

Generous. (Success = You continue to give the brownies your best foodstuffs. Failure = You give them less than the best, and they leave. Fumble = You forget their last meal, and they take all the grain with them when they leave.)

If properly fed, they continue, even without the commoners bringing in the harvested grain. This continues for days, with a net result of an extra £1d3+3 income this year for selling the additional grain.

The next day, the player knight’s lord summons all the knights from his area. The player knight arrives and court is held to discuss the famine in the area of the knight’s manor — for the talk quickly reveals that the grain from all the farms, except the player knight’s, was magically stolen from them.

Secrets: The grain was actually stolen by the faeries from nearby farms, and as a result the surrounding manors have been left without food.

Solutions: The subsequent activities are entirely up to the player, for the knight has no obligation to return the grain. However, the social and personal ramifications of not doing so could be tremendous: It might well reach the stage where all the neighbors attack the player knight to steal back their food, with their overlord turning his attention away for the time being.

Glory: 100 for receiving this mixed blessing.

ADVENTURE: NEEDY BOY

Setting: On a road somewhere.

Characters: The boy.

Problem: A skinny little boy shakes a little wooden cup and asks the passing knight for a cup full of ale for his sick mother.

Action: If many knights want to grant this, have them make Generous rolls. The winner gets to fill the cup.

However, even emptying a whole skin of ale only fills the cup half way! Ask the player, “Will you fill it?” If so, the player knight gets a Generous check and empties all the ale he has, or £2 worth (whichever comes first).

Secrets: Sometime in the future, when the situation is utterly hopeless, the boy — actually a faerie of considerable power — shows up to provide rescue from foes, release from prison, emergency magical healing, or whatever is necessary.

Solutions: Be generous! (But there is no punishment for not doing so.)

Glory: 100 after the boy rescues the knight. Nothing till then.



ADVENTURE: ISLAND OF BEASTS

Setting: A large island across a ford, devoid of trees. On one of the banks of the river is a cemetery in neat rows, with shields hanging on stakes over each one.

Problem: A huge giant lives on the island, along with a herd of all kinds of animals, ranging from a green and yellow wyrm to lions, bears, boar, deer, rabbits, and badgers. The giant refuses to let anyone cross without fighting one of his creatures.

Characters: The Keeper of the Island of Beasts is a massive, ugly, stupid giant — of a size too big to fight (use huge giant stats). He protects the beasts from each other and from outsiders, and they obey him to death. He is not necessarily cruel or malicious, but insists on enforcing his duty. He always eats the dead animals, but neatly buries the remains of the dead people in the nearby graveyard.

Action: The Gamemaster should choose something from the appropriate list (or substitute his own creature of roughly equivalent toughness) each time the player knights come to this isle:

Early Campaign: Bear, boar, bull, large stag, big wolf.

Early Mid-Campaign: Large bear, panther, lion.

Late Mid-Campaign: Irish elk, unicorn, yale.

Late Campaign: Griffon, mantichore.

Solutions: The only way to cross is to fight.

Glory: Varies according to creature fought.

Notes: This adventure is intended to be a nuisance, not terribly dangerous (as long as the knights are careful and thoughtful).

ADVENTURE: AVANC

Setting: On the waters of Llyn Barfog (“Bearded Lake”) in Gwynned. Alternatively, on any large lake or river.

Characters: The avanc.

Problem: An avanc (see Appendix 1) is terrorizing the neighborhood, capable of creating whirlpools that can spin and capsize boats, draw down swimmers, or clutch at the ankles of horses or men walking a ford.

Secrets: The avanc is less formidable out of the water, but it is impossible to get it out except by subterfuge. The knowledge to draw him out is known only to witches, faeries, or player knights who critical a Faerie Lore roll.

Solutions: Avancs are attracted by the charm of virgin women, so the virgin ploy (see *Pendragon*, page 188) can be used. The avanc will sleep with his head in the girl’s lap. However, handling a sleeping

avanc presents a major problem. The poor girl cannot sit forever.

The avanc of legend was held with heavy chains attached to a team of hauling oxen. Several strong knights might be able to do the job as well. (Keep the avanc’s STR a secret, or roll it randomly using 10d6+5 — adjusting any derived statistics for the monster as necessary — if players have a copy of this book.)

Glory: 300 to kill.

ADVENTURE: BASILISK

Setting: Anyplace.

Problem: A basilisk, the king of serpents, has moved into the area.

Characters: A basilisk.

Solutions: Drive it away using missile weapons, or weapons designed to strike it once and be discarded.

Secrets: The only thing dangerous to this basilisk is a certain type of weasel. A weasel is a petty thing for a knight to hunt, so he will have to get someone else to do it for him. For instance, a witch or priestess may offer to catch it in return for some other favor, as mentioned in the introduction to this book.

Glory: 100 to drive the basilisk from the territory, 500 to kill it.

ADVENTURE: HALF-A-GIANT

Setting: A very useful trail through the woods that has not been used for untold years.

Problem: A giant lives somewhere along the trail, for he can be heard roaring at times. A huge manlike footprint with six clawed toes is visible in the rocky ground nearby (!). It is as long as a horse.

Characters: A half-buried giant (use standard giant stats), whose head and one arm only are visible.

Action: A great roaring comes through the woods. Horses cannot enter the dense brush, so further investigation must take place on foot. Each round, everyone must make an Energetic roll with a –5 modifier, or else be slowed by the undergrowth and thereby fall behind at the rate of 1 round per failure.

Investigation reveals a giant with only its head and arm, rather bony and thin (for a giant), above the ground. The rest is buried. His big leather hat is crushed, as if he’s been hit on the head.

Awareness. (Success = You hear the giant say, in big, slow, deep-throated giant speech, “Spare me!” The giant is clearly helpless.)

Merciful. (Success = You are moved by the giant’s helplessness. If you choose to act on that feeling, you get a Merciful check and make some sort of statement to spare the creature.)



If any knight actually tries to resist his companions' efforts to kill the giant (probably by grappling or interposing himself), he also gets a Just check.

If, after a player knight has made a statement to earn a Merciful check, any of his companions *then* attack the giant, then they automatically receive Cruel checks.

If spared, the giant is quite friendly and very hungry; if fed, he willingly volunteers information about himself. After eating, he laughs aloud from sheer happiness. (It is a fearsome sound, ironically similar to his previous roars.)

He has been here for centuries since an enemy, a much *bigger* giant, pounded him into the ground. He's kept himself alive by snatching the odd animal that has come too close, eating it raw. Still, he considers himself lucky, for he had a companion with him who was thrown up into the sky by the bigger fellow, and his friend still hasn't landed yet!

If asked, he thinks that the footprint the knights found in the rock is probably his enemy's. Who is his enemy? Llew of the Long Hand, who used to be king of this whole land before the humans came.

Gamemasters should decide how much they wish to use this giant as a character. He might know nothing useful, having been isolated since hammered down here centuries ago. Even if he is stupid, he might be a useful source of information about fairy lore, pre-human history, or dragons.

On the other hand he might be suave and funny, the witness to many travelers along this secret path, and a source of much information. He cannot be released from his imprisonment without a major undertaking involving engineers and many workmen. The consequences of freeing him are left to the Gamemaster's discretion.

ADVENTURE: THE GREAT HARE

Source: *Mabinogion*.

Setting: Anywhere outside of settled lands along a forest or mountain trail.

Problem: A man-sized rabbit springs onto the trail and says, "Oh, good knights! If ye value Honor and seek Adventure, slow down the great bitch that is chasing me." Then, *poof*, it turns into an oversized swift and shoots into the air.

Characters: The great hare (actually a phooka); and the gigantic greyhound chasing it (which is in fact the powerful hag Cerridwen, a pagan priestess said to have been powerful enough to have given Merlin problems in the past).

Solutions: First, tell the players their decisions are going to take only seconds in the game, but the process will take a couple of rolls.

Question 1: "What will you do about what you see here? Do you know? If you are not sure, make a Trusting roll." (Success = You *know* the hare was telling the truth. Holding up the hound will be a Just action. Gain a Trusting check.)

Awareness. (Success = The hound is fully intent upon its prey, though, so an attack by the knights would have the advantage of surprise.)

However, the greyhound that soon appears is about the size of four horses. Each knight must make a Valorous check to attack (with the appropriate modifier from its stats, below).

Any knight who attacks the hound immediately gets a Just check and a Valorous check.

Due to surprise, the greyhound may only attempt to Dodge the player knights' attacks the first round (DEX 18, divided among multiple attackers). After that, she may fight normally, but her goal is simply to escape so that she may pursue the swift.

Each time she takes at least 6 points of damage in a round, she remains the next round. Further, any knight who deals at least 6 points of damage to her in a round is sprayed with her blood (see "Afterward").

As soon as a round passes without her taking at least 6 points, then she becomes an eagle in the following round and, before anyone can strike again, bolts into the air after the swift.

Glory: 15 for attacking, plus 15 per round the hound is delayed.

Afterward: If anyone was drenched with Cerridwen's blood, it does not wash off. His clothes are permanently stained and reduced to Poor quality. Worse, his armor is deeply pitted and corroded, permanently losing 2 points of its Armor value.

Perhaps a year or two later in campaign time, run the adventure of "CERRIDWEN'S REVENGE" (see below).

Giant Hound (Cerridwen)

Glory Won 300; SIZ 48, DEX 18, STR 30, CON 35; Move 7; Armor 14; Unconscious 12; Major Wound 21; Knockdown 48; Hit Points 83; Healing Rate 7; Damage 8d6.

Combat Skills: Bite 22*.

Valorous Modifier: -10.

* **Savage:** Whenever Cerridwen, in giant hound form, successfully bites a knight, she ignores his armor for the purpose of determining damage for his Knockdown stat (though the armor still absorbs actual damage normally).

For example, if she bites a knight wearing partial plate and deals 28 points of damage, his armor absorbs the usual 14 points of actual damage (20 points if his shield applies as well), but he is still knocked down if his Knockdown value is 28 or less.



ADVENTURE: CERRIDWEN'S REVENGE

Setting: Anywhere in Faerie.

Problem: Cerridwen hates the knights because, in the previous adventure, they helped her enemy to escape her.

Characters: Cerridwen, the great hag enchantress.

Secrets: Cerridwen is major force of destruction when angry, and has magical powers far beyond mortal ken (she is, quite simply, not a foe the player knights can defeat). In Faerie, her word makes things what they are.

Actions: Cerridwen does not want to talk or negotiate. She simply ensorcel the land so that the trail turns upon itself and the knights ride in a circle for a while. Only when they notice this does she reveal herself.

"Do you remember," she asks, "When you struck an innocent bitch and sorely hurt her?" Since this adventure can only happen to knights who played "THE GREAT HARE," give them Honest or Deceitful checks depending on their responses.

"That was me, and I require either revenge," and at that she sweeps once with her hand to the side, and twenty trees crash, snapped off at her shoulder height, "or weregeld for the wounds."

Courtesy. (Success = Weregeld is an old custom for paying money instead of continuing a feud. The implication is to pay her [an appropriate weregeld might be equal to the player knight's own ransom], or else to feud against her and her clan.)

Prudent, +10. (Success = It would be most unwise, and almost certainly fatal, to refuse her offer.)

The knight's next question is probably, "How much?"

"One knight to fight one duel to the death with an enemy of mine," she says.

If the knights do not accept her offer, she shakes her head and walks away into the forest. Immediately, in the distance, the sound of barking dogs comes closer. The knights are soon swarmed by a pack of magical dogs of all types (see Appendix 1). If the dogs are all killed, then other dire creatures appear to kill the knights.

Solution: Take her offer.

"Then follow me," she says. She leads everyone through the woods, and in the distance they can hear the clash and shouts of combat. Soon they come upon a clearing, through which runs a small stream. A path crosses the clearing, and where the path and stream meet, two knights are fighting. One is in dusky grey armor, with a black plume and a black shield; a dull red light shines from behind his visor. The other is in sil-

ver armor and with a white plume, and a golden light shines from the visor of his helm.

"You must replace one of these knights," the hag says. "When your opponent is dead, or when someone replaces you, you can leave, and not before. Now, who among you will do this?"

If no one does, then she walks into the woods, dogs are heard, and so on, as above.

When someone designates himself, she asks, "Which of these two will you replace? It matters naught to me."

After the knight decides, she leads him to that knight's side of the creek and says, "Get down here and wait."

After some time, the sun sets and the knights step back and speak in low tones. "Tomorrow, then," they say in unison, and each staggers off away from the bank. The knight who comes toward the player knight is wounded; he asks for water and help in disarming. Then he lies down, unconscious.

Cerridwen says, "I will tend him tonight. Tomorrow you will don his armor and go fight the other knight. Take care, for though you cannot kill each other, your wounds will hurt sore aplenty and you will suffer as ever."

To the other knights, she says only, "Farewell." The next day, they awake on a small trail not far from where they were going when they met Cerridwen.

Glory: 300 for taking the job. 100 per year spent here.

Note: The knight must remain here for at least a year and a day, and probably much longer. Gamemasters can decide when and how to let the hero loose.

ADVENTURE: TROIT BOAR

Setting: Any.

Problem: A gigantic, supernatural boar and its horrific piglets are ravaging the countryside.

Characters: The Troit boar and its piglets.

Solutions: Hunt it down and kill it. However, this is incredibly difficult with its great Armor and massive size. If it is attacked and not killed, it escapes and heals until it is ready to ravage once more.

Secrets: The Troit boar was once a king in Ireland whose deeds so offended God (or the gods) that he was changed to this creature.

Glory: 1,000 Glory to kill it. To drive it away from Britain and back out to sea, 200.

Actions: This is a *very* dangerous monster, so getting help is in order. Hence, the hunt for the Troit boar is wisely preceded by a "ride around Britain and get them together" adventure first to gather allies



for the task. This part of the adventure is left to the Gamemaster's discretion.

For assistance in this adventure, the Gamemaster should review "The Hunt" in the starting scenario in Appendix 3 of *Pendragon*.

THE TROIT BOAR

Glory Won 1,000; SIZ 45, DEX 15, STR 45, CON 50; Move 10; Armor 25; Unconscious 24; Major Wound 50; Knockdown 45; Hit Points 95; Healing Rate 10; Damage 15d6.

Combat Skills: Tusks 20, Trample* 20 (prone foe only).

Significant Skills: Avoidance 17.

Prudent Modifier: +10. *Valorous Modifier:* -15.

* *Trample:* The Troit boar may make both a trample and a tusk attack in the same round.

Ferocity: The Troit boar attacks normally for 1d3 rounds even after taking damage that would incapacitate most other creatures (i.e., even after its current hit points reach or drop below its Unconscious threshold, or after it receives a Major Wound, for example).

Acidic Saliva: The Troit boar's acidic slaver does 5 points of damage to anything it successfully attacks (tusk or trample; no armor), and also reduces the victim's armor by 1d6 points per attack. Whether the boar wins or loses a trample attack, its saliva still splashes upon its opponent, dealing damage to armor and foe as above.

TROIT BOAR'S PIGLETS

Glory Won 200; SIZ 30, DEX 15, STR 40, CON 25; Move 8; Armor 15; Unconscious 14; Major Wound 25; Knockdown 30; Hit Points 55; Healing Rate 7; Damage 7d6.

Combat Skills: Tusks 20, Trample* 15 (prone foe only).

Skills: Avoidance 10.

Valorous Modifier: -7.

* *Trample:* The boar may make both a trample and a tusk attack in the same round.

Ferocity: A boar attacks normally for 1d3 rounds after taking damage that would incapacitate most other creatures (i.e., even after its current hit points reach or drop below its Unconscious threshold, or after it receives a Major Wound, for example).

Acidic Saliva: The boar's acidic slaver does 3 points of damage to anything it successfully attacks (tusk or trample; no armor), and also reduces the victim's armor by 1d3 points per attack. Whether the boar wins or loses a trample attack, its saliva still splashes upon its opponent, dealing damage to armor and foe as above.

ADVENTURE: FACHAN

Setting: Any.

Problem: A wicked, cruel creature of Faerie is plaguing the area.

Characters: A fachan (see Appendix 1).

Action: The creature reputedly has one leg, one hand protruding from its chest, one eye in the center of its forehead, and a crest of unyielding hair on its head. It can turn invisible instantly. It carries an iron flail and is protected by a mantle of hard-to-pierce feathers about its body.

Folklore. (Success = It is a fachan.)

Solutions: Kill or drive off the fachan.

Glory: 20 to drive the fachan away temporarily; 75 to drive it away permanently; 200 to kill it.

ADVENTURE: RAVEN TOWER

Source: The stories "Peredur" and "The Dream of Rhonabwy," both from the *Mabinogion*.

Setting: Near Gloucester.

Characters: The Raven Witches.

Problem: A powerful lord wants information about the holding in the nearby ancient tower. The people who dwell there always refuse to pay homage to any lord; they sometimes raid their neighbors, rob travelers, and generally ignore social niceties altogether.

Secret: These pagan witches can transform themselves into human-sized ravens to help their friends and harm their foes; they most often appear as large warrior-women having pagan magic powers.

Action: The Tower of Ravens is an ancient structure, built by giants before the Romans came. It has no doors to enter at ground level — only by flying (or possibly climbing) can one enter. It is the home of a coven of Raven Witches, powerful sorceresses, who are jealous of their privacy. Six to twelve of them appear at any given time.

The peasants hereabouts are silent, surly, and hostile. A band of fierce warriors works for the witches as well, living within the stockade that surrounds the tower. They guard the approaches to the tower, and are periodically carried up into the tower for a pleasant reward as payment for services.

Glory: 100 per witch killed, 200 to drive them out of the tower for good, plus whatever is gained in combat with the defenders.

RAVEN WITCH

Use stats for an average knight, but with APP 15+ and one or more magic talents each, for the warrior-women in human form.

For their giant raven form, use the following:

Glory Won 100; SIZ 10, DEX 25, STR 15, CON 20; Move 2 (hopping), 10 (fly); Armor 4; Unconscious 7; Major Wound 20; Knockdown 10; Hit Points 30; Healing Rate 4; Damage 4d6.

Combat Skills: Claw 18 (-1d6), Grapple 16, Peck 20 (grappled foes only).

Significant Skills: Avoidance 20 (flight).

Valorous Modifier: -5.

Aerial Dodge: A flying raven witch in bird form may attempt to Dodge one foe each round, whether or not she attacks.

Aerial Grapple: Two or three flying raven witches in bird form may grapple a single foe as a group, carrying him aloft and thereafter attacking with their beaks.

THE TROIT BOAR

This gigantic creature (called *Twrch Trwyth* in Welsh) and its brood appear in the story of "Kilwch and Olwen" from the *Mabinogion*. In that tale, Kilwch, a cousin of King Arthur, needs to get the razor, comb, and scissors that sit between the gigantic boar's ears so he can marry the woman of his dreams, Olwen. He asks King Arthur to help, and a massive hunt is undertaken to get the monster.

The story is a wild rough-and-tumble chase full of supernatural events and beings inappropriate to a game of chivalrous knighthood. Nonetheless, this creature is a welcome addition to the game without those background elements.



THE WARRIORS

For the raven witches' followers, use a mixture of bandits, Saxon warriors, and foot soldiers, all led by officers of sergeant or experienced sergeant quality on good mounts (by Period). For their chief, use a notable knight who has the personality traits of a bandit.

ADVENTURE: SECRET OF THE IVY TOWER

Setting: An old country castle in a poor district.

Characters: The Lord of Ivy Tower; some faerie creature.

Problem: Every May 1st, a bad thing happens on the lands of the Ivy Tower. No one knows precisely what it is, for just before it happens, something enchants everyone to fall sleep. The next day, half of the calves are gone, and half of the stored grain too.

The Lord of Ivy Tower knows this is some curse or effect from Faerie, and is unable to confront it. However, he has offered a very generous reward of "anything that will not stain his honor or his family" to whoever can drive off the curse.

Solutions: Stay awake throughout the night. The only way to do this is to make three successive Energetic rolls, the first one unmodified, the second one at -10, and the third at -15. If successful at all three, a knight remains awake to see what comes.

Secrets: It is, of course, something magical. The precise cause is left to the Gamemaster. Some possibilities (and their solutions) are as follows:

1. A witch with a band of hungry dwarfs. Kill or capture the dwarves to end the curse.
2. A malicious faerie shaking a Wand of Sleeping. Outmatch him in a duel of wits and riddles.
3. A very hungry monster. Fight or capture.
4. A lonely faerie cow who collects the calves to raise as her children, along with the grain to feed them. Buy her a herd of her own, or find her a faerie bull for a mate.
5. A notable elf knight, collecting tribute as he has done since time immemorial. Fight or attempt to appeal to his Mercy.
6. A lovely elf maiden with a Flute of Sleep and a horde of hungry white mice. Praise her beauty and her mice, and she might move to your lands instead!

Glory: 50 points for overcoming this challenging task, plus whatever is gained by overcoming the foe.



ADVENTURE: PERILOUS CEMETERY

Setting: An abandoned cemetery built on an ancient pagan worship site.

Characters: The Ghost Knights.

Problem: An abandoned, unremarkable cemetery by day, this place is haunted by hostile, tormented ghosts by night. Simply being nearby invites attack; staying within guarantees it.

Solutions: Fight to survive (perhaps with Love [deity] rolls, or even a simple Pious roll from a Religious knight, allowed for inspiration at the Game-master's option). Then gain the altar cloth and put the tormented ghosts to rest.

Action: A small chapel, in the center of the graves, offers the only shelter around. It is untended, with tall weeds between the graves, and a broken-down fence surrounding it. In the chapel is a shattered altar, over which is hung a rusted spear with the remains of a great war banner dangling from its tip.

As the sun sets, the stars and moon do not appear for those within the cemetery. A chill, sharp wind keens around the graves. After a time of indeterminate darkness and silence, spectral figures can be seen mustering at the edges of the cemetery. Another army, moaning, rises from the graves. The forces rush forward and clash, their howls and screams shredding hearing and sanity alike as dead and immortals clash.

Knights nearby will be attacked if they are within sight of the fighting, but may be able to run for shelter in the chapel if they are not killed at once by the ghosts.

Valorous, -5. (Fumble = The player knight flees the graveyard altogether, trembling and cringing. Gain the Fear [ghosts] passion of 3d6.)

Occasionally, figures detach themselves from the battle and attack any player knights hiding in the chapel: Thus anyone in the chapel must fight periodically all night long. (Use a mixture of knights for the spectral enemies; this should be a challenging adventure, but not outright lethal, so use attributes appropriate to party strength.)

Secrets: If the party survives, they notice as morning approaches that the altar is glowing slightly. A white altar cloth has magically appeared, draped over the altar. However, if anyone tries to touch it, it suddenly flies up into the air. Only if someone gets a critical success at Pious, Merciful, or Honest can it be held, and then only long enough to tear a piece off the corner.

If a piece is torn away, the magical bit of cloth can be used to heal. When applied to a wound like a bandage, it automatically heals 10 points of damage.

It can be used on only one wound, but afterward it can be washed in holy water and used again.

Further, if the cloth is touched to any Ghost Knight of the cemetery (requiring a successful DEX or Grapple roll), it disappears at once. If all the cemetery army is put to rest, the opposing army fades away as well, and the curse of the place is ended.

Glory: 100 for surviving the night, 50 per Ghost Knight killed (regardless of quality); 100 for gaining a piece of the cloth, and another 100 if the curse is ended.

ADVENTURE: REDCAP TOWER

Setting: A ruined tower.

Characters: A redcap.

Problem: A man with a red hat has lived here for centuries, killing anyone who approaches and sometimes ranging afield to lay waste and to steal whatever he wishes.

Solutions: Stay away, or, if that proves impossible, kill the wicked faerie.

Glory: 300 to kill.

ADVENTURE: TOURNAMENT OF OVERTHERE

Time: Sometime toward the end of the Tournament Period.

Secret: King Arthur has been invited to come to Overthere with his personal family and staff, 100 knights with their ladies, and their entourages.

Action: On the fourth evening past midsummer, at Camelot, King Arthur summons all knights present in the royal city to assemble in the gardens after the moon has risen. Most are armed, as if expecting battle.

Did each player knight come bearing arms?

Energetic or Prudent. (Success = Yes, you had the foresight to do so. Failure = No, you have brought only the clothes on your back.)

The king awaits, attended by whatever famous knights the Gamemaster deems fit, as well as the Lady of the Lake and her consort, Sir Peleus, a puissant knight. After the moon has risen fully, Arthur addresses his knights.

"King Today promised to invite us to a tournament, and that invitation has come. He invites us and a hundred of our knights to tournament in his kingdom. I have accepted."

There is much murmuring among the knights present, for all here remember the last time Arthur journeyed to the other side with his knights — when he was in Ireland, he and a great number of men



visited Caer Sidi, the Castle of Bones. Only seven returned.

After a moment, Arthur continues. "This is not a command. Each of you must obey only the dictates of his heart. But we will not refuse this Adventure, to have it said that we fear any king or his court. Further, Lady Nimue assures us that we may wholly trust the King's hospitality while we sojourn in his lands."

Lady Nimue steps forward, and speaks. "It is as your King has said. Only those who violate hospitality should fear, and no true knight would do so. Which of you will answer the King's challenge?"

Arthur takes the first 99 knights who volunteer. No damosels or other hangers-on may come, but the king does take a group of heralds, as befits his station, and each knight may bring a single squire.

If any player knight has a Fear passion that might prevent him from assenting, he may make a roll opposing his Fear against his Loyalty (Arthur). If the Loyalty roll wins, he may freely choose to come. Otherwise, he may not join this adventure.

The king assembles a train of his knights, and they leave Camelot immediately, under the light of the full moon. Those who did not bring their arms or mounts are provided with horses, and Lady Nimue assures all that arms will be provided by their hosts should they be needed. All who wish to go must leave *immediately* (no time to arm), or again be out of the adventure.

The king leads his men across the downs surrounding Camelot, and the night air is cool and refreshing. There is great excitement, and many knights engage in gossip about what is to come. Players knights may tell any stories they wish of their experiences: they will have a rapt audience, particularly if they have any firsthand experience with Faerie.

Nimue and Peleus circulate to explain a few simple rules that all must follow while in Overthere.

1. No one may be referred to by his or her proper name.

2. All offers of food, drink, companionship, or gifts may be accepted, as long as the offer is made in the name of King Today's hospitality and the thing offered is right and proper to the accepting knight's station.

3. The hosts value good manners above all else, so courtesy in all the knights' actions must be strictly observed.

Nimue further cautions all who journey not to dally overmuch with the ladies of the court: "This is foolish even in the best of circumstances, and can lead only to sorrow and regret." Still, not all her words are filled with dole, and she tells the knights that they will

see what none have seen "since the world was split." She does not elaborate further on this subject, however.

The moon begins to fall, and it seems that the knights are traveling to it as it passes beneath the horizon. A mist begins to rise, and the King commands all to link their mounts together, so that none may be lost. After a while, the mist begins to lighten, and then it burns off under the gaze of a glorious morning sun, which rises from an enormous lake, upon the shore a magnificent city. The light of the sun strikes the towers of the city, which seem to be constructed of silver, gold, and glass — dazzling reflections glitter across the wide plain.

Below, in a large field beside the lake, can be seen the familiar pavilions of a tournament field, along with the lists and the melee grounds.

As the knights begin to decamp among the pavilions, the servants of the city can be seen bustling back and forth, aiding any knight or squires according to their station and Glory.

TOURNAMENT DETAILS

This should be run as a Full tournament of Regal size, with the addition of the following tables.

When a famous opponent is called for, roll 1d6: 1–3, it is a standard famous knight; 4–6, it is a member of the Seelie court. The Gamemaster should decide which famous knights of Arthur's are attending, and then randomly choose from among them. The following is a suggested list, which the Gamemaster may modify as desired.

1d6 Result	Opponent
1	Gawaine
2	Peleus
3	Arthur
4	Kay
5	Bedivere
6	Gaheris

For famous Seelie opponents, the Gamemaster should include any former Seelie foes of the player knights. In addition, any player knights previously killed or lost in Faerie may also be present, as the Gamemaster desires. A sample list follows, which includes mostly "generic" foes, follows.

1d6 Result	Opponent
1	King Today
2	Faerie knight
3	Dwarf knight
4	Elf knight
5	Small giant
6	Spriggan

During the tournament, the sun never sets, though when the participants are fêted at the end of each day, it seems like night in the castle and gardens of King Today



— perfect for romantic assignations or interludes. No one gets tired or drunk, no matter how much they drink, and at the end of each feast all participants are healed enough to continue participating in the tournament.

“DAY” ONE: THE JOUST

There are 10 elimination bouts, and each participant in the Joust receives 50 Glory. The overall winner receives 400 Glory, and the Joust prize: a Faerie destrier.

For the first 5 bouts, roll 1d20+5 on the “Battle Enemy — Knights” table (*Pendragon*, Appendix 4) for opponents, adjusting armor and steeds as appropriate for the Tournament Period.

Participants in the last 5 bouts should be famous knights or Seelie knights (see above).

Feast Highlight: A roasted wyvern, mouth stuffed with a boar, whose mouth in turn is stuffed with a golden pomegranate.

Entertainment Highlight: A bard called Thomas who sings of his love for the Queen of Elfland.

“DAY” TWO: THE GRAND MELEE

This features 100 Seelie knights (and faerie creatures) led by King Today, versus Arthur and his knights. Rebated weapons are used, much to the chagrin of some of the participants. The combat is fought for Love (i.e., everyone keeps their own equipment if they are captured).

The melee lasts for exactly 12 battle rounds. If the players formed their own band during the Grand Melee, their leader may qualify for Melee champion, depending on how much Glory was gained by the team.

Members of the winning side share 1,500 Glory (i.e., each member receives 15 glory). The Melee Champion receives 350 Glory, plus a magical sword that is unbreakable and never tarnishes or rusts: it is also preternaturally sharp, and deals an additional 1d6 damage on a successful hit (this is not doubled in the event of a critical); however, on a fumble the user does 1d6 damage to himself.

Feast Highlight: The Golden Apples of the Sun, glazed in a sweet dark substance that melts on the tongue.

Entertainment Highlight: A courtly dance played by the Nine Muses. Those who make a Dancing roll earn 20 Glory, while a critical earns 40 Glory.

“DAY” THREE: CHALLENGES

If the players made any enemies during the tournament, they find that grudges are settled here. Even friendly opponents may challenge the players to combat “for Love.”

Feast Highlight: Frosted rose nectar, served by a swarm of diminutive faeries.

Entertainment Highlight: Tiny faeries stage a tournament that lasts an hour in the Great Hall. A “Champion” is crowned, and much may be wagered on the participants.

ONGOING OPPORTUNITIES

In addition, there is enough time each day for player knights to see the sights. Ask each night where he goes, and roll once on the appropriate table.

The Castle and Gardens of King Today

1d6 Roll	Result
1	A garden with whispering trees. Awareness. (Success = The trees tell the sex of the listener's next child.)
2	A hedge maze. Hunting. (Success = You discover the center, where a flawless emerald on a silver ring waits (£1d6).)
3	A wishing well. (Gamemaster's discretion as to whether or not it works.)
4	A hall with huge tapestries that tell the story of this kingdom. Gain +1 to Faerie Lore.
5	King Today is found holding court. He may be approached, and might offer a boon to a player knight.
6	A beautiful faerie damosel (APP 20) approaches and asks shyly what it is to be mortal. Will you instruct her? (This could be an opportunity for romance, an assignation, or even a Faerie Wife.)

The City of Cleopolis

1d6 Roll	Result
1	The streets are paved with gold! (Gain £1d6.)
2	A library is found, containing every book ever written. Gain +1 to Read [Latin].
3	A square is found wherein men speak about “mob rule.” Gain +1 to Folklore.
4	A glass tower whose top reveals a view of the entire world. Gain +1 to Awareness.
5	A long-lost or dead relative/friend is found. He or she can return if not formerly dead (i.e., he or she lives in Faerie, but cannot return to the mortal world).
6	There is duel in the street between two poets. Gain +1 to Compose or Orate (player's choice).

The Shore of Lake Cleona

1d6 Roll	Result
1	You hear the mermaids singing. Gain +1 to Singing.
2	In the depths of the Lake, you see a fairy palace. Gain +1 to Faerie Lore.
3	King Mannanan is observed riding over the wave in a huge shell pulled by Hippocampi. Gain +1 to Boating.
4	An ancient hag delivers a prophecy of the future. (Gamemaster's discretion as to whether or not it is wholly true.)
5	A boat is seen through the mist, upon which three queens tend a wounded man. After a moment, it disappears.
6	A giant clam is found, which opens its shell to reveal a huge pearl. (Gain £1d6.)



ENDING THE TOURNAMENT

After the last feast, Arthur rises and generously complements King Today. However, he asks leave to return to his kingdom, where many heavy duties remain. King Today assents, but wonders out loud if there are any among the knights present who do not feel the same as their liege.

Ask each player knight, in turn, if he wishes to stay. If yes, ask the knight to roll his highest Loyalty or Love passion. If the roll succeeds, then the knight realizes he could never stay here for long. If the roll fails, he gains the Fey passion of 2d6+3.

Arthur quickly, but politely declines for his knights, much to the amusement of King Today, who grants his leave to his guests.

Any knight who truly wishes to stay may do so, but he is Out of the Story and must roll up a new character. At the Gamemaster's discretion, he might return in some future scenario involving faerie, but he is effectively lost to the real world.

Arthur leads his knights away from the city and rides into the setting sun. By the time night falls, his company has arrived at Camelot, feeling immensely tired. Only one knight has passed while they were gone.

Glory: 100 for this adventure, in addition to any gained for the tournament.

Afterward: If a player won the Joust or the Grand Melee, he is almost certainly a candidate for a seat on the Round Table, at the Gamemaster's discretion.

Any knight who dallied with a faerie woman gains the Fey passion (described earlier in this appendix) and should roll on the Childbirth table.

ADVENTURE: ELF REPAYMENT

Time: This scenario occurs late in the campaign, perhaps even in the Grail Quest or Twilight Period.

Setting: At your knight's home.

Secret: This event occurs to many knights across the land, more or less simultaneously. Everyone who has received help from faerie is addressed.

Before officially starting the session, the Gamemaster ought to talk with the players about their various interactions with various faerie beings.

Problem: One fine morning a faerie messenger arrives: The precise type of faerie depends on the help the player once received, as noted above. Thus, if a magical bull has been helping out on a knight's manor for a decade, then maybe the bull itself comes and starts talking to the knight; alternately, it may be more suitable that the person from whom it was taken long ago comes forth, in a non-hostile manner,

to speak. Elsewhere, squires of elf knights may arrive, or messengers from elf ladies.

They all bear the same message:

"We have served you well for these last years, have we not?" In most cases, certainly, they will have done so, with their positive modifier every harvest year.

"That is good. Well, now it's time for you to repay us for that." This is likely to raise questions from the knights, but the net result is that the elves expect their favor to be repaid here. When they explain their position, the knights realize that they will lose Honor to refuse this. They can, right now, and lose 3 Honor for not honoring their oath, *even though they did not understand it at the time*. Those nasty elves!

What the faeries want is for the knights to arm, take their squires, and come to help them fight a battle. King Oberon, who some men call King Today, needs the help of mortal fighters, and the fate of the Seelie Court lies in the balance. They can say no more, unless the knights agree to take this quest.

Do knights delay? "What's the matter, do I need to send a pretty girl to make you help me?"

Knights who agree are told to muster at some place nearby, a local pagan or faerie place, at a specific time in early summer.

Religion [Pagan] or Faerie Lore. (Success = The chosen time is Beltaine, a pagan holy day sacred to the old god of fire.)

For Salisbury knights, as well as other counties all about, the muster is at the east side of Silbury Hill. This is a massive, towering hill just north of Salisbury in Marlboro County.

Knights who answer this summons go to the site at the right time, and find that many other knights are also present. Perhaps, surprisingly, many ladies are there too, packing supplies. "We have debts, but no men," they say.

FAERIE SPOKESPERSON

A spokesperson for the faeries is announced by heralds. The spokesperson is the most high-ranking faerie among those who would have brought the assembled knights and ladies together. Note that the Seelie court seems to have a hierarchy of its own that largely mimics that of the human court, but where rank is generally equated with beauty or handsomeness. Thus, the handsome elves are always above the ugly spriggans, who nonetheless outrank the goblins. But a Gamemaster can also, of course, have a hunch-backed hobgoblin who is a prince.

Hence, the spokesperson could be the King of Forest Sauvage, or his dwarf. It might be someone's lover, or Taliesin, or virtually anyone encountered previously.



In any case, he explains the following: There is a war in Faerie between the Seelie and Unseelie Courts. This happens all the time, at various levels. King Oberon has led the Seelie Kingdom through a serious, hard-fought war against the Unseelie Court, led this time by Queen Maeve, a raven queen leading an army of the dead. Now, after many contests, confrontations, and petty battles, the conflict has come to a final and total confrontation. The Unseelie army is massing to attack Cleopolis, the beautiful capital city of King Oberon.

For the first time, the king has asked for human allies. Thus, he (the speaker) is asking for a return of the favor that each human owes.

If Christian knights complain that they should not help these nonhuman or pagan beings, then the speaker asks if the knight would fight against evil? "Come along and do nothing unless you see evil," he says. But he can say no more than that.

Knights can depart, right now, but again they lose 3 Honor for not honoring their oath, as noted above. "If you are not coming with us, then you are released from this battle," he says.

Faerie Lore. (Success = You are going to be cursed instead. This is your last chance to change your mind and stay!)

If any knight still refuses, the spokesperson says only, "Begone."

Horsemanship. (Success = You stay on your horse as it turns and bolts from the scene.)

The sun is close to setting. The speaker instructs the knights and ladies to gather in the shadow of Avebury, facing the hill. A small, harmless landslide clears a section of the hill, at ground level. A square of light is visible therein, as if sunlight is shining through the hill from the setting sun. A trilithon of huge stones frames the doorway.

A knight on horse rides out. He appears to be a large, vigorous young man in exquisite harness.

Heraldry, +2. (Success = This is Sir Peleus. Critical = You remember that he was active early in Arthur's reign, but married Nimue, the Lady of the Lake, and has been living in her underwater palace ever since.)

Sir Peleus (exceptional knight; APP 18; Orate 25; Battle 19) is the mediator for the humans and the faerie army here. (If your campaign has had some Gamemaster character who is more appropriate, by all means use him instead.)

Sir Peleus overlooks his army and gives a rallying speech. Have each player knight roll Energetic in an opposed resolution against Peleus' Orate. If Peleus wins, that knight gains a +2 modifier on his Lance skill in the First Charge against Duke Klingsor at the

coming battle. If he gets a critical success, the modifier is +5. (Urge them to write this down!)

He explains the age-old feud between the Seelie and Unseelie courts. Yet this time, he states, something is different: Queen Maeve has a new ally. The usual mix of evil knights, sorcerers, goblins, giants, trolls, pechs, and cannibal hags is expected, of course, and the Seelie court is prepared to combat them, but Maeve has allied with Duke Klingsor (some say she is under his control).

Have players check their character histories for events around Year 525. Look for the adventure of the "CASTLE OF JOY." Anyone there? If so, they have likely fought against Klingsor before. They know he is a lord of evil, a son of the devil who delights in conquest and destruction, but also in corruption and deliberate moral degradation. If no one knows Klingsor, everyone can roll as shown below:

Faerie Lore, Love [Grail], Religion. (Success = You know the reputation of Klingsor.)

What is the danger of this alliance between Maeve and Klingsor?

Religion. (Success = If Klingsor wins, his evil will corrupt faerie, and the Unseelie court will become demonic, a part of Hell, while the current Seelie court would become corrupted and dark, like the Unseelie court now. There will be no Seelie court!)

Sir Peleus tells further that evil has not been part of faerie before now (they are closely related to natural forces of creation and destruction, perhaps, but not true good and evil in the human sense), and they are thus defenseless against Klingsor's devices.

At the battle, the elves expect to fight monsters from Hell, demonic things they simply cannot imagine. The knights gathered here, good men from all across Britain, will be held in reserve to fight those demonic things.

Ask people to recollect various demonic things they may have fought in the past. ("Oh, yeah, be ready for 7d6 damage easy... at least!")

The knights can, right now, slip away quietly and lose 4 Honor for not honoring their oaths and for cowardice. Otherwise, continue.

Awareness. (Success = You hear distant trumpets and horns. Critical = The sound comes from inside the hill.)

The sun has set and all is dark, except for the bright light that is shining through the doorway. "Form units!" shouts Peleus, and units form. Naturally, friends will work together, and it is likely that individuals without friends will seek to join units that appear solid already. "Ladies, to the rear! Bandages and unguents are in our wagon train."



Ahead of the troops, the entire hillside seems to open up wide enough to allow them in. Sir Peleus signals, and to the sound of his herald blasting a horn he gallops forward, into the hill. The rest of the formation follows.

They enter into a wide landscape of bright colors. The grass and leaves are very green, the sky is intensely blue, and so on, in the usual manner of Faerie. They ride on a hillside; off to the left is the gleaming city of Cleopolis, and beyond that the huge Lake Cleona dazzles like diamonds.

To the right, there is only devastation.

Everything to the right is black, white, and gray, except the tents, banners, and bodies of the enemy army. A straight line delineates the territory conquered, and all beyond it is burnt black, lightened only by intermittent ashes. Portions of the vast enemy camp are inhabited by creatures clearly not human, visible even from this distance.

Furthermore, a black cloud hangs over the camp like ragged fog, casting it into gloom suitable for the nighttime creatures of the Unseelie army.

THE BATTLE OF CLEOPOLIS

Before the battle, Sir Peleus speaks with the knights again. He says, "This is a time for men of strong religion to be bold, for their faiths will protect them."

"You must make a choice. I will be holding a reserve to fight against the truly evil. We are going to wait until we see our chance to get right to Klingsor and cut our way through and kill him.

"If you are going to have to fight, because of your history, honor, or hatreds, then please take your unit to fight in the center, under the command of King Oberon. But be warned, these are dangerous folk, and we will not expect any of you to survive to help us with our task.

"God and She Who Heals be with us all. If you know any prayers, this is the time to speak them."

Healers: Do not forget the presence of supernatural healers (Chirurgery 19, First Aid 19) at the Rear of the Battle. If any knight needs chirurgery and a healer makes his or her Chirurgery roll, then *each wound* of the knight gets a full week's worth of healing to it. This can only be done once per knight, each roll requiring 1 battle round. First Aid can be attempted normally any time a knight is at the Rear of the Battle, not requiring any battle rounds.

Special: Religious knights of any religion gain Armor of Virtue equal to their Pious stat for the length of this battle. (This benefit adds to any other

magical protection a character might have, such as a Chivalrous knight's Armor of Honor.)

Player knights may be in one of two units: either the Reserve, under Sir Peleus; or under King Oberon. It is likely that one or more of the player knights qualifies to be a unit leader, which should be encouraged.

Two battles are fought: one against the Unseelie Court, the other against Duke Klingsor.

AGAINST UNSEELIE

Length of Battle: 7+ rounds (note that this battle may go beyond the usual 12-round maximum)

Battle Size: Huge

Commanders

King Oberon (Battle = 25)

Queen Maeve (Battle = 20)

Modifiers

Seelie army is outnumbered: -5

Seelie army is frightened: -10

The Fight

Round 1: First Charge. Normal.

Rounds 2-5: Normal.

Round 6: The forces of Klingsor come out of reserve and move to wherever the battle is going poorly for the Unseelie army. (This could be where the front-line player knights are, of course). A portion of the elfish line abruptly disintegrates as the soldiers there turn and flee in panic.

At this point, the knights who had been fighting the Unseelie Court can continue in that fight, or they can join the battle against Duke Klingsor.

If they continue the fight against the Unseelie, then they fight for as many rounds more as are required. (Peleus and Percivale defeat Klingsor after 1d6+5 more rounds of fighting; see "After the Battle.")

AGAINST KLINGSOR

This battle starts in Round 6 of the main battle against the Unseelie. When a portion of the elfish line abruptly disintegrates, Sir Peleus turns to his bugler: "Buglers, sound the *charge at a trot*." Horns blare and the formation of knights begins to move forward. Klingsor's army maintains its formation and starts to move through the gap.

"Buglers, *Full Charge!*" call Sir Peleus. As one, the horses spring to a gallop, banners flying, headlong into the scrambling enemy ranks.

Were any player knights inspired by Peleus's speech earlier? This is the time for the bonus.



Special Cleopolis Battle Tables

The unique nature of the Battle of Cleopolis warrants special tables for the Gamemaster. Use them in place of the similar tables in the *Pendragon* rulebook, Appendix 4.

Unseelie Random Enemy Table

d20 Result	Enemy	Stats	Valorous Mod.	Notes
1	Human minions†	As foot soldier	—	Thrown Rock 10 (–2d6), Club 10 (–1d6)
2	Human minions†	As foot soldier	—	Javelin 15, Club 15 (–1d6)
3	Human minions†	As foot soldier	—	Bow 17 (3d6), Club 15 (–1d6)
4	Human minions	As foot soldier	—	Great Spear 13
5	Human minions†	As archer	—	Move 6; Javelin 16 (magic javelins ignore normal armor)
6	Mounted human minions	As sergeant	—	Lance 10, Sword 15; 5d6 mount
7	Animate skeletons	As bandit	–5	No Major Wound or Unconscious; Claws 10 (–1d6); 1d3 skeletons per knight
8	Zombies	As sergeant	–5	No Major Wound or Unconscious; Armor 5; HP 40; Grapple 18
9	Mounted skeletons	As bandit	–5	Scythe 21 (as great sword); 5d6 skeletal mount (Move 9)
10	Undead animals	As any animal (Gamemaster's choice)	–5	No Major Wound or Unconscious; HP x1.5
11	Black dogs	*	–5	Pack attacks single knight, ignoring others
12	Cu sith	*	–5	Great green hounds
13	Duergar	*	0	Roll for inspiration from Hate (humans)
14	Fiend knights	*	–10	—
15	Giant	Standard giant	–5	One giant, not one per knight
16	Goblins	*	—	—
17	Hobgoblins	*	0	—
18	Spriggans	*	–5	Current size 2d20+5
19	Elf knight	Average knight	—	—
20	Elf knight	Notable knight	—	—
21	Elf knight	Famous knight	0	—
22	Elf knight	Extraordinary knight	–5	—
23+	Ghosts	N/a	—	Terrorize 24 vs. player knights' Valorous

Klingsor's Evil Army Random Enemy Table

d20 Result	Enemy	Stats	Valorous Mod.	Notes
1–7	Heavy infantry	As sergeant, but afoot	—	Spiked 14-point half-plate
8	Red-robed wizards‡	As archer	—	Fireball 17 (20 yards; 3d6; ignores normal armor)
9	Werewolves	As black dog*	0	Move 11 (leaping); Bite 25
10	Dandies in fancy clothes	As experienced sergeant	—	DEX 18; Armor 4; may Dodge and still attack each round
11	Burly, bald men with tattoos	As average knight	—	Armor 4; Staff 23 (magic 3d6, ignores normal armor)
12	Monstrous, deformed humans	As small giant	—	—
13	Tentacled dogs	As exceptional dog	–5	Bite 17 (+2d6 poison, ignores normal armor) and Lash 17
14–15	Evil knights	As average knight	—	—
16	Evil knights	As notable knight	—	—
17	Evil knights	As famous knight	—	—
18	Evil knights	As extraordinary knight	0	—
19	Demon knights	As fiend knight	–5	Sword 16
20	Multi-armed demon	As small giant	–10	Armor 25; Claws 20 (+3d6 poison, ignores normal armor); attacks all enemies in range once each per round
21+	Duke Klingsor and bodyguard	As fiend knight; one famous evil knight per enemy as bodyguard	–5	Klingsor: Lance 18, Sword 17

* See Appendix 1.

Boldface indicates troops armed with long weapons (negates mounted bonus).

‡ Indicates missile-armed troops.



The enemy army forms protective squares around the duke. It has four ranks to it, so the player knights must fight for at least 4 rounds to reach the duke and his bodyguard. For each battle round in which half or more of the knights in a unit win their individual combats, they punch through one rank of his guard.

Players can struggle as long as they wish. It is up to them to win or lose this fight.

Keep close track of *the die roll* for those units that they penetrate. Those units are essentially destroyed, and will net some additional Glory at the end.

Length of Battle: 5+

Battle Size: Huge

Commanders

Sir Peleus (Battle = 19)

Duke Klingsor (Battle = 25)

Modifiers

None.

The Fight

Round 1: First Charge. Normal.

Rounds 2–: Normal.

After the Battle

Victory should be up to the player knights. If they can get close enough to kill or capture Duke Klingsor, then his entire army panics and runs away, and the Unseelie go as well.

If the player knights do not succeed, despite their best efforts, then at the last moment a shining knight, followed by a companion all in white, and then a band of others bearing shields with red crosses on them. It is Sir Percivale and his knights from the Grail Castle!

The player knights still receive their share of the Glory and booty, for Percivale is just and fair.

Victor: King Oberon.

Plunder: Each knight and lady receives clothing worth £10, jewelry worth £10, and a pack pony to carry it all. The pony is white on the right side and black on the left for knights; ponies for women are the opposite colors.

Glory: 60 per round, plus a possible bonus for fighting against Klingsor. For the bonus, add up the chart value of any enemy units that were destroyed in fighting through to Klingsor. That is, if one unit was the “dandies in fancy clothes,” then a number 10 was rolled; the “evil knight, famous” was a 17. Add these four (or more) numbers to each participating knight’s Glory.

WANTING TO STAY

This battle is actually a chance for knights to “win the game,” depending on their definition of winning. As a part of the reward for his victorious allies, King Oberon offers the chance to remain behind in Faerie, but the knight must also swear to never return to the human world. This is a one-time offer — and since the worlds will soon separate once again, this is probably the last time a visit to Faerie will be possible.

If any player knights wish to stay, have them fill out their last wills and turn over the character sheets to the Gamemaster for the “dead pile.”

All other knights are escorted to a river, where farewells are exchanged, and when they cross over it they are back in the world of humans, in a place they know. (Gamemasters can decide where, but someplace far from the entry point is recommended.) It could be the Humber River, the Eden, or even the shores of Caithness.

Of course, King Arthur wants to know about the battle, so be sure to report to his court for next Pentecost!



ADVENTURE (SOLO): LOST IN FAERIE

Use this solo adventure when a lone player knight is Out of the Story while in a Faerie realm. This is a more dangerous solo than most, for a knight can suffer serious consequences from some of the results (though it will not kill a character).

Roll on the Faerie Activity Table to find out the character's situation. Then roll on the Return Table to find out how he escapes, and then on the Time Elapsed Table to find out how much temporal time has passed while he was lost in Faerie.

In general, a player knight receives checks in all the skills listed under the explanation of the Faerie Activity, plus 1 point to Faerie Lore, and checks based on how he escaped.

Note that some of the Activities result in losses to the character, and/or may increase or cause him to generate the Fey passion.

FAERIE ACTIVITY TABLE

d20 Result Player Knight was...

1–3	...captured by giants and forced to cook their hideous provender. Roll on the Aging table, and lose 3 Honor. Gain Fear (giants) 3d6. Get checks to Faerie Lore, Industry, and Stewardship.
4–6	...enslaved by dwarfs and made to perform the worst sort of drudgery. Roll on the Aging table and lose 2 Honor. Gain Hate (dwarfs) 3d6. Get checks to Faerie Lore and Industry.
7–9	...compelled by elves to entertain them. Lose 1 Honor. Gain Fey 2d6. Get checks to Compose, Play (any), and Singing.
10–11	...fêted at the Seelie Court and cannot forget the delights he experienced. Gain Fey 3d6. Get checks to Courtesy, Dancing, and Romance.
12–13	...harried by the Unseelie nigh unto death. Gain Fear (any one evil Faerie creature) 3d6. Get checks to Awareness, First Aid, and any one weapon skill.
14–15	...one who did the faeries a service and received their ambiguous gratitude. Gain Faerie treasure worth £1d6.

16–17

...foolish enough to hunt a Faerie beast amid the forests of the night. Gain Fey 2d6. Get checks to Awareness, First Aid, and Hunting.

18

...pursued by the Wild Hunt and it haunts him still. Gain Fear (Wild Hunt) 2d6+6. Get checks to Awareness, First Aid, and any one weapon skill.

19

...caught up in the Faerie War, the ferocity of which he still wonders at. Gain Fey 2d6. Get checks to First Aid and to any two weapon skills.

20

...unlucky enough to fall in love with a Faerie maid who now is lost to him. Gain Love (Faerie maiden) 3d6 + modifiers. Get checks to Courtesy, Romance, and any one of Orate, Play, or Singing.

RETURN TABLE

d20 Result Cause of Knight's Return

1–2	The dwarfs were jealous of his appearance. Gain a Proud check.
3–4	The elves thought him ugly or uncouth. Gain a Modest check.
5–6	He cast a romantic eye upon the wrong person. Gain a Lustful check.
7–8	He was accused of a discourtesy. Gain an Arbitrary check.
9–10	He escaped their huntsmen. Gain a Vengeful check.
11–12	The giants thought him unappetizing. Gain an Indulgent check.
13–14	He hid from their mocking laughter. Gain a Suspicious check.
15–16	He spurned their lascivious embraces. Gain a Chaste check.
17–18	He fled from their hideous slaughter. Gain a Cowardly check.
19	He requested their leave, which was granted. Gain a Just check.
20	The stars were right. Gain a Prudent check.

TIME ELAPSED TABLE

1d6 Result Time Passed

1	1d6 minutes
2	1d6 hours
3	1d6 days
4	1d6 months
5	1d6 seasons
6	1d6 years



Appendix Three: The Goblin Market

This appendix details a scenario designed for player knights of moderate experience and power. It is partly based on Christina Rossetti's poem "Goblin Market," as well as legends of Faerie Markets and modern conceptions of the same (as exemplified by the market in volume III of *The Books of Magic* by Neil Gaiman and Charles Vess).

Though nominally set in the kingdom of Somerset, the scenario can be placed anywhere you desire, thus facilitating its use in your campaign. The tone of Faerie in the scenario marks it as belonging to the Enchantment Period (see Appendix 2), but frankly this could be ignored and the scenario set at anytime during the campaign.

THE SCENARIO

That Faerie trickster known as Puck (the Hobgoblin, Robin Goodfellow, etc.) is interested in gaining sovereignty over the Fair of the Woods, a Faerie Market nominally located in Somerset. Near this site lies the Goblin Market, where mischievous goblins and sprites attempt to lure unsuspecting mortals to partake of their fruit. When this is done, the mortals become enchanted and lose their priceless souls, which the goblins then trade at the Fair.

The effects suffered by mortal victims include accelerated aging, malaise, and a longing that cannot be quenched for the fruit of the goblins. Even worse, once a victim has tasted the fruit, he or she can no longer return to the Goblin Market, ensuring a slow, agonizing death.

In this scenario, Puck intends to lure a particular victim to the Market, take the soul from the goblins once it is won, and display it in a booth at the Fair. Once the player knights become involved and journey to the Fair, the Hobgoblin plans (while in disguise) to bargain with them for a service in return for the soul: There is a circlet that confers upon its bearer sovereignty over the Fair. It is well guarded, and Robin believes that only a band of stalwart knights can hope to recover it. Once the crown is recovered and brought to the mischievous Seelie, all disguises fall away and the victim's soul is returned.

THE CASTLE OF SORROW

As the player knights journey through Somerset, they encounter a humble friar called Cynwal on the side

of a path that leads through a small copse of woods. Cynwal blesses the knights as they pass, and invites them to share in his mid-afternoon repast. Though modest, the tea and cakes he offers are tasty and satisfying. If queried about the nature of the surrounding countryside, Friar Cynwal reveals the following sad tale.

"The country hereabouts is the demesne of King Cadwy, a loyal landholder of Arthur's. When last I visited this land, the inhabitants were both happy and pious. Now sadness hangs over the peasantry, and I fear for the souls of the kingdom. There have been many tales of strange happenings in the forest hereabouts. Heathen tales, I warrant. Forgive me, noble Sirs, for I would be a poor friar if I spoke of such un-Christian matters. I trust the deep woods not, and stay to my accustomed paths."

If pressed further, Friar Cynwal informs the Knights that he has heard tales of a "howling demon" at the castle of the king, and suggests that further information might be learned by going to Bath. He offers to lead them to Bath if they are interested in traveling there.

Within a day's leisurely ride from Bath, the cottages and fields of the peasantry surrounding the city come into view. If the peasantry are questioned, the knights find that, as predicted, they are surly and reserved.

Folklore. (Success = A peasant is put enough at ease to reveal the following.)

"Begging your pardons, Noble Sirs, but nothing has been quite right for some weeks now. Strange happenings, like ol' Edom's cow calving a two-headed beast, and that flock of crows that would ne'er leave the east fields. And that wailing from Bath, every night. Like a flock o' banshees, it was!"

Nothing more may be learned from interviewing the peasantry.

THE CASTLE OF KING CADWY

When the knights arrive at the castle of the king, in Bath, the chamberlain, Sir Alcias, greets them.

"Christ's Mercy to you, my most noble lords! I greet you humbly in the name of Cadwy, King of Somerset, whose keep this is. My lord offers you the hospitality of this place, and hopes that your stay will be long. I am Sir Alcias, chamberlain to my most noble lord. Please call upon me if you have any needs



or wants, and, by Jesu, if they are honorable I will endeavor to fulfill them. Please follow me to your quarters, where you may refresh yourselves after the long day's ride. My lord will receive you in his hall tonight, where a feast will be held in your honor."

Courtesy. (Success = This is exceptional hospitality, far in excess of the norm. Critical = Cadwy is well known for his exceptional courtesy and generosity, which is deemed prudent in a land often visited by denizens of the Other Side.)

As the knights are escorted to their chambers, they notice a tapestry hanging in one of the halls. It is a portrait of a beautiful woman with raven black hair holding a rose. The tapestry appears to be new. If the knights ask about it, they are told that it is a portrait of the Lady Alene, daughter of the King and Queen, and that the portrait barely does her justice. If asked whether she will be at the feast, Sir Alcias grows rather short and replies that she is indisposed and will not be attending.

If the knights wish to snoop about the castle, perhaps in hope of discovering the occupant of the tower mentioned by the peasant, warn them that such actions are violations of Hospitality and as such they risk lowering their Hospitality stat. If they insist, all those involved lose 1 point of Hospitality immediately.

The tower mentioned by the peasant is easy to find, but locked. No sound can be heard from the chamber beyond. If the player knights try to force entry, warn them again about the dangers. If they continue, all those involved lose 2 points of Hospitality and 1 point of Honor immediately.

For more on the contents of the tower, see "The Hapless Victim" below.

THE FEAST OF LAMENTATIONS

When the knights arrive in the great hall for the feast, they find the atmosphere subdued. If one of the knights tries to initiate conversation, the conversant demurs and indicates that he or she awaits the presence of the lord. After a short interval, King Cadwy and his wife arrive. The Chamberlain motions the knights forward and introduces them to the court of the king. Once the introductions are complete, the king speaks.

"Sirs, I greet you most humbly. You are welcome to my home and all the hospitality it can provide, poor though it might be. Please, sit at our table and partake of the meal with us. Friar Cynwal, I give you welcome, and beseech you to ask the blessings of God for the meal." Friar Cynwal intones some Latin prayers, and the queen loudly proclaims "Amen!" at their conclusion.

The meal begins and goes smoothly for a while. If any of the knights try to quiz their hosts about the

strange stories that they might have heard, ask them to roll as follows.

Courtesy. (Success = You realize that the dinner table in the great hall may not be the most appropriate venue for such interrogatives.) If the players persist, the King and Queen politely sidestep any serious response, and each knight involved gains a Reckless check.

The meal progresses apace. About mid-meal, ask each player knight to roll as follows.

Awareness. (Success = You hear a high-pitched, far off wailing.)

After a moment, no Awareness rolls are necessary, as the moaning increases in volume to a keening shriek of frustration that brings a silence to the feast hall. After a moment, the wailing ceases and the queen flees the hall with a sob. The king is quiet for a moment, but with such an appearance of despair that it would break the heart of the strongest knight. He then excuses himself politely and leaves as well.

Courtesy or Hospitality. (Success = You know it would be inappropriate to ask anyone what is wrong if the king is unwilling to bring up the matter. However, in the name of Hospitality, you know you may ask for a boon from your host.)

If any of the knights take this opportunity to pursue this boon, the king replies, before he leaves, that if it is in his power to grant it, he will. The character may then ask to provide aid to the king, no matter what the cost to the knight might be. (Orate rolls might also be appropriate here.)

The key here is that the knight must use Hospitality or Honor as the means of gaining the king's confidence. If the characters let the king leave the hall without confronting him in some way, the chamberlain can set up an audience easily.

The next scene assumes that the king has decided to reveal the cause of the sorrow enveloping this place, no matter what the reason.

THE HAPLESS VICTIM

The king takes the knights to a lonely tower on the grounds of his keep. It is locked, and he takes a key from about his neck and unlocks the door. Wordlessly, he motions the knights inside and up a flight of stairs.

In the room at the top of the tower lies a sad tableau. There is a long bed, shrouded with curtains. The occupant of the bed is initially hidden, but you see that the queen and a single maid, who lovingly caresses the patient with soft cloth swabbed in warm water and spices, are caring for the individual. The king approaches the bed and draws away the curtain revealing a quietly sobbing old woman, hair flecked

CHRISTINA ROSETTI: "GOBLIN MARKET"

The *Goblin Market* is a product of the Romantic Revival, a 19th-Century arts and literary movement. This same movement produced Tennyson's *Idylls of the King* and the Pre-Raphaelite treatment of Arthurian and medieval material. In fact, Christina was the sister of Gabriel Rossetti, another of the main adherents of the movement.

The poem itself seems to be derived more from the English ballads and German *marchen* than from any Arthurian material (though there are folk legends of Fairy and Pixie Markets in Somerset), and presents an interesting inversion of the typical rescue motif.

In the standard motif, a woman or girl (and of course the two are often synonymous in this sort of tale) is rescued from adversity by an authority figure, usually a suitor but sometime parents. This represents the stability offered by such institutions as marriage and the family. In "Goblin Market," it is a woman who does the rescuing of the protagonist, who is another woman. Because of this and certain lines in the text, critics have often asserted lesbian interpretations of the poem.

Such interpretations are best left to the reader. Nonetheless, it is true that in this adaptation for *Pendragon*, it is men (the player knights) who do the rescuing. The Gamemaster may wish to be more faithful to the original intent of Rossetti's text, allowing damosels to attempt the adventure: There are many ways to substitute non-martial conflict for the fighting presented in the adventure. These could include tests of Industry, tests based on personality traits and passions, or trickery or beguilement.



with iron gray strands, ruined face awash with tears. The woman must have been beautiful once.

The king answers no questions, and motions for silence with a swift finger to the lips. He lays a hand on the shoulder of the maid and with her departs the room, signaling for the knights to follow. At the bottom of the tower, he stops and waits for the knights to assemble around him. Then he speaks.

"Know you, Sir Knights, that never would I have burdened a guest with such a tale as mine, had you not insisted. Yet I am glad, for the sorrow that lies upon my family is great, and I welcome the chance to ease my soul. The girl that lies in the tower above is none other than my daughter, not yet seventeen summers in age. I swear that this is the truth of the matter. Not two months ago, she was like all young women her age, gay and kind. Then, a terrible curse was laid upon her, reducing her to the condition you saw. Her maid was there and can tell you more. Go on, girl."

The maid trembles at first, but then slowly unfolds her story. "Noble Sirs, Alene is the best of mistresses, gentle and sweet, so much so that I could deny her nothing, so I blame myself for all that follows. We were in the fields nearby, gathering wildflowers to brighten the keep, when we heard the cry of the Goblin Market in the distance:

'Come buy our orchard fruits, come buy, come buy!
Sweet to tongue and sound to eye; come buy, come buy!
'No, not a one I'll buy,' says I. But Mistress Alene says,
'I will go and see the Goblin-men, and view the fruit
that they boast of.'
'No, Mistress, no,' says I,
'We must not look at the Goblin-men, we must not buy
their fruits:
Who knows on what soil they fed their hungry, thirsty
roots?'

'But she would have none of it, and sped into the woods beyond. I did follow her, I did, but could find her not, though it were many hours that I searched. Then at last, at the deepest part of night, she returned from those darkened woods, stains upon her chin and bodice and said, 'Never have I tasted the like. I will return tomorrow, and partake of more of their fruits.'

"She would not say another word, not the whole day, until the next evening when she started to cry. She could no longer see or hear the Goblin-men, nor any night thereafter, though I could hear them, with their mocking laughter, in the darkness."

The king continues, "And so it has been since that night, our daughter growing older, each week a year, and yet she still cries for the fruit of the Goblins. The priests say she has been enchanted by these dev-

ils and has lost her soul. I fear no sword or spear, no axe or arrow, but this I do fear, with all my heart."

Faerie Lore. (Success = The tale has the ring of truth. Critical = Alene's soul must be retrieved, or she will soon die.)

If any of the knights wish to at this time, inform them that they may roll an Amor (Alene) passion of 3d6+6.

PUCK

The next morning, when the knights leave, they have instructions about the supposed path that Lady Alene took on her way to the Goblin Market. By midmorning they arrive at the small vale where Alene and her maid gathered flowers.

As they journey through the vale that Alene's maid spoke of, they come across a peasant lounging on a stump in the middle of the field. His doublet and hose are bright green, and he wears a red hat plumed with a single large feather, set at a rakish angle.

Folklore, +10. (Success = These garments are far too fine for a peasant!)

He sees the player knights, yawns, and greets them in the following manner. "A good day to you my most noble lords! Why do ye travel these lonesome hills at this ungodly hour of the morning?"

Folklore and Energetic. (Success in both = You recognize this fellow at once for what he is — perhaps the most resolutely lazy peasant you have ever had the opportunity to witness! A swift kick in the bottom, launching him in the direction of some honest work, is what he needs.)

Secret: The peasant is actually Puck. He wishes at this point to counsel and manipulate the knights into confronting the goblins and then journeying to the Fair of the Woods, all without revealing his interest in these matters. Puck here affects the manner of a feckless vagabond. He claims his name as Robin, and his trade that of storyteller.

The gossip and the wise old aunt
The tailor and the bean-fed horse
Do know me as a good fellow true.
To call me Robin is no sin, for
No better name my mother knew.
Story and song pay my bed and board
The kindness of strangers paves my way
Many have partaken of my lore
I would offer it to you, if I may.

If quizzed as to the nature or direction of the Goblin Market, he relates the following: "Of a certainty I have heard of that strange market, Sir knights, and for a few pence, I might even show you the way. But I must inform you, sirs, that I have heard they sell strange fruit there, of which it is better not



to partake. Worse, the Market is near to the Fair of the Woods, which is a place of the Good Folk, and it is never wise to meddle in their affairs..."

Faerie Lore. (Success = This caution of Robin's is wise, though perhaps impossible to follow if Alene is to be saved.)

He then leads the knights through the woods to the Market.

THE GOBLIN MARKET

After a while, when the evening sun has shed its last light but the sky itself is still lit, the knights begin to hear a far off cry: "Come buy our orchard fruits! Come buy, come buy!" If they advance, a strange scene rises before them: in a small clearing by a stream trade the Goblin-men.

The goblins and hobgoblins wear voluminous cloaks and wide brimmed hats that cover most of their features besides their scraggly claws, an occasional tail, and their various faces. And a variety of faces there are; the faces of cats and rats, of squirrels and crows, ferrets and parrots and a wide variety in-between.

Then there is the fruit. Peaches and pears, apples and oranges, strawberries and pomegranates full and fine. (Read from the poem here if appropriate.) The Goblin-men rush forward with golden plates and silver cups all filled to the brim with their fruit. "Come buy, come buy!" they squeak, and crowd around the knights like the beggar-boys of London. "Come buy, come buy!"

The following section is a step-by-step guide to the game mechanics necessary to simulate the temptation of the knights. However, when you role-play this scene, don't just ask for the final temptation roll. Rather, go on at some length about the goblins and give the knights the opportunity to role-play the temptations (and associated reservations).

MECHANICS

Passion rolls may be attempted by the knights to gain modifiers for the Temperate/Indulgent check. However, the passion invoked must be reasonable in the context of the situation: Certainly Amor (Alene) would be appropriate, as would Hospitality (for accomplishing a quest gained through a hospitality boon), if the players had invoked it earlier in the scenario.

A successfully temperate knight may attempt to persuade a fellow knight against the fruit. An Orate roll is required. If the Orate roll is successful, than the knight being conversed with gains a second roll on his Temperance.

A successful Faerie Lore roll reveals that eating the fruit is a Bad Idea. This garners the knight

a reflexive +5/-5 modifier on his trait roll (i.e., +5 to Temperance, -5 to Indulgent).

At this time ask the players for Temperate/Indulgent rolls. If the Temperate roll criticals, or if it succeeds and the Indulgent roll fails, then the character remembers all the warnings and is not tempted by the fruit. If the Indulgent roll criticals, or if the Indulgent roll succeeds and the Temperate roll fails, then the fruit is more tempting than can be believed and must be eaten.

RESULTS

If any of the knights succumb to their temptation and begin to partake of the fruit, the following consequences result. At first, the knight in question gorges himself on the fruit, consuming it above all else. After several hours of such bacchanalian delights, the Goblin-men leave, taking their fruit away (if any is left).

Thereafter, the victim must make an Aging roll every week, and his Lazy stat is increased by 5 (and thus Energetic drops by 5). In addition, the victim gains the directed trait Indulgent (Goblin fruit) +20. This is a ceaseless torment, for the victim may never perceive or interact with the Market in any way again.

To cure such a victim, it is necessary to encounter the Goblin Market on a separate night, and demand to buy some fruit from them without eating it. The goblins then swarm, as described below; however, if the would-be rescuer can keep hold of the fruit, or even its juice, he may return it to the victim, who may partake of it. This has the effect of breaking the spell, and the victim's soul returns to its rightful owner, restoring him or her to full health. (This would normally be the case for Lady Alene, if not for Puck's meddling.)

The player knights may become confused by goblin double-talk and begin to wonder how to discover the disposition of Lady Alene's soul.

Faerie Lore. (Success = You realize that the goblins must be confronted directly, asked outright about the location of Lady Alene's soul, in order to get anything accomplished.)

A successful Valorous or Orate roll might be necessary to gain the goblins' attention.

Once asked about Lady Alene's soul, the goblins grow silent. If even one knight has eaten any fruit, though, the goblins happily provide the necessary information, as explained below. If no knight has partaken of the fruit, then the goblins grow irate and begin to swarm over the knights (see below).

GOBLIN-MEN

In general, statistics may be unnecessary, as these goblin merchants can be killed with one hit.



(But you never know.) In numbers, however, they can be a danger even to an armed knight.

Note that these statistics are different than “standard” goblins, as found in Appendix 1. If the Gamemaster wishes, he may use those standard stats to represent individual goblin champions.

Glory Won 75 per swarm (see below); SIZ 5, DEX 20, STR 5, CON 8, APP 1d6+2; Move 3; Armor 0; Unconscious 4; Major Wound 8; Knockdown 5; Hit Points 13; Healing Rate 1; Damage 2d6.

Combat Skills: Bite 5 (–1d6), Grapple 5.

Significant Skills: Faerie Sight 10.

Significant Passions: Hate (Seelie faeries) 10, Fear (iron) 30.

Faerie Banes: Iron (poison) 150.

Swarm: In groups of 6 or more, goblin-men can latch onto an enemy, biting and raking savagely with claws. Treat the whole swarm as a single creature with a Grapple skill of 5. If its Grapple roll wins a combat, the swarm deals 1d6 damage to the victim (this damage ignores normal armor, but not magical protection), who thereafter suffers a –5 modifier to all combat rolls until that swarm is dispersed.

Each successful hit with a weapon automatically kills one goblin-man. Once there are 5 or less goblin-men, the swarm disperses. Only one swarm may attack a single human-sized target.

A single swarm consists of 1d6+6 goblin-men.

INTERROGATIONS

After any goblin-man swarm has dispersed, the rest shriek in frustration and try to disappear into the woods. Stress the fact that they are all running away, especially if they have not discovered the whereabouts of Lady Alene’s soul yet.

A player knight should grab one of the goblins using the Grapple skill. There are still enough goblin-men on the round after they begin to run away for each player to choose a target. In the rounds following, they may still acquire a target if they make a DEX roll, unmodified by armor.

Once a goblin is grappled or subdued, it can then be threatened or cajoled into revealing what happened to Lady Alene’s soul. Below is an example of one such conversation.

“Now you rabbit-eared fiend, tell us what you have done with the Lady Alene’s soul!”

“Wot? A Lady’s soul? Ain’t seen none lak that ‘round ‘ere!”

Whap!

“Owww! You didn’t hav ta do that, ya know! I’ll tell ye wot ye wish, yes I will. A great stranger, all cloaked up, traded us sweetmeats for the soul. ‘E ‘ad great glowin’ red eyes and said ‘e was from the Fair!”

If the knights capture more than one of the goblin-men, there is much opportunity for slapstick as they accuse each other of treason and other violations of the Goblin Code. Play this up as much or as

little as you wish. Now is a good time for the knights to ask questions of “Robin” about the Fair of the Woods, assuming they have not already.

Robin’s reply is as follows: “Yes, it is known as the Fair of the Woods. It is a place of the Good Folk, as I have said. Songsters and talespinners claim that it is a fabulous fair, with many strange booths where articles from far off Araby and Cathay are sold. There is said to be an eternal tourney, where heroes of old duel with the Hosts of Faerie.

“It is also said that for a mortal to enter requires either great bravery or extreme foolishness, which may be one and the same.”

Robin declines to accompany the knights if they decide to visit the Fair. “That is a place for heroes and great lords, not one such as I.” If forced to go by some means, he slips away when the knights are confronting the Marshal of the Fair.

THE FAIR OF THE WOODS

There is a path that leads from the glade of the Goblins to the Fair. A Hunting roll is required to find it if there are no goblin prisoners to guide the way.

Awareness. (Success = As you travel down the path, you become aware that your senses have become finely attuned. The colors, even in the near darkness of the forest, have grown more intense. The woods themselves have grown quieter, which seems to magnify the sounds your companions make. As you take in a deep breath, the native smells — loam, moss, and dead wood — become as strong as the incense used to mask the fouler odors in your lord’s keep. The forest animals seem to have vanished. Roll below.)

Faerie Lore. (Success = You realize you are entering the realm of Faerie. This is exceedingly dangerous, for you were not invited. If you continue, your fate might be worse than death.)

The night has grown deep enough for stars to peep through the boughs of the trees. A light appears at the end of the path, and if the knights advance, they see the following.

Past a gap in the trees lies a great hall, the pillars of which are oak, ash, and elder. The trees rise over 100 high and form a canopy that seems as solid as any ceiling constructed by mortal limbs. Torches and braziers in golden sconces, which reflect over the dewy grass so that the whole scene is well lit, as if by day, reflect through the hall.

In the farthest part of the hall, there is a tournament area, surrounded by stands in which gaily-clothed spectators cheer the martial feats of jousting knights. Closer, there are extravagant booths where merchants from far off corners of the world deal in



magnificent silks, jewelry, and gemstones, statuary and paintings, illuminated books, and all manners of worldly treasures. But these are not the most astonishing sights. Rather it is the inhabitants who are most astounding. None of them appear to be human.

Some are proud Unseelie Lords, all cloaked in shadow and mist. Others there are, cloaks trimmed in greenery, with faces of blackened bark, arms thin like young boughs, hands splayed and flat like leaves. There are women (if they can be called that) who seem as young as sixteen, but with wanton eyes that promise much old and wise delight. There are darkened trolls, with skins of mottled gray and black, whose beady eyes dart back and forth as if they stalked prey among the stalls.

Then, as if by silent, immutable accord, the gaze of all those turns as one toward the player knights. All is now silent.

Valorous. (Failure = You are frozen in place, quaking and helpless until after the Marshal of the Fair has spoken [see below]. Fumble = You break for the woods and flee ignobly. Gain a Fear (Faerie places) passion of 2d6+3.)

If a knight that flees is not grappled and forced to stay, he is Out of the Story.

THE MARSHAL OF THE FAIR

Once the knights have composed themselves, three figures detach themselves from the throng and move toward the knights. Two seem nothing more than wretched pechs, small and wicked sprites. But as they approach, their bodies begin to swell and lengthen. Skin splits and reveals pink, rubbery tissue that is stretched tight, like the bands of a knight's armor.

Faerie Lore. (Success = These are spriggans, very dangerous. Fumble = Why, these are nothing but creatures of Glamour!)

By the time the spriggans have reached the player knights, their height exceeds 12 feet. Between them stands one of the most worshipful fighting men the knights have ever seen. A full six feet he stands, in arms of glinting gray. Limbs that have trod battlefields and raised weaponry high are his. The devices of his shield are the very engines of war on a bloody field. His eyes are that of the falcon, swooping on the prey.

On his lips lies a smile as he speaks:
Not for many moons, nor in many days
Have we seen the like as thus we do now.
For none 'til now has dared what you essay
Without lore, without herald, without crown.
Still, whatever purpose leads thou hither
Shall not abate when thy fate turns awry.
However you came upon this heather,
Turn thee back: hold no hope within a lie.
Yet if you insist this wayward course,

Know that you must answer my riddle true,
Or else owe a boon to enter this place
And this day forever afterward rue.

At this point, the Marshal recites his riddle.
I have a thing precious to me,
Long, deadly, and true,
Yet worth far more when shattered.
What is it?

The answer is, of course, "A lance broken against the foe." While this exact wording of the riddle does not need to be uttered, it is necessary that the answer be along the lines of "a broken lance."

Gaming, -5. (Success = A lance may be the proper answer, but the actual answer may be more complicated than that. Critical = The answer is "A shattered lance.")

If the answer is correct, the Marshal replies with a smile, "That is indeed what we own. Thou may have free passage, for we are the Marshal of the Fair." He will answer no other questions, however.

If the answer is partly or completely incorrect, he responds in the following manner. "That is a false answer, and we owe thee not a true one. Thou dost owe us a service now, and we shall presently have it. Present one of thy number to our herald at yon tourney field, where thou shall essay at more than wordplay."

If the characters object to this treatment, the Marshal responds to their concerns.

Thou has come unto here without our leave;
Therefore thou must do as we dictate thee.
Otherwise would be but base villainy.
Dispute as thy will, it will avail thee not,
For we will not have it said that we are not fair,
For are we not the Marshal of the Fair?

If the knights decide to fight at this point, ask for Prudent rolls. Success indicates that the knight in question realizes that there is a powerful Faerie knight in front of him, as well as 2 spriggans. In addition, nearly any denizen of Faerie is currently at the Marshal's beck and call.

Fighting here is a suicidal option; moreover, the player knights probably cannot leave this enchanted place without the good graces of the Marshal.

Nonetheless, having been warned, if the players do still wish to fight it out, the Gamemaster is well within his or her rights to kill them. Eventually the story will leak out to the knights' heirs or children, who will then gain a Fear (Faerie) passion of 3d6+6.

In any case, the Marshal leaves without answering any further questions of the knights.

THE ETERNAL TOURNEY

Run this encounter only if the Marshal has forced a knight into the tourney, or if one the knights



ULAH, THE DWARF SQUIRE

Ulah, if the Game-master wishes, may accompany a player knight for the rest of the scenario or even away from the Fair of the Woods. If this option is chosen, the dwarf serves faithfully until he is treated cruelly by the player knight, the player knight dies, or the Enchantment of Britain is lifted.

Ulah is a 3-foot-tall dwarf, not very pleasing to the eye, with a balding pate, scraggly beard, and bushy eyebrows.

Ulah will act as a squire but never engages in combat; otherwise, he is brave and loyal.

Ulah the Dwarf: Age 30*; First Aid 15; Battle 15; Horsemanship 5; Tourney 15.

Significant Traits: Valorous 15.

Significant Passions: Loyalty (the player knight) 15.

* Ulah is actually a great deal older than this, but he makes all Squire rolls as if he had an age of 30, which means he criticals on a 10 or greater.

insists on joining of his own free will. Briefly, the tourney (really just individual challenges and nothing else) is a trap for mortals.

All damage suffered is not healable by normal means. Only powerful magic can heal the wounds suffered here. This can vary from a healing potion to a Christian miracle, both outside the bounds of this scenario.

Further, there is no time to rest and heal between challenges. This means, almost certainly, that a wounded knight will eventually succumb to some opponent and die. Once expired, the knight's soul is forever trapped in the tournament and cannot go on to its just reward.

If a knight demonstrates the quality of Mercy before the first combat, he may be able to learn the true nature of the event, and so devise a way out of it. This is detailed below.

As the player knight goes to the tourney field, a brightly colored figure approaches. The figure is a Fool, flagrantly attired in the traditional manner of his profession. But this Fool is even more outlandish than other of his brethren that you have seen, for he boasts an ass's ears and tail. When he gets close enough that the knight can hear the bells of his three-pronged cap jingle, he begins to speak.

"Welcome, brave Sir! There is room a' plenty at the Joust of the Fair! If you would be so kind as to decamp here, I will presently fetch you a squire to assist you for the duration of the Tourney." He then departs.

The competitors here are a varied lot; while most seem human, they are dressed in a variety of outlandish attire, the majority of which seems very old. Greek-style closed helmets are seen to share the field with plumed Roman open helmets. A strange assortment of chain and metal vies against crude furs for the attention of the eye. There are even brown men here attired in nothing more than crude paint and feathers, like some antipodean Pict!

Some of the Faerie folk are here as well, standing still as ancient statues, gazing down amongst the assembled humanity as if in judgment.

As the player knight begins to size up his competitors, his eyes are drawn to a sad sight. An ugly dwarf, back bent by years of labor, is running to a pavilion not far away. He carries some brightly polished armor, huffing and puffing as if late for an assignation. One of the knights who is also decamped here reaches out a leg and trips the poor creature, causing it — and the armor — to fall unceremoniously into the mud. At that instant, another knight steps forward from the tent where the dwarf was evidently heading, and begins to turn purple from rage. Not waiting for the bespattered servant to offer excuses, the cruel warrior

takes a whip and starts to beat the dwarf mercilessly, much to the amusement of the surrounding knights.

Mercy. (Success = You feel compelled to intervene in some way. Simply stating your opinion is sufficient enough to garner the following response from the knight.)

"If you are feeling protective, mortal, then you may have him as your squire!"

The dwarf is most grateful to the knight and abases himself, offering to give important aid if the knight will have him. Ulah, as the dwarf is named, fulfills his promise ably as he informs the knight of the true state of affairs here.

"My lord, for mortals, this Tourney is nothing less than a trap! None of the wounds endured here ever heal, and there is no resting to heal the wounds you gain between challenges." Ulah, eyes hidden beneath bushy brows, stares intently at you for a moment. "If you die during the tourney, your soul will be condemned to remain hereafter. I beg you, good Sir, discover a means by which you might quit this hellish place!"

At this point there are a couple of options open to the knight in question.

- Participate in the tourney without reservation. A list of opponents and various notes about them is below. Some of these opponents are of Faerie, while others are warriors from history and legend. If you wish, any player knights or non-player characters who have disappeared into Faerie may well be here.

- Withdraw from the tournament. This may be attempted at any time after Ulah the Dwarf tells the player knights of the true nature of the contest. The opposing knights try to insult his Honor (to make sure he accepts) through insults and accusations of cowardice. If this fails to convince the player knights to stay, the Fool arrives and reminds the knight in question of his oath to the Marshall of the Fair. If the knight still refuses, the Fool "mounts" the knight and rides him through the Fair, loudly declaring his cowardice. The knight in question loses 3 points of Honor. If the knight tries to resist this treatment, the Fool uses Glamour to enforce his will upon the knight.

- Ask the opponents to fight until Knockdown, or first blow, rather than to first blood or death. If this option does not occur to the knight in question, a successful Tourney roll allows the character to recall it, if the Gamemaster wishes. In order to convince the challengers to accept this option, match the Honor of the player knight in question vs. the Honor of the opponent. Success on the part of the player knight indicates that the opponent grudgingly accepts the terms; otherwise, the opponent fights as indicated.



- If the player knight can devise any other stratagem that you judge might be acceptable to escape or circumvent the challenges, you should certainly consider it.

SAMPLE OPPONENTS

None of these opponents use rebated weapons! If the player knight brings up this point, the opponents laugh at him and try to provoke his Honor (to make sure he accepts) through accusations of cowardice.

If the player knight complains that he must have time to rest or heal, the knights laugh and say that they need no rest, so why should the knight? As you can see, fighting is simply not a realistic option. In the unlikely event that a knight does win the Tourney, he gains 100 Glory, in addition to any gained for defeating the mysterious knights.

If a knight loses any of the combats, assuming he is not dead, he escapes a terrible fate. But his wounds never heal, as discussed above.

If a knight dies during the course of the Tourney, describe the following scene to his companions.

As the blood of your fallen comrade spills on to the field and a last croaking groan issues from pale lips, the victorious knight bellows a shrill war cry into the night sky. As if in answer, your comrade rises to his feet! His gaze meets yours for a moment before he turns away and passes over to the other side of the challenge field, where other men, also pale and voiceless, greet him at the front of a black pavilion. The Fool you saw earlier approaches, and speaks to you a moment.

“Fear not, you stalwart band, for he who has fallen shall fight another day. And another, and another, and another...”

His voice trails off into a hideous cackle as he capers off into the night.

LEUCAS

This young Greek warrior is accoutered in the ancient manner of his people, in Hoplite armor and armed with sword and spear. He uses the spear first, switching to sword only if the spear breaks. He fights on foot, and expects his opponent to do likewise. He challenges his opponent to combat till first blood.

If frustrated or intimidated, Leucas rolls Deceitful against an opponent's Honest. (Success = The wily Greek catches his opponent off-guard by throwing sand in his eyes. Leucas receives a +10/−10 reflexive modifier for the next round. Failure = You dodge nimbly out of the way and may now attempt to inspire your Honor passion for suffering such a das-trick.)

Challenge: “Greetings to you, Sir Knight! Are you kin to Achilles, or a scion of the House of Atreides? No? Then you cannot hope to defeat me!”

Glory Won 150/15; SIZ 14, DEX 12, STR 12, CON 14, APP 16; Move 4; Armor 8 + shield (8); Unconscious 7; Major Wound 14; Knockdown 14; Hit Points 28; Healing Rate 3; Damage 4d6; Glory 2,100.

Combat Skills: Dagger 15, Spear 16, Sword 13; Battle 16.

Significant Skills: Awareness 12, Courtesy 14, Tourney 12.

Significant Traits: Deceitful 16, Proud 18, Valorous 15.

Significant Passions: Honor 10.

LICIUS

This young tribune, a well-traveled Roman knight, bears two javelins that he hurls against the horse of the player knight, if mounted. Afterward he uses his gladius (uses Dagger skill), fighting till first blood.

Challenge: “You have transgressed against the People and Senate of Rome! (*Throws down standard at feet of challenged knight.*) Prepare to meet your fate!”

Glory Won 150/15; SIZ 14, DEX 11, STR 14, CON 14, APP 13; Move 4; Armor 10 + shield (8); Unconscious 7; Major Wound 14; Knockdown 14; Hit Points 28; Healing Rate 3; Damage 5d6; Glory 2,320.

Combat Skills: Dagger 20, Javelin 15, Spear 16; Battle 15, Horsemanship 12.

Significant Skills: Awareness 14, Tourney 11.

Significant Traits: Proud 18, Valorous 16.

Significant Passions: Honor 16.

CRACK

This smallish troll knight has gray-greenish skin with no body hair, and hellish red orbs for eyes. Most striking are his arms and armor, for he wears what are obviously the purloined remnants of many true knights' armor. He wields a vicious-looking two-handed club with a spike through the head.

Perhaps surprisingly, this brute fights with honor, allowing time to pick up fallen swords and the like. However, he only fights to the death.

Challenge: “Yeeeaiaaaaaaarrrrrrrrrrrrgh!”

Glory Won 150; SIZ 23, DEX 11, STR 25, CON 25, APP 5; Move 5; Armor 14; Unconscious 12; Major Wound 25; Knockdown 23; Hit Points 48; Healing Rate 5; Damage 8d6; Glory 3,150.

Combat Skills: Spiked Club 18.

Significant Skills: Awareness 16.

Significant Traits: Cruel 17, Reckless 14.

Significant Passions: Honor 16.

Valorous Modifier: −5.

CORCHALAN

This hulking, doughty fighter is a mighty warrior of the ancient Sidhe, dressed in very old-fashioned harness but no less deadly. He always fights to the death.

Corchalan perches on his horse and throws javelins at opponents during charges, effectively hit-



ting before the lance charge takes place. During the charge itself, he tries to Dodge, matching his DEX (-5 modifier for armor) against his opponent's lance skill. However, if he is hit at all, he falls off his horse.

Challenge: "If you are not a warrior of the House of the Red Branch, yield to me now, for you cannot hope to win!"

Glory Won 200; SIZ 18, DEX 16, STR 23, CON 20, APP 14; Move 4; Armor 10 + shield (8); Unconscious 10; Major Wound 20; Knockdown 18; Hit Points 38; Healing Rate 4; Damage 7d6; Glory 6,070.

Combat Skills: Dagger 10, Javelin 21, Lance 17, Spear 16, Sword 23; Battle 15, Horsemanship 21.

Significant Skills: Awareness 16, Hunting 15, Tourney 13.

Significant Traits: Valorous 17.

Significant Passions: Honor 12.

Horse: Faerie charger (8d6, Move 10).

Valorous Modifier: +0.

THE BOOTHS OF THE FAIR

There are a large number of booths at the fair, perhaps more than can be counted. If the knights still have one of the goblin-men captive, they can easily find the booth of the Dealer in Souls (see below). Otherwise, they must search the fair, high and low, for the appropriate booth. In this case, use the system below for what they find as they are browsing. As they search, they soon discover that the coin they possess is insufficient to purchase any of the goods listed below.

"Silver! Gold?! None of this mortal dross to buy my fine goods, Sir!"

"What, then, merchant, will you take in exchange for these goods?"

"I see by the weight of your purse that you have a few bits of bravery, Sir. Only three of those coins are needed to buy my goods!"

The Fair accepts only personality traits and passions as legal tender. A few notes about this:

- The purses of the knights mysteriously bulge with coinage equal to a trait or passion in question.
- If the knights try to haggle, warn them this is dangerously close to Industry. If they persist, subtract 1 point of Honor.
- Personality traits reduced in this manner have their apposite trait increased by an equal amount. For example, if a knight spends 3 coins of Valorous, his Cowardly trait increases by 3, making up the deficit. Passion expended is merely gone.
- Passions are worth far more than personality traits, on the order of about 10 to 1. None of the merchants "makes change," however.
- In general, the merchants are not interested in the "negative" traits (that is, the ones on the right side of the axis of traits on the character sheet). In

essence, the more a knight deals with the merchants, the worse a person he becomes.

SAMPLE ITEM/PRICE LIST

- Jewel encrusted sword, worth 4 coins of Forgiving.
- Colorful silks of Samarkand, worth 3 coins of Energetic.
- Wine of Grapes from Hy-brasil, worth 2 coins of Temperate.
- Fine cedar box, with good locks, engraved with scenes from the legend of Pandora, worth 2 coins of Honest.
- Tapestry, detailing past heroic adventures of the knight interested, worth 3 coins of Modest.
- Bejeweled and engraved chastity belt, worth 3 coins of Trusting and 3 coins of Love (wife or amor).
- Purse with draw strings that cannot be opened except by the owner, worth 3 coins of Generous.
- Love Potion: recipient acquires Amor (knight) at 3d6+3. Worth 3 coins of Honest and 5 coins of Amor (recipient of potion).
- Lead dagger, which adds 1 point of Dagger skill for every point of Loyalty (lord) sacrificed when used against a knight's liege. Worth 6 coins of Loyalty (lord).

You should note that, as with most valuables gained from the Faerie, these all have drawbacks. Usually, those without obvious nasty characteristics turn to straw and twigs upon leaving the Fair of the Woods.

Other items gained here cause others who view the item to gain a passion of Envy (the player knight) at 3d6+3. This passion drives those who possess it to act in ways that run counter to their normal inclinations if the Envy passion overcomes the normal trait or passion. Such actions might include secret murder, plotting the downfall of the knight in question or other felonious acts.

Gamemasters are invited to come up with other downsides or curses involved with items gained here. None of these treasures should lead to a good end.

THE DEALER IN SOULS

Eventually, the knights stumble across the merchant who keeps the Lady Alene's soul. This is actually the Hobgoblin, Puck, in disguise. He intends to offer the captive soul for the fetching of a magic circlet he cannot recover on his own.

As the player knights pass the brightly covered booths, all the while jostling otherworldly denizens, one particular booth catches their eye. It has only five items displayed, but what items they are!



There is clock, which chimes the hour and minutes as one approaches. As one watches, a small portal opens in the front of the clock, allowing a small metal knight to emerge and threaten him. He swings a needle-like sword and blusters around for a moment, offering challenges to all comers. He then retreats, with somber features, to his small home.

Recognize, -2. (Success = You remember this knight, known for his savage temper. He disappeared a few years ago, on a quest through an enchanted forest.)

The next item is a small silver mirror, obviously designed with a noblewoman in mind. It is beautifully engraved, and the glass of the mirror itself is clear. If any of the knights gaze at their reflections in the mirror, they see not themselves, but a ravaged yet still beautiful noblewoman. She is not recognizable.

There is also a puppet, dressed and painted as a gypsy, whose strings are draped around it like a shroud.

Awareness. (Success = You notice that the puppet's eyes follow you as you move.)

There is an elaborate golden birdcage, with a gorgeously plumed songbird inside, warbling a pleasant song.

Compose or Singing. (Success = You recognize the song, a well-known lament for a lost love.)

Finally, there is a miniature tableau under glass. It appears to be a bedroom with various figures surrounding the bed. The figures and furniture are all constructed of dried flowers and other plants. There is a red rose on the bed, which curiously has not faded as the other flowers have.

This is the receptacle of Lady Alene's soul.

As the knights finish examining the strange wares of the booth, a figure emerges from the curtained area at the rear. He wears black robes in the style of a monk, with a hood pulled forward so that his face cannot be seen. This is at least partly unsuccessful, for they see fiery red eyes in the darkness that is his face.

"Greetings to you, noble Sirs. I am the proprietor."

If the knights inquire about the tableau under glass, he responds, "You have a keen eye, my lord. This is the finest piece in my collection, which I only recently acquired."

If the knights try to purchase the tableau with either human wealth or "coin" from the Fair, the proprietor laughs and states the following. "My lords, I deal only in kind. Have you not some treasure of equal value to trade?"

Assuming the knights answer in the negative (Puck is not interested in the souls of the knights,

should they offer), the proprietor then makes an alternative offer. "Noble Sirs, if you do not object to it, there is something that I desire. There is a circlet, well guarded in a cavern that is not far from the Fair. I have no doubt that a band of stalwart knights would be able to recover it. Return here with the circlet, and I shall give you the tableau in trade. Are we agreed?"

Assuming the knights agree, the proprietor gives them directions and sends them on their way. If the knights try to take the tableau by force, the proprietor threatens to summon the Marshal of the Fair.

Prudent. (Success = You realize this would be a most foolish action, and most certainly your Honor and Hospitality would suffer greatly because of it.)

If they persist, tell them to subtract 2 each from Honor and Hospitality. Additionally, the Marshal arrives in just moments with his two spriggans, and combat ensues if the knights do not surrender and swear never to return to the Fair. If they do surrender, they never find the Fair again, and must to return to Somerset with the tale of their failure.

THE CAVERN OF THE CROWN

As the player knights travel the path described by the proprietor, the noise of the fair fading behind them, the light of the stars grows more prominent and the moon begins to set. Though it is not yet dawn, the night is shrinking, and if the tales of such places as these are true, then the entire Fair may well fade with the dawn. It is with a mood of pensive agitation, then, that the knights emerge in a clearing near some rocky cliffs and spy two of the ugliest giants that they have ever seen, guarding the entrance to a cave.

These are two ogres (see Appendix 1). Once the knights have dealt with them, they may enter the cavern freely.

Once within, the knights' eyes adjust to the dim light cast by the only source in the chamber; a crown, suspended in a shaft of light in the middle of the chamber. The crown itself is constructed of live oak branches with red berries and green leaves peppering the circlet.

As any knight steps forward, a voice booms out, "Only those pure of heart and purpose can pass the test of flames!" Suddenly a circle of blazing fire springs up around the shaft of light, the intensity of which drives them back.

The Test of Flames is a typical Arthurian test, albeit a difficult one. There are two types of individuals that can pass through the flames unharmed: the pure of heart and the pure of purpose.

Purity of heart requires that the knight be a Religious knight (see "Magical Virtues" in *Pendragon*,



Chapter 4). If this is not so, a knight may choose to brave the flames anyway by testing his purity: If he can successfully roll all five of his religious traits, he may pass through the flames unharmed.

Purity of purpose is somewhat easier to demonstrate: The knight must make a successful passion roll. However, the passion must have something directly have to do with achieving the crown. The passion of Amor (Alene) would qualify, as would Loyalty (lord) if the knight's lord had commanded or requested him to achieve the scenario's objectives. Nothing less will suffice.

If a knight does not meet the standards demanded of this test, he may pass through the flames anyway, but he takes 4d6 damage, with no armor protection (magic armor does help, however). Additionally, the knight loses 1d6 APP from burn scars, which forever mark his failure.

Once the knights have achieved the crown, relate the following.

A familiar voice beckons you from the mouth of the cavern. It is the Marshal of the Fair, and he has drawn his sword. The two spriggans who followed him before are nowhere to be seen.

Wit ye well, Sir knights, and attend my tale,
For though thou hast won the crown there yet remains
A final test, worse by far than all before.
For as thou stand there gaping at wanton Fortune's whim,
Know we stood there as well, and faced down the
Guardian of the crown of former times
Whose measure is lost to thee and thy kind.
So leave off thy singsong victory cry;
Turn and have at thee! is my chorus strong.
Singly or as a horde, it matters not,
For presently thou shall sing a different song.

And on that note, he attacks. (Use the Faerie knight stats from *Pendragon*, Appendix 2).

Remember, the Marshal's Valorous modifier of -5 is spread among the knights if more than one fight him at once. If the players wish to fight singly, reward them with Valorous or Reckless checks, as seems appropriate. If the knights gang up on the Marshal, hand out checks for Cowardly or Prudent, as seems appropriate.

Once the knights have dealt with the Marshal, they are free to return without molestation to the proprietor's booth.

If a knight decides for some reason to place the circlet on his own head, nothing happens — unless the knight in question has both successfully undergone the Test of Flames and defeated the Marshal in single combat. If this is the case, see below for what happens to the unfortunate knight.

REVELATIONS AND CULMINATION

When the player knights reach the booth of the Dealer in Souls, the proprietor is waiting for them.

"You have returned with the circlet? Excellent. Give it to me."

The knights probably ask for Lady Alene's soul object first. With not a little irony in his voice, the proprietor agrees, and delivers a Magic Rose to them. When he takes the circlet in his hands, he howls with glee and lets his cowl fall back. Perhaps to the surprise of the knights, the face of Robin is revealed!

But, just as this revelation begins to sink into the knights, the features of "Robin the minstrel" begin to change, taking on a more bestial, feral aspect. His ears lengthen somewhat, and the whole of his face takes on a more angular cast.

"What fools ye mortals be! Did ye not reckon the depth of mine own cunning and spite? No peasant, but that Hobgoblin of famed lore, called the Puck am I!"

Faerie Lore. (Success = You have heard tales of the Hobgoblin since you were but a wee babe! He is a merry prankster, but always seems to get caught up in his own schemes.)

The Hobgoblin has an Avoidance skill of 35, and should be relatively immune to the attacks of the knights should they attempt to interrupt his mocking exposition. Describe this as supernatural speed and cunning, and let the knight try to attack, if he wishes, between every couple of lines of exposition.

Should a knight actually succeed in hitting Puck, let the player roll damage, look down at the scenario, and exclaim, "Wow! Supernatural armor is pretty good stuff!" Then pronounce that Puck has taken a single point of damage. This can be described as shearing the top lock of the Hobgoblin's hair, or pricking one of the fingers of his spindly hand. Relate that that Puck stops his speechifying for a moment, looks at the haircut or pinprick the knight has given him, and gazes with a genuinely hurt glance toward the knight who interrupted.

Award the Knight in question 50 Glory immediately, and continue Puck's gloating.

All claim love for Robin Goodfellow,
Yet do curse the Puck behind his back.
Thus must Hobgoblin, shorn a home,
Discover fane to fill the lack.
Such is the object of my cunning plan
To quench the thirst of heart-felt desire,
Yet still I must needs bold and simple knights
To claim sovereign crown from holy fire.
Thus the taunts of Goblin-men
To lead the damsel astray,



To gain her soul to bargain with
So the Puck might yet win the day.

He places the circlet on his head and begins to caper in glee. Then, a strange look comes over his face as his features begin to run like hot wax. He screams and lowers his head into his hands with a cry of, "No, no!" After a moment his cries cease, and he raises his head.

However you do not see the sardonic features of Robin Goodfellow, but rather the face of the Marshal of the Fair.

Thus the fate of Robin Goodfellow
And all those who lust beyond their state,
Dolorous envy, ambition unbound,
By such transformed into those we hate.
But your fate has not arrived this day,
For we know thy plan in this affair
Was but to save a Father's child
And to ease a Mother's care.
Yet, 'tis best for ye to take our leave
And speedily hie thy noble way.
Remember thy adventure, as well ye should,
And journey no more to the Fair of the Woods.

With that the Fair fades from the senses of the knights as the morning sun peaks over the tops of the mighty oaks.

THE RETURN

As the knights return to Bath, the inhabitants raise up a cry. The chamberlain, Sir Alcias, is there to greet the knights. "You have been gone a week and so we thought you lost. Sirs, I have prayed for your success. The Lady Alene is near death. Tell us you have lifted this terrible curse!"

The knights are then brought to the tower chamber of Lady Alene. As they once more enter

the room, the strained faces of the king and his wife make it apparent how close to the end Lady Alene is. Alene herself breathes in a shallow manner, her hair completely gray, with age lines that do not belong to a woman of 50 years, much less sixteen.

The knights must hold the Magic Rose so that she may breath the fragrance. (A successful Faerie Lore roll imparts this information if the players can't guess.)

As they hold the rose to her, a transformation takes place. Years melt away like Cambrian ice in the lowlands. Hair becomes the startling color of ravens. Skin draws tight, and the blush of youth, more precious than any fruit, colors the cheek. Brown eyes the shade of autumn oak leaves open, and a pleasant (if somewhat sleepy) voice asks, "Father, who are these noble men?"

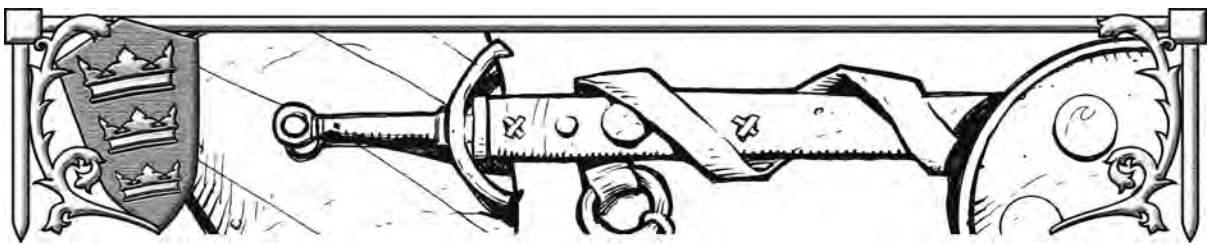
The king and his family are ecstatic, and the great man offers his daughter to the knight with highest Amor (Alene) or, failing that, the highest Glory.

If this is unsuitable for your campaign, ask for a Loyalty [lord] roll. (Success = You realize that such an heiress is most desirable to your liege lord, and accept her hand in his name.)

In addition to all the Glory mentioned for defeating individual opponents, the player knights receive 100 Glory each for restoring the Lady Alene's soul. Further Glory might be gained through marriage, but this depends upon the needs of the campaign.

In addition, any who died upon this quest receive 100 Glory posthumously, and their heirs receive Fear (source of death) at 2d6+3.





Appendix Four: Religions

Pendragon gives information, relevant traits, and bonuses for Roman Christianity, British Christianity, and (British) paganism. Other religions exist too, of course, and the results of devotion are often included in the stats herein. For instance, players may wonder where that extra +1d6 comes from for their Saxon foes.

Here are the bonuses for other religions that may appear in an Arthurian game.

Arian Christian: Chaste, Honest, Just, Merciful, Temperate. [+2 to Hit Points, +3 Damage]

British Christian: Chaste, Energetic, Generous, Modest, Temperate. [+3 to Hit Points, +2 Damage]

British Pagan: Lustful, Energetic, Generous, Honest, Proud. [+2 to Healing]

Byzantine Orthodox: Chaste, Generous, Just, Merciful, Modest. [+2 to Hit Points, +3 to Damage]

Evil. Vengeful, Selfish, Deceitful, Cruel, Suspicious. [individual benefit]

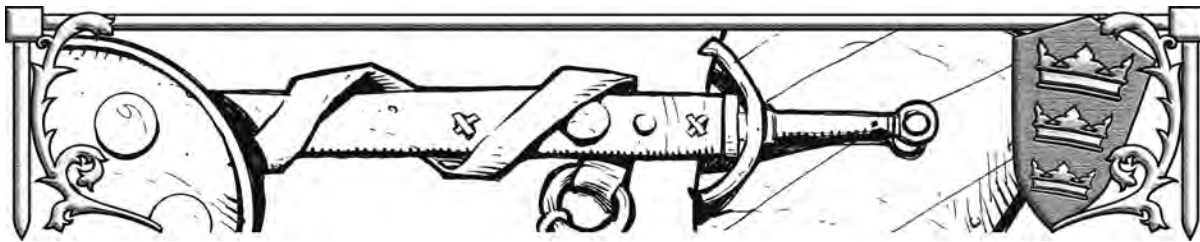
Germanic Pagan (Wotanic): Generous, Proud, Worldly, Indulgent, Reckless. [+1d6 to Damage]

Judaic: Chaste, Energetic, Just, Prudent, Temperate. [+3 to Hit Points, +1 Healing]

Pict Heathen: Vengeful, Honest, Proud, Arbitrary, Worldly. [+2 Movement, +1 Healing]

Roman Christian: Chaste, Forgiving, Merciful, Modest, Temperate. [+6 to Hit Points]

Saracen: Chaste, Just, Merciful, Pious, Temperate. [+3 to Hit Points, +2 Damage]



Appendix Five: The Ladies of the Lake

In *Pendragon*, the Ladies of the Lake are a pagan sisterhood of priestess/enchantresses. They live apart from humanity and instruct women (only!) in the spiritual and magical arts. As an organization, they certainly have an agenda, though none but they knows for certain what it is. In the old days, they were at different times rivals and then allies to the druids. Now they are one of the few pagan organizations that still wield significant power. They are active in Britain and also in France.

Their magic stems from the powers of lakes and water. They can create magical homes underwater in the same way that the old pagan “land of the dead” was under water. This is generally done beneath an existing body, though it seems that the most powerful among them can create new bodies of water as well.

Four particular Ladies of the Lake are important in *Pendragon*. Their contemporaries often cannot tell the individual apart from her position, so events are credited simply to the Lady of the Lake. However, their lives and personalities are different, and to close observers they are distinct individuals.

VIVIANE

Viviane is most active earliest in the campaign. She is the daughter of Lord Dyonas, and is dedicated to Diana, Goddess of the Wild. Through her dedication and practice, she learned of the order and was in time accepted and advanced to great power. She met Merlin when she was young, and each felt that stirring for the other that would require them both to work to maintain the chastity that certain of their magics required. Still, she became his student, and he taught her much of what she knows.

Viviane is practically a fairy godmother to Sir Lancelot. She kidnaps and raises him, along with Bors and Lionel (and maybe others as well), in her enchanted palace. She brings Lancelot to court and outfits him with his first knightly gear. She practically guides him to the Dolorous Garde, and supplies him with magical shield so that he can accomplish the otherwise impossible combat tasks there. She also encourages Lancelot and Guenever to be lovers.

Sometimes the shadow side of her powers is foremost, as when she fights other enchantresses like Camille, but in general she acts for the good of the court.

Late in the story, her love with Melin is concluded. She traps the Archmage forever under a magical hill, in a wild bower, amidst an enchanted forest. Afterward, she too disappears from the story. (I like to believe she retired with the old gent to a place of infinite pleasure and relaxation, absorbed by Nature.)

NINEVE

A darker Lady exists, named Nineve. She is active early in King Arthur's rule, and is killed in 512 by Sir Balin. She had, earlier, euthanized the Lady of Sauvage, mother of Sir Balin and Balan. If there is sorcery in the Uther or Anarchy Periods, credit it to her.

Nineve is not an ally of the court, working entirely for the good of her order.

NIMUE

Lady Nimue first appears at the marriage feast of King Arthur and Guenever as part of the quest. She is eventually rescued by Sir Pellinore. In the early days, she meets and marries Sir Peleus (also spelled Pelleas). Rather than worry about him all the time, she takes him into her underwater home where he never notices the time that passes, though wars rage and generations grow old.

Lady Nimue is not so shut-in as some other Ladies of the Lake, but advises the king when asked and protects the court when she is needed. Thus, she is in the plot to foil Morgan and Accolon, another against Annowre, and many others that aren't detailed in the literature (or here). Nimue also solves the mysterious poisoning of Sir Patrise and thus saves the Round Table unity for a few more years.

Nimue is one of the ladies on the black barge that takes Arthur away after the Battle of Camlann.

SWORD MAIDEN

The fourth Lady is the Sword Maiden, an unnamed lass who gives King Arthur the sword Excalibur and who retrieves it at the end. All that is ever seen of her is her arm. She could be any of the previous women, but since they (and the storytellers) never mention this event to King Arthur, it seems unlikely they were directly connected to the gifting.

AVAILABLE NOW FROM NECROMANCER GAMES

BARD'S GATE

A City of Adventure

The ancient city is famed far and wide as a bastion of art and learning. Yet dark forces threaten this citadel of enlightenment for the masters of the Stoneheart Mountain Dungeon lust for its destruction.

A Setting Book for v3.5 Fantasy Roleplaying

WWP08352

ISBN: 1-58846-151-3

\$34.99 US

www.swordsorcery.com

www.necromancergames.com



White Wolf is a registered trademark of White Wolf Publishing, Inc. Sword and Sorcery Studios is a trademark of White Wolf Publishing, Inc. Wizards of the Coast, the d20 logo and "d20 System" are registered trademarks of Wizards of the Coast, a subsidiary of Hasbro, Inc., in the USA and other countries, and are used with permission. Necromancer Games, and Bard's Gate are trademarks of Necromancer Games, Inc. All rights reserved.

Who shall
conceive the
HORRORS
of my secret toil as I
dabbled among the
unhallowed damp of
the grave or tortured
the living animal
to animate the
lifeless clay?

PROMETHEAN

The next storytelling game in the World of Darkness®



Coming to life August 2006

White Wolf and World of Darkness are registered trademarks
and Promethean and Storytelling System are trademarks
of White Wolf Publishing, Inc. All rights reserved.



THANK YOU FOR PURCHASING THE *GREAT PENDRAGON*
CAMPAIGN. DON'T FORGET TO PICK UP THESE OTHER NEW
TITLES AVAILABLE IN 2006.

PENDRAGON 5TH EDITION

34.99 USD; #17800; ISBN: 1-58846-947-6

A new edition of the classic roleplaying game, undertaken by Hall of Fame game designer Greg Stafford.

WORLD OF WARCRAFT: LANDS OF MYSTERY

29.99 USD; #17206; ISBN: 1-58846-784-8

Battle across the unexplored continent of Kalimdor. Unearth dead civilizations in chilling Northrend. Hunt evils in the jungles of the Echo Isles. A world of adventure awaits!

IRON HEROES BESTIARY

19.99 USD #1656; ISBN: 1-58846-949-2

Contains more than 30 new monsters filling a variety of roles, from intelligent, thinking foes to brutal, mindless beasts that spread misery and destruction.

ARCANA EVOLVED SPELL TREASURY

34.99 USD; #16132; ISBN: 1-58846-940-9

This Spell Treasury more than triples the repertoire of Arcana Evolved spellcasters, from magisters and witches to runethanes, greenbonds, and mage blades.

PTOLUS: MONTE COOK'S CITY BY THE SPIRE

119.99 USD #16114; ISBN: 1-58846-789-9

The most deluxe RPG package ever designed; this 640-page book includes more than 130 pages of color artwork and maps, bound-in fabric bookmarks, two dozen handouts, and a CD-ROM containing additional bonus products—including more than 350 pages of additional Ptolus adventures and source material.

TOME OF HORRORS III

34.99 USD; #8389; ISBN: 1-58846-792-9

Over 200 monsters with "old school First Edition" attitude, but using up-to-date v.3.5 rules.

BARD'S GATE

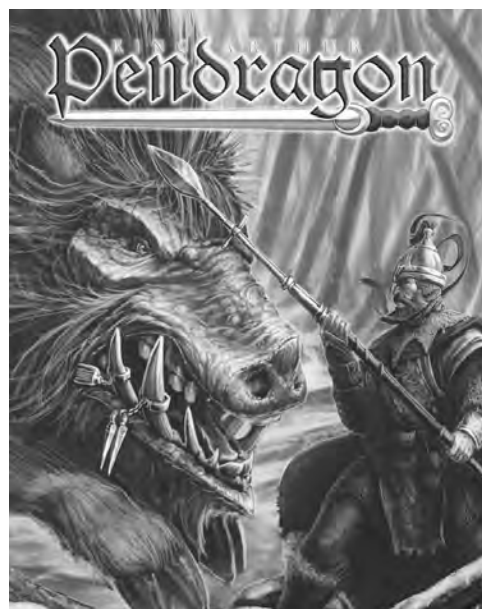
34.99 USD; #8352; ISBN: 1-58846-151-3

An ancient city located on a strategic trade route, famed far and wide as a bastion of art and learning. Yet dark forces threaten this citadel of enlightenment...

RAPPAN ATHAK RELOADED (LIMITED EDITION)

74.99 USD; #8366; ISBN: 1-58846-795-3

Thirty-six enormous dungeon levels and over forty fully-detailed wilderness areas! A resource book for v3.5 Fantasy Roleplaying.



AVAILABLE THROUGHOUT 2006
WWW.SWORDANDSORCERY.COM