

Chivalry and Sorcery™



Adventure Module

Treason

By Stephen A Turner



FOREWORD

Welcome to the new scenario for *Chivalry & Sorcery 5th Edition*.

This scenario is intended for use with player characters of some experience, of 5th to 8th level. It can be used as a follow up to the Treachery scenario.

Good reading and fun gaming ...

Steve and Sue Turner
Brittannia Game Designs Ltd
February 2020

Additional Writing Credit: A.R. Cowley with contributions from A Staples, F Tiffany and C D Speirs

Line Manager: Stephen A Turner

Assistant Line Manager: David Blewitt

Internal Page Background: Stephanie McAlea

Cartography: Stephen Turner & Stephanie McAlea

Cover Artwork: Andy Hepworth & Gordon Napier

Interior Art: Lissanne Lake

Chief Editor: Andy Staples

Cover Design & Layout: A.R.Cowley - Director



E-mail: Britgamedesigns@gmail.com

Facebook Page: [Brittannia Game Designs Ltd](#)

Website: Britgamedesigns.com



DEDICATED TO:

Michael Jack Turner

(26 February 1997 to 14 October 2007)

A shooting star that shined so briefly

Go n-éirí an bóthar leat

Go raibh an ghaoth go brách ag do chúl

Go lonraí an ghrian go te ar d'aghaidh

Go dtite an bháisteach go mín ar do pháirceanna

Agus go mbuailimid le chéile arís,

Go gcoinní Dia i mbos A láimhe thú.

May the road rise to meet you

May the wind be always at your back

May the sun shine warm upon your face,

The rains fall soft upon your fields

And until we meet again

May God hold you in the hollow of His hand.



- Traditional Gaelic Blessing

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A catalogue record is available from the British Library:

ISBN 1-902500-28-7

Contents

Urtind ~~~~~	5
---------------------	----------

Background ~~~~~	6
-------------------------	----------

Story Hooks ~~~~~	7
--------------------------	----------

Adventure Notes	7
-----------------------	---

Act One ~~~~~	8
----------------------	----------

Introduction	8
--------------------	---

Scene One	8
------------------------	----------

Common Orc Soldiers (10)	8
--------------------------------	---

Elite Orc Soldiers (5)	8
------------------------------	---

Orc Leader	8
------------------	---

Game-masters Map	10
------------------------	----

Random Encounters (optional)	11
---	-----------

Sir Batur Of Thain	12
--------------------------	----

Skills Check	12
--------------------	----

Scene Two (optional)	12
-----------------------------------	-----------

Scene Three (optional)	13
-------------------------------------	-----------

Scene Four	13
-------------------------	-----------

Pilgrims (Human) (16)	13
-----------------------------	----

Skills Check	14
--------------------	----

First Floor	15
-------------------	----

Banshee	15
---------------	----

Map of Caer Raleth Ruins	16
--------------------------------	----

Dungeon	17
----------------------	-----------

Room One	17
----------------	----

Room Two	17
----------------	----

Hairy Spiders (6)	17
-------------------------	----

Room Three	18
------------------	----

Room Four	18
-----------------	----

Skills Check	18
--------------------	----

Wights (2)	18
------------------	----

Wraith	19
--------------	----

Outlaw Archers (13)	19
---------------------------	----

Scene Six	20
-----------------	----

Ambush	20
--------------	----

Conclusion of Act One	20
-----------------------------	----

Gattrick of Obendley	20
----------------------------	----

Bandits (50)	21
--------------------	----

Act Two ~~~~~	22
----------------------	-----------

Scene One	22
------------------------	-----------

The Wedding & Assassination	22
-----------------------------------	----

Flashbacks	22
-------------------------	-----------

Wedding Scene Flashbacks	24
--------------------------------	----

So, Who's Who?	25
----------------------	----

Interaction Chart	25
-------------------------	----

Wedding events	25
-----------------------------	-----------

Formal Greeting of the Groom & Parents	26
--	----

The Guests	26
-------------------------	-----------

Title/Name: B'rant William of Palecur	26
---	----

Title/Name: B'rant Richard of Burlin	27
--	----

Title/Name: Jennifer of Ridley	28
--------------------------------------	----

Title/Name: B'ram Eleanor of Brassen	28
--	----

Title/Name: Guild Syndic John of Moore	29
--	----

Title/Name: Kt. Cmdr. Sir Robert Gallad	29
---	----

Title/Name: B'ran Robert of Dorinn	30
--	----

Title/Name: Edmund of Whiteheath	30
--	----

Title/Name: Yazid of Mukarrib	32
-------------------------------------	----

Title/Name: Caradoc of Baldor	33
-------------------------------------	----

Caradoc The Assassin Leader	33
-----------------------------------	----

Assassin Bowman (2)	34
---------------------------	----

Assassins (4)	35
---------------------	----

Random Encounters	37
--------------------------------	-----------

Nobles' Quarter Encounters	39
---	-----------

Encounter One	39
----------------------------	-----------

Encounter Two	39
---------------------	----

Encounter Three	39
-----------------------	----

Monks - (4)	39
-------------------	----

Artisans' Quarter	43
--------------------------------	-----------

Encounters	43
-------------------------	-----------

Merchants' Quarter	43
---------------------------------	-----------

Encounters	43
------------------	----

Encounter Two	44
---------------------	----

Madock	44
--------------	----

Optional Alleyway Encounters	45
------------------------------------	----

Encounter One	45
---------------------	----

Encounter Two	45
---------------------	----

Thieves - (3)	45
---------------------	----

Wererat	45
---------------	----

Giant Rats (10)	45
-----------------------	----

Deux Ex Machina	46
------------------------------	-----------

Vile Disease	46
--------------------	----

Act Three ~~~~~ 48

The Castle of Arbarl.....	48
Guards (10)	48
Striges (12).....	50
Castle	51
Wall Walks	51
Guards (2)	51
1 - Outer Gatehouse	52
2 - North Tower	52
Gatehouse Guards (4)	52
3 - Guard Chamber.....	53
Guards (2)	53
Archers (3)	53
Tylwyth Du - (2).....	53
4 - Outer Ward	54
5 - Engine Tower.....	54
Bull Mastiffs - (3)	54
Guards (2).....	54
Servants - (6)	54
6 - Keep.....	55
7 - Gatehouse	55
Gargoyles (3)	55
Archers (3)	56

Elite Guards (2).....	56
GHOULS - (4)	56
8 - Inner Ward	57
9 - Storeroom	57
10 - Kitchens	57
11 - Main Hall	57
Ogre (Unique Semi-Civilised).....	57
Orcs - (6).....	57
Final Encounter - Capture.....	58
Baron Arbarl.....	58
Shadow Monster Warg	58
The Summoning Skull.....	58
Baron Arbarl.....	59
Lady-in-Waiting, Joanna.....	60

Urtind

Location:	Central region of the Dragon Reaches
Emblem:	Mermaid
Form of Govt.:	Feudal / Clan
Current Ruler:	King Karonus Ursine
Official Religion:	Church of Urto
Official Language:	Urtish and Pedrandir
Area:	587,500 square miles approx.
Population:	4,900,000 humans
Density:	8 people per square mile, mostly concentrated in rural villages and small towns
Capital:	Cadanbyrig (with a winter palace at Daranmax)
Currency:	Haderus, Servans, Penangs, Shelans, Drucas and Coenigs
Trade Goods:	Gold, wheat and mercenaries

Description:

The Kingdom of Urtind is one of the largest realms in the Dragon Reaches, and is central to the region. It consists of three main regions: Northern, Central and Southern Urtind. Though it is a large kingdom, less than a third of its area is settled. The rest of the region should be considered as parkland wilderness. At the moment the population is even lower as a result of the plague that spread across the kingdom some twenty years ago. When Karonus became King, the population had declined to half its previous level, but it is now starting to recover..

We shall start with Northern Urtind, which is situated to the north of Asanthi and includes all of the coastline as far east as Darken. At the most western point, north of Asanthi, the region is dominated by the Stark Moors, a great region of heath land.

The majority of the people are freemen who farm the land but also train once a week in the art of war. Even the women train alongside the men, usually as archers, but a sword-maiden is not uncommon. The social structure is semi-feudal in essence with strong overtones of tradition. Each region of Urtind is ruled by an Eorl who is the descendant of the old tribal chiefs of the area.

However, the land is regarded as granted by the King in his power as absolute ruler so if an Eorl do something that greatly displeased the King, he could, in theory, lose all rights to that land. Within each tribal land are various High Clan Chiefs, or B'rans. These Chiefs owe fealty to their Eorl, who is normally the Chief of the strongest clan in the tribe.

Sometimes a younger relative of a B'ran will wish to carve out his own territory amongst the wilderlands within the tribal region. When this happens, he is elevated to the position of B'rانت and swears fealty to his B'ran. The people who follow him form a cadet clan that one day may increase its status to one of a full clan. The position of Clan Chief is not hereditary, but is subject to the agreement of the clan elders (this is the oldest member of each family in the clan). At the death of a Chief, the elders gather to choose a new chief from amongst the ruling family and will name the ablest person, which could be a daughter or even a nephew. However the eldest son who will usually be trained for the role.

Each clan has an individual check cloth or tartan, which they are fiercely proud of, and wear as kilts. The kilt is a single piece of fabric which is wrapped around the waist and fastened, with the remaining length thrown over the left shoulder. This is usually fixed in place by a silver brooch, normally in the form of the Clan's badge. Townsfolk and city folk do not wear tartan as they are free-towns, each settlement having been granted a charter by the King or the Eorl of the region.

Towns and cities are governed by a Council of Guild-masters, who elect a Town Stermix (literally Townmaster) to issue decrees, raise taxes and form a militia to guard the settlement. Outside of the walled towns, the military is based on warbands. Each Eorl, B'ran and B'rانت has their own warband, consisting of trained horsemen, axemen and archers. The warband live together in a great feast hall within the walls of their lord's fortification.

These fortifications tend to be hill forts with ramparts and ditches forming the main defences. The more powerful Eorls have strengthened these fortifications further with stone walls atop the last rampart. The homes of the Eorls are built within these ramparts and are gradually becoming proper stone keeps.

Members of warbands value their individual reputation and to this end often spend a period of time adventuring in order to try to gain an heroic reputation.

Urtind also forms the power base for the Church of Urto, which maintains its Holy Palace at Daranmax, Urtind's former capital. With the low level of the population and the vast tracts of wilderness, Urtind is a dangerous place to live but also has vast resources not yet plundered.

Background

This adventure takes place in the kingdom of Urtind, a kingdom in the Dragon Reaches of Marakush, the Fantasy Role Playing game published by Britannia Game Designs Ltd. The adventure can be played as a one off, or as a sequel to the published adventure "*Treachery*" (which could give players a hook into why they are here). It could also be a starting point for a campaign set in Urtind. Although not necessary for play a GM may find the supplements "*Dragon Reaches of Marakush*" and "*Anderia*" useful.

Baron Arbarl is currently one of King Karonus' Chancellors and a member of the Privy Council. Although he holds this position he isn't entirely trusted by some of the other Nobles and often uses Chinese whispers to improve his position at Court. Baron Arbarl, one of the King's counsellors has been plotting a coup to seize the throne. To start the coup he has decided to take the opportunity offered by a state occasion.

That occasion is the wedding of Crown Prince Artorius, King Karonus' oldest son and heir, to Princess Katrina, the youngest sister of King Alladan of Anderia. Katrina is 20 years old, Artorius is 17.

King Karonus, sees the marriage as a propitious arrangement as Katrina has a claim to the Anderian Throne. King Alladan has no heirs and no current plan for children. offers the possibility of uniting the kingdom's of Anderia and Urtind. It helps that Katrina is attractive and has met the Prince on some state occasions in the past. Artorius, is quite willing to go along with this arranged marriage and sees the future potential for his own aspirations. It also suits Katrina is vying with her other siblings for the throne of Anderia there being no clear heir. Becoming being queen of Urtind could give her an advantage.

The adventure begins with Princess Katrina on her way to Cadanbyrig for the wedding. Considering herself in safe territory, being only a few days out from the city, she has dispensed with *most* of her escort.

Baron Arbarl plans to kidnap Katrina on the road to Cadanbyrig using Orcs he has recruited from the Kingdom of Asanthi, with the hopes that these will not lead back to him. He has spent weeks smuggling them into the lands around Cadanbyrig. The plan is to kill Katrina blaming on King Karonus for failing to keep borders secure and using his position as Chancellor to bring the barons together to remove the king to prevent war with Anderia, a smaller but more militaristic country.

As a backup plan in case this fails, he has secreted loyal men disguised as monks in the city whose task is to assassinate the King and the Crown Prince during the wedding ceremony.

Baron Arbarl will not be in attendance at the wedding, having arranged for an artfully delayed message timed to arrive at the wedding, begging the King for assistance against a substantial force of Orcs, Goblins and Ogres crossing into Urtind. He has of course hired said Orcs, Goblins and Ogres and they sit in his castle.



Arbarl

Story Hooks

- The characters are currently returning to the capital after completing a diplomatic mission for the King. They have a signed and sealed document agreeing to a trade route which will bring in extensive income for the kingdom. They are looking forward to presenting this to the King at the forthcoming wedding to which they have been invited.
- The PCs are members of the lesser nobility, who have banded together to travel the land to further their own names in the service of their King. They have adventured together for many years and have completed a number of minor tasks for the King. They are returning to Cadenbyrig to enjoy the spoils of their most recent adventure.
- If the group contains a mage character then they could have information that Yazid of Mukarrib, the leader of the Lumina Umbra is going to be at the wedding and is looking for someone to do a job for him with the possibility of admission to the secret society.

Adventure Notes

Non-player-characters (NPCs) are described in various levels of detail based upon how they might be used in the scene. Minions, will have the barest of stats, while those who are more involved with the scene and who may be recurring, have greater detail.

Other NPCs who have no stats. The Gamemaster may develop them or use standard NPC statistics from the Core Rulebook if necessary. We have not listed cash or treasure carried by NPCs. The Gamemaster may add suitable quantities if her players habitually loot those they defeat.

Act One will be seen to be very linear in nature, as the characters travel to the city of Cadenbyrig. However, following this Acts Two and Three, the adventure become more free-form with the characters able to move around and do each section in any order. The Wedding scene is one of interactions where the characters can build contacts for future adventures. The city and castle sections are stealth and investigation scenes where the characters can mill around and discover or be discovered as they will.



Act One

Introduction

The Player Characters (PCs) are travelling to Cadanbyrig, the capital city of Urtind. Use one of the suggested plot hooks or make up your own hook that makes sense for the PCs in your group.

Scene One

Having travelled through the northern reaches of the Carlegg Mountains, and a lengthy gallop through the Lich Barrows, the group is tired and ready for some rest and recuperation. They are currently a few days ride south of the city of Cadanbyrig travelling at a sedate pace through the Dal's Forest. It is a clear, sunny day when they unexpectedly find themselves caught up in an ambush at Point 1 on the map.

The clash of steel breaks the silence and a woman's scream echoes through the trees, "Help me ... HELP!" The shouts and furor of battle can be heard just beyond the next rise in the trail.

Ahead of the party is the entourage of First Lady Katrina, who has been betrothed to Crown Prince Artorius, the heir to the throne of Urtind. The group is currently under attack (and being defeated) by a band of Orcs, who have been hired by Baron Arbarl to capture Katrina at any cost. As the PCs reach the top of the rise, read or paraphrase the following:

Cresting the rise, you look down upon a small clearing, where you see a ornate carriage pulled by six horses, under attack from a large group of humanoids. As you watch, you see the last of an armed escort cut down. Shrill screams continue to rend the air from inside the carriage. The group of attackers grin hideously as they start to move towards the carriage.

The leader, on spotting the PCs, will order the Elite Soldier Orcs to attempt to disarm or disable any armed characters in the group, so allowing the Common Orcs to attack defenceless PCs.

Common Orc Soldiers (10)			
Height	5'10"	BAP	13
Weight	203 lbs	BOD	43
		FAT	30
		DT	8'
BMR	0%	SPRINT	16'
Relevant Skills	Dmg	PSF%	TSC%
Longsword	7S	19%	49%
Dodge	0	12%	52%
Stamina	0	12%	52%
Will	0	12%	52%
Armour - Hide (5 / 7 / 4 / 5 / 6)			

Honour: 19 each

Elite Orc Soldiers (5)			
Height	5'10"	BAP	15
Weight	203 lbs	BOD	46
		FAT	33
		DT	8'
BMR	0%	SPRINT	16'
Relevant Skills	Dmg	PSF%	TSC%
Longsword	7S	25%	55%
Dodge	0	18%	58%
Stamina	0	12%	52%
Will	0	12%	52%
Armour - Hide (5 / 7 / 4 / 5 / 6)			

Honour: 20 each

Orc Leader			
Height	7' 3"	BAP	15
Weight	220 lbs	BOD	49
		FAT	36
		DT	8'
BMR	0%	SPRINT	16'
Relevant Skills	Dmg	PSF%	TSC%
Longsword	10S	30%	60%
Dodge	0	15%	55%
Stamina	0	20%	60%
Will	0	20%	60%
Armour - Hide (5 / 7 / 4 / 5 / 6)			

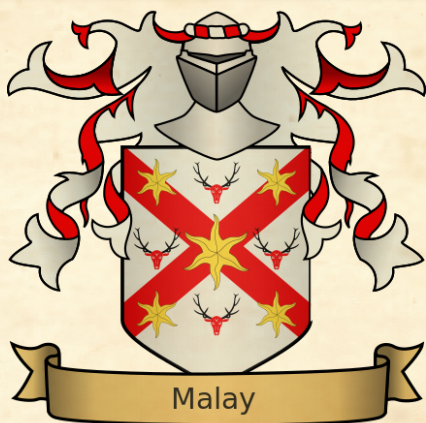
Honour: 21

Once the combat is over, the PCs recognise the heraldry on the carriage door, a red saltire on a silver field counter charged with red stags' heads and gold stars.

It is the arms of the ruling family of Anderia and upon checking the interior, you see that the occupants are the Princess Katrina and another young lady.

Read or paraphrase the following:

The Prince calls out to you, "My heroes, thank you for your timely intervention. We were on our way to Cadanbyrig, to meet my betrothed, the Crown Prince Artorius when we were ambushed by those, those ...". She begins to weep and through the sobs can be heard, "Will you please see if any of my escort, those... brave ...brave men, are still alive."



Allow the PCs to examine the bodies of the 20-man escort, but there will be no survivors amongst them; although the carriage driver, a middle-aged teamster named Ernist, can be found cowering beneath the wagon. As they complete their search, the lady in waiting calls out to the group.

Princess Katrina is actually a very astute young woman used to being obeyed. She will use her high level of status to "persuade" the characters to carry out her wishes. She is very stoic and if push comes to shove she knows her way around a broadsword as a daughter of royal blood of Anderia, but considers shedding blood beneath her. Katrina is forthright and practical, and not afraid to give her opinion. Her lady-in-waiting, Joanna, is quieter, preferring to watch and listen, speaking softly only when addressed directly by PCs or Katrina.

Are all our escort killed?

After the PC's confirm this, read

"Brave warriors, my lady has a request for you, if you would help us. We must get to Cadanbyrig as soon as possible, would you please escort us there?"

Allow the PC's a few minutes to discuss the situation before the lady in waiting speaks up.

"Great warriors, it is important that we reach Cadanbyrig. The King is expecting us."

The PCs should agree to escort the two ladies to the capital as they are already bound for Cadanbyrig.

However, if they are still undecided, then gently remind any Knights in the party of their feudal obligations to their liege the King, and that the lady in the carriage will one day be Queen. Once they have agreed, **read or paraphrase the following.**

"My Lady thanks you for your kindness in agreeing to escort us to Cadanbyrig. I am sure the King will reward you handsomely for your kindness."

Note: If they still refuse, the adventure ends here! Penalise any honour points already gained.

The Lady-in-Waiting, Joanna, is actually a Witch in the pay of Baron Arbarl (See Appendix 1 for the stats for major NPCs).

She helped the Orcs by adding a potion to the guards' last meal which drained their strength. Throughout the journey she will act with subterfuge to prevent the party succeeding.

At no point will she be overt about this, as her task is to appear loyal to the Princess at all times. If the baron's current plan fails she needs to be close to the Princess to make attempts on both the lives of the princess and Prince Artorius.

At this point give the players Handout One - The Overland Map (see Appendix 2 for Player Handouts) and refer to the GM's Overland Map. (Permission is granted to copy for personal use only.)



Random Encounters (optional)

On the Road

Roll 1D10 every hour, on 6+ an encounter occurs. Roll 3D10 and compare to table

Roll	Encounter
03	A patch of scrubby, empty disused fields with wolves hunting in it. They run on sighting humans.
04	A group of peasants on the move with some livestock.
05	A recent, partially eaten animal carcass is found.
06	Sheep grazing nearby. They run on sighting humans.
07	A peasant family on the move with a cart.
08	A peasant settlement.
09	A group of hunters is encountered as they cross the path.
10	A shepherd and flock.
11	A group of 1d10 hunters with 1d10 dogs.
12	An abandoned small settlement.
13	A small group of feral pigs grazing nearby. They run on sighting humans.
14	Hunters carrying a boar on a pole.
15	A hunters' camp. 1d10 hunters with 1d10 dogs.
16	A swineherd with 2d10 pigs.
17	A group of cattle grazing nearby. They trot off on sighting humans.
18	A group of ruffians. If they outnumber a party, they will threaten violence.
19	A group of bandits, who will attack.
20	Shepherd seen at a distance singing a ditty, which carries on the breeze.
21	Peasants with fishing gear heading to the nearest water.
22	Impenetrable hollow full of brambles. No progress is possible, skirting around is necessary.
23	Hunters are seen setting traps.

24	Peasants are seen in a field rooting out stones.
25	Broken down wagon. The owners are annoyed by being rushed.
26	Peasants in 1-2 wagons moving agricultural goods.
27	Peasants digging out the ditches by the path.
28	An old and very thin male wolf, who attacks without warning.
29	A sojourning peasant family resting by the road side with their bundles of meagre possessions.
30	Roll on Additional Table below

Roll	Encounter	No	Activity	Stats
01 - 03	Common Orcs	6	Escaped from the Baron and on the hunt	p5
04	Knights	4	Drunk and looking for fun	p8
05 - 06	Guildsmen	12	Master with journeymen and apprentices stuck in the mud and looking for help	p9
07-08	Poachers	5	Leaving the forest with a large stag they have shot and gutted.	p15
09	Clergy	8	A Priest and his underlinings are on the way to the city having just been robbed. They look a in sorry state and penniless	-
10	Caradoc	7	Caradoc and his men are on the road moving to the city. If the PCs have this encounter they may recognise these men later at the wedding. Small chance 1/4 INT AR%	p27

Scene Two (optional)

As the party continue through the forest, they will have the following encounter at point 2 on the GM's overland map.

Read or paraphrase the following:

As you lead the carriage along the forest trail, the sun beats down and swarms of small insects traverse your path. Ahead in the distance you can see the trail widening and the trees thinning. The sun glints off a river which is crossed by a low stone bridge, on which appears something is dazzling to the eye.

As you get closer you spot upon it, a lone warrior in shining armour astride a grey charger, holding a lance bearing a red pennant.

As the PC's approach he will call out:

"Hold! Do not dare to pass! I am honour bound to let no one traverse this bridge unless they have bested me by lance."

This is Sir Baturn of Thain, an ageing warrior striving to gain more honour in the twilight of his life. He wishes to test his mettle by challenging any warriors choosing to cross the bridge.

Sir Baturn Of Thain

(8th level Human Knight)

Height	6' 2"	BAP	15
Weight	207 lbs	BOD	52
		FAT	36
		DT	8'
BMR	0%	SPRINT	16'

Relevant Skills	Dmg	PSF%	TSC%
Knt Broadsword	12S	50%	90%
Lance	22P	40%	80%
Mounted Combat		40%	80%
Dodge		20%	60%
Stamina		14%	54%
Will		8%	48%

He is wearing full maille harness (full mail armour) and a closed helm.

Armour - (9/9/8/9/7)

Skills Check

Skill Used: Heraldry, Page 195

Achieving: Knowledge of the Opponents background and family

How long: Instant

TSC% Mods

none

Success Crit:

01 - 08 Success you have heard his name mentioned in connection with tournaments

09 - 10 Success know his name reputation and his quality of arms at jousting

Failure Crit:

01 - 04 Who?

05 - 09 You have heard the name but make a false connection with a lesser knight of poor competence

10 This is a masquerading peasant.

Consequences:

Calling him out as a cheat and fake will bring out the knight ferocity sending him into a blinding rage.

Sir Baturn is quite willing to discuss the situation since he is a very amenable and likeable person. If he is informed who the player characters are escorting, he will of course yield and offer to join them as honour dictates. However, he is still keen to joust and will offer any knightly character the chance to cross lances with him "for the honour of the thing".

Any PC can take part in the joust, although some may be more suited than others.

For jousting rules, see the section in the core rule book starting on page 274,

Scene Three (optional)

If the Party travel along the trail they will encounter a number of pilgrims at point 3. However, if they choose another route this encounter will be avoided. The party are free to travel by any route to Cadanbyrig, although the main trail is by far the quickest.

Read or paraphrase the following.

Leaving the coolness of the riverside the trail continues to wind up a gentle wooded slope. At the top of the slope stands the wooden palisade that protects the village of Baldwell. As you climb ever nearer to the village the trees clear and you spot a group of robed figures riding towards you from the east. They are crossing the dusty fields and appear to be in some form of procession. As they see you they hurry their approach and the leader calls out to you, "Hey, sirs, wait, wait"

Pilgrims (Human) (16)

Height	5' 9"	BAP	10
Weight	220 lbs	BOD	28
		FAT	27
		DT	5'
BMR	0%	SPRINT	8'

Relevant Skills	Dmg	PSF%	TSC%
Staff	8C	27%	67%
Dodge		9%	49%
Stamina		10%	50%
Will		10%	50%

The pilgrims are not wearing any armour, just simple homespun undyed robes. Their only possessions, apart from simple holy symbols, are the staves they are carrying, belts and small belt pouches.

Armour: Cloth (1 / 0 / 0 / 0 / 0)

These are a group of pilgrims of Celatan (a deity of Marakush detailed in the campaign guide) journeying towards the hill fort of Dorinn to catch the ferry from there to Brynbay. The group will approach the PCs with a proposition, they need guards to escort them to Brynbay, some three weeks away. Brynbay is a major port town on the pilgrim route to the west.

The pilgrims finally bid farewell as they journey westwards towards Caer Dorinn, following the trail as it leads down into the valley. Your route lies ever northwards, and in the distance you can just make out the ruins of Caer Raleth.

The pilgrims will be very persistent and stress how much they need an escort. However, they have no means to pay for guards and will try to play upon the good nature of the PCs. Allow the players time to role-play the situation but they should gently refuse the pilgrims request as they will slow the group down. If Sir Baturun has joined the group, then he might choose or be persuaded to take them to their destination. The PCs priority must be to get the Lady Katrina and (and the trade treaty, if they have it) to Cadanbyrig.

Just beyond the village of Baldwell the trail forks. The route to Cadanbyrig continues ahead, and the route to Caer Dorinn to the left. The pilgrims should head towards Caer Dorinn.

As an optional encounter, the gamemaster could have the pilgrims turn up at the ambush towards the end of act one. Having decided to visit the cathedral in Cadanbyrig before continuing to Caer Dorinn, they find themselves mixed up in the conflict between the PCs and the ambushers.

Scene Four

If the party have travelled along the main trail towards Cadanbyrig, they will find themselves caught in a sudden storm with no shelter apart from the carriage. *Read or paraphrase the following:*

As you leave Baldwell behind you the humidity starts to increase and the sky begins to blacken. Nearing the ruins the heavens are lit by a flash of light and a great crack of thunder almost deafens you. The first drops of rain give the prelude as the sky opens and rain begins to pour. Streaks of blue lightning shoot to the ground and the whole earth seems to tremble. The only place available where you can shelter, within reach, is the ruins.

Suddenly a bolt of lightning strikes a nearby tree, with a tremendous crack it splits in two and bursts into flame. Your horses begin to panic. The carriage horses gallop up the slope towards the old gatehouse with torrents of rain pouring over them. They finally comes to halt in front of the old stone keep. As you near the old ramparts, you notice how the once strong wooden palisade lies rotting.

With rain pouring down, reaching into every crevice of your clothing, the stone steps leading up to the entrance of the ruin lie before you. The remains of the iron bound door hangs loosely upon its hinges, the dark opening beckons.

Skills Check

Skill Used: Animal Riding Proficiency, Page 151

Achieving: Control Horses

How long: 30 seconds

TSC% Mods

Avg Warhorse: +15%

Superior: +25%

Great: +40%

Success Crit:

01 - 04 Success in control of the mount but a further check in 5 min

05 - 08 Success in control of the mount

09 - 10 Success in control of the mount and may aid another rider (allow a second skill check)

Failure Crit:

01 - 02 Manage some control of the mount heading towards Ruins but check again in 2 min

03 - 07 Failed to maintain control of mount heading away from ruins, however may check again in 5 min

08 - 09 Complete fail, horse gallops away and a second attempt to control can be made after 10min

10 Complete fail horse gallops away and second roll is required to stay in saddle.

Consequences:

The ride to the Ruins at full gallop should take 30min. Each 5min the gamesmaster should roll to see if there is a lightning strike and if that strike would hit one of the actors in the scene. There is a cumulative chance of 5% per 5min outside the ruins of lightning strike. Treat this roll as a targeting roll for ML 4 Lightning Bolt Spell Page 324 of the C&S 5th Edition Core Rules.

The horses pulling the carriage will automatically bolt and gallop towards the ruins and shelter, as Ernst the carriage driver attempts to bring them under control, along with any PC's (and mounts) who fail their rolls. The ladies in the carriage will be heard to scream as the horses gallop away.

Read or paraphrase the following:

As you enter into the ruins proper the first thing you notice is a passage to the left giving access to three archery slits in the west wall and one in the south wall alongside the entrance. To the east is a narrow passage leading into a small room with a door on its north side. This small five foot by fifteen foot chamber is grimy and damp and is dominated by the three large archery slits along the south and east walls. It is completely open to the elements, and rain gushes down collecting in puddles on the stone work at your feet.

Entering the main hall

In the north wall is set a marble fireplace, some five feet wide and five feet high. To the right of the fireplace, towards the east, the roof is open to the elements and allows the rain to pour in once more, and it drain around the trap-door set into the floor. Despite this the rest of the hall is habitable.

The first floor of the keep consists of a small hall surrounded by a corridor leading to archery slits in the walls.

The ruins (Point 4 on the GM's map) are the abode of a Banshee, one who is tired of her existence and now wants to be laid to rest.

Ruins Of Caer Raleth

First Floor

To the southeast of this floor is the old Guard Room, *read or paraphrase the following:*

In the darkness a pinprick of light appears coalescing and expanding into the form of a fine Elven maid. "Welcome to my humble abode gentle folk, for I am Gweneth, the lady of this keep.

Your presence here is most welcome as I need your assistance."

Although the rest of the keep seems in disrepair, the hall seems in reasonable condition. The hall is quite small and on the westward side of the hall is a stone staircase leading to the floor above. Some rain trickles in through the opening created by the staircase but it is nothing to really speak of.

A fire can be built in the fireplace and the hall made more hospitable. If anyone should venture to the floor above, they will simply find a floor open to the elements and evidence that what remains of the walls indicates that the keep towered a further two floor above. The trapdoor can easily be opened revealing an iron ladder leading down into darkness.

During the night (or in the ground floor level if anyone ventures down), *read or paraphrase the following:*

The glowing spirit hovers towards you, "You must help me, help lay my spirit to rest. All I require of you is to slay my murderers who rest below the keep."

Over the years the keep has fallen into ruin and Gweneth has come to realise her undeath is a curse that could be lifted. Once all the undead have been laid to rest, her spirit will no longer be tied to the keep and she can then rest in peace.

If the PCs refuse to help she will begin her keening wail and proceed to attack. Read or paraphrase the following:

As your refusal to help leaves your lips, her visage transforms into that of a terrible hag. Her jaw drops open and a keening wail begins to emit from her mouth.

If the PCs agree, (and they are not already in the ground floor), she will lead them to the steps which lead to the dungeon.

Banshee

(The Banshee of the Ruins)

Gweneth was an evil Elven warrior who came to the keep in its heyday. During her stay she assassinated the lord. As he was laid to rest in his tomb his retainers turned and hacked down Gweneth. At this moment Gweneth was transformed into a Banshee and her spirit tied to the keep. At the same time the Lord was turned into a Wraith who turned on his men. They in turn become Wights serving their Lord even after their death

Height	5' 6"	BAP	19
Weight	n/a	BOD	n/a
		FAT	44
		DT	5'/20'f
BMR	20%	SPRINT	10'/40'f

Relevant Skills	PSF%	TSC%
L Fear Touch	25%	65%
Howl	35%	75%
Dodge	30%	70%
Will	40%	80%

Armour - none

The Light Fear Touch if successful causes the Fear effect of the Command Spell at PMF 100, ML 8. It costs Fatigue and requires a Willpower check at -50% to resist. If failed the target is unable to take any actions against Gwyneth.

The Howl causes anyone within 35 feet to make a Willpower check at -35%. If a PC fails to make their check they are forced to drop items in hand and collapse to their knees completely demoralised.





Dungeon

Room One

Read or paraphrase the following:

The steps lead down into a five pace square chamber, Towards the right as you enter the chamber, a further flight of stone steps lead further down into darkness. Straight ahead a ten foot wide passage leads away from the chamber. In the centre of the room lies a skeleton in a dress, a rusted long sword in its grasp.

This is the final resting-place of the mortal remains of Gweneth.

Room Two

This chamber is empty except for a carved wooden box, read or paraphrase the following:

In the centre of the room is a carved wooden box, one foot square, the carvings all represent various creatures.

All of the carvings can be depressed. If asked to describe the carvings use any animals but ensure that the following are mentioned together.

Scorpion, Crab and Fish - (the water signs of the zodiac)

Lion, Tiger and Cat - (the only felines carved on the box)

Hairy Spiders (6)

Height	3" long	BAP	18
Weight	n/a	BOD	2
		FAT	16
		DT	6'
BMR	0%	SPRINT	12'
Relevant Skills	Dmg	PSF%	TSC%
Bite (light)	1	30%	70%
Dodge	0	35%	85%
Stamina	0	10%	50%
Will	0	5%	55%

Armour - None

Although only small these spiders have a rather nasty poison attack. The poison is Aqua Scorpions. has an onset time of 15 seconds (one round), and a duration of 30 minutes, damage is 2 Body every 5 minutes. It incapacitates with immediate wracking pain anyone with a CON less than 13 who fails a Stamina roll.

Honour: 2 each

If the symbols of the zodiac are depressed (regardless of order), a hidden draw shoots out which contains a silver key. This key will unlock the 'Magically Locked' doors leading into **Room Four**.

If the three feline symbols are depressed (regardless of order), the box will spring open unleashing six hairy spiders which had been held in stasis.

Some Gamemasters are happy to allow players to figure out puzzles themselves; however, this does not suit all groups and in these situations a skill check can be made as detailed below.

NOTE: The spiders will also be unleashed should the PCs just smash open the box but they will of course obtain the key as well.

Should the characters make an successful evaluate skill check on the wooden box, they will realise that it is worth Cr. 5

Skills Check

Skill Used: Riddling p192 or Picking Locks p210

Achieving: Open the box without releasing the spiders

How long: 2 minutes

TSC% Mods

Dawrf: +15%

Elven: +25%

Background: +10-25% (characters have a history with such puzzles or they describe (gamemaster calls for) a flashback about such things in the characters past.

Success Crit:

01 - 10 Success in opening the box without releasing the spiders, either by figuring out the symbols, or, using thievish lock picking techniques.

Failure Crit:

01 - 02 You are making progress check again in 5 minutes after having a think about the problem

03 - 07 This is a tricky one, you have to rethink your whole strategy for opening the box, retry in 10 minutes

08 - 09 Stumped, you have no idea how to open the box, you must make a successful DISC AR after 20 minutes of swearing and tantrum. If you succeed you may try to open the box again, you have a -20% penalty. Any other failure with a critical die result greater than 01-02 and you give up

10 Totally out of your depth. A complete fail any tools being used are broken and the spiders are released.

Consequences:

Either the character opens the box and gains the key or the spiders turn up. Always allow the characters time to use their own cunning in a challenge such as this. Good ideas and role playing should always be put before a skill challenge. If they get flummoxed or are uninterested in such things, then you can fall back on the challenge.

Room Three

The stairs from Room Two lead into this large unlit chamber. Bursting from the earth are two Wights.

Wights (2)

Height	5' 9"	BAP	12
Weight	160 lbs	BOD	48
		FAT	31
		DT	10'
BMR	0%	SPRINT	20'

Relevant Skills	Dmg	PSF%	TSC%
M Claws	13S	25%	65%
Dodge	0	20%	60%
Stamina	0	35%	75%
Will	0	40%	80%
Longsword	11S	28%	68%

Armour - none

The have innate magick powers (PMF 37, ML 3, PSF 36%) and have access to Basic Magick Air - Fog and Mist, all Command spells that relate to illusions and fear to MR 2. They can see in darkness. (See **Chivalry & Sorcery** 5th p555)

Honour: 56 Each

Room Four

The staircases leading from Rooms One and Three lead to the doorway to this chamber.

The passage leads to a huge trellis of wrought iron, some 10 feet wide and 10 feet high. This appears to be some form of a door and inset into it is large fabricated set of scales, in the centre of which is a small keyhole.

This door is magically locked and can be opened by the key in Room Two or by the spell Knock p347. Once inside the room, **read or paraphrase:**

Beyond the doorway, lies a further chamber in the centre of which is a dark marble slab. On top of this rests a granite sarcophagus, made in the image of a great warrior.

Wraith

Height	6'	BAP	19
Weight	n/a	BOD	-
		FAT	60
		DT (Fly)	10'/30'
BMR	0%	SPRINT (Fly)	20'/60'

Relevant Skills	Dmg	PSF%	TSC%
Touch	crit x3	30%	60%
Dodge	0	33%	73%
Stamina	0	27%	67%
Will	0	43%	83%

No Armour

Each touch hit ignores armour.

It also drains 1 FP at the end of each round from every living creature within 50 feet.

See **Chivalry & Sorcery** 5th Edition Bestiary section p555 for all its special abilities.

Inside the sarcophagus are the last mortal remains of the long dead lord, but it also forms the resting place of his spirit in the form of a Wraith.

Once the Wraith is slain, Gweneth will reappear even if slain earlier, she can only be fully slain after the Wraith is dead.

The source of my curse has now been removed, I am free now to rest in peace. The sun is now arising and I shall therefore bid you goodbye and thank you. Beneath the remains in the sarcophagus are some items that may benefit you.

Inside the sarcophagus are two scrolls and two potions. Both of the potions are **Cordials of Healing**. Each has 5 doses and each dose can give a bonus 5 fatigue points to the normal resting rate. Only 3 doses can be taken in a 24-hour period and each lasts for 3 hours.

The scrolls contain the scriptures for a Priest to learn the Miracles '**Heal Grievous Wounds**' and '**Restoration**'.

The next morning the storm has abated and the party are free to continue their journey to Cadanbyrig.

Scene Five

If the party continues along the main trail to Cadanbyrig they will come across one of the local bandit groups at point 5 on the map.

If the PCs refuse then the figure will be joined by another dozen bandits, who were hiding behind the trees at medium range for their longbows (40').

The trees begin to thin along the trail and you can see sea-birds overhead. Shortly the trail widens and it joins a road. Along this road the trees have been cleared and you can see the ocean barely a mile away. This can only be the coast road leading northwards to Cadanbyrig - your journey will soon be over. As you join the road a lone figure jumps from the trees at the end of the trail. He stands before you with an arrow nocked in a long bow.

"Stay noble folks, do not move if you have no desire to be slaughtered. Leave all your valuables and you may depart unharmed."

Outlaw Archers (13)

(3rd Level Human Retainer)

STR	15 (76%)	INT	12 (66%)	APP	08 (50%)
CON	12 (66%)	WIS	09 (54%)	BV	10 (58%)
DEX	14 (73%)	DISC	11 (62%)	SPR	03 (25%)
AGL	13 (70%)	FER	11 (62%)	CHA	09 (54%)

Height	5' 10"	BAP	12
Weight	172 lbs	BOD	28
		FAT	27

Core Skills	Lvl	PSF%	TSC%
Alertness-Sight	0	0%	5%
Alertness-Sound	0	0%	5%
Stamina	0	4%	44%
Dodge	5	15%	55%
Will Power	0	0%	40%
Language(Own)	0	2%	62%

Master Skills

Longbow	4	39%	59%
Stealth	4	12%	42%

Armour - Clothing

Longbow Dmg Base 12 / Crit +1

Scene Six

Ambush

Whichever route the party have taken this final encounter in Act One is unavoidable. This major ambush has been laid by Baron Arbarl to kidnap the Princess and hold her ransom. He plans to get the King to abdicate in his favour, if not he will have the Princess murdered, thus sparking a major war between Urtind and Anderia (for the Princess is the favourite sister of King Alladan Malay), During this encounter, 50 Bandits - 1st level Warriors under a 4th Level Wizard - will attempt to ambush the party. Their only desire is to take the Lady Katrina prisoner.

Read or paraphrase the following:

Nearing Cadanbyrig you begin to relax, ahead the road travels around the small bay that serves as a natural harbour. You are barely three miles away from the town when you hear a cry and some fifty horsemen burst from the woodland. They gallop towards the road between you and the city, then turn and ride in your direction. They all appear well armed and armoured except for one who is dressed in simple robes.

The only place of safety is a small mound to your left. It appears to be an old abandoned settlement but its ditch and mound ring defence is still visible.

The wizard leader will remain towards the rear of the warriors and goad them into attacking. He will attempt to "Dazzle" p347 the party's spell-casters, followed by his other spells. He could be used again in the adventure, or afterwards as a antagonist in another story.

Conclusion of Act One

The PCs may retreat to this mound or take on the attackers. If the latter and they succeed, they may travel to the City undisturbed. Otherwise the Warband will succeed in taking the Lady Katrina and taking her to Baron Arbarl's castle. With the lady out of the way, the marriage fails to take place and causes great embarrassment to Urtind. The only course of action for King Karonus is to effect a rescue attempt which he places firmly on the shoulders of the player characters.

Gattrick of Obendley

(4th Level Human Mage)

STR	09 (54%)	INT	17 (82%)	APP	12 (66%)
CON	10 (58%)	WIS	17 (82%)	BV	16 (79%)
DEX	12 (66%)	DISC	14 (73%)	SPR	9 (54%)
AGL	11 (62%)	FER	16 (79%)	CHA	12 (66%)

Height	6' 3"	BAP	14
Weight	220 lbs	BOD	42
		FAT	32
BIF	36	DT	5'
BMR	0%	SPRINT	8'
PMF	67	ML	4

Magick	Lvl	PSF%	TSC%
Hex Master	6	57%	87%
Arcane	4	37%	47%
Command	3	29%	49%
Illusion	2	36%	46%

Combat Skills	Dmg	PSF%	TSC%
Longsword	10S	30%	60%
Dodge	0	15%	55%
Stamina	0	20%	60%
Will	0	20%	60%

Spells

- Dazzle MR 1, p347 (Focus)
- Shadow Cast MR 2, p348
- Arcane Cloak MR 4, p346 (Focus)
- Arcane Shield MR 5, p346 (Focus)
- Shadow Arrows MR 2, p352
- Shadow Bolt MR 4, p352 (Focus)
- Sleep MR 1, p353
- Area Sleep MR 3, p353
- Hold Person MR 4 p357
- Charm Person MR 4, p356
- Blurred Image MR 1, p3714
- Faerie Gold MR 2, p371

Simple Focus (Lotus wood wand, tipped with moonstone and silver inlay along its length) Charges: 15 / 5 per week Gives +7% to method PSF% FAT cost -2 +5% to targeting. Stored spell listed as (Focus) can be cast as cantrip with no FAT cost for the cost of 1 charge per MR

Description:

Most who meet him, will instantly be looking up due to his height, staring at matted blond dreadlocks and his dark blue eyes that have another worldly quality to them. His alabaster pale complexion is enhanced by his pit black robes. He will flee if things look bad for him.

Otherwise, allow the PCs chance to prepare defences and then make the assault by the bandits. Once the bandits have lost 20% (10 of their number), they will retreat to regroup. Have the Players make Intellect AR% checks, if they succeed they will realise they have the chance to made a gallop for the city gates.

If the players fail to take this chance, have the encounter continue as if the players had simply stood and fought.

Bandits (50)			
(1st Level Human Warriors)			
Height	5' 8"	BAP	12
Weight	172 lbs	BOD	39
		FAT	26
		DT	5'
BMR	0	SPRINT	8'
Relevant Skills	PSF%	TSC%	
Longsword	18%	48%	
Dodge	6%	66%	
Stamina	5%	45%	
Will	3%	43%	
Shield Play (Hvy)	18%	48%	
(Kite shield adds an extra 15% chance to block an attack)			
Armour Leather 6 / 5 / 4 / 5 / 5			
without any head covering			
Lg Wooden Shield - (10 / 9 / 12 / 10 / 10)			
Longsword 11S, Crit Die +1, Bash 8			

Honour: 19 Each

In the event of the PC's making a gallop for the gates, as they turn towards the city.

While you quickly gallop out of the settlement, the bandits make a run for their own horses. As you ride for the shelter of the city the bandits being to close.

With the gates in sight, you realise that they are almost upon you when the gates slowly swing open. Out of them pour three score mounted warriors in gleaming chain mail with lances and whitewashed shields bearing the device of the Bear. With Dragon pennant unfurled, they gallop towards you, they then spread into a long frontage and charge.

The Bandits quickly turn and flee as the thunder of hooves come closer. They pass you by and as half of their number turns to escort you into the city the remainder charge towards the bandits.

As you pass beneath the great stone gateway of Cadanbyrig, you take a deep sigh of relief as you reach your journey's end.

If the Players are successful in getting the Princess (and her lady in waiting) into Cadanbyrig they will receive great thanks from King Karonus and be invited to the wedding - **Act Two**.

If any Bandits manage to escape, they will disperse into the forests. If any of them are captured, they will reveal they were hired by an tough and experienced looking warrior, who wore no clan tartan and had covered up his lord's badge.

If they failed and the princess was captured, the King will insist they lead an rescue attempt. The party can discover the bandits' tracks that lead to the castle of Baron Arbarl. It should be noted that the bandits will only head directly for the castle if they have the Princess. Otherwise they will disperse into the woods.

Once the identity of the individual behind the kidnapping (by this time the ransom note will have been delivered) the King organises a siege of the castle with the party required to sneak in and effect the rescue. **At this point go straight to Act Three.**

Unless, the princess has been kidnapped the wedding will go ahead, play out act two

Thus Ends Act One

& Begins The Interval

(Character Bookkeeping / Downtime 1 week)

Use the advice on running downtime and booking from the main rules p45 and p474

Act Two

Scene One

The Wedding & Assassination

The PC's are attending the wedding of Lady Katrina and the Crown Prince Artorius at the Cathedral of Beleryn in Cadanbyrig.

While the wedding scene has a major purpose within the adventure, it also has a long-term purpose for a campaign. If the gamemaster wants to, they can use this scene as a springboard for the characters to join in with the world at large. The wedding is an event where almost all of the 'people of power' in the land come to show their respect for the host and of course to score points with their peers and against their enemies. This all makes for some interesting role-playing.

While it's not essential that the gamemaster make this wedding such a large part of the game, it gives freedom to the players to explore their characters' stories. Of course, if you are running this adventure as a one-off game the wedding can be just the setting for the attack of the assassins.

Flashbacks

Characters are always getting themselves into sticky situations and problems can be lethal when you are an adventurer. A player has put a significant amount of time, effort and creativity into generating and breathing life into their character. They are understandably upset, when during the game, their character dies and there is nothing that they could do about it. They have to sit by and watch the train wreck happen. Many games now have mechanisms, by which the character can get a little extra something out of the bag, to help extricate him from certain death. 'Fate Point', 'Inspiration Points', 'Hero Points', 'Action Points'; they have many names and effects when used.

However, even these run out. Sometimes, that last Hero Point is a dud and you are in the same situation next round. A solution that I have used for many years now, with fun and some interesting outcomes, is 'the Flashback'.

If the character needs to make that last-ditch effort, maybe he doesn't have the right skill, maybe his wounds are holding him back. Whatever the reason, unless something happens, they are going to be looking at generating a new character.

Who knows? If this character falls, then the rest of the group might be taken down as well.

When these circumstances arise and the characters usual get out of the mire hasn't worked, or isn't available; give the player the chance for a Flashback.

When you call for a flashback, ask the player what effect they are looking for. Maybe they want to ignore a wound or use a skill that is inappropriate for the situation, or they need to have a greater chance of success. There is no real limit to what game alterations you can allow for a player doing a flashback.

Once you have determined what effect is being looked for, the player then has to recite a story, where in the past his character faced a similar situation. In this situation he - *"Overcame his wounds to achieve victory", "Used the skill he wants to use now in the past to solve a similar situation", "Gained a streak of luck", "Was in the combat groove and pulled out a stunt or special move he didn't know he could do but had seen his master perform"*. The story only needs to be short, told in collaboration with the gamemaster, and other players becoming the NPCs of the scene if you like.

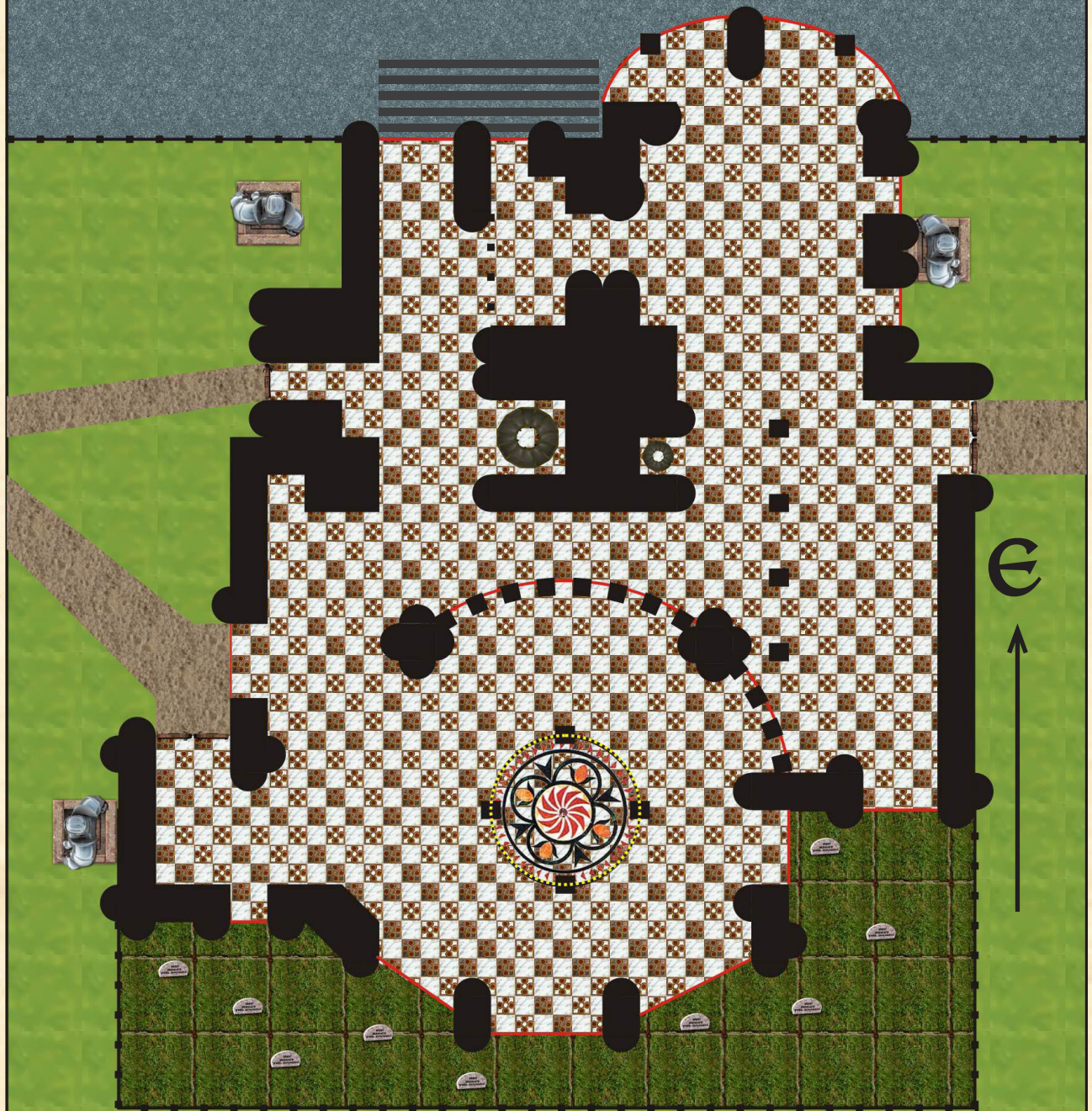
The measure of success of the Flashback is more learning something new and interesting about the character, and perhaps introducing a new NPC or organisation from their past. Most importantly, it should be fun.

Then, if it was on the point to the effect required, as long as it gives lip service, then the player should win the effect for his character. Don't make Flashbacks a thing of dread, where they are judged on their story, these should be light and fun vignette. Equally, don't make them too common; if you think that a little humility is what is needed in the scene, then no amount of whining is going to get them a Flashback.

In having this trick at your disposal, you will find that, you and the other players, learn things about the character, that would otherwise never come up in the game-play. As a gamemaster, you will find that you gain new and glorious NPC's and organisation, locations that you really enjoy and wouldn't otherwise have taken the time to bring to the game. These might come back to haunt the player later on in a wicked twist of play.

Flashbacks can be an experience award that the character keeps, or that he converts into an advantage, see the section in **Chivalry & Sorcery** on spending experience on p476.

The Processional



The Cathedral of Beleryn

Wedding Scene Flashbacks

There is a preponderance of high nobility at the wedding, wealthy gentry, super-star tournament knights, entertainers of the highest calibre, probably spies and a secret wizard or two. The characters, have every opportunity to use flashbacks, to connect themselves to one of these persons. Maybe to set up a patron. Perhaps flesh out an enemy that was previously left in flux.

When a player's character interacts with those at the wedding, keep an open mind as to when would be an interesting time to call for a flashback. For instance, let's say that I am playing Sir Foeman and he is mingling at the party. The gamemaster points out a monogram on a noble's hanky that doesn't match the name he is going by. I have previously set up a scene in my character's past, where an unknown person, has perpetrated a terrible crime upon my family. Showing interest in the monogram, the gamemaster calls for a flashback. I start my story, telling of the tragedy, the gamemaster adds details to my flashback that now sets-up *'this noble'* as having a double identity, one of which is evil and makes him my enemy. My Flashback earns me 200exp.

Later at the wedding, I am mixing with a wealthy merchant, clothed in silks and wearing far too much jewellery. He calls for a flashback, stipulating that. *"You know that this person is actually a wizard for the Guild of Hedonism, he is a conjurer extraordinaire. Give me a flashback on your meeting and what transpired. Is he friend or foe? Will he be patron or antagonist?"*

I relate my meeting with him, going into detail about how while partaking in an underground cuisine movement he was about to become the main course, they had never eaten wizard before. My investigations into a missing person lead me to the event, and fortunately for this wizard, I was just in time to save his life and have kept his magical secret since. My story was bold and had some elements that the gamemaster liked and had not previously thought of. This earned me 500exp. These are just a couple of example of how you can turn the wedding and the meeting of the guests into a wonderful resource for character development and give out a little experience to the players for their creativity.

Flashbacks should be categorised in three bands: **Adequate, Good and Amazing.**

Adequate: 100+ Exp Award or Effect

The Flashback covers the basics, it does what was asked of the player but doesn't really add anything to the story or the background of the NPC or character.

Good: 150+ Exp Award or Effect

The Flashback has more style and substance over what was asked for, it gives the gamemaster something to add to his NPC or the story.

Amazing: 250-500 Exp Award or Effect

The flashback covers all the requirement plus was entertaining, or funny, daring, informative, or leading. The player has given the gamemaster both story elements to uncover and details about an NPC and the player's character.

If the gamesmaster decides to set this adventure in a Medieval Europe setting then they should consider the following historical information. Medieval marriages weren't generally held in churches (and the vast majority of people didn't have a religious service at all). Nobles certainly would not hold the betrothal (which is the important bit of a marriage) in a cathedral, and largely would have any blessing service in a private chapel. The social aspects and public acts far outweighed the religious. There wasn't even the need for a religious practitioner (or even witnesses) for a marriage to be totally legal and official. The "Church" idea of marriage as a necessarily religious event is post-reformation.

One could get married in bed, on the road, in the pub - or in a friend's home (that seemed the most popular). All that was required was the legal consent of the two people. Proving one was married was another issue....

It changed officially with the fourth Lateran Council of 1215, though enforcing that was a different matter.

So, Who's Who?

This section covers the people of note at the wedding, most of them, some are guests as one would expect; however, there are a few in the others' that merit a mention for those characters who move in those shadier circles.

In case you wish to add your own guest(s) to the list:

Title/Name: Self Explanatory

BIF: Basic Influence Factor

POP (place of power):

This is the location of where this person holds the most control, sway or influence. It's their homeland, usually, but doesn't always have to be; some have more interest and investment in other people's lands, neglecting their own back yard.

Description:

What stands out about the person, the first impression this person makes and anything you think that the characters might be interested in or pick up on for a Flashback.

Goal:

The goal should be something of 'the now'. Not a very long term one. "Make Sir Foeman look stupid". This way, it is something that applies to the wedding or shortly after.

Interaction Chart

Maybe you could create a chart, that maps out the interactions and likes and hates of the guests, especially if you add in your own guests. This chart will give you an idea of the interaction between the

guests at the wedding. Some of the relationships are known or obvious, while others, are secret or maybe not even recognised as a thing by the owner.

For example, the sly condescending remarks have earned the hatred of the Lady Isabelle; however, Lady Ashanal has no idea her witty remarks have been taken in such a manner.

Wedding events

There are events at weddings that call for skill checks, these events can make a person's reputation or label them for a long while as something unfortunate.

- The greeting of the groom and his parents is a must
Modified by Lore Historical (p184) Roll
Courtly Manners (195)
- A critique of the clothes they are wearing is an option for a knowledgeable character to gain or destroy another's BIF
Modified by Evaluating Goods (p207) Roll
Diplomacy & Politics (p162)
- Gifts
Modified by Evaluating Goods (p207) Roll
Diplomacy & Politics (p162)
- The chit chat at the pre-ceremony gathering

The characters are shown by a herald, to a line of dignitaries that are waiting to give their best wishes and thanks to the lucky couple. How the characters perform in their greeting, might make or break their relationship with some powerful people.

Formal Greeting of the Groom & Parents

The character needs to be able to present himself and his best wishes in the correct way, or insult could arise.

If the characters are from this country then they will use **Courtly Manners** (p195) as a direct skill making a check and comparing their Success or Failure Crit Die to the table.

However, if the characters are from another kingdom, may many countries removed from this one, their culture and etiquette may be very different. Have them make a check on their skill in **Lore Historic, Regional/National** (p184) the crit die result will give a modifier to their Courtly Manners to see how well, or badly they have done.

The other critiques will use a similar method. Make a table with Crit Die as opposite, change the results to give the outcome you think are reasonable for your story. Success and Failure in a Secondary Skill will make the task at hand with the primary skill easier or tougher.

The Guests

Title/Name: B'rant William of Palecur

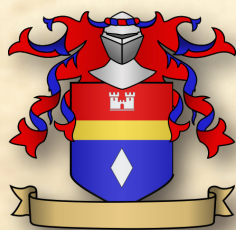
BIF: 47 (Social Status 38)

POP (place of power): Norcloth

Description:

He is the typical tall, dark, handsome stranger. He wafts across the floor with an effortless long stride. He has hawkish features and a deep gravel like voice. He moves between guests and engages them with little effort.

However, any character who has invested levels in the skill 'Read Character' will note that while he moves around and seems to be charming everyone, the guests he talks to always seems to make an excuse to separate themselves after a very short time.



Skills Check

Skill Used: Courtly Manners, Page 195

Achieving: Be respectful of Etiquette

How long: 3 minutes

TSC% Mods (From Lore Historic Roll)

Success Crit Die with Skill Roll:

01 - 09 +15%

10 +20%

Failure Crit Die with Skill Roll :

01 - 09 -15%

10 -30%

Degree

Success Crit:

01 - 04 You did what is required and gained a nod from the hosts and recognition from the other guests. Some point of Honour your character has earned will be mentioned.

05 - 08 You have done what is required and slipped in a nice comment or two. You gain a +20 BIF against the guests while at the wedding

09 - 10 You hit all of the correct points to pay your respect and honour the bride and groom and their families. You gain a +20 to your BIF against anyone at the wedding for the next 6 months

Failure Crit:

01 - 02 You Make the bare minimum of what is called for in this sort of important situation. You gain no advantage or disadvantage

03 - 07 You hit all the marks, but leave out a crucial form of etiquette, this might be lack of skill or from ignorance because of nationality. -20 BIF against the guest for the Wedding Scene.

08 - 09 Barely able to find the words you stutter thorough some contrived speech, you are given scowling looks and ushered on your way. -20 BIF against the wedding guests for the next 6 months.

10 You blather your way through a scene worthy of Mr. Bean mixing up roles of etiquette and using incorrect salutations. Unless someone can save you, or you can save yourself with a charisma skill check then you are escorted off the premises for the insults you have given to the hosts houses.

Consequences:

This could split the group if someone gets thrown out because that fluff the roll. Or perhaps the characters are victims of Influence checks on them by the guests, who now see that their BIF levels are reduced. The fallout from the greeting cold be more long term, especially if compounded later on with other errors.

Goal:

William has an agenda. He has been pushing this agenda every single opportunity he gets and while he is charismatic, his agenda does not fall favourably upon the ears of the other nobles at the wedding. After hearing the same pleas for the last two years, once he begins on that track, they make their excuses to get away.

The agenda could be anything you want. If you have no campaign needs, assume his is agenda is getting support for a grant for a market in the town around his keep.

Unlawful assembly of such numbers is acted upon by the Crown's forces without such a charter.

A charter market or fair is a street market or fair which was established by Royal Charter. As today, markets and fairs are trading gatherings held at regular intervals. In medieval England and Wales, it was common for a market to be held once a week, on a set day and in a set place.

From 1199 to 1516, Royal grants of markets and fairs were generally recorded in charters. As such, markets and fairs fall into two categories: prescriptive and granted. Many of the oldest and most successful markets and fairs were held by prescriptive right, or in other words, by custom.

The second category of markets and fairs is those set up by a grant. By the year 1066, the right to establish a market or fair was considered to be via a Royal franchise. Royal grants were detailed and specific, as they named the grantee, stated the day of the week for the market. The location of the market or fair was also noted, usually at a manor belonging to the grantee, with its exact site specified.

The problem is that such a market charter is being blocked by his neighbours for fear that it will take trade away from their prescribed markets.

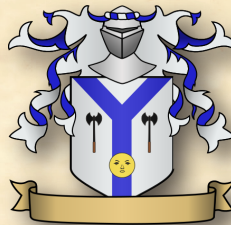
**Title/Name: B'rant
Richard of Burlin**

BIF: 67 (Social Status 37)

POP: Caer Burlin

Description:

Richard is a short stocky man, more a tall Dwarf than a man, however his strength and fighting prowess are known across the land. He has great skill with many weapons and uses his stature to his advantage. He's also noted for his short temper and ability to take offence at even the modest slights.



He will offer to duel on a whim if he can find a way to take umbrage at something. His reputation often brings an instant apology, with only a handful of the guests at the wedding commanding any respect from Richard.

He has a long chestnut beard he keeps in excellent condition and a servant comes and cleans up any drink spills or food caught in it.

He is here with his wife, by any definition a haughty harriidan who thoroughly enjoys ripping into people and relying upon the fear her husband generates to allay any comebacks. She is plain, sour-faced and has a black heart.

Goal:

Richard has been chasing William of Palecur for some time. He really wants to shut up the windbag, going on and on about his market all the time. However William is swift and cunning with his mingling and has so far been able to avoid Richard and the possibility of a duel over some slight. Richard wants to get him cornered so he can engineer some reason to either get the man to grovel and apologise or to be able to cut into his flesh.

This could play out like an odd dance as the guests talk to each other, with Richard following William about, William gliding across the floor and continually getting snubbed by people once he starts talking about his project.

It's left up to the gamemaster whether Richard catches up with William and what the outcome of that encounter would be. William would be a fool to accept and challenge to a duel from Richard. However, William is a master of rhetoric and could well chit-chat with Richard and avoid offending him. This last option would drive Richard to madness; he would turn bright red and blather on eventually ending up being the one who insults William.

With a crowd of nobles around him he would have to end up apologizing to William, the exact opposite of what he wanted.

Title/Name: Jennifer of Ridley

BIF: 42 (Social Status 28)

POP: None

Description:

The young niece of Richard of Burlin, his wife Jane's brother's daughter, Ridley being her maiden name. She came along with her uncle and aunt for her first outing to such an event. She is 16 a. Her uncle is rather protective of her; however, at the moment he is more concerned with chasing William than looking after his daughter.

She is tall for her age and has long wavy blonde hair and wears a posh blue dress with a golden chain around her waist and a fashionable henin-style cap. She is exceptionally pretty.

Goal:

She has been coddled and guarded all her life so far and has never had chance to mix with boys. She is somewhat shy but if spoken to will open up. She enjoys tales of romance and chivalry

Her goal at the wedding is to get a kiss from a handsome warrior boy around her own age. Suitable candidates will gain a bonus of +25% to their Courtly Love skill if they try to woo her..

Title/Name: B'ram Eleanor of Brassen

B'ran Eleanor of Brassen

BIF: 69 (Social Status 42)

POP: Caer Brassen

Description:

B'ran Eleanor, a middle-aged noblewoman in her late 40s, is a distant relative of Queen Elanor, and is thus of the Royal Blood, though barely. B'ran Eleanor has held Caer Brassen in her own right for 20 years, since her father and brothers died in battle alongside the future King Karonus.

B'ran Eleanor has refused all offers of marriage, remaining devoted to her long-time partner Alice of Tourant, the scion of a Cadanbyrig merchant house who she has also appointed her steward. Under B'ran Eleanor's and Lady Alice's care, the Caer

Brassen fief has prospered despite the depopulation caused by the plague. Lady Alice has wisely encouraged the turning over of labour-intensive arable lands to sheep-farming, and invested profits in purchasing urban properties and in merchant ventures.

As B'ran Eleanor's wealth grows, suitors from further afield have tried to win her hand, with no more success than earlier local suitors. The B'ran is starting to feel the need to appoint an heir of her line, and has settled on her nephew Curran, a somewhat studious 13 year old lad, the eldest son of her younger sister. To secure this succession requires the consensus of her clan and senior bannermen. This will be easier to achieve if she wins the support of the King and the Church of Urtind, and Curran is able to demonstrate some martial ability.

B'ran Eleanor remains an attractive woman with noble cheekbones and a firm jaw, though her age is starting to show in her thickening waist. Her dark hair, which she still wears in maiden's braids, shows strands of grey. Lady Alice, five years her junior, is a rather plump blonde woman with shrewd eyes and thoughtful demeanour.

Goals:

B'ran Eleanor's primary goal is to win the support of King Karonus' and the Primate of the Church of Urtind for Curran to be named her heir. Anyone who could help win either (or both) pledges would win her gratitude.

A secondary goal is to find someone who can instruct Curran in knightly skills. A heroic knight who has won King Karonus' favour might kill two birds with one stone. The lad is old enough to become a squire, and B'ran Eleanor can certainly finance his knightly education, though Curran himself would much prefer to devote himself to studying arcane arts and direct payment is considered rude. Lady Alice knows the boy is smart, and has little doubt she can teach him prudent management. A persuasive or influential magus might even convince the B'ran that arcane arts would be useful for a noble.

For an added twist, it may occur to either the boorish B'rant William, or to B'ran Eleanor, that William's niece Lady Jennifer might make a suitable wife for Curran. While the lad is yet young, a betrothal could be arranged. This will suit neither Jennifer, who dreams of a dashing young knight errant, nor Curran, who dreams of an extensive library. Of course, love is not a major factor in dynastic wedding arrangements – and, while the odds are against it, love has blossomed between unlikely couples.

Title/Name: Guild Syndic John of Moore

BIF: 42 (Social Status 26)

POP: Cadenbyrig

Description:

John is here as much for business as he is for pleasure. He is a wine merchant of the highest rank and has been asked to cater for the wedding. Part of the payment was his attendance.

He is of medium build and fair complexion with dark brown eyes, he has shoulder length black, wavy hair. He wears expensive clothes, this is more outlandish and attention-grabbing than the nobles' clothing. It has wild frills and embroidery gone mad with motifs and imagery all over. His colours are not well balanced, with reds, greens and yellows.

His house may craft a wondrous wine but this is probably the only area in which he has any taste.

Goal:

Surely some of the guests here at the wedding have parties and banquets they need catering for? Perhaps they have a wine cellar that could do with topping up with a fine vintage?

He is on the prowl, with unsubtle words he tries his very best to sell his wines.

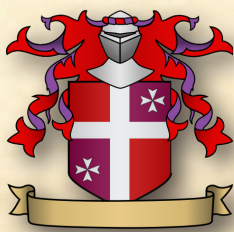
Title/Name: The Lord High Chamberlain Earl Nicholas Montforte

BIF: 52 (Social Status 35)

POP: The City of Constitution in the Kingdom of Anderia

Description:

A Tall man with a lanky frame. His brown eyes are piercing, and those who talk with him may feel as though he can see their thoughts. He wears his hair short in the style of the Knights of Anderia and carries the king's arms as he is here as a representative of the crown of Anderia. He has a ruddy complexion with bright red cheeks and always wears a knowing smile. He has a noble bearing and it is easy to see how he came by his rank.



The Earl also holds a rank in the church of the Lawgiver as is shown by the runes upon his sword's scabbard. He wears a golden medallion to show his rank of Chamberlain within the royal court.

With him he brings an entourage of several knights, his charming wife Matilda and daughter Abigail.

Goals:

He sees this as a great opportunity to make sure that the alliance between the two countries is solid. Anderian can ill afford to lose support with the current internal rifts and unrest amongst the Barbarian tribes it is trying to keep under control.

His goal is to offer favours to those who have dealings with Anderia, in order to gain some sort of prestation (It was the act of giving a gift, service, political support or even money to a feudal lord, once he accepted the gift he was expected to provide an unnamed boon in the future, he was then considered to be held in prestation to the gift giver.) should the need arise and efforts are required from outside forces.

Title/Name: Kt. Cmdr. Sir Robert Gallad

BIF: 62 (Social Status 36)

POP: The Citadel of the City of Constitution in the Kingdom of Anderia

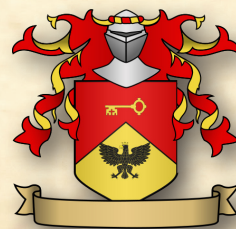
Description:

A large man in his finest of armour and adorned in a brand new surcoat with the king's livery. He stands 6'2" tall and is probably in his late forties, but it's hard to tell. He has a large scar from his hairline down his left eye and onto his cheek. His vision seems unimpaired from the wound. He wears his hair short as is the customs for knights in Anderia. His complexion is pale and his hair brown with grey starting to creep in on the edges.

Goal:

His mission is, to protect the Anderian delegation. That also means protecting the people at the wedding. He is a superior knight of 15th Level. See Core Rules p515 for detailing NPC stats

Should the characters have difficulty with the assassins then Sir Robert will come to their aid.



**Title/Name: B'ran
Robert of Dorinn**

BIF: 51 (Social Status 43)

POP: Scattered and Few

Description:

He is of average height and has a dark complexion, short brown hair and brown eyes. He is very vain and can be seen constantly combing his hair and looking in a silvered vanity mirror, plucking nose hairs or trimming his finger nails. He is 61-years old though he looks much younger. Most think he is mid to late 40s and no one knows how he keeps himself looking so young; though the rumours of the rituals he performs are often gruesome.

His dress is old in cut and design and many repairs can be seen in the cloth and shoes. To even the casual observer it is clear that his finances are not what they once were. The income from his land has suffered for his rituals and he takes little care over what his peasants get up to or if taxes are paid - feeling that such things are beneath him.

This lack of funds has turned him into a real skinflint with money, refusing to spend even a copper that he doesn't have to. He is too tight to pay for people to manage his lands and soldiers who can barely count end up performing many of those jobs.

In conversation he is only happy if everyone is talking about him or he is talking about something that he has great knowledge of and can brow beat the others in the conversation dominating over them how clever he is.

Goal:

Edmund of Whiteheath recently beat him at chess, they have been playing for a long time and it is always Robert who wins the games. Either Robert was off his game, or god forbid Edmund has got good enough to beat him. Either way the he must be punished for the win and Robert must take his place as the better person.

His goal is to make Edmund look stupid and idiotic at every opportunity.



**Title/Name: Edmund
of Whiteheath**

BIF: 53 (Social Status 26)

POP: Great Chase

Description:

Edmund, a household knight of Caer Lastral, is a tall man of pale complexion with thick red hair that he keeps short in the style of the Anderian Knights. He has steel-grey eyes and a warrior's physique. His dress is very stylish and has an Anderian feel to it, with a perfect balance of style and utility.

He has been well educated and can speak cleverly on many subjects, attending the University of Sapphire Tower in Anderia to gain his insights into the study of the Humanities, though it is mathematics and the way of Alchemy and Science that truly intrigues him.

He carries with him a little notebook made of parchment offcuts that he occasionally takes out and jots a note or two in while he wears a look of either discovery or puzzlement.

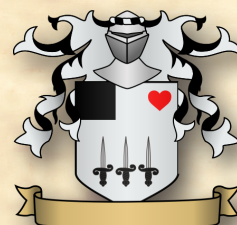
In conversation he is chatty with the ability to flow from one topic to the next and offer up interesting facts of the subject at hand. While he seems to be a scholarly person having also had some success in the tournaments, he has been tutored by a well-known Anderian tournament knight, Cyrano of Coom, and can definitely be called a Warrior Scholar.

Goal:

He is not a young pup anymore. He has lands within his father's fief but, as the first son, stands to inherit the whole castle fief. His father uses the memory of his late mother to keep pressure on him to get married.

Trouble is that he can't find anyone he likes. He wants someone who can challenge him mentally and spiritually too. He wants a partner, not a trophy.

Perhaps one of the characters in your game is a feisty, clever noble who might fit what Edmund is looking for. He would certainly be interested in finding out more about someone of intellect prepared to speak their mind. And if he doesn't find a partner, he may find a friend.



Title/Name: Dawn of Snow

BIF: 84 (Social Status - Svermark 48)

POP: The Frostland Realm of High Mountain in the Kingdom of Svermark

Description:

Dawn hails from the bitter-north. Located high in the mountains, here the weather is always chill, the winters are long and arduous with three out of four seasons having snow. While life is onerous there, she is a beacon of warmth to that land.

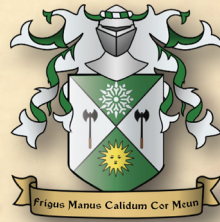
She is short - only 5' 2" tall - but of a sturdy build. She is a natural beauty, with an overall comely appearance that turns heads at the wedding. She has long, wavy, brown hair that falls to her waist and brown eyes with a white complexion. She wears a hood of fur, some large bear she probably killed herself, protecting her camp. Her dress is secured with a girdle made from the claws of Trolls.

Her demeanour is jovial and she oozes charisma and intelligence. Her raucous laugh gathers attention and is infectious. She can find good in most situations and people but when she is upset she can unleash holy hell. The lands she comes from are harried by evil humanoids, even the women there are warriors and can take on an Orc. Dawn is no exception and clearly has had training in the art of swordplay. Though few in those lands are mounted warriors, they tend to ride sturdy ponies, preferring to fight on foot.

While the official religions of her land are Celatan and the Stormbringer Triplets, she has taken to the Lawbringer of Anderian worship and the greater aspect Beleryn.

Goal:

Her high castle in mountains is cold and lonely. She has come to the wedding to try to hire sell-swords as slayers and guards. Her lands are under siege from Goblins, Orcs and Trolls. Someone who can inspire her, challenge her to better herself, fight alongside her and above all is prepared to help her protect her fief without challenging her authority may be considered as a suitable partner.



Title/Name: Simon of Sloan

BIF: 46 (Social Status 26)

POP: Raitin in Ducky of Maks

Description:

Simon stands average of height and physique with black hair and a stubbled square jaw. He has green eyes contrasting his very dark complexion (betraying his Horngolish ancestry) when talking with him, as if he is considering killing someone. It is very off putting when in conversation with him.

He wears exceedingly expensive armour, notably the best you could possibly buy, crafted in the workshop of Vaxatalia in the Duchy of Maks, clothing - the best tailoring, of the finest material, in the latest fashion. His sword is from the hands of one of the most famous weaponsmiths, Lexamillian "thrice forger". It is said that Lexamillian once forged a sword that was quenched six times, on the seventh when she was tested on the anvil, she cut the anvil shearing off the horn. Is this that sword? Simon likes to let people think so, though he never directly says that it is.

Goal:

The truth is that the look Simon gives out to people, the one they think is a killing look, is in fact blankness. He can't stand small talk, so he goes off into his own world of glory and heroism dreaming of dragon slaying and world saving. This doesn't mean that he lacks skills - he can fight with his blade really well. There are many who are better but he certainly ranks as someone who should be taken seriously in a fight.

The trouble is that he has no gusto, no passion, no willpower to get up and do things. He prefers to practice and make up stories of heroism than to go out and do. It's wet and muddy out there, he would have to talk to people.

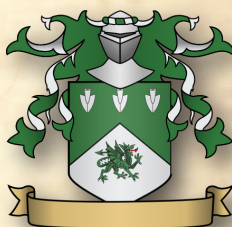
Simon's goal at the party is to elegant and show off his sword, with as little chit-chat as possible. He will be pick at food or sip a drink, even admire the art as long as he can get away from talking to anyone, but still be seen.



Title/Name: Yazid of Mukarrib

BIF: 48 (Social Status 34)

POP: Mukarrib in Shukalar



Description:

Yazid, the Ambassador of Shukalar, far to the south-east of Urtind, is well-dressed in comfortable-looking clothing, his tailor seems to be able to fuse current styling with ease of wear. His colours are black with amber embroidery. He is 6 feet tall, with frail frame however and his features are grey and sickly, despite his black complexion, as though he has some illness. He wears his black hair in long dreadlocks. His eyes are exceedingly dark brown looking almost black.

In conversation he has a pleasant manner to him and conversation flows easily. While he can speak on many subjects and keep up with the topic he lets the pace and level of intellect of his partner dictate the conversation. He is being generous to his partners in conversation, for Yazid is secretly in a hidden guild of arcane lore. This is a darker guild, they explore magicks that have been lost because they were forbidden. His guild seeks power in the areas of magick that others have put aside.

This is the Guild-master of the Lumina Umbra the Shadowlights (This will be detailed fully in 'The Laughing Bard Supplement') a guild consisting of just seven wizards. Yazid is a powerful Thaumaturge of 17th level. There are only ever seven wizards and their existence is a close guarded secret. Three of their number are also members of the open Arcane Guild. Four however, are not known as being wizards at all, Yazid of Mukarrib and:

The Hidden Members

- **Waslan of Josh** - an innkeeper of the Laughing Bard in Cadanbyrig
Level 12 - Power Word Mage
- **Roland of Mortimer** - A cloth merchant in Anderia
Level 14 - Conjurer
- **Captain Owlan of Banner** - Sea Captain of the Murder of Crows Privateer Ship, a fitted-out cog
Level 15 - Elemental - Water and Air

Goal:

One of the Seven has not been seen or heard from in Five years. Sometimes wizards do go out of contact for a time,

Skills Check

Skill Used: Read Character, Page 202

Achieving: Gain info on Yazid of Mukarrib

How long: 10 minutes

TSC% Mods

You speak Mage tongue: +15%

You have a Mage Vocation: +20%

Degree

Success Crit:

01 - 04 He is hiding something about himself

05 - 08 There is more to this person than first glance would suggest, he has some strange power at his disposal

09 - 10 You are sure that this is a mage. He is giving out Mage Tongue hints within his speech patterns indicating he would like to converse more in private.

Failure Crit:

01 - 02 He was fun talking to

03 - 07 Who is this man? his conversation was sparkling.

08 - 09 His manner was enchanting, however you can't seem to remember what the conversation was about

10 In your eagerness to find out about him, you let your guard down and have given away a secret about yourself.

Consequences:

If a private conversation is made after getting the subtle hints that he has been putting into his talk, then he will offer the commission to find his friend as a test to see if the character is worthy of an invite to the Lumina Umbra, an adventure that the gamemaster might want to develop for the characters. Its subject is one that would shake up the character with a long journey, a tough opponent and a shocking reward.

this is too long however and his secret rooms and drop points have remained unused. Yazid fears that his good friend Matthew of Brine a 12th Level Hex Master has come to an unfortunate end. Matthew said that he had a lead on some lost magic, not telling what this was, it lay in the North and so he travelled to Svermark to see if he could find it.

Yazid now must consider that the group should recruit a new member. He will be on the lookout for wizards, either open or covert in their nature. He will be subtle in his approach perhaps offering a commission for adventure to find what has happened to his friend.

The gamemaster could easily write this up as another adventure, travel, investigation, maybe they can find the lost magick that Matthew was seeking the cold north of

Svermark. Perhaps they find the wizard's friend and he has been captured and forced to use his powers. Perhaps they give Yazid the bad news about his friend but return with a magical prize. Yazid would certainly be open to being a patron of those who are worthy, offering membership to the Lumina Umbra to one he sees as valuable assets to the guild..

Title/Name: Caradoc of Baldor

BIF: 50 (Social Status 18) as Monk BIF: 35

POP: Caer Arbarl (as monk militas)

Description:

Caradoc is the Baron's Man - quite literally he owes everything to Baron Arbarl: home, lands, wife, life. He has been drunk with the Baron, womanised with the Baron, bled in the same mud as the Baron. To Caradoc the murder he is about to do is a chance to show that the love the Baron has shown him is not misplaced and that the house of Baldor is loyal to the death for the Baron.

He is attending the wedding under the guise of a monk and has bought with him men who are also as loyal to either him or the Baron. As such he is dressed simply in the brown woollen robes of a poor monk. He brought gifts for the bride and groom, hoping that monks with gifts wouldn't be asked too many questions gaining entry to a noble wedding. He was right. He and his men stand together at the wedding and are in preparation for the deed to be done.

They were hoping for a swift start to the proceedings and this mixer event is causing him and his men to sweat, the thought of being discovered at the forefront of their mind. They were told to make their attack where it would have the most shock, just before the vows. Caradoc stands 5'11" with a stocky build. He has blonde hair and grey eyes. Under the voluminous monkish robes he and his men are armed and armoured. Caradoc has tattoos upon his forearms, remembrances of the battles he has fought in and the parties he has revelled in.

Goal:

Caradoc has three simple goals at the wedding:
Don't get discovered before the action is done

1. Make sure his targets are eliminated at any cost
2. Keep his men under control in difficult circumstances.

There are no tables or skill checks to discover the assassins before they act given here. This is up to the gamemaster to play out and run how he wishes things to go. There are tell-tale give-aways that could reveal these monks for who they really are.

- They speak no church tongue, Caradoc knows the Phrase Peace be with you. He will repeat this in varying tones as thought it means something different.
- His tattoos are not what one would expect to find on a life long monk however they are difficult spot and often fighting men who were sick of war have been know to give themselves to the church as monks.
- The arms and armour they carry are not easy to hide, even with the volume of woollen robes they are wearing, it could be that they have left some metal showing.

Caradoc The Assassin Leader

(6th Level Human Servien)

STR	15 (76%)	INT	11 (62%)	APP	10 (58%)
CON	15 (76%)	WIS	10 (58%)	BV	10 (58%)
DEX	15 (76%)	DISC	14 (73%)	SPR	10 (58%)
AGL	15 (76%)	FER	12 (66%)	CHA	10 (58%)

Height	5' 8"	BAP	13
Weight	172 lbs	BOD	35
		FAT	37

Core Skills	PSF%	TSC%
Alertness-Sight	6%	11%
Alertness-Sound	6%	11%
Stamina	24%	64%
Dodge	19%	69%
Will Power	12%	52%
Language(Own)	19%	79%

Master Skills		
Longbow	47%	67%
Slashing Swords	50%	84%

Armour	
Maille Hauberk	(9 / 9 / 8 / 9 / 7)
Maille Coif	(9 / 9 / 8 / 9 / 7)

Items Carried	
Long Sword	Dmg 12S / Crit +1 Bash 8
Dagger	Dmg 8P / Bash 10
Long Bow	Dmg Base 15M
Range	(20' / 40' / 125' / 250' / 600')
Range Crit Mod	(0 / -3 / -6 / -13 / -17)

Quiver with 10 war arrows

Spend some time with letting the characters mingle with the guests, have fun with the interactions, set up other games, patrons, allies, enemies etc. Once you have spent enough time with the players doing flashbacks and interactions, or if you are playing this adventure through as a quick game the wedding will proceed.

If the assassins are not discovered then they will make their move and attack. Read the following

You all take your seats at the rear of the congregation, next to an entrance to a spiral staircase.

As the wedding service commences, the King stands to the left-hand side of the Crown Prince as the Primate of the Church of Urto climbs to the altar to preside over the ceremony. Although you have been permitted to carry your arms into the cathedral, you have had to leave your missile weapons at the entrance.

As the bride begins the long walk up the aisle to the altar, you notice the rear doors are being closed by six robed priests and that they begin to climb the nearby spiral staircase. As they climb the stairs to the balconies that run the length of the cathedral their robes fall open revealing maille armour, unusual on pacifist monks.

Allow the PC's a short time to react and decide on their response to this event. If they are undecided on what to do next, **read or paraphrase the following:**

You suddenly see the first of the robed figures standing on the balcony beginning to string a long bow. The other "monks" move into position to guard the stairwell.

If the PCs still do nothing, the bowman will shoot and wound an attendant priest standing next to the King. The shout will go up "Assassin" and since the PCs are the nearest to the stairs, it will be up to them to deal with the incident.

Assassin Bowman (2)

(4th Level Retainer)

Height	5' 7"	BAP	13
Weight	170 lbs	BOD	29
		FAT	27

Core Skills	PSF%	TSC%
Alertness-Sight	3%	8%
Alertness-Sound	3%	8%
Stamina	14%	54%
Dodge	14%	64%
Will Power	6%	46%
Language(Own)	15%	75%

Master Skills		
Longbow	38%	58%
Slashing Swords	31%	61%

Items Carried	
Long Sword	Dmg 11S / Crit +1 Bash 8
Dagger	Dmg 8P / Bash 10
Long Bow	Dmg Base 15M
Range	(20' / 40' / 125' / 250' / 600')
Range Crit Mod	(0 / -3 / -6 / -13 / -17)

Armour Maille Hauberk	(9 / 9 / 8 / 9 / 7)
------------------------------	-----------------------

The staircase is a spiral staircase, climbing clockwise, and is only 3 feet wide - so giving just enough room for one person to climb at a time. Any of the PCs climbing the stairs and trying to fight will incur a -10 to all combat skill TSC%. The Assassins will be at +10 to their combat skill TSC% due to the height advantage and the ease of attacking down a spiral staircase.

During the melee one of the first level assassins will yield and will offer himself into the hands of the PCs. All of the others will fight to the death, since the punishment for treason is death.

Assassins (4)

(1st Level Guard)

Height	5' 7"	BAP	13
Weight	170 lbs	BOD	28
		FAT	26

Core Skills	PSF%	TSC%
Alertness-Sight	0%	5%
Alertness-Sound	0%	5%
Stamina	5%	45%
Dodge	3%	53%
Will Power	0%	40%
Language(Own)	3%	63%

Master Skills

Slashing Swords	26%	56%
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Maille Hauberk (9/9/8/9/7)

Maille Coif (9/9/8/9/7)

Items Carried

Long Sword	Dmg 11S / Crit +1 Bash 8
Dagger	Dmg 8P / Bash 10

Armour Maille Hauberk (9/9/8/9/7)

During questioning, the prisoner is able to reveal the following facts:

- He was hired by Caradoc, the group leader.
- A mysterious man, always hooded, brought instructions to them at the "Hammer and Anvil" tavern.
- Caradoc was given instructions on where to go to get the balance of their fee.
- The prisoner believes that some noble was behind the attempt to assassinate the King and the royal couple.

If the PCs search the corpse of Caradoc, assuming he has been killed, they will find a short note (Handout A)

At this point the King will burst into the scene.

As the King reaches the top of the stairs, he exclaims in a loud voice, *"Well done on dealing with the assassins, I must congratulate you on your speed in responding to this incident. Is there any indication of who hired them?"*

This allows the PC's to divulge any information they have obtained. In any case the King will respond:

"Track down the person behind this plot and bring them before me and you will be well rewarded."

He then turns and departs with his guards following closely behind.

The next part of the adventure should be run in a fairly free-form manner. Although the main lead that the PC's possess is the **Hammer and Anvil** tavern on South Promenade, other information can be gathered from throughout the city.

The gamemaster should allow the characters to roam the city as they see fit. Allow one or two random encounters in each quarter as the gamemaster requires. Each quarter, has a number of encounters listed that can be used in any order. These NPCs have no games stats and should not need them. If any are needed, see the Core Rulebook, p513-517.

*Once you have made
your escape, make
for the Hammer and
Anvil tavern on the
South Promenade*

Handout A

The City of Cadanbyrig

Cadanbyrig is divided into four main quarters, the Nobles' Quarter, the Merchants' Quarter, the Artisans' Quarter and the Seaward Quarter.

Towering above the City on the Falcon heights is the royal citadel, the castle and palace of Kyng Karonus Ursine, the ruler of the realm of Urtind. Below its battlements lies the capital of Urtind, extensive walls surround it with the exception of its docks which are bound by the sea and the city walls.

We shall first of all look at the Artisans Quarter, by far the most populous of the city and also the most dangerous. This quarter is where you will find such trades as potters, leather workers, butchers etc. , the non-guild occupations.

The lower tiers of city society which is reflected in the buildings in this quarter. The majority are timber framed with wattle and daub walls and thatch roofs. The upper floors overhang and often almost touch their neighbours. They cluster in groups often surrounding a well with mazes of alleys formed by the closeness of the buildings. Those houses who front onto what passes for streets often have the ground floor turned into a shop front. The streets often have the remains of food scattered about which attracts the odd Kite scavenging.

Most human waste is not evident however as the city does have a sewer system and most wells have an accompanying outhouse that connects to the sewers (the water supply is kept disconnected to the sewers but is used to help flush waste away).

This quarter has so many differing organic trades that it is an assault on the senses, the smells of various goods, spices and animal products. It is also the location for some of the most disreputable taverns in the city, often hidden amongst the closely built houses within the heart of the quarter, where many rogues reside.

Moving westward we enter the Merchants quarter, very evident from the change in building style. This quarter is the home of many of those who are members of the Trade Guilds Many of the houses have a fieldstone ground floor with one or two upper floors of timber frames and wattle and daub walls. The richer merchants houses gather around the cathedral and close to the Nobles quarter.

These tend to be tiled with slate rather than thatched but still tend to cluster together. Being bigger than those in the Artisans quarter, they often have lodgings for servants in the back of the ground floor or in the loft spaces.

As with the Artisans Quarters those Guildsmen with wares to sell will often have the front of the house turned into a shop front facing the roads., South Promenade is a prominent street for shops with the western end catering for your smiths of quality and the east end your butchers and potters.

Within this quarter are the various Guild Halls where members may meet. Richly appointed they tend to have the two lowest floors made from field stone and can be four stories high. To the north of this quarter lies the Cathedral to Beleryn, the central religious building within the City. Its domed roof made from white marble sticks out amongst the thatched and tiled roofs surrounding it. It is here that the rich and noble come to pray, the poor make do with the odd chapel on Kings Street or the southern end of Merchants Avenue.

It should be noted that both the Southern Promenade and the Processional are both 50 feet wide and on market day they have stalls along the centre selling various goods not available in the shops.

To the north of the city we have the Nobles Quarter, the houses here are true edifices with the lower two floors of field stone and upper floors, at least one but more often two of timber frame and wattle and daub. There are a few which are completely built of field stone and bare some resemblance to a small keep. In many of them the entrance proper is up a small wooden staircase to the first floor, the ground floor is often storage and servants quarters, accessible from inside. These are the city houses of many of the great of the land, where they stay when they have business in the capital. There are also preceptories of the fighting orders and the homes of the senior clergy. The is also a college for the members of the Guild of Esoteric Lore here. The main HQ of the guild is in the Daranmax the old capital of Urtind (Unknown to the guild, hidden away in the midst of the artisans quarter, is a chantry of the Ancient Order of Elemental Magick).

Some of the best inns in the city can be found in this quarter. You can also find the homes of some of the top sea captains here, those that act as the Kings men. There are few rogues as this quarter is patrolled by the city guard. Servants will often be seen travelling south to get chattels for their lords or preparing for them to visit.

At the juncture of the Merchants' and Nobles' quarters is the central plaza, a large square some 200 feet on a side, covering nearly an acre, where the Processional meets the Coronation Way and Harbour Street before continuing to the Royal Citadel. Public announcements are first declared here before notices are posted around the City.

The plaza is also the place where many nobles will meet (a nice public place) before moving on to taverns to conduct their business. There are in fact three taverns that line the plaza, the *Quintain* (popular among younger nobles), the *Crown and Sword* (a more refined eating and drinking establishment) and the *Boar's Head*, a bit more of a robust drinking establishment for older nobles.

Beyond the walls toward the sea is the *Seaward Quarter*, the docks. All buildings in this quarter are of field stone with tiled roofs. Most are only two storeys high but there are a few three storey ones, mostly the bigger warehouses of the richer merchants. On most days there are various sea foods and other items being landed, the dockside being a very busy place. Most of the fish merchants reside here and have the lower floors as shop fronts selling fresh fish. The dockside is often filled with moored cogs and the occasional galley from afar.

Most residents of *Cadanbyrig* wear some form of kilt, of a plain colour, women tending to wear dresses with a scarf. Out-of-towner's are easily recognised as they will be dressed in a kilt over a shirt. The kilt is a single piece of fabric which is wrapped around the waist and fastened, with the remaining length thrown over the left shoulder. This is usually fixed in place by a silver brooch, normally in the form of a clan badge.

Beyond the city walls lie a number of small hamlets (outside the boundaries of the city maps and too small to be recorded on the overland maps). These hamlets provide the many people who actually farm the lands around the city.

Who's About on the Street?

Density of Street Traffic

Area	Empty	Light	Average	Heavy	Dense
Town	01-05	06-35	36-70	71-95	96-100
Poor	01-10	11-50	51-65	66-95	96-100
Artisan	01-15	16-40	41-65	66-90	91-100
Merchant	01-15	16-40	41-70	71-95	96-100
Wealthy	01-30	31-50	51-90	91-95	96-100
Dockside	01-10	11-40	41-70	71-90	91-100

Cumulative Modifiers: Daytime +/-0; Evening -10%; Night -20%; Rain -15%; Special Event +10%.+20% for Feast Day/Public Holiday.

Number of People Within Sight

	Morning 5am-10am	Daytime 10am-5pm	Evening 5-11pm	Night 11pm-5am
Empty	None	1D10	½D10	None
Light	1D10	2D10	1D10	½D10
Average	2D10	3D10	2D10	½D10
Heavy	3D10	4D10	2D10	1D10
Dense	5D10	6D10	3D10	2D10

For specific individuals we recommend using the Father's Vocation tables in the Core Rule Book for the specific areas within the City.

Random Encounters

In the City

Roll 2D10 every hour, on 19+ roll 1d10 on table below

Roll	Encounter	No	Activity	Stats
1 - 3	Pick Pocket	3	They are hunting for targets, one distracts, the other picks and then hands off the goods to the third. They fight if caught, run if they take Body	p36
4	Knights	4	Already been insulted today so they are looking for an excuse to box some ears or duel	p8
5 - 6	Guildsmen	1	A journeymen on a mission for a Master, thinks he's being followed	p9
7-8	Public Humiliation	2	Two men were overheard in the Laughing Bard swearing to unnatural spirits. They are being mocked in the stocks	-
9	Clergy	4	The bishop and some of his staff are out giving alms to the poor.	-
10	The Crown Prince	8	A noble from the wedding scene, his falconer and his guards are heading out for some fun.	-

Seaward Quarter

Encounter One

Old Sea Dog -

A grizzled old sailor staggers up to you, his breath smelling of alcohol. He whispers, "Ere, gimme a silver penny for some grog, and I'll tell ye a tale of intrigue and murder."

This is Old Herbert, the innkeepers' friend. Once a good and well-respected sailor he is now something of an alcoholic, he is always willing to tell a tale of the sea in exchange for the price of a drink (or two). However, he may exaggerate a little, but his stories are normally based on true events.

He knows that Guildmaster Trederick has been seen quite frequently in this quarter over recent weeks, hiring brigands of all kinds for some reason.

Encounter Two

Captain Trelawney -

A large bear of a man comes striding forcefully towards you from around the next corner. He sees you and points, "I have been looking for you since I think I have something you may just want?"

Captain Trelawney is a loud, forceful man who is very sure of his own self-importance. He stands for no nonsense and hates any form of treachery. A good honest man who calls a spade a spade and believes in earning an honest wage by doing an honest job.

He knows that a local noble is hiring trained bowmen. He knows this because he has been hired to ferry two hundred of these bowmen to a location he has not yet been advised of.

Encounter Three

Beggar -

As the people pass you by, a rather scruffy looking man bumps into you, "Sorry mister, didn't see you there", as he gently taps around with a staff. You notice his eyes are covered but you also feel a hand reaching for your money pouches.

This is Alten, a blind beggar who "earns a living" by pick-pocketing and begging. If pushed by the PCs he will apologise but offer some important information he knows by way of an apology. Alten knows that the head of the Goldsmiths' Guild, Guild-master Trederick is in the pay of one of King's counsellors.

If the PC's approach the "Hammer and Anvil" tavern, *read or paraphrase the following:*

Approaching along South Promenade, you spy the Hammer and Anvil tavern. As you do so a person leaving the tavern spots you, pulls his hood up to hide his face and rushes towards the Seaward Quarter.

This is one of the henchmen of Baron Arbarl and will disappear into the Seaward Quarter. The PCs will not be able to find him, even if they try to follow.

Nobles' Quarter Encounters

Encounter One

These two drunk warriors are incapable of undertaking any physical activity, they are more likely to fall over their swords rather than raise them to hit anyone.

However, they have seen and heard Baron Arbarl plotting the downfall of the King with Guildmaster Trederick. They do not know the Baron's name but they did hear them plotting the assassination attempt that took place at the wedding.

Two Warriors -

Staggering towards you are two young warriors, obviously drunk and barely able to stand upright. They are carrying very expensive swords, more decorative than functional.

Encounter Two

Bard -

Leaning against the wall of a nearby shop stands a figure in brightly coloured clothing, nonchalantly re-tuning a lyre. As you approach he turns to you and smiles, and calls, "Have you heard tell of the missing gold, and the rise in the fortune of the crafty Guildmaster Trederick."

Sendarr the Bard is a very loud and flamboyant man. He is very skilled in playing the lyre (Musical Instrument 17) and has an abundance of heroic tales at his disposal.

He does know that the funds of the Goldsmiths' Guild are dwindling rapidly. At the same time their Guildmaster, Trederick, is moving in ever higher circles and constantly throwing money around to all and sundry. Trederick also seems to be hiring most of the mercenaries in the area.

Sendarr would like to know if the PCs know where Trederick is getting his funds and if they are the missing guild funds.

Encounter Three

Four monks (disguised mercenaries) - read or paraphrase the following:

Coming towards you are a band of four monks, as they near you they suddenly throw open their robes to reveal drawn swords. At which point they charge.

Monks - (4)

(3rd Level Human Retainer)

STR	15 (76%)	INT	12 (66%)	APP	08 (50%)
CON	12 (66%)	WIS	09 (54%)	BV	10 (58%)
DEX	14 (73%)	DISC	11 (62%)	SPR	03 (25%)
AGL	13 (70%)	FER	11 (62%)	CHA	09 (54%)

Height	5' 10"	BAP	12
Weight	172 lbs	BOD	28
		FAT	27

Core Skills	Lvl	PSF%	TSC%
Alertness-Sight	0	0%	5%
Alertness-Sound	0	0%	5%
Stamina	0	4%	44%
Dodge	5	15%	55%
Will Power	0	0%	40%
Language(Own)	0	2%	62%

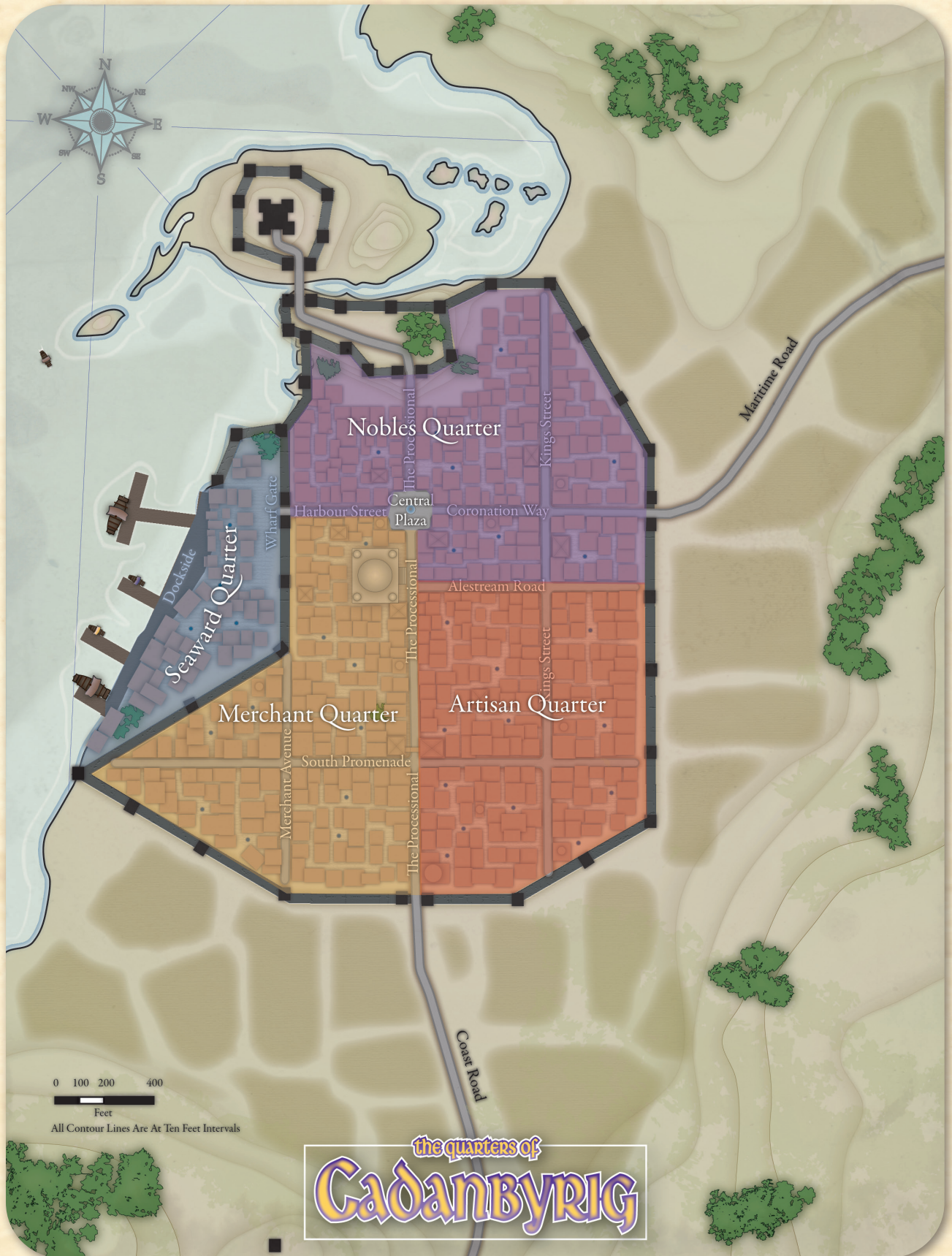
Master Skills

Longsword	4	38%	68%
Stealth	4	22%	52%
Hvy Shield Play	4	38%	68%

Lg Wooden Shield - (10 / 9 / 12 / 10 / 10)
Longsword 12S, Crit Die +1, Bash 8

For the first attack the monks will receive +2 to hit due to charging.







Artisans' Quarter

Encounters

Encounter One

Kennett is a rather miserable man, but a very good goldsmith. He is very talented although a little boastful since he is very fond of showing off some of his high-quality pieces to all and sundry.

Kennet Baselle (Goldsmith)

A thin man wearing a very well-worn leather apron comes out of nearby shop. He strides directly towards you and calls out, "'Ere, I recognise you lot, yo'em friends with the King. Well next time you're with him tell him to stop taxing the Goldsmiths so heavily. For three months our Guildmaster has been forced to levy that new tax and it's fair breaking us, it is. Fully 'alf our earnings are being collected in taxes, and what's it all in aid of, I want to know."

He knows that the guild's funds are depleted and has been told by Guildmaster Trederick that it has been used to pay the new higher taxes. This is false as Trederick is using all of the guild's fund and the new taxes he has collected to help finance Baron Arbarl's coup.

Encounter Two

Isabelle is a working girl and one of the best

Isabelle (the fair maid of Cadanbyrig)

Approaching you is a very attractive woman. She is wearing clothing of the finest quality in bright jewel-like colours. "Good day gentlemen, may I be of some service to you? I know of many things that may be of use to you."

Through her liaisons with Guildmaster Trederick, she knows that he is plotting to aid one of the King's High Counsellors in taking the throne away from the King by force.

Encounter Three

Hooded Man -

Some thirty paces ahead, you spy a man with his hood pulled well up, hiding his face. He turns in your direction and suddenly breaks into a run.

The hooded man will allow the PCs to give chase before he darts into a side alley-way where he will lose the PCs. At this point if the PC's follow him into the alley way feel free to use one of the optional alleyway encounters.

Merchants' Quarter

Encounters

Encounter One

Madock (Mercenary Recruiter) - *read or paraphrase the following:*

Coming towards you is a hulk of a man, possibly even half ogre. He grunts in your direction, "You look a likely group of lads, how would you like to earn a decent haul of gold? A simple job - just guarding a castle, easy life, good food, great pay - what more could you want?"

This is Madock, a well-known recruiter of mercenaries in Cadanbyrig and currently in the pay of Baron Arbarl. If the PCs start to ask too many questions he will turn become angry, possibly violent.. If combat results, and he is slain, his last words will be, *"You have no chance - the Baron will see to that!"*

Madock

(6th Level Human Liveried Horseman)

Height 5' 10"	BAP 12
Weight 172 lbs	BODY 48
	FAT 35

Core Skills	Lvl	PSF%	TSC%
Alertness-Sight	0	0%	5%
Alertness-Sound	0	0%	5%
Stamina	0	4%	44%
Dodge	5	15%	55%
Will Power	0	0%	40%
Language(Own)	0	2%	62%

Master Skills

Longsword	6	44%	74%
Hvy Shield	6	42%	72%

Other Skills

Charm	6
Con	6
Bargain	6

Armour - Maille (9 / 9 / 8 / 9 / 7)

Lg Wooden Shield - (10 / 9 / 12 / 10 / 10)

Longsword 12S, Crit Die +1, Bash 8

Encounter TwoGareth the Bird-seller - *read or paraphrase the following:*

Ahead of you is a strange stall, many cages hang from poles and all manner of strange sounds come from them. Manning the stall is a dirty, unkempt man with a full beard and greasy long hair. A collection of rags pass for clothes and an old leather cap keeps his locks in place.

This is Gareth the Bird-seller, who will try anything to sell one of his exotic birds. One of them is a parrot who will repeat the following phrases at random:

1. "You will be king my Baron."
2. "Steal the gold and the throne will be mine Trederick."
3. "Send the bowmen to kill the King."

If questioned Gareth will admit he stole the bird from the house of Guildmaster Trederick. He will beg not to be turned in, and will offer anything he has to placate the PCs (one of his birds).

Encounter Three*- read or paraphrase the following:*

Albert the Armourer

A horse-drawn cart comes alongside you and the driver calls down, "Hey citizens, can you direct me to Guildmaster Trederick's house, I have a delivery for him - but what a goldsmith wants with this lot I'll never know."

Albert is as honest as the day is long, short of stature but what he lacks in height he makes up for in strength.

Likely to call a spade a spade, he believes in an honest day's work for an honest day's pay - he hates the thought of treachery and is a strong royalist.

On board the cart are 20 suits of chain mail, 100 long swords, 50 long bows and 1,200 sheaf arrows.

If questioned Albert will admit that Trederick paid 330 Crowns or 55 Marks for the arms in advance, and Albert is concerned because it seems well over the going rate. If fact, Trederick was in so much of a hurry for the order that Albert had to sub-contract in order to make the delivery date that was required.

If Albert thinks the arms are for a plot against the King, he will turn the weapons in and inform on Trederick as a traitor.

Optional Alleyway Encounters

If you wish to add further encounters, and the PCs are intent on using the alleyway a great deal, throw in one or both of the following encounters.

Encounter One

Three Thieves

Thieves - (3)

(3rd Level Human Thieves)

Height 5' 10" **BAP** 13
Weight 172 lbs **BOD** 28
FAT 27

Core Skills	Lvl	PSF%	TSC%
Alertness-Sight	3	9%	14%
Alertness-Sound	3	9%	14%
Stamina	0	4%	44%
Dodge	5	41%	81%
Will Power	0	0%	40%
Language(Own)	0	2%	62%

Master Skills

Sling	4	22%	52%
Knife Fighting	4	32%	72%
Stealth	3	35%	65%
Disguise	2	26%	56%
Pick Locks	2	32%	72%
Pick Pockets	2	32%	72%
Streetwise	1	23%	53%
Detect Thievery	1	26%	46%

Armour - Leather (6 / 5 / 4 / 5 / 5)

Dagger 5P, Bash 10

Sling 4C, Rng (10' / 20' / 40' / 80' / 300')

Range Crit Die Mod (4 / -1 / -3 / -6 / -9)

These are not muggers who will come at the characters direct, asking them to deliver their wealth over to them. These are cut-purses, they will use their stealth and cunning. They use distraction, to let the main picker get in to position, he then picks the purse of the character. He then hands off the goods to the third thief who makes his getaway.

Of course things don't always go as planned and if caught then they will attempt to flee, if that's not an option then they will fight.

Encounter Two

Wererat & 10 Giant Rats

Wererat

Height 5'6" **BAP** 15
Weight 150 lbs **BOD** 46
FAT 29
DT 8
BMR 15 **SPRINT** 15

Relevant Skills	Dmg	PSF%	TSC%
L Bite	5S	25%	65%
L Claws	3S	20%	60%
Dodge	-	22%	62%
Stamina	-	26%	66%
Will	-	33%	73%

Armour - Hide (1 / 1 / 1 / 1 / 1)

In Human Form

Height 5' 10" **BAP** 13
Weight 172 lbs **BOD** 43
FAT 28

Skills	Lvl	PSF%	TSC%
Stamina	0	11%	51%
Dodge	5	10%	50%
Will Power	0	8%	48%

Master Skills

Short Sword	4	32%	62%
Stealth	4	32%	62%

Short Sword 7P, Bash 9

Giant Rats (10)

Height 7" **BAP** 10
Weight 8 lbs **BODY** 15
Length 18" **FAT** 19
DT 8
BMR 10 **SPRINT** 15

Relevant Skills	Dmg	PSF%	TSC%
L Bite	1S	12%	32%
Dodge	-	9%	49%
Stamina	-	0%	40%
Will	-	6%	46%

Armour - Hide (2 / 3 / 2 / 2 / 3)

Honour: 13

Honour: 2 Each

Roll for groups of five Rats, each against a separate single target adding +30 PSF and +10S damage)

Rats are also likely to carry diseases, CON Resist Disease check p108 at the end of combat for any who have suffered BOD wounds

If more than half of the giant rats die, then the wererat will flee into the sewers. If the wererat dies the rats will fight to the death for revenge.

Vile Disease

Vector: Infected Bite

Resist Mod: 0

Diagnose Mod: -20%

Onset: 2d10 days after infection.

First Stage: This gives flu-like symptoms, resulting in a 50% penalty to physical TSC%. When symptoms show, the victim can make another resist disease roll, to determine how long the symptoms will last.

Duration: 11 days +/- Crit Die result

Critical Failure: The disease moves into stage two.

Success: The disease has run its course over the duration.

Second Stage: Same symptoms as stage one with the addition of severe diarrhoea, muscle cramps and jaundice. Effectively incapacitated.

Duration: 21 days +/- 2 x Crit Die days

Critical Failure: roll each day thereafter, any failure and death from organ failure occurs.

Success: Move to Stage one

Cure Disease will instantly remove this.

Deux Ex Machina

If it has got to the point where players have still not discovered the connection with Guild-master Trederick, **read or paraphrase the following:**

As you are heading up Kings Street from the Artisans Quarter, a beggar comes up to you. "I've heard that you are offering a reward for any information on the assassins from the Royal Wedding. Well, I know who hired them."

The beggar will name Guildmaster Trederick after some hard bargaining and direct the PC's to his house on Kings Street.

As the PC's approach the house of Trederick,

Approaching the town house of Guildmaster Trederick, you see a small, weaselly looking man in fine clothing entering.

He glances in your direction and slams the door shut.

Trederick has barred the door shut and hurries to open a trap door in the main room floor. He darts down some steps into his escape route. When the PCs burst through the door, **read or paraphrase the following:**

With the door wide open you can see a well-furnished living room. In front of a carved stone fireplace a rug has been pulled aside revealing an open trap door. A set of steps leads down into darkness.

The steps lead down to a straight passage some 5 feet wide and 8 feet high. It is some 600 feet long, leading underneath the city walls. Every 50 feet is a 10 foot long by 20 foot deep pit (causing 8C falling damage), which Trederick opens as he is going along.

If the PCs venture into the passage **read or paraphrase the following:**

In darkness you can see a light ahead moving away from you rather quickly. It suddenly stops, after a few moments it moves on.

This is Trederick opening another pit, at this point he is only some 150 feet away from the PCs. In the darkness if the PCs are not checking for traps they must make a AGL AR check at -20% to avoid falling into a pit.

The PCs will be able to catch up with Trederick before he reaches the end of the passage. He will simply start to panic and will only open four of the pits in his haste. When they do catch up with him, the PCs can either kill Trederick or let him go free. Any Knightly character should be determined to rescue the King as dictated by his pledge of fealty.

Standing before you, there is a short, slightly overweight man. Sweat pours off his brow, dripping off his droopy waxed moustache and his ring-festooned hands shake uncontrollably.

In a quavering voice he turns to you and says, "Do with me what you will but is too late. My master, Baron Arbarl has already succeeded, for the King's counsellor has planned well. Even now he is in the King's private chambers with his elite bodyguard. By dusk the King will be dead and the Baron will have seized power, you have no chance to succeed now!"

Upon approaching the main gates to the Castle, they will be recognised by the guards and allowed to pass. It will only be when they get to the central keep that things seem amiss.

Read or paraphrase the following:

Approaching the main entrance to the huge keep the first sign that something is amiss is the guards. Unmoving they simply stare as you approach and then you notice the blood on the floor both the guards are dead!

As the PCs enter the keep, Passing along the main passageway to the Great Hall, you come across a half a dozen or more guards before the sounds of battle reach your ears from the hall.

Entering the main hall the following scene greets their eyes:

At the high table stands the King in armour wielding his great sword two-handed. Around him lie a dozen bodies of his opponents. Strewn around the hall lie the wounded and dying, victims of the invaders, a score of whom remain to deal with the last of the King's guards. Directing their movements stands Baron Arbarl, an evil grin upon his face.

In this chamber are Baron Arbarl, 10 3rd level Retainers and their opponent the King. The King is capable of taking care of himself but would welcome the assistance of the PCs.

During the ensuing battle, the Baron will manage to make his escape leaving the hired help to take care of the PCs.

At the end of the battle the wounded King will come over to the PC's and thank them.

"I shall need your help to bring that traitorous dog to justice. We move at first light to besiege his castle but your group are ideal to infiltrate his castle, through a forgotten smugglers' passage I know of."

Guards (10)

(3rd Level Human Retainer)

STR	15 (76%)	INT	12 (66%)	APP	08 (50%)
CON	12 (66%)	WIS	09 (54%)	BV	10 (58%)
DEX	14 (73%)	DISC	11 (62%)	SPR	03 (25%)
AGL	13 (70%)	FER	11 (62%)	CHA	09 (54%)

Height	5' 10"	BAP	12
Weight	172 lbs	BOD	28
		FAT	27

Core Skills	Lvl	PSF%	TSC%
Alertness-Sight	0	0%	5%
Alertness-Sound	0	0%	5%
Stamina	0	4%	44%
Dodge	5	15%	55%
Will Power	0	0%	40%
Language(Own)	0	2%	62%

Master Skills

Spear	4	35%	65%
Heavy Shield Play	4	12%	62%

Armour - Brigandine (10 / 11 / 8 / 9 / 7)

Lg Wooden Shield - (10 / 9 / 12 / 10 / 10)

Inf Spear 12P, Bash 10

Thus Ends Act Two**& Begins The Interval**

(Character Bookkeeping / Downtime 2 days)

Act Three

The Castle of Arbarl

Following a two-day forced march the characters now find themselves as part of the King's army laying siege to the Baron's Castle.

The King's army has just begun its siege preparations. Baron Arbarl, has tried to strengthen his forces in the castle using his vassals. Unfortunately he has underestimated their loyalty to the King over himself. Therefore, he has only been able to retain his most loyal servants and men-at-arms.

It is dusk and the PCs are aboard a small rowing boat approaching the cave in the cliff face. Up to this point they have not been spotted, *read or paraphrase the following:*

You find yourselves with the King's army in siege works before Baron Arbarl's castle.

The castle looks impregnable atop a rocky outcrop jutting out into the sea. At dawn this morning, you were summoned to the presence of the King for an important meeting.

With the early morning sea mists hiding the camp from the eyes atop of the battlements, you entered the royal tent. By a royal decree you were commanded to infiltrate the castle through a forgotten smugglers' tunnel. Once inside, your task is to bring forth the Baron alive (or dead) from the castle and so prevent the huge loss of life a full blown assault of the castle would entail.

The other problem is that the Baron has arranged for a foreign wizard to cast enchantments on the castle. These spells prevent any spells of Alteration or Invocation being cast into the Castle confines. However, it does not prevent these spells being cast within the castle. The enchantments can only be broken with the Baron's death or the removal of his freedom (i.e. capture).

To assist you in your task, the King's Chief Engineer has provided you with plans of the castle.

the fortress of Caer Arbarl

- 1 outer gatehouse
- 2 north tower
- 3 guard chamber
- 4 outer ward
- 5 engine tower
- 6 keep
- 7 gatehouse
- 8 inner ward
- 9 storeroom
- 10 kitchens
- 11 main hall

 stone staircase
(arrows point down)

 door

 spiral staircase

 arrow slit

0 10 20 30 40 50
feet

road

cave mouth

ground floor

first floor

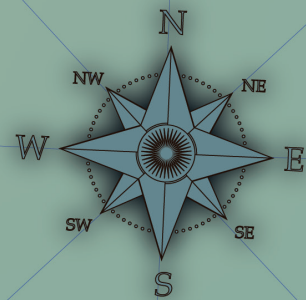
staircase to
north tower
above

outline of
castle
above

shingle
beach

cave mouth

cave level



With the sound of creaking oars, the longboat draws ever closer to the cliffs, even the tide now assisting your approach. The faces on the seamen seem grim as they manoeuvre the small vessel towards the yawning blackness amongst the rocks. Luck rides with you this evening as none of the castle's lookouts spot your approach.

As the boat enters the cave a sailor lights a lantern at the bow of the boat. The light illuminates a cave some fifty feet high and wide with a sandy beach rising ahead of you. A passageway, black as pitch lead away from the beach. The long boat is beached and the leading seaman turns to you as you disembark. "This is as far as my lads will take you. Good luck and may you bring that treacherous dog to justice."

Standing on the beach the boat is pushed off and leaves you alone on the small beach.

Allow the PCs a short time to decide their course of action. Once they enter the passageway, read or paraphrase the following:

The passage is roughly hewn from the rock with water dripping down its sides making the sandy floor a little muddy at its sides. Tall enough to allow you to walk upright you can sense it rising upwards. It continues for about 50 feet before bending to your right where it opens into a small cavern. Your lights reflect off a pool of muddy water at the mouth of the cavern.

The cavern is also home to a colony of 12 Striges, which forage forth from the cave entrance. The Striges will attack anyone who enters the cavern

Once the PC's have dealt with the Striges, they can examine the cavern. It is empty apart from 3 "Potions of Healing" hidden amongst the excrement of the Striges. A further passageway leaves the cavern opposite the entrance. **Read or paraphrase the following:**

The passageway is roughly hewn and as it exits from the cavern it bends to the left. After 30 feet its walls become dressed masonry and it straightens. Only some 20 feet ahead of you it turns sharply to the right to reveal a flight of steps leading up.

Striges (12)

Height	18"	BAP	18
Weight	13 lbs	BOD	20
Length	36" wingspan	FAT	20
		DT	20(f)
BMR	10	SPRINT	40(f)
Relevant Skills			
M Beak	4S	PSF%	18%
M Claws	6S	TSC%	58%
Dodge	-		28%
Stamina	-		15%
Will	-		9%
			46%
			6%

Armour - Dense Plumage (1 / 2 / 1 / 1 / 2)

Description:

The Striges appear as large-headed-birds with piercing amber eyes, falcon-like beak with grey white wings and wicked hooked claws. It hangs upside down in caves like a bat and feeds primarily on blood. They often prey on infants using it's claws to disembowel them before dining on it's victims blood.

Special Ability

If a successful attack draws blood (BOD damage) they will drain blood at 1 BOD / Turn which also heals thier FAT on a 1:1 basis

At the top of the stairs is a pressure plate trap. An AGL AR check at -30% is required to avoid it, since it covers more than 80% of the top step. If triggered it activates four crossbows at the bottom of the stairs, which point upwards. They have a 70 TSC% and do 12M damage each with +1 Crit Die and a bash chance of 9. They will target the rear of the group first. (Should they miss the rear rank, roll to hit each successive rank. It is feasible that a bolt could pass unhampered through the whole of the group).

At the top of the stairs the passage enters a chamber of dressed stone. **Read or paraphrase the following:**

This chamber is very dry but cold. Cobwebs cover the walls and the remains of smashed barrels. The layer of dust on the floor shows that no one has passed here for many a long year. At the far end of the chamber a wide spiral staircase leads up.

This staircase leads upwards into the basement of the North Tower of the castle (Area marked 2 on the map).

Castle

The PCs should be allowed to wander the Castle in their search for the Baron. Do not allow the Baron to be found until the players have had plenty of game time in the main castle. Allow him to be spotted at various locations at a distance, but to have moved on by the time the PCs reach there. Once he has been captured (the primary aim) or killed, assume that the alarm has been raised and the PCs need to make their escape from the castle.

What follows are various descriptions of the castle's locations along with any inhabitants if applicable. Any of the human inhabitants will be willing to yield to the PCs if the odds look against them. Allow these situations to develop into role-playing encounters, time permitting.

All of the inhabitants carry pomanders containing a mix of herbs upon their person, usually kept very visible on their chests. The hounds recognise that wearers of these amulets by scent are servants of their master Baron Arbarl.

Wall Walks

One or two guards (1d2) periodically wander the wall walks. The duties of these guards are to maintain a periodic watch on the surroundings of the castle. Use as optional encounters if necessary.

Honour: 23 Each

Guards (2)

(3rd Level Human Retainer)

STR	15 (76%)	INT	12 (66%)	APP	08 (50%)
CON	12 (66%)	WIS	09 (54%)	BV	10 (58%)
DEX	14 (73%)	DISC	11 (62%)	SPR	03 (25%)
AGL	13 (70%)	FER	11 (62%)	CHA	09 (54%)

Height	5' 10"	BAP	12
Weight	172 lbs	BOD	28
		FAT	27

Core Skills	Lvl	PSF%	TSC%
Alertness-Sight	0	0%	5%
Alertness-Sound	0	0%	5%
Stamina	0	4%	44%
Dodge	5	15%	55%
Will Power	0	0%	40%
Language(Own)	0	2%	62%

Master Skills

Spear	4	35%	65%
Heavy Shield Play	4	12%	62%

Armour - Brigandine (10 / 11 / 8 / 9 / 7)
Lg Wooden Shield - (10 / 9 / 12 / 10 / 10)
Inf Spear 12P, Bash 10

1 - Outer Gatehouse

The outer gatehouse is a simple structure consisting of a passageway through the curtain wall underneath a two-storey tower. The passageway can be barred by two double doors (iron bound) and two portcullis controlled from above. A staircase leads up to the main floor of the tower. Upon entering the main floor, *read or paraphrase the following*:

As you open the door the smell of boiling pitch hits your nostrils, and you hear the sound of swords being drawn. Inside are four warriors in maille wielding long swords. Two begin to advance while the others move the boiling pitch away from the murder holes in the floor, to use against you perhaps?

Gatehouse Guards (4)

(3rd Level Human Retainer)

STR	15 (76%)	INT	12 (66%)	APP	08 (50%)
CON	12 (66%)	WIS	09 (54%)	BV	10 (58%)
DEX	14 (73%)	DISC	11 (62%)	SPR	03 (25%)
AGL	13 (70%)	FER	11 (62%)	CHA	09 (54%)

Height	5' 10"	BAP	12
Weight	172 lbs	BOD	28
		FAT	27

Core Skills	Lvl	PSF%	TSC%
Alertness-Sight	0	0%	5%
Alertness-Sound	0	0%	5%
Stamina	0	4%	44%
Dodge	5	15%	55%
Will Power	0	0%	40%
Language(Own)	0	2%	62%

Master Skills

Longsword	4	38%	68%
Stealth	4	22%	52%
Hvy Shield Play	4	38%	68%

Armour - Maille (9 / 9 / 8 / 9 / 7)

Lg Wooden Shield - (10 / 9 / 12 / 10 / 10)
Longsword 12S, Crit Die +1, Bash 8

Boiling Pitch will do 8E points of damage plus 4 per round for 1D3 rounds (small bowls stand ready).

A ladder leads up through a high trap door to the battlements above. A door from this room leads up some stairs to the wall walk, which is 4 feet above the level of this room.

The top of the spiral stairs ends in a stone trapdoor. It seems as though the passage of time has sealed it shut.

2 - North Tower

This is where the spiral staircase from the smugglers' tunnel comes up.

A successful STR AR% -20 penalty check is needed to open the trap-door. The check if repeated will alert the guards who will be ready for the group; adjust the readout accordingly.

As the PCs climb out through the opening, read or paraphrase the following:

Climbing out of the opening, your eyes quickly grow accustomed to the dim light in a large chamber. You hear a sound of scraping steel and see two retainers levelling spears and advancing towards you.

Permit only the first three PCs to exit the opening before rolling for initiative.

A covered staircase leads up to the entrance of what was once the old keep. In the basement are a number of provisions for the guard chamber above. A wooden staircase leads up to the entrance floor and two embrasures allow covering fire of the outer gate.

The entrance floor has a carved stone fireplace and sleeping pallets. In the north west corner of the room a ladder leads up to the battlements above. In the north east and south west corners steps lead up to the wall walks. In the basement are two spearmen and there are three archers on the battlements.

Guards (2)

(3rd Level Human Retainer)

STR	15 (76%)	INT	12 (66%)	APP	08 (50%)
CON	12 (66%)	WIS	09 (54%)	BV	10 (58%)
DEX	14 (73%)	DISC	11 (62%)	SPR	03 (25%)
AGL	13 (70%)	FER	11 (62%)	CHA	09 (54%)

Height	5' 10"	BAP	12
Weight	172 lbs	BOD	28
		FAT	27

Core Skills	Lvl	PSF%	TSC%
Alertness-Sight	0	0%	5%
Alertness-Sound	0	0%	5%
Stamina	0	4%	44%
Dodge	5	15%	55%
Will Power	0	0%	40%
Language(Own)	0	2%	62%

Master Skills

Spear	4	35%	65%
Heavy Shield Play	4	12%	62%

Armour - Brigandine (10 / 11 / 8 / 9 / 7)

Lg Wooden Shield - (10 / 9 / 12 / 10 / 10)

Inf Spear 12P, Bash 10

Archers (3)

(3rd Level Human Retainer)

STR	15 (76%)	INT	12 (66%)	APP	08 (50%)
CON	12 (66%)	WIS	09 (54%)	BV	10 (58%)
DEX	14 (73%)	DISC	11 (62%)	SPR	03 (25%)
AGL	13 (70%)	FER	11 (62%)	CHA	09 (54%)

Height	5' 10"	BAP	12
Weight	172 lbs	BOD	28
		FAT	27

Core Skills	Lvl	PSF%	TSC%
Alertness-Sight	0	0%	5%
Alertness-Sound	0	0%	5%
Stamina	0	4%	44%
Dodge	5	15%	55%
Will Power	0	0%	40%
Language(Own)	0	2%	62%

Master Skills

Longbow	4	39%	59%
Stealth	4	12%	42%

Armour - Brigandine (10 / 11 / 8 / 9 / 7)

Longbow Dmg Base 12P / Crit +1

3 - Guard Chamber

This single storey tiled building provides cover for two of the curtain wall embrasures. The occupants of this chamber are two Tylwyth Du archers. Although mercenaries, they will not attack immediately, they will actually see if they can earn more pay from the PCs.

A door from the outer ward leads into this small covered room. Standing in front of you there are two short Elven figures, amber eyes and golden hair peaking from out of their silvered helmets. They start to speak to you in a strange tongue.

Anyone speaking Elvish will understand on a Language check. These Tylwyth Du, want to know how much the PCs are prepared to pay for them to change sides. They have realised that they are involved in a lost cause but want to get as much as possible out of it for themselves.

Tylwyth Du - (2)

(Tylwyth Du - 3rd Level Warriors)

STR	15 (76%)	INT	12 (66%)	APP	10 (58%)
CON	12 (66%)	WIS	15 (76%)	BV	12 (66%)
DEX	16 (79%)	DISC	11 (62%)	SPR	03 (25%)
AGL	14 (73%)	FER	11 (62%)	CHA	09 (54%)

Height	6' 1"	BAP	12
Weight	162 lbs	BOD	28
		FAT	27

Core Skills	Lvl	PSF%	TSC%
Alertness-Sight	2	6%	11%
Alertness-Sound	0	0%	5%
Stamina	0	4%	44%
Dodge	5	18%	58%
Will Power	0	0%	40%
Language(Own)	0	2%	62%

Master Skills

Longbow	5	42%	72%
Forester's Stealth	4	22%	62%

Other Skills

Spears	4	24%	54%
Stealth	3	21%	51%
Setting Traps	6	20%	50%

Eleven Maille Hauberk (11 / 11 / 10 / 11 / 9)

Inf Spear 12P, Bash 10

Elven Longbow Dmg 15P / Crit +3

4 - Outer Ward

Read or paraphrase the following:

The outer ward is a large earthy courtyard, baked dry from the sun. Against the west wall are two thatched buildings, one is obviously the stables, whilst the other is the forge - strangely quiet. No figures are moving about the ground except for three large reddish-brown hounds.

Bull Mastiffs - (3)

Height 28"	BAP 11
Weight 130 lbs	BOD 35
Length 40"	FAT 25
	DT 6
BMR 10	SPRINT 27
Relevant Skills	Dmg PSF% TSC%
M Bite	11S 24% 64%
Dodge	- 15% 55%
Stamina	- 18% 58%
Will	0 15% 55%

Armour - Hide (2 / 3 / 2 / 2 / 2)

Honour: 9

The hounds are bull mastiffs under the command of Baron Arbarl.

5 - Engine Tower

The Engine Tower is a two-storey tower with battlements rising to 30 feet. It is so called because of the siege engine (mangonel) positioned on its battlements. This artillery piece can throw large rocks at besieging troops. A covered staircase leads into the first floor entrance, which is normally barred. This floor contains the bunks and furnishings of the guards. A fireplace fills the south wall, along side it is short passage leading up to the southern Wall Walk. In the north corner there is a ladder leading up to the battlements and a trapdoor leading down into the basement. In the west corner of the room is another short passage, this time leading up to the northern wall walk. This floor is occupied by two of the retainers, the remaining six are servants and are above with the siege engine. The basement is full of sufficient provisions to keep the tower going for at least six months.

Guards (2)

(3rd Level Human Retainer)

STR 15 (76%)	INT 12 (66%)	APP 08 (50%)
CON 12 (66%)	WIS 09 (54%)	BV 10 (58%)
DEX 14 (73%)	DISC 11 (62%)	SPR 03 (25%)
AGL 13 (70%)	FER 11 (62%)	CHA 09 (54%)

Height 5' 10"	BAP 12
Weight 172 lbs	BOD 28
	FAT 27

Core Skills	Lvl	PSF%	TSC%
Alertness-Sight	0	0%	5%
Alertness-Sound	0	0%	5%
Stamina	0	4%	44%
Dodge	5	15%	55%
Will Power	0	0%	40%
Language(Own)	0	2%	62%

Master Skills

Spear	4	35%	65%
Heavy Shield Play	4	12%	62%

Armour - Brigandine (10 / 11 / 8 / 9 / 7)
Lg Wooden Shield - (10 / 9 / 12 / 10 / 10)
Inf Spear 12P, Bash 10

Honour: 9 Each

Servants - (6)

(1st Level Human Retainers)

STR 15 (76%)	INT 12 (66%)	APP 08 (50%)
CON 12 (66%)	WIS 09 (54%)	BV 10 (58%)
DEX 14 (73%)	DISC 11 (62%)	SPR 03 (25%)
AGL 13 (70%)	FER 11 (62%)	CHA 09 (54%)

Height 5' 10"	BAP 12
Weight 172 lbs	BOD 28
	FAT 27

Core Skills	Lvl	PSF%	TSC%
Alertness-Sight	0	0%	5%
Alertness-Sound	0	0%	5%
Stamina	0	4%	44%
Dodge	2	15%	65%
Will Power	0	0%	40%
Language(Own)	0	2%	62%

Master Skills

Knife Fighting	2	18%	48%
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Armour - Clothing
Dagger 5P, Bash 10

Honour: 9 Each

6 - Keep

The main keep of the castle, redundant until this current siege, has battlements rising 40 feet high above the Inner Ward. A staircase leads up to the first floor entry and is guarded by embrasures in the northern wall of the keep. The door to this floor is iron bound and barred.

Upon entering the keep you are confronted by trusted servants of the Baron. Summoned here to do his bidding are three winged creatures, horns protruding from their heads, their eyes glowing in the dim light. They guard a wooden staircase which leads up and own.

Honour: 14 Each

Gargoyles (3)

Height	35"	BAP	12
Weight	130 lbs	BOD	35
Length	62"	FAT	35
		DT	6
BMR	10	SPRINT	21
Relevant Skills	Dmg	PSF%	TSC%
M Bite	11S	39%	79%
Dodge	-	22%	62%
Stamina	-	26%	66%
Will	-	33%	73%

Armour - Hide (2 / 3 / 2 / 2 / 3)

The creatures are in fact three gargoyles, Animated Statues rather than demonic spirit creatures. Doors lead from this room to the various wall walks, the staircase leading down leads into the basement and its provisions. The basement also holds the castle's well, which fed by an underground spring. The staircase leading up leads into Baron Arbarl's personal quarters.

There will be a 50% chance (1-5 on a D10) that the

The staircase leads up into a richly decorated chamber, a large bed fills the centre of the room and tapestries cover the walls. A marble fireplace commands the centre of the south wall and a second staircase leads up to the battlements above.

Baron will be here when the PCs enter the chamber. If he is present, then go directly to "Capture the Traitor" on page 58. Otherwise, roll a D10+1 and this gives the current location number the Baron is at.

7 - Gatehouse

The gatehouse towers 35 feet high, just short of the main keep. Its entrance is a flight of steps to the first floor, which leads to a barred, iron bound door.

The gatehouse guards the approach to the inner ward and this is provided by the use of a sequence of two gates and three portcullises.

The first floor covers the length of the gatehouse and houses the mechanisms for raising the portcullises. It also provides access to the "murder holes" (small hatches for dropping items onto the gateway below). Ladders provide access to the ground floor levels of each side of the gatehouse. This floor also allows access to the wall walks via barred doors. There are two wooden spiral staircases at either end. One staircase leads to the castle chapel, the floor above, while the other leads to the battlements above the chapel.

Present in the gatehouse are the following:

Ground Floor - 3 Archers either side of the gate (3rd level Human Retainers)

Main Floor - 2 Elite Soldiers 8th Level

Archers (3)

(3rd Level Human Retainer)

STR	15 (76%)	INT	12 (66%)	APP	08 (50%)
CON	12 (66%)	WIS	09 (54%)	BV	10 (58%)
DEX	14 (73%)	DISC	11 (62%)	SPR	03 (25%)
AGL	13 (70%)	FER	11 (62%)	CHA	09 (54%)

Height	5' 10"	BAP	12
Weight	172 lbs	BOD	28
		FAT	27

Core Skills	Lvl	PSF%	TSC%
Alertness-Sight	0	0%	5%
Alertness-Sound	0	0%	5%
Stamina	0	4%	44%
Dodge	5	15%	55%
Will Power	0	0%	40%
Language(Own)	0	2%	62%

Master Skills

Longbow	4	39%	59%
Forester's Stealth	4	12%	42%

Armour - Nonw

Longbow Dmg Base 12 / Crit +1

Elite Guards (2)

(8th Level Human Elite Retainer)

STR	20 (90%)	INT	12 (66%)	APP	08 (50%)
CON	20 (90%)	WIS	09 (54%)	BV	10 (58%)
DEX	18 (85%)	DISC	16 (79%)	SPR	03 (25%)
AGL	19 (88%)	FER	18 (85%)	CHA	09 (54%)

Height	5' 10"	BAP	18
Weight	172 lbs	BOD	48
		FAT	37

Core Skills	Lvl	PSF%	TSC%
Alertness-Sight	4	12%	17%
Alertness-Sound	4	12%	17%
Stamina	4	32%	72%
Dodge	8	31%	71%
Will Power	0	0%	40%
Language(Own)	0	2%	62%

Master Skills

Spears	8	48%	78%
Shield Play Hvy	8	52%	82%

Armour - Brigandine (10 / 11 / 8 / 9 / 7)

Lg Wooden Shield - (10 / 9 / 12 / 10 / 10)

Inf Spear 18P, Bash 10

Chapel

Upon entering the Chapel, read or paraphrase the following:

What was once a beautiful chapel is now dark and dusty. The remains of the altar have obviously been desecrated and seem to be empty.

The chapel provides the home of some of the castles less than hospitable inhabitants - a group of Ghouls who provide the Baron with his "special" troops.

GHOULS - (4)

Height	5'10"	BAP	14
Weight	170 lbs	BOD	49
		FAT	32
		DT	5
BMR	10	SPRINT	10

Relevant Skills	Dmg	PSF%	TSC%
M Bite	10S	16%	56%
M Claws	11S	20%	60%
Dodge	-	17%	57%
Stamina	-	20%	60%
Will	-	17%	57%

Armour - Hide (1 / 0 / 1 / 1 / 3)

Ghouls stink of the grave. Most animals will refuse to go near them, and anyone adventurous enough to enter the ghouls' presence (10' radius, more downwind, less upwind depending on wind speed) must make a stamina -10 roll or be at a -20 PSF% penalty to all actions due to the stench.

The stench leaves a foul, decaying taste in the mouth for the remainder of the day but has no additional effect. Any wound inflicted by the ghoul has a 30% chance of becoming infected (80% chance with a critical hit) unless the wound is successfully cauterised within 4 rounds; infected wounds require a Stamina roll each day to see if the wound heals normally for that day, a failed roll leads to the loss of one point of body as the infection spreads, a critical failure causes 1D10 points of body damage.

These Ghouls have been summoned using the Barons magick Item, The Skull of a gravedigger (ML5). The ghouls having been summoned several times are now bound to his service.

8 - Inner Ward

Read or paraphrase the following:

The inner ward seems empty despite the flurry of activity apparent on the battlements of the various towers. Against the West Wall is a large two-story thatched building. The upper story extends out from the ground floor and is supported by a series of carved wooden columns.

9 - Storeroom

This room contains some provisions but mainly assorted weapons and armour. A large number of sheaves of arrows are also stacked against the one wall. Otherwise this room is empty.

10 - Kitchens

The kitchens are devoid of any inhabitants and do not look to have been used for a couple of days. Large tables fill the room and three large fireplaces take most of the west wall. A wooden staircase leads up to the main hall above.

11 - Main Hall

A wooden staircase outside leads up to the main doors. These lead into a small vestibule before a set of double inner doors, where the staircase from the kitchen also joins. As the PCs enter the main hall

As you enter the main hall, it becomes apparent that no meals have been held here for a number of days due to its being turned into a barrack block. Dirty sleeping straw is strewn everywhere and about a half dozen humanoids sit scattered among the debris chewing on raw meat. Amongst them strides a huge, warty humanoid some 10 feet tall with yellowing skin. He occasionally kicks one of the smaller creatures. As they sight you, they jump to their feet grabbing their weapons ...

Ogre (Unique Semi-Civilised)

Height	7'	BAP	17
Weight	530 lbs	BOD	66
		FAT	44
		DT	8
BMR	0	SPRINT	14
Relevant Skills			
	Dmg	PSF%	TSC%
Large Club	15C	41%	71%
Dodge	0	0%	40%
Stamina	0	56%	96%
Will	0	15%	55%

Armour - Hide (5 / 7 / 4 / 5 / 6)

Large Club +1 Crit Die, Bash 8

Honour: 31

Orcs - (6)

Height	6'3"	BAP	12
Weight	230 lbs	BOD	43
		FAT	30
		DT	8
BMR	0	SPRINT	16
Relevant Skills			
	Dmg	PSF%	TSC%
2H Splitting Axe	15S	19%	59%
Dodge		12%	52%
Stamina		12%	52%
Will		12%	52%

Armour - Hide (5 / 7 / 4 / 5 / 6)

Splitting Axe +1 Crit Die, Bash 7

Honour: 19 Each

Final Encounter - Capture

This is the main encounter of the scenario, with the PCs encounter with Baron Arbarl (see attached NPC Character Sheet) and the PCs subsequent escape from the castle. No matter where he goes, no matter what the weather, he always casts "Shadow".

This is because he is accompanied by a "Shadow Monster" (core rulebook p 374) of a warg (p 568-569) summoned to serve him by some old pact the Baron made with a long dead Necromancer. The Shadow Monster is triggered with a 2AP command word (Gellot)

Baron Arbarl

Baron Arbarl is a ruthless man who believes in law and order as wielded by a mailed fist. His populace live in constant fear of him, but there is no crime in his lands.

He believes the King will let the kingdom slide once he has secured the throne for his descendants and therefore feels a strong king such as himself is needed.

The Shadow Monster will guard the Baron to its end. Upon encountering the Baron:

You finally corner the Baron and he immediately draws his sword and sneers, "So you think you can finally take me. You have dogged my plans for too long now, you are welcome to try to capture me as the King wishes, but have no hope of succeeding Prepare to meet your doom."

With that he takes a step back, seemingly leaving his shadow in one place, the Shadow Monster begins to rise from the floor and advance, as the Baron's hideous laughter fills the air. Once the PCs have killed or captured the Baron, they must still make their escape from the castle.

With the Baron finally defeated, a shimmering portal suddenly appears in front of you. Through the portal you can see the King's wizard beckoning you through with the King standing behind him.

Should the PCs step through the gate they will be welcomed into the cheering throng of the King's army and this will end the scenario. If they do not pass through have the remaining inhabitants all advance to attack the PCs leaving the gate as their only means of escape or a heroic demise.

Shadow Monster Warg

Height	3'6"	BAP	12
Weight	0 lbs	BOD	24
		FAT	30 never tires
		DT	8
BMR	0	SPRINT	27

Relevant Skills	Dmg	PSF%	TSC%
M Bite	14E	38%	78%
Dodge	-	26%	66%

Armour - Hide (3 / 4 / 3 / 3 / 3)

The Shadow Monster takes no damage from Magical Weapons.

Honour: 0

The Summoning Skull

Power Level: Simple Magick Device (ML5)

Charges: 20 (4 remain)

Recharge Rate: As long as a single charge remains Spell must be recast as per rules p303 main rule books

Formula for Creation: Human Bone Skull, Copper Wire, Two Gems, one tiger eye and green emerald. Anointed with liquid made from Ash from a cremated human, blood from a human corpse, and desecrated holy water.

Consequences: The ghouls summoned may not like being called it is always a risk

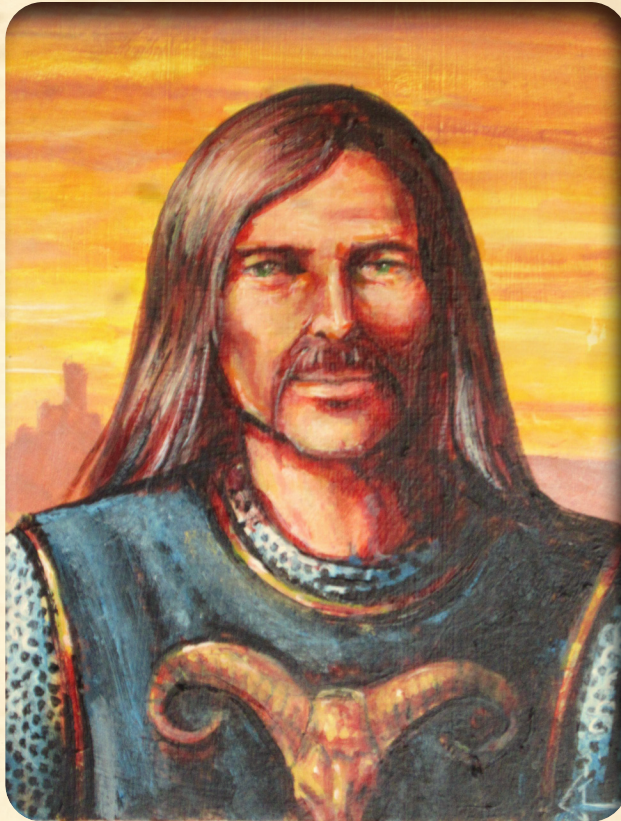
Description: A human skull, with copper binding the gemstone in the eye sockets. It has a distinct stench of the grave.

Powers & Activation: Contains the spell Summon Ghoul MR 5 Necromantic Summoning. To activate uses a single charge, present the skull and speak the command word "Vocare Pallidi"

Original Creator: Magus Andolar Buff (unknown level)

Date of Creation : Lost to time

Number of Copies: Unknown



Rise And Be Counted

Baron Arbarl

9th Level Knight

BIF: 78 (Social Status 44 2,100 honour points)

STR 15 (76%)	INT 10 (58%)	APP 15 (76%)
CON 16 (79%)	WIS 10 (58%)	BV 15 (76%)
DEX 15 (76%)	DISC 15 (76%)	SPR 10 (58%)
AGL 16 (79%)	FER 12 (66%)	CHA 13 (70%)

Height 6' 1" **BAP** 14

Weight 245 lbs **BOD** 54

FAT 38

DT 5

BMR 0 **SPRINT** 8

Relevant Skills	PSF%	TSC%
Alertness-Sight	12%	17%
Alertness-Sound	12%	17%
Stamina	39%	79%
Dodge	31%	71%
Will Power	3%	43%
Language(Own)	4%	64%
Lance	44%	64%
Slashing Swords	57%	87%

Relevant Skills

Flail	39%	59%
Great Blow +3 damage		
Heavy Shield Play	39%	89%
Dodge	27%	67%
Mounted Combat	39%	59%
Tactics	24%	44%
Leadership	28%	58%
Courtly Manners	27%	57%
Charm	28%	58%
Intimidation	26%	56%
Wear Light Armour		
Wear Heavy Armour		
Maille Hauberk (9 / 9 / 8 / 9 / 7)		
Large Shield Reinforced +15% (16 / 16 / 16 / 16 / 16)		

Weapons

Kt Sword Base Dmg: 16S, Crit +1, Bash: 8
Military Flail Base Dmg: 20C, Crit +2 Bash: 7

Naturally Charismatic

The NPC enjoys a bonus of 10% to all success chances when using or countering any Charismatic skill.

Honour: 68



Gamesmaster Notes:-



Lady-in-Waiting, Joanna

4th Level Priest Mage BIF: 37 (Social Status 24)

STR	10 (58%)	INT	17 (82%)	APP	15 (76%)
CON	10 (58%)	WIS	17 (82%)	BV	15 (76%)
DEX	13 (70%)	DISC	13 (70%)	SPR	10 (58%)
AGL	11 (79%)	FER	15 (76%)	CHA	13 (70%)

Height	5' 2"	BAP	14
Weight	120 lbs	BOD	36
PMF	31	FAT	24
ML	2	DT	5
BMR	0	SPRINT	8

Relevant Skills	PSF%	TSC%
Magick Mode:		
Witchcraft:	37%	47%
Command	40%	60%
Dvination	44%	44%
Plant	24%	44%
Transmutation	37%	57%
Wards	18%	48%
Dodge:	6%	46%
Charm	12%	42%
Intimidation	12%	42%
Hernalism	24%	54%

Spells Mastered

Dispel MR 4, p318
 Charm Small Animals MR 1, p355
 Charm Small Predator MR 2, p355
 Charm Person MR 4, p356
 Hold Person MR 4, p357 (f)
 Suggestion MR 2, 358 (f)
 Command Small Animal MR 3, 359
 Infatuation MR 3, p362
 Detect Magick MR 1, p366
 Find the Path MR 3, p368
 Detect Track MR 2, p367
 Prophecy MR 1, p369
 Blight Wither MR 2, 375
 Speak with Plants MR 3, p375

She wears a silver signet ring with a black opal that has been enchanted as a focus

Simple Focus: 6 Charges / 2 Recharge
 Adds +7% to the PSF of any magickal Ability and reduces Fatigue costs in spell casting by -2 FP (minimum cost is always 1 FP).
 (f) Spells stored in focus.





the fortress of Caer Arbarl

- 1 outer gatehouse
- 2 north tower
- 3 guard chamber
- 4 outer ward
- 5 engine tower
- 6 keep
- 7 gatehouse
- 8 inner ward
- 9 storeroom
- 10 kitchens
- 11 main hall

 stone staircase
(arrows point down)

 door

 spiral staircase

 arrow slit

0 10 20 30 40 50
feet

road

cave mouth

ground floor

first floor

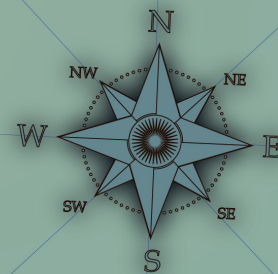
staircase to
north tower
above

outline of
castle
above

shingle
beach

cave mouth

cave level



*Once you have made
your escape, make
for the Hammer and
Anvil tavern on the
South Promenade*

Treason

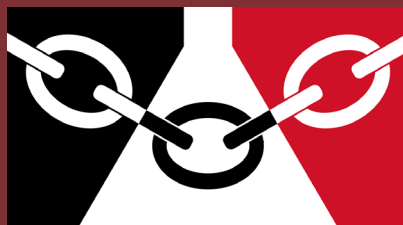
Adventure Supplement

Set in the Kingdom of Urtind, in the Dragon Reaches of Marakush.

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