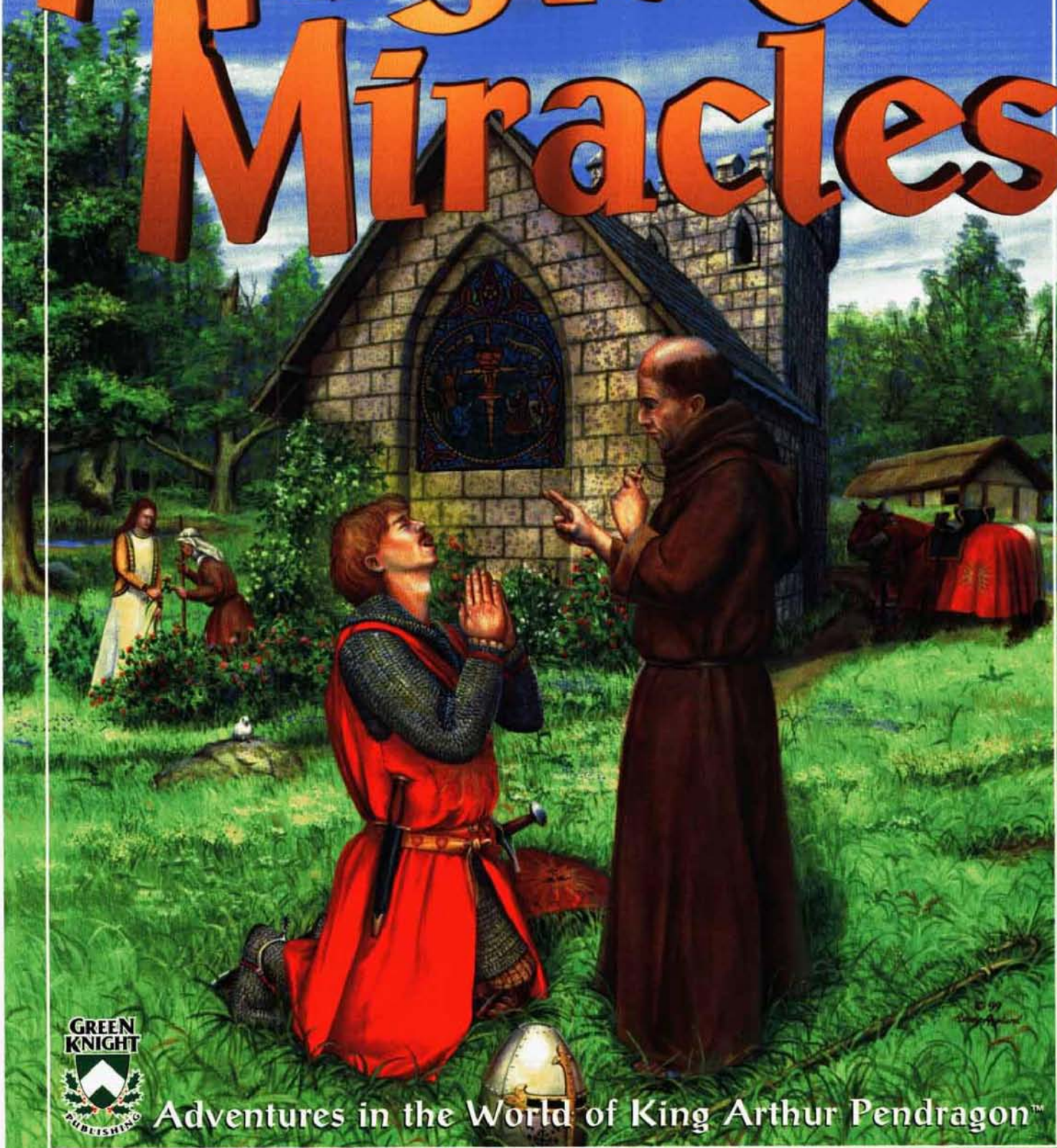


Tales of Magic & Miracles



Adventures in the World of King Arthur Pendragon™



Tales of **Magic & Miracles**

Adventures in the World of King Arthur Pendragon™

by

Shannon Appel Danny Bourne
Garry Faye William G. Filios

Editing: Shannon Appel and Roderick Robertson

Cover Artwork: Randy Faith

Interior Artwork: Jim Pavelec, Thomas Manning, Tina Druce-Hoffman and Ellen Robertson

Layout & Design: Eric Vogt

Proofreading: Roderick Robertson

Production: Roderick Robertson



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You can reach Green Knight Publishing by e-mail at gawaine@greenknight.com.

Published April, 1999. Green Knight Publishing publication GK2721
ISBN 1-928999-03-4

Green Knight would like to thank our playtesters: Kurt McCoy, Morgan Hazel, Rod Wiesinger, Justine Wiesinger, Sanjay Sebastian, Tara Crowe, DeWitt Davis, Charlie Huber, Adrianna Melchior, Eric W. Young.

For Arthur and Glory!

Printed in Canada.





Contents

Part One: Magical Quests	4
The Adventure of the Rosebriar Knight	5
The Adventure of the Deceitful Faerie	18
The Adventure of the Faerie Road	26
Short Magical Adventures	37
 Part Two: Christian Quests	40
The Adventure of the Holy Sword	41
The Adventure at Castle of Light	52
Short Christian Adventures	61





Part One:

MAGICAL QUESTS

In 514 Sir Balin struck the Dolorous Stroke, wounding Pellam, the grail king. That was the beginning of the Enchantment of Britain, which afterward spread out across the entire island, bringing magic and wonder in its wake.

In many ways magic reflects a connection to the Other Side, that strange realm lying parallel to our own, a place of magic and enchantment, dream and nightmare, and life and death. Sorcerers cast magic by manifesting the Other Side in our own realm. And, sometimes, the denizens of the Other Side travel here, resulting in tales of giants, dragons, and faeries. Pagans have close relationships with magic and the Other Side. They perceive the two worlds as one. Where Christians might see the Enchantment of Britain as curse, to the pagans it is a blessing.

The three adventures in this chapter both deal strongly with the Other Side and its manifestation in Arthur's Britain.

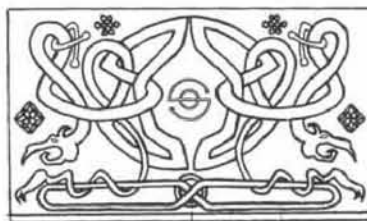
The Adventure of the Rosebriar Knight is a multi-layered story. It tells the tale of Sir Garowin, a knight who dared to steal from the Other Side. Through this action, he has unleashed magical forces upon his land. Only by journeying to the Other Side via the ancient Madron Well can the player knights make peace with Bona Dea, the Queen of Spring, and learn how to cure Sir Garowin's kingdom. A box in this adventure provides an overview of *May Day Celebrations*, high-lighting an important pagan holiday. This adventure also has many elements of a Romantic Quest.

The Adventure of the Deceitful Faerie is a more whimsical adventure, which describes the troubles caused by a single faerie which has escaped into our world. After capturing the deceitful faerie, player knights will be forced to make a brief yet memorable journey to the Other Side, to return him home. A box in this adventure details *Faeries & the Other Side*.

Magical adventures have been relatively plentiful in past Pendragon supplements, though quite varied in content. *The Adventure of the Dolorous Wurm* (*Savage Mountains*) is offered as a specific example of the results of the Enchantment of Britain. A few other adventures also show magical beasts loosed upon Britain: *The Adventure of the Paulag Cat* (also *Savage Mountains*) and *The Adventure of the Ghost Knight* (*The Spectre King*). The latter adventure is also full of romance and tournaments, and thus might be appropriate in either the Romantic or Knightly Quest category. Magic also reaches to other lands, as *The Adventure of the Barrow-Dragon* (*Land of Giants*), set in Thule, proves.

Evil enchantment is the subject of a few adventures. *The Adventure of the Werewolf* (*The Spectre King*) and *The Adventure of the Helmed Knight* (also *The Spectre King*) both describe cursed knights.

Finally, it should be noted that several adventures centering around the Dolorous Stroke and the waste-land that resulted have been published. They are all referenced in the next section, on Christian Quests.





THE ADVENTURE OF THE ROSEBRIAR KNIGHT

*Sister, awake! Close not your eyes! The day her light discloses
And the bright morning doth arise Out of her bed of roses
Therefore awake! Make haste, I say, And let us, without staying,
All in our gowns of green so gay Into the park a-maying!*

— British Folk Song

by Garry Faye

The Adventure of the Rosebriar Knight is based on a local folk tale from the Cornwall region of England concerning the legend of Chapel Porth. This tale tells of a giant named Bolster who fell in love with St. Agnes. After growing tired of the giant, Agnes asked him to prove his love by filling a hole at Chapel Porth with his blood. What the giant didn't realize was that the hole was bottomless. After he opened a vein in his arm with a knife, he bled into the hole until he died. There is said to be a red stain at Chapel Porth to this day showing where Bolster's blood fell.

Introduction

In the time of Arthur, Cornwall is a land whose wild moorlands are still haunted by many giants. One of the most powerful kingdoms in all Britain, Cornwall is not only famous for its tin mines, but has the prestige of never having been conquered by the Romans. Cornwall is made up of many small, fiercely independent tribes, each with its own sub-king, who show fealty to the King of Cornwall. The current King of Cornwall is Mark, a man known to be treacherous even to his own kinsmen when there is advantage to be gained. Traits that are inherent in the king are oft-times displayed in his knights also, as the Player Knights soon discover.

The main action of the Adventure of the Rosebriar Knight takes place in Exmoor, midway between the kingdoms of Devon and Tintagel. The player knight's purpose for being here may be that they are simply riding knight errant in search of honor and glory, or, alternatively, they could have heard rumors of dire

customs being practiced in this region and have ridden to Cornwall to search out the truth of such rumors and end such foul practices if they do exist.

The Lady of the Roses

While travelling along a small road running beside the Exe River, still north of Exeter, the knights' attention is drawn to a small stone cottage that is built at a place where the road bridges the river. [Awareness. Success = the building resembles a church.]

Upon approaching the cottage, the player knights discover that a waist-high wall of stone surrounds the place. Over and through the wall lush vines of ivy crawl with free abandon, while on its other side, a number of colorful flower beds lie. A woman dressed in a dark

May Day Celebrations

May Day was not celebrated in its current form with May-poles and morris-dancing until the time of Robin Hood. In earlier times, May First was celebrated as Beltaine. A May queen was elected for these celebrations and the strange figure of Jack-in-the-Green led the dances. The original May-pole was the thorn which bears the may blossom, emblem of the Goddess at her most secret and occult.

Romans honored Flora, goddess of fruits and flowers and an early aspect of the Celtic faerie, May Molloch, later translated by Christian superstition into *Meg of the hairy arms*, an unseelie creature who would reach down chimneys to snatch infants from their cots, apparently with the intent to eat them or ensnare them in the Other Side.

Many of the stories of May Day are related to the Other Side. It is a prime day for adventures in that realm.





brown shift and shawl can be seen with hoe in hand tending to the beds. The player's curiosity will likely be raised by a horse that is tied just outside the wall. It is dirty and caked with blood, but the fine tack of a knight is still visible.

Mother Yarrow

Placing her hoe against the wall, the woman leaves her toil to greet the player knights. "Welcome to my home, good knights," she says as she wipes the dirt and sweat from her hands on the side of her frock, "I am Mother Yarrow. I take it you have come to see the boy? A passing farmer brought him to me for healing two days ago. Dressed in the clothes of a squire he was, and thin as a winter twig. When he be laid at my door, he was grievous injured. The wounds of his body I have tended as best I can, but terror's breath fills him still and it mayhap be that only words with ones such as you can aid him to expel it."

Yarrow leads the player knights inside her cottage.

The Injured Squire

The air inside the cottage is perfumed with the scents of fresh blooms and pungent poultices. Nanny Yarrow leads the player knights to a small cot where the bruised and battered form of a young boy lays in fitful sleep. [Awareness. Success = the boy mumbles in his sleep, recalling the attack of a giant on his master.] Upon seeing the lad's distressed condition, Yarrow lays a hand on his forehead. She then moves to a nearby shelf and fetches a draught of Arianrod's Song and a small dosage of a potion she names Valerian's Tincture, which eases mental distress.

Yarrow will say, "If you wish to talk to the lad you will have to wait for several hours until this draught has given him a chance to rest. You are most welcome to stay here if you so desire. It would be best, though, if we left the boy to rest undisturbed."

Mother Yarrow

A plumpish woman of middle years with sun-browned skin and eyes of silver-grey, Nanny Yarrow is the local wisewoman and healer. She is also the guardian of the Madron Well, around which her rose arbor grows. Yarrow's manner is friendly and pleasant and her skills at healing are beyond compare.

Current Insight 3,870

SIZ 8 Move 2 Major Wound 12

DEX 13 Damage 2d6 Unconscious 5

STR 6 Heal Rate 2 Knockdown 8

CON 12 Hit Points 20 Armor 1 (robes)

APP 13

Combat Skills: none

Significant Traits: Chaste 17, Energetic 16, Forgiving 18, Generous 19, Honest 17, Merciful 17, Proud 17, Temperate 18

Significant Passions: Love (Modron, the River Mother) 18

Significant Skills: Chirurgery 19, Courtesy 15, First Aid 19, Folk Lore 17, Industry 19, Religion (Pagan) 14, Sight 13

Woman's Gifts: Natural Healer, Potion Brewer

Magic Limit 72

Magic Defense 72

Personal Life Force 4d20

Significant Talents: Bless 16, Heal 20

Talismans: Bless 72, Heal 72

The Arbor of Roses

Exiting the cottage, Yarrow leads the player knights to the arbor and well to the rear of her cottage. The arbor is filled with every kind of rose imaginable, all in full bloom. In the center of the arbor lies a stone well from which Yarrow gets the water to nourish her blooms. [Awareness. Success = there are hand and foot holds carved into the inner wall of the well.]

Motioning to the roses, Yarrow says, "My arbor has seen many visitors in recent weeks. It is the custom of folk here to exchange Mayday messages in the Language of the Rose. Each bloom carries its own message. The color of the rose you give a maiden determines the message you wish to convey. I am sure knights such as you are already familiar with the custom." [Romance. Success = the knight has heard of the custom but is unfamiliar with the meaning of each bloom. Critical Success = the knight is fluent in the Language of the Rose.]

Yarrow explains the Language of the Rose among knights who are unfamiliar with it.

The Madron Well

Of the many healing wells that dot Arthur's England, the Madron Well is among the most





The Adventure of the Rosebriar Knight

potent. It delves down to the underground river that nourishes the garden of the faerie maiden, Bona Dea, the Spring Queen.

Yarrow uses the waters of the well for her poultices and potions and to nourish her roses. She is aware of the water's origins and shares her knowledge with the player knights if asked.

The well has an Ambience of 5d20 and healing properties of 4d20. It adds four to the healing rate of any knight drinking from its waters that succeeds in making three rolls of his Pagan traits (Lustful, Energetic, Generous, Honest, and Proud). This bonus lasts until the next new moon.

The hand and foot holds inside the inner wall of the well descend into the region of Faerie where the garden of Bona Dea lays.

The Squire Awakens

After enjoying the arbor for a while, Yarrows offers to return to the cottage for food and drink. No meat is served, however. The knights' fare consisting of fruit juices, breads, and platters of vegetables and fruit only. Toward the end of their meal, Yarrow comes to them informing them that the boy is waking up.

The boy names himself as Jakin, squire to dead Sir Dray. Visibly nervous at the player knight's presence, the squire begs them to forgive him for his cowardice on the day of his master's demise. With a bit of urging, he begins his tale.

"My master and the other knights were sent to Cornwall to investigate rumors of a foul custom. After talking to local folk Sir Safere learnt that the custom took place in the town of Padstow. They said each Mayday an unwed maiden of the town was chosen to become the Bride of the Thorn and that the one chosen is taken to a place near the edge of Morris Forest where she is tied to a pole of thorns. There she stays, her flesh pierced by the long barbed thorns of the pole until her body is drained of blood. None said why this thing was done, only that it was at the command of the local lord, Sir Garowin.

"Upon hearing of this custom and Sir Garowin's baseness, my master and t'other knights vowed to put an end to such a practice and set off for Padstow Town with all haste.

The Language Of The Rose

The rose has long been considered the Queen of Flowers. The mystic language of the rose has no known author, but has been used as the language of lovers since the Middle Ages.

Amethyst Rose: Calmness and poise of spirit and heart. A faithful love; it says, *None could ever turn my heart from you.*

Black Rose: Consuming love; a love poisoned with possession and obsession. It announces that, *None shall love you but I.*

Indigo Rose: An enduring and unyielding love. It says, *I will fight to win your love.*

Moss Rose: The sweetness of humility; shy love declaring, *My admiring glance rests on you from afar.*

Orange Rose: Vigor and vitality; it proclaims, *Let us rejoice in the springtime of our love.*

Pink Rose: Affection and human warmth. A tranquil love between friends. For lovers it says, *My love is innocent and pure and stems from a disinterested heart.*

Red Rose: Love purified by suffering. Love that has overcome obstacles. It says, *I Love you.*

White Rose: The rose of perfect peace. It declares refusal and a truthful admission, *I love you not.*

Wild Rose: The spirit of woman; it speaks to lovers of maidenly beauty, *You are as fair and innocent as this flower.*

Yellow Rose: The rose of joy and a sunlit heart; it is used to ease the pain of misplaced affection. *I care for you but love another.*

"Toward midday of our second afternoon of riding towards Padstow, a sorrowful keening filled the air. Sir Henworth said the wailing was a warning of a death to come and that the knights should ride from its cries, but Sir Safere would hear none of this and ordered the knights to follow him while he investigated the source. As the knights rode closer to the sound of the cries, the song grew more sorrowful, bringing tears to the eyes of most of them and causing Sir Redigar to dismount from his horse and fall to his knees, confessing his adultery and begging forgiveness.

"It was then that the giant strode out of the wood, his roars drowning out the sound of the wailing. Like I said before, there was naught my master or t'other knights could do to harm the beast. After the giant killed my master, I ran."

Jakin knows no more, the memories of his flight from the carnage dulled to virtual non-existence. Any knight who vows to put an end





to the custom as soon as he hears the boy's tale should be granted a [Honor] check.

Glory: 10 for vowing to end the custom.

Gwrach y Rhibyn

"They heard the Gwrach y Rhibyn," says Yarrow at the conclusion of the boy's tale. "The Hag of Warning. Her cries have been heard in these parts for nearly four years now. Some say her cries tell of an impending death, other say she mourns for a dead lover. Either way, when you hear her moans, death is never far behind.

"The giant they fought was probably Bolster. It is said that he lives in the Blackdown Hills and is invulnerable. Stay well away from that one and concentrate on those you can defeat."

A Scene of Carnage

The squire will request that the knights return to the scene of the battle with the giant. There, a company of seven knights, along with some of their squires and parts of their horses lie still and bloodied beside the roadside. [Heraldry.

Success = One of the slain knights is Sir Iorweth, a Christian knight of good repute, while another is Sir Safere, a lesser known Round Table knight. The remaining five are Sirs Dray, Niall, Henworth, Redigar, and Forsythe, young knights all.]

None of the knights are alive and three of their number have had their limbs torn from their bodies, while two of the horses appear to have had large chunks of their flesh bitten from them. Swarms of maggots infest the wounds and the knight's flesh is severely discolored. There is no sign of the giant that slew the knights, and [Hunting] for him will fail.

Padstow Town

The journey to Padstow Town takes several days and it is on the first day of May, the birthing-day of Spring, that the player knights finally find themselves approaching their destination.

As they make their way towards Padstow Town, it becomes apparent to the player knights that the first day of spring is a day of great celebration to the folk of this area. Since early morning the player knights have had to share the road with the celebrators. Families can hardly contain their joy and anticipation about the forthcoming festivities. The faces of children stare out at the knights from the back of wagons where they sit legs a-dangling, and many are the furtive glances delivered them by young maidens eager to catch their eye.

The atmosphere of the town itself is charged with excitement and enthusiasm. Bells ring from the arched gateway of the tall blue-stone chapel near the center of the bustling town and the intermingled aromas of a dozen delicacies weave their way through the air. There is laughter and singing rising from the town square and the sound of steel upon steel ringing loudly from a hastily erected tournament ground.

If mention is made of the custom of The Bride of the Thorn, the mood of the celebrators spoken to becomes sullen and their tongue silent. It becomes quickly obvious that none are willing to sully their enjoyment by speaking of such things.





The Adventure of the Rosebriar Knight

Mayday Celebrations

While in Padstow, knights may indulge themselves however they wish. There are archery contests if they so desire, or they may enter their names upon the lists and compete in the tournament taking place in the fields on the far side of town. There are many beautiful maidens to woo, and much fine food and wine to partake of. Despite the dread custom that hangs over the festivities, the celebrators seem determined to enjoy themselves. (Use character stats from pp. 329-330 of *Pendragon Fourth Edition* for archers, knights, and maidens.)

Mayday is also a popular time for weddings and there are several taking place within and without the town. Those occurring within the town are Christian, while the ceremonies being conducted in the bowers and glades beyond the town boundaries are Pagan in nature.

Most likely, however, the player knights will push on to Sir Garowin's castle.

Glory: As appropriate for tournaments or contests.

The Forest of Thorns

Sir Garowin's castle, a square keep with a round bailey wall but without ditch or moat, lies several miles to the south of town and is constructed a hundred yards or so from the edge of the vast Morris Forest. Player knights approaching it roll [Awareness. Success = A wall of vines climbs between the roots and branches of great oaks like thorned snakes, obscuring all but the faintest traces of wood and greenery.]

The Black Maypole

Erected midway between the forest and the castle is a tall May pole from which lengths of black ribbon hang limply. Tied to the pole is a young girl dressed in the same shade of black as the dangling ribbons. She is held to the pole by trails of thorn vines which stretch from the castle walls to encircle the pole. Long thorns protruding from the vine pierce the girl's skin, producing rivulets of blood which run along her arms and legs to the earth at her feet. Kneeling at the base of the pole, weeping for their daughter who is barely alive, are the distraught figures of Rickard and Eslin Astor.

Player knights seeking to free the bound maiden discover that the vines trapping her tighten with each blow that they inflict upon the briared tendrils. With each slash or chop the injury inflicted upon the girl increases, causing her further pain. After a few blows, Merciful knights will cease. From her parents the player knights discover that the girl's name is Meredith.

Glory: 10 for attempting to free Meredith.

The Rosebriar Knight

While the Player Knights attempt to free Meredith from the thorned pole, the lord of the castle, Sir Garowin, makes his way to the upper battlements. He hails them and orders them to desist in their efforts to free the maid-





en. The knight's voice is gruff and raspy and his manner is abrasive and arrogant like one used to being obeyed. Upon first glance the face of

Sir Garowin appears badly pockmarked. [Awareness. Success = The knight has small thorns growing out of his skin.]

Sir Garowin has no regrets for the maiden's predicament and makes no apologies for the custom. If challenged, Sir Garowin will agree to meet each of the player knights in turn should they so wish, but each knight must agree to abide by the conditions of the challenge. These are:

- The player knight, if defeated, must renounce the order of knighthood for one year, from this May Day to the next.
- The defeated knight's knighthood will be restored to him one year hence by Sir Garowin's own hand, but only upon the presentation of an unwed maiden who will grace the thorned pole next May Day.
- If defeated, Sir Garowin agrees to free the girl from the pole and allow the thorn barrier to wither and die.
- Combat will take place with the player knight's choice of weapons.



Sir Garowin, The Rosebriar Knight

Glory 3,208

SIZ 16	Move 4	Major Wound 16
DEX 17	Damage 6d6	Unconscious 8
STR 18	Heal Rate 3	Knockdown 16
CON 16	Hit Points 32	Armor 16* (partial plate & thorns)
APP 6		+ shield

Combat Skills: Lance 22, Sword 21

Significant Traits: Cruel 19, Deceitful 17, Lustful 18

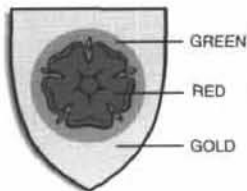
Significant Passions: Hate (Faeries) 20, Lust (Eliza) 21

Significant Skills: Flirting 18, Gaming 17

* Can only be harmed by Sir Warren Daye, or one who has won his right of vengeance (see below).

Heraldry: or, in a pomeis a rose gules.

Horse: A chestnut charger, Damage 6d6, Move 8, CON 12.



The Wail of Warning

As the player knights converse with Sir Garowin over the conditions of the challenge, a loud, mournful wailing fills the air. [Awareness. Success = Sir Garowin's face turns pale.] The wail is filled with grief and sorrow that sends chills up the player knight's spines and threatens to break their hearts. Those hearing it roll [Just. Success = the wail is not one that portends death, but rather, is one that tells of a wrong left unavenged.] Any knight who immediately vows to right this wrong, to the point of abandoning the challenge with Sir Garowin, should receive a [Vengeful] check.

A Word Aside

While Sir Garowin recovers from the ill-omened wail, Meredith's father, Rickard, will take a moment to speak to the knights aside. He thanks them for their attempted aid of his daughter and tells them what he knows of Sir Garowin: how he loved the wife of Sir Warren Daye; how a prophet foretold that that Sir



The Adventure of the Rosebriar Knight

Garowin would only die by Daye's vengeance; and how Sir Garowin imprisoned Sir Warren Daye in the Morris Forest behind a wall of thorns (see the nearby box for the truth of these rumors). He will advise the knights that the best way to save his daughter is to rescue Sir Daye. Knights may be granted [Proud] or [Humble] checks depending on whether they decide to fight Sir Garowin after hearing these stories.

Entering the Forest

The vines that Sir Garowin planted to keep Sir Warren trapped also serve to keep the player knights and others from entering. The barrier is virtually unbreachable, requiring the player knights to slash their way through about fifteen feet of tangled vineage while trying to avoid being pierced by the vine's spear-length thorns.

2d20 vines need to be severed for player knights to pass beyond the thorn barrier and enter the forest. On witnessing the player knight's attempts to pierce the barrier, Rickard, a woodsman by trade, offers the opinion that the vines are faerie in nature and might only be breached with the aid of one of the dwellers from the Other Side. Unfortunately, he is at a loss as to how the player knights might find a way to enter the Other Side and request aid. If the player knights do not think of it for themselves, roll [Faerie Lore. Success = Madron's Well at Mother Yarrow's is supposed to delve into the Other Side.]

The Well to the Other Side

The trip back to Mother Yarrow's cottage should be uneventful.

When told by the player knights that they intend to enter the Other Side through the well, Mother Yarrow makes no attempt to dissuade them, acknowledging that the well must have been used for such journeys in times past.

Entering the well requires a [Valorous] roll. Player knights that fail this roll may choose to inspire [Just] in order to overcome their trepidation at entering the well.

The descent down the well is one of timeless darkness. As they descend, require each player to roll three successes among his five religious skills to complete the journey safely.

What Has Gone Before

Four years ago Sir Garowin stole a rose from the garden of the faerie Bona Dea. The faerie cursed him, resulting in his current appearance. With the stolen rose, Garowin turned the love of Sir Warren Daye's wife away from her husband. However, the magic of the stolen rose was too much for a mortal woman to contend with, and her love for Sir Garowin became all encompassing, threatening to overwhelm the adulterous knight with its intensity.

To free himself of the woman's obsessive infatuation, Sir Garowin ordered the woman to prove her love for him by opening the veins in her arms and letting her blood flow until she died. This the woman did, her death finally freeing her from the magical enchantment that the rose had placed upon her. Knowing the hurt she had done the husband she loved truly, and the ill visited her by the hands of Sir Garowin, the woman's spirit would not rest. She became the *Gwrach y Rhibyn*, whose wails not only for the betrayal of her love for her husband, but also as a promise of vengeance to Sir Garowin. Due to the portent of the *Gwrach y Rhibyn's* cry, Sir Garowin can only be defeated by her husband's vengeance. To prevent this from happening, Sir Garowin has grown the thorn barrier from thorns torn from his own skin and nourished it by the blood of unwed maidens. The woman's husband, Sir Warren Daye, the Knight Forlorn, lies trapped within the forest hidden by the thorns, ensuring that no harm can befall the base knight, Sir Garowin.

Failing a roll requires the knight to make an immediate DEX check to avoid plummeting to the bottom and incurring 6d6 damage.

Glory: 20 for descending the well

The Rose Bower of the Spring Queen

At the bottom of the well flows the clear, sparkling water of the stream that nourishes the gardens of the Spring Queen, Bona Dea. The stream is not deep, nor is its current strong, allowing the player knights freedom of movement in its waters. Following the flow of the

Rose Vines

SIZ 50+	Move 0
DEX 12	Damage 8d6
STR 24	Hit Points 30 (per vine)*
CON 20	Armor (thorny vines) 15

Combat Skills: Thorns 15

Significant Skills: Forbid Visitors 21

* As a vine is severed and the player knights move forward, have them roll [Awareness. Success = the vines are mending themselves behind the player knights, effectively resealing the barrier.]





stream leads the knights out into sunshine. It is as if the darkness slowly disperses around them like the shredding of a gossamer veil.

The heady perfumed aroma of fresh flowers fills the air. The buzzing insects which so filled the narrow pathway moments earlier are absent from this place. The player knights find themselves in a wide clearing separated from the rest of a forest by high, neatly trimmed hedges. Entry to the bower is beneath a tall, arched gateway entwined with rose vines.

Maze-like beds of roses fill the clearing, each vivid in its color and perfect in its formation. Tending the wondrous blooms is a faerie maiden of unsurpassed beauty. She is dressed in garlands of flowers.

The Tale of the Spring Queen

"Welcome Sir Knights," greets the faerie maiden as the player knights approach her, "For what reason do you come to the garden of Bona Dea?"

Bona Dea, The Queen of Spring (Faerie Enchantress)

Current Insight 3,685

SIZ 12	Move 3	Major Wound 19
DEX 16	Damage 4d6	Unconscious 8
STR 13	Heal Rate 3	Knockdown 12
CON 19	Hit Points 31	Armor 4 (magical)
APP 18		

Combat Skills: Dagger 16

Significant Traits: Energetic 20, Generous 16, Honest 20, Lustful 16, Proud 20, Suspicious 16, Worldly 18

Significant Passions: Love (Flowers) 18, Love (Knights) 16

Significant Skills: Celestial Lore 19, Faerie Lore 20, Folk Lore 19, Geomantic Lore 17, Sight 17

Magic Limit 184

Magic Defense 92

Personal Life Force 5d20

Significant Talents: Banish 16, Curse 19, Emotion 15, Clamour 16, Plant Control 21, Summon Faerie Creature 19

Talismans: Curse 184, Summon Faerie Knight 184





The Adventure of the Rosebriar Knight

Bona Dea listens without interruption as the player knights relate the tale that has led them to her, her eyes straying from one knight to another. When they are done, she says "The knight you speak of, Sir Garowin, stole a black rose from my garden, and for that I cursed him. The thorns he wears on his flesh are of my making. He, like yourselves, entered my garden through Madron's Well, bringing a set of magical shears he had stolen from the giant Bolster. He used those shears to cut the stem of the rose. To build this thorn wall you speak of he must have combined the magic of the shears with the magic of the thorns of his face. I can help you in passing through the thorn wall if you so desire, but, I require two things in return. One is word, the other deed."

In order to give the player knights the means to pass by the thorn barrier, Bona Dea first asks that they vow to return the rose stolen from her. Once this has been agreed to, she tells them her second request. A vain woman, Bona Dea asks each of the player knights to compare her to a flower, giving reasons for their choice. [Compose. Success = Bona Dea allows the selection of one *Sword of the Roses* for each successful composition.]

The Swords of the Roses

Once the player knights have vowed to return the stolen black rose and have completed their comparisons between the Spring Queen and a flower, Bona Dea asks them to follow her, and leads the player knights to a section of her garden where a number of rose vines of every color bloom. She points to a section of the garden where a number of rose bushes are held upright by crossed wooden stakes. "Those stakes," she tells them, "are the Swords of the Rose. They will enable you to cut your way through the thorn barrier to release the knight trapped within. I urge you to make your selection carefully though, for the swords, like the language of the rose, are aligned to the traits of man. The swords are wielded not by the strength of one's arm but by what lies within the heart and soul of their wielder. They are yours from now until the return of the stolen rose."

Bona Dea allows each player knight who made a successful Compose roll to select a

Plant Control (New Magical Talent)

The Plant magician is able to manipulate the vegetable kingdom, forcing plants to yield up their fruit out of season, cause vines to grow preternaturally fast to cover a house, or even produce metallic or jeweled fruit or flowers.

Low Swift Growth 40

Causes a single plant to grow to maturity in minutes. Trees will experience five years worth of growth.

Common Cure Rot 60

Cures all diseases, rots or rusts which infest a small grove of trees or a field of grain. If the disease is caused by a Curse or malign Plant magic, the Cure Rot must be cast with more Personal Life Force than the original spell.

Shape Tree 60

The caster may create a topiary from a live tree or bush, or an impenetrable mass of brambles and vines, etc.

High Warp Plant 90

The caster may create poison thorns, unnatural flowers or fruits and other unnatural effects. All effects are still vegetable in nature. This spell will affect a single tree or patch of brambles or a small garden.

Imbue Virtue 120

The plant will become an embodiment of a particular Trait or Passion. Fruit, flowers, scent or any other aspect of the plant can be affected. The plant will only allow persons who can pass one or more Trait or Passion rolls to pick fruits or flowers, use the wood, etc. The fruit or flower will be a perfect example of its type, but may reflect the state of the bearer's passion (growing mold or dropping petals for low passions, etc.).

Grandiose Earth Fruit 220

Causes the plant to produce fruits, leaves or flowers of a non-vegetable substance, such as metal or gems.

crossed stake. As the stake is pulled from the earth, it transforms from wood into metal, the insignia of a rose embossed on its hilt in whatever color bloom the player knight chose.

What Else Bona Dea Knows

Players may think to ask Bona Dea other questions. She knows:

- The shears stolen by Sir Garowin are magical in nature and were used by a giant to keep his hair, beard, and brows trimmed.





- Since then the giant's eyebrows have grown over his eyes, granting him invulnerability. By being blinded to the blows given him, he receives no injury.

The Stream of Years

With nothing else to be gained from Bona Dea,



The Swords of the Roses

The color of the roses and their matching traits are:

Amethyst Rose - Trusting
Black Rose - Selfish
Indigo Rose - Valorous
Moss Rose - Modesty
Orange Rose - Energetic
Pink Rose - Temperance
Red Rose - Forgiving
White Rose - Honesty
Wild Rose - Chaste
Yellow Rose - Merciful

When wielding a Sword of the Rose, the player knight rolls the appropriate trait instead of his sword skill.

the player knights return to the stream and begin to wade their way back to the bottom of the well. The return journey is made against the current, however, and requires a successful [STR] roll to complete the return journey. Player knights that fail this roll age a year in the water of the stream before they finally are able to attain the well. Roll once on the Aging Table (Pendragon, page 186) and apply the results immediately. The Other Side is not a place to be entered lightly!

Return to the Forest of Thorns

Ascending the well and returning to the outer world, the player knights make their way to the Morris Forest, eager to free the knight trapped within and see justice done.

When wielding the Swords of the Rose, knights will find that each blow destroys a vine and that they do not regrow. After destroying only 1d10 vines, the rest will draw back and allow the player knights access to the Morris Forest.

The Knight Forlorn

After several hours of wandering through the darkened forest, the player knights follow a narrow path into a circular glade where they discover a thin, filth-ridden man rotating the charred remains of a rabbit over the dull coals of a small fire.

The man seems not to have noticed the condition of his blackened meal or the player knight's presence. His attention is focused on the withered flower that lays in his lap. It is the black rose stolen from the Bona Dea. Dressed in the soiled remnants of rusting armor, the man is Sir Warren Daye, the Knight Forlorn. He stares at the remains of the rose in his lap with wild-eyed intensity, oblivious to all else around him. Only a dose of Valerian's tincture or an impassioned bid for trust eases his melancholy enough for him to acknowledge the player knight's presence and share the tale of his grief with them.

The Knight's Tale

With some semblance of his sanity regained, the man relates his tale to the player knights:



The Adventure of the Rosebriar Knight

"I was Sir Warren Daye. I came to this place four years ago, a young knight with a new bride by his side and the hopes of a lifetime before me. My wife, the Lady Eliza, was the fairest of the fair. Ours was a love that only the bards knew of. So proud was I of my lady's beauty and the love she bore me, that I begged her travel with me through all the kingdoms so that all could see her beauty and know that it was mine alone. Oh how I have paid for my pride!

"When we arrived here in Cornwall, I presented my lady and myself to Sir Garowin. From when Sir Garowin first lay eyes upon my Lady Eliza he became obsessed with her, vowing that he would steal her love away from me. At first I was angered and challenged the man for his words. I defeated him easily, but that did not deter him. He swore once more that he would make my lady his. The taste of victory still fresh in my veins I laughed at the man. He asked me then if I was sure enough of my love that I would recant my knighthood if he could win her away from me. 'Surely,' I answered pridefully, demanding the same price of him when my lady refused.

"He left then, swearing to return and win my lady for himself. And return he did, three days later with a single black rose. The rose he presented my lady was perfect in every way, its scent so fragrant that it smelled of river streams and summer rains. He gave it to my lady and bid her smell its scent. This she did, and as she did so, the love she bore me was stolen away and given to him!

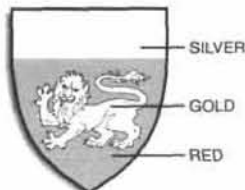
"With the touch of her lips on his still moist, he bade me fulfill my vow, making me renounce my knighthood before riding off with my lady in his arms.

"It was not until later that I learned that Sir Garowin had grown tired of my lady and made her prove her love for him by cutting the veins



Warren Daye, The Knight Forlorn

Sustained only by the thoughts of vengeance and lost love, Sir Warren's entrapment in the forest has caused the young knight to become a shadow of his former self. He is thin to the point of being skeletal, his skin filthy, and his hair matted and lice-ridden. Sir Warren resembles the lowest of beggars rather than a knight. It is only the remnants of his armor and arms and his noble bearing that enable one to believe that this bedraggled, wild-eyed man was once a knight.



Glory 2,120

SIZ 10/16	Move 2/3	Major Wound 9/15
DEX 11/17	Damage 3d6/5d6	Unconscious 5/8
STR 9/16	Heal Rate 2/3	Knockdown 10/16
CON 9/15	Hit Points 19/31	Armor 10 (Norman chainmail)
APP 7/18		+ shield

Combat Skills: Axe 12, Dagger 14, Sword 17

Significant Traits: Honest 14, Proud 12/20, Vengeful 18

Significant Passions: Hate (Sir Garowin) 20, Love (Eliza) 18

Significant Skills: Awareness 15, Hunting 18

Second number is the level before the enchantment of his wife by Sir Garowin and his entrapment in the Morris Forest.

Heraldry: gules, a lion passant or, a chief argent.





of her arms with shears and letting her blood flow until she died. It is her sorrow and suffering you hear."

With freedom now his, Sir Warren thanks the player knights for their aid, promising his service to them in return should they ever ask it. He then begins to pre-prepare himself for his upcoming battle with Sir Garowin.

Challenging Sir Garowin

As the player knights ride with Sir Warren toward the edge of the forest and the castle of Sir Garowin, it becomes obvious to them that the forlorn knight is in no condition to challenge Sir Garowin and win. The years spent trapped inside the forest have weakened the knight greatly.

To resolve this dilemma, the player knights have several options:

- Allow Sir Warren to battle Sir Garowin in a fight that he may very well lose, thus enabling the Thorned Knight to forestall his own death and preventing the player knights from ending the custom.
- Wait for a year or two until Sir Warren replenishes his body and spirit enough to offer fair challenge.
- Force Sir Warren to renounce the right of challenge. This will require a player knight challenging Sir Warren. In the event of such a challenge taking place, Sir Warren inspires his hatred of Sir Garowin and applies the appropriate modifications.

The Fight

Upon exiting the forest the player knights ride the short distance to Sir Garowin's castle. Unable to recognize the bedraggled figure accompanying the player knights as Sir Warren, Sir Garowin is still under the delusion that he is undefeatable. He accepts any challenges made to him under the same conditions outlined earlier.

Any player knight who challenged and defeated Sir Warren, thus taking on the forlorn knight's vengeance as their own, soon learns that his actions have reaped reward. Any blows

that he manages to deliver upon the thorned knight inflicts injury.

If a player knight defeats Sir Garowin, the thorn barrier surrounding the forest withers and dies. The young girl tied to the thorned Maypole can be freed. The player knights may also enter Sir Garowin's castle to discover Bolster's stolen shears, stored in the knight's bedchamber. They may learn from one of Sir Garowin's retainers the exact location of the giant's lair.

If the player knights fail to defeat Sir Garowin, then Sir Warren challenges him. The fight between the two knights is short and bloody, with Sir Garowin becoming the eventual victor. With Sir Warren's death, Sir Garowin no longer need fear his own demise, nor does he need to keep the thorn barrier erected around the forest. The custom of the thorned Maypole is abandoned but, with nothing more to fear, Sir Garowin becomes increasingly bold and bloodthirsty in his desires. Responsibility for much of this occurrence falls upon the player knight's shoulders and they should dedicate themselves to the eradication of the thorned knight. The means of accomplishing this task is beyond the boundaries of this adventure and is left to the GM's discretion.

Glory: 150 to the knight who defeats Sir Garowin. An additional 100 to all who helped end his foul custom.

Loose Ends

Fighting the Giant

With Sir Garowin defeated and the shears in their possession the player knights have the means to defeat the giant Bolster and avenge the brutal deaths of their fellow knights. The player knights will be able to easily find him now that they know the location of his lair. It takes two successful attacks with the shears (with any weapon skill) before Bolster's eyebrows are sufficiently cut, and he becomes vulnerable to weapons once more. The shears do no other damage.

Glory: 250 for defeating the giant





The Adventure of the Rosebriar Knight

Other matters

Returning the stolen rose to Bona Dea earns the knights great praise from the Spring Queen and she grants each player knight a rose from her garden to present to their amor.

With the defeat of Sir Garowin, Sir Warren visits the well where his beloved Eliza was ensorcelled into taking her own life and weeps. His tears giving the restless spirit a semblance of form so that she can ask her husband's forgiveness for her betrayal. Sir Warren gives it, allowing the spirit to rest in peace. Forgiveness is not enough for Sir Warren though. If any player took his right of challenge, on May Day each year until he is successful, he returns to challenge the player knight who defeated him, believing that his victory will ease the guilt of his own heart. In the times in between, however, he dedicates himself to the punishing and vanquishing of adulterous knights.

Bibliography

John and Caitlin Mathews, *The Aquarian Guide to British and Irish Mythology*, Aquarian Press, 1988

Bolster Stormbrow, Blinded Giant

SIZ 40	Move 6	Major Wound 30
DEX 5	Damage 15d6	Unconscious 18
STR 50	Hit Points 70*	Knockdown 40
CON 30	Heal Rate 8	Armor 25 (tough skin)
APP 10		

Modifier to Valorous: -5

Combat Skills: Club 7/15**, Stomps (x2) 9/12**

Distinctive features: Masses of hair all about the creature's body. Eyebrows so thick they have caused the creature to be blinded.

* As long as he is blinded the giant takes no injury.

** The second number represents the giant's greater skill after he can see once more.

Janet and Colin Bord, *Atlas of Magical Britain*, Sidjwick and Jackson, 1990

Claire Nahmad, *Earth Magic - A Wisewoman's Guide to Herbal, Astrological and other Folk Remedies*, Random House, 1993





THE ADVENTURE OF THE DECEITFUL FAERIE

by Shannon Appel

Sometimes the denizens of the Other Side cross into our own, causing suffering in the name of their own enjoyment. This adventure tells the tale of Tad the Deceitful Faerie who escaped from the Other Side on Beltaine and has since cursed the small village of Streamford. In the end it will present the player knights with a tantalizing glimpse of the Other Side. Some short weeks after Beltaine, the player knights should arrive in Streamford. They may be randomly erranting, they might have heard rumors of a cursed village, or they could have been specifically sent by Sir Adrian, the elderly Roman who is Streamford's lord.

Initial Investigations

When the players arrive at Streamford, they will be greeted by Old Gorwel, the elder and sage of the village. He will profusely thank the player knights for coming, and explain that the village has been beset by all manner of problems lately: missing livestock, ghostly visitations, and familial feuds to name just a few. He

believes that the devil himself has come to the town.

Although Old Gorwel will try and offer any aid that he can, he will spend most of the time praying before the crude altar that he keeps in his tiny hut. He will invite the knights to worship with him, but when they enter his cottage and see that it is filled with debris, dirt, and filth (only the altar is clean), they will likely demure. If any knights do actually worship with Old Gorwel, they are probably due [Pious] checks.

Talking with the Villagers

Before retiring to his personal shrine Old Gorwel will suggest to the player knights that they can learn more about the demon by speaking to the villagers. When the knights do so, they learn that the village has indeed been beset by a number of problems. Though they will not know it yet, Tad the Deceitful Faerie, no infernal demon, is the cause of these problems.

Over two score villagers live in the village of Streamford. The most prominent include Old Gorwel the village elder, Bledf the animal healer, Madame Mellwen the seamstress, and Madame Dwlnt the surgeon. They rest are the typical village mixture of farmers, herders, wives, and children. They are all Cymric Christians, though most still respect some old superstitions. With the exception of Caddan, a young hothead who thinks that knights should have been sent out by Sir Adrian to help weeks ago, the villagers are properly respectful of the knights.

Every villager that the players talk to will have a different complaint.

The gamemaster should feel free to expand on any of these complaints, remembering that they were caused by an invisible faerie who can create sounds and make tiny things invisible. In addition, most villagers will tend to

Faeries & the Other Side

Little is truly known about faeries other than their definite existence. They dwell on the Other Side, and have been more common in Arthur's kingdom since the Enchantment of Britain. Faeries come in all sizes, from the tiniest pixies which spy upon mortals from the safety of flower petals, to the largest giants which could face a hundred knights and emerge victorious. Why faeries come to our world is another mystery. Some like Tad, the jolly antagonist of this piece, journey to our world merely to spread mischief. Others may seek wives, children, treasure, or dominion over humans. No doubt some faerie knights journey to our world (their Other Side) to complete great quests and bring glorious tokens back to their beautiful ladies. The noblest faeries belong to the Seelie Court, an august gathering ruled over by a mighty king and a beautiful king. In *A Midsummer Night's Dream* the Bard named them Oberon and Titania. Likewise the most evil and vile faeries are said to be of the Unseelie Court, though it is believed that this is a mere classification, not a genuine grouping.





The Adventure of the Deceitful Faerie

exaggerate what actually happened due to their fear of the supernatural.

While investigating, the players should encounter three notable villagers: Old Cyiol, Odaf, and Caddan. They are all farmers. If the player knights are proactively seeking out and questioning villagers, intersperse these three among more normal villagers. Otherwise, these three will each seek the players out in turn.

Old Cyiol

Middle-aged but still burly, clearly used to doing hard labor, Cyiol is the stereotypical elderly farmer. Old Cyiol's complaint is "My wife and children have been killed." Cyiol is a compulsive liar and quite mad. If the players question him further, he will spin the tale that they seem to want to hear. Depending on how the player knights prompt him, he may speak of demons, faeries, or even avenging angels.

If the players don't quickly realize that Cyiol is lying, he will claim that he knows where the demon/faerie/angel is. He will then proceed to lead the knights on a mad romp through town: breaking into cottages, cutting down possessed vegetation, and even attacking tainted animals.

Old Gorwel will eventually be called forth from his shrine to reign in the knights. He will explain that Cyiol is mad and should be ignored. At this point players deserve [Trusting] checks for having listened to Cyiol at all and may earn [Cruel] checks if they take out their displeasure on him.

Odaf

Already in his early twenties, Odaf is one of the few farmers his age not married. Odaf's complaint is "Caddan is giving the demon sanctuary at his farm." Odaf will be ready to back his statement up with all matter of facts: he found one of his stolen chickens at Caddan's farm; he's seen strange lights there at night; he's heard odd sounds out there; etc.

These are all lies. There will be no physical facts to back them up, and no one else in the village can support Odaf's statements. The truth is that Caddan married Gwenedd, the woman Odaf loved. Odaf hopes to get the players to punish Caddan for witchery, and thus free Gwenedd to be courted once more

Old Gorwel, Village Elder

SIZ 10	Move 2	Major Wound 12
DEX 9	Damage 3d6	Unconscious 6
STR 9	Heal Rate 2	Knockdown 10
CON 12	Hit Points 22	Armor none
APP 7		

Significant Traits: Lazy 13, Pious 14

Significant Skills: Folk Lore 18, Religion (Christian) 5, Stewardship 5

Typical Streamford Male

SIZ 11	Move 2	Major Wound 10
DEX 10	Damage 4d6	Unconscious 5
STR 13	Heal Rate 2	Knockdown 11
CON 10	Hit Points 21	Armor 1 (sturdy clothes)
APP 9		

Attacks: Hoe 8

Significant Traits: Valorous 5

Significant Skills: First Aid 10, Faerie Lore 4, Folk Lore 12, Industry 10, Religion (Christian) 2, Stewardship 8





(she has no idea of Odaf's attentions since he has never expressed his affection to her). Any players who find Caddan guilty of crimes solely based on Odaf's words should be given [Arbitrary] checks.

Caddan

By coincidence, Caddan is seeking the players out too. His complaint is "Sir Adrian waited too long to send you knights out." Caddan is crude and derogatory. He will belittle the knights for not coming sooner, and then belittle the knights for not solving the mystery quickly enough. If the players have already heard

Odaf's lies, Caddan's attitude will likely make them even more suspicious.

Only a strong show of force will convince Caddan to be quiet and go away.

Tad's Tricks

While the players are going about their initial investigations, Tad will play tricks on them. There should be approximately one trick for every peasant the players talk to. Tad will also be playing tricks on the peasants, so the gamemaster might instead have the players meet terrified peasants, angry peasants, unconscious peasants, and feuding peasants.

When the players begin to realize that these odd happenings are the result of an unseen being stalking them, and take appropriate actions, trying to see or trap him, proceed to *On the Trail of Tad*, below.

On the Trail of Tad

Once a few tricks have been played, most players will begin seeking a physical cause for them. Whenever Tad is in visible range—which will be often when he is playing tricks—players who try and scan for their assailant should be allowed to make [Deceitful] rolls, as is noted in Tad's description.

[Hunting] may be used to examine places where Tad has played his tricks. Unfortunately, Tad is a very agile little fellow, often leaping from ground to roof to tree and back; player knights will be able to find a few tracks, verifying the existence of some trickster, but they will quickly disappear.

A [Faerie Lore] or [Religion (Christian)] roll will tell players that they are dealing with some creature of deceit: all of the tricks seem to center around that trait. Further it will reveal that magical creatures of deceit are often attracted by lies. Knights may [Orate (Award the player a Deceitful Check)]. Success = Tad is attracted.] Attracting Tad won't cause him to speak with the player knights, but it may encourage him to play tricks on them, or cause him to fall into their traps.

Players may come up with other ingenious plans for locating Tad, including covering him with flour, covering the ground with flour, throwing nets, [Hunting] him with traps, and

Random Peasant Complaint Table

d20 Complaint

- | | |
|----|---|
| 1 | My hen has been stolen |
| 2 | My pig has been stolen |
| 3 | My puppy has been stolen |
| 4 | My cat has been stolen |
| 5 | I hear strange sounds at night |
| 6 | A devil whispers into my ear at night |
| 7 | I hear a dead spirit wailing at night |
| 8 | I keep hearing footsteps behind me |
| 9 | My neighbors have started feuding with me |
| 10 | Lies are being told about me |
| 11 | Everyone is saying bad things behind my back |
| 12 | Evil words spring forth from my mouth |
| 13 | My wood-chopping axe is missing |
| 14 | My spare shirt is missing |
| 15 | Someone keeps stealing all my chopped wood |
| 16 | My three-handled granduza, a family heirloom, has been stolen |
| 17 | Another peasant gives me the evil eye |
| 18 | I had a three-legged calf born |
| 19 | My cow's milk has gone bad |
| 20 | My chickens lay rotten eggs |

Note that #17-20 are peasant overreactions, and not Tad's fault.





The Adventure of the Deceitful Faerie

encircling him. Farmers will be happy to help if they are asked. Tad isn't exactly the brightest thing to ever walk on two feet, so any of these plans should have at least some chance of success. When they've finally run Tad to ground, the players may kill him. This will just make him mad, and when he returns at midnight, he'll make the players his personal project.

Capturing Tad

Once the players have realized that killing Tad isn't much help, they'll probably decide to capture him. Normal ropes or cloth bags work, though superstitious peasants will say to use iron. If the players are [Cruel] enough to maim Tad, he'll fall over dead, and be back at midnight. The player knights will need to come up with a harmless trapping method. Again, [Hunting] may be used to build traps, though the player knights will need to determine a way to lure Tad into one.

If threatened (especially with iron) Tad will reveal that he's from an island upon a nearby lake, where a gate to the Other Side opens on Beltaine. This year, the powers of magic were particularly great, and as a result the gate remained open, and Tad was able to escape. Clearly, Tad needs to be taken home.

Glory: 20 to all who help capture Tad.

Tracking Tad's Treasures

Players may also be interested in tracking down Tad's stolen treasures. They may do this figuring that Tad occasionally returns to his lair (he does), or as an act of kindness to the villagers. If the player knights don't take the task on themselves, Old Gorwel will request it after the player knights have disposed of Tad.

All the missing animals are hidden away in a valley approximately a mile northeast of the village. It is surrounded by hills, and there is only one safe entrance. It runs by a large cave

Tad the Deceitful Faerie

Tad is a small and stocky fellow, just two feet tall. He's usually unseen to the eye, but if he actually makes himself visible, he appears old and gruff, like an aged miner. Back in the faerie realm, Tad sometimes wears a suit of plate armor. Although he'll still be invisible, his haunted-looking plate is not.

Tad is invisible to normal sight. A [Deceitful] roll will give a player a general sense of where Tad is for one round, while a critical [Deceitful] roll will allow a player to see Tad clearly for one round. Tad's own clothes are also invisible, but items he picks up will not be, though he can make them temporarily invisible with his magics. Stratagems such as covering Tad with flour will make him visible to normal sight.

SIZ 3	Move 6	Major Wound 10
DEX 18	Damage 2d6	Unconscious 3
STR 8	Heal Rate 4*	Knockdown 3
CON 10	Hit Points 13	Armor none

* Tad is a magical being, and if he is slain, he will return at midnight.

Combat Skills: Throw Rock 14, Throw Rotten Fruit 18

Notable Traits: Deceitful 20

Notable Skills: Play (Pipes) 15

Magical Skills: Audible Illusion* 20, Make Disappear** 19

* Tad can create audible illusions up to 20 feet away from

him. These illusions can imitate human voices, animals and other soft sounds (an arrow being fired, a door being closed, etc).

** Tad can make an object no bigger than a chicken or a small pig invisible and inaudible for 1d6 minutes.

Tad Random Trick Table

d20	Trick
1-3	A random small animal disappears.
4-9	A random small item disappears.
10	A random animal seems to audibly threaten players.
11	A peasant seems to say something derogatory to a player.
12	A peasant seems to say something pleasant to a player.
13	Players hear strange sounds from an empty shack.
14	Players hear monstrous sounds (a dragon, etc).
15	Strange sounds draw players some-where dangerous (down a ravine, into a patch of itchy plants, etc).
16	Rotten fruit gets thrown at players.
17	Big stone gets thrown at players.
18	Player's horse is spooked.
19	Player's squire is spooked.
20	Faraway laughter is heard.





before leading down into the valley proper. Things are a bit chaotic in the valley, as the dogs, cats, chickens, and pigs are all fighting. Miraculously, most of the animals are fine.

The cave at the valley's entrance is the home of a particularly mean bear. If the players investigate the cave, he'll attack the intruders.

Otherwise he'll burst out of the cave when the knights are trying to lead the stray animals from the valley. Much chaos ensues. After a few cats, dogs, chickens, and pigs have been slain, the bear will turn upon the players.



The Adventure of the Deceitful Faerie

The villager's stolen items are hidden away in the back of the cave. They are mostly knick-knacks, of no particular concern to knights.

If forced, Tad will reveal the location of this valley, or the players may find it themselves through [Hunting]. Tad's tracks will usually lead in the general direction of the valley before disappearing. A few successful attempts should allow players to triangulate the valley's location.

Glory: 15 for killing the mean bear. 20 to all who helped rescue the animals, minus 1 for each animal killed. 10 to all who helped save the peasant's knick-knacks.

Taking Tad Home

The last problem is taking Tad home. The player knights will be able to journey to the lake without trouble, but will not see the island that Tad proclaims is his home. It's invisible. [Deceitful. Success = You can barely make out an island, though it twists and turns before your eyes. Critical = You can clearly see Tad's island.]

Tad will offer to swim out to the island, giving his word that he won't flee. Hopefully the knights aren't dumb enough to take a deceitful faerie's word (but if they are, award [Trusting] checks before returning the knights to the village to try and capture Tad again). Inevitably, a player will need to take Tad out to the island.

Some players may attempt to [Swim]. They may roll at up to +10 if they use logs or wood to help float. Remember that the Swimming skill is reduced by one point per point of armor worn. Players who fail their roll will begin to drown (Pendragon Fourth Edition p. 185). Players who have not seen the island will automatically end up back at the shore, though they may be dragged out to the island by believers.

Alternatively, players may wish to raft out to the island. Constructing a raft is too industrious for knights, but they should have squires who can perform this task. Getting to the island will require one [Boating] roll per raft. Failure results in the raft being over-turned and the knights [Swimming] for shore or the island.

Borris the Mean Bear

SIZ 25	Move 8	Major Wound 18
DEX 10	Damage 4d6	Unconscious 11
STR 25	Heal Rate 4	Knockdown 25
CON 18	Hit Points 43**	Armor 6 (hide)

Modifier to Valorous: 0

Attacks: Paw Swipe 13*

* Attacks twice per round. If the player knights are herding animals, it will take the knights 1d6 rounds to get through the mass of animals to the bear, unless they specifically guarded the cave entrance. Each round, the bear will swipe at two animals, killing any that it hits.

** Fights one round after his death.

Just before players arrive at the island, the water of the lake will suddenly turn to blood, the mark that the knights are entering the Other Side. Have players swimming in the water roll [Valorous]. Those who fail accidentally inhale a little of the blood. They have been tainted by faerie. The results of this are up to the game-master, though they should be minor. Possibilities include the loss of a memory, minor fear of a certain color, or a lust for faerie maidens. Those who are boating avoid these effects unless they decide to drink the bloody water.

When a player steps foot upon the island, he will disappear to his friends' sight. Time passes differently in the Other Side, and it will be at least a week before the player returns, even if they turn right back around. This may worry other players, and cause them to swim out to join their friend. Give any players who did not journey to the island a chance to join their friends after a week's wait.

Crunch, the Cobblestone Man

SIZ 20	Move 2	Major Wound 30
DEX 4	Damage 7d6	Unconscious 13
STR 20	Heal Rate 5	Knockdown 20
CON 30	Hit Points 50	Armor 14 (cobble stones)
APP 3		

Modifier to Valorous: 0

Attacks: Crunch 10

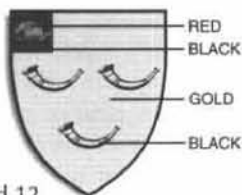
Glory: 75 for slaying poor Crunch.





Ratat the Redcap

Ruler of a faerie kingdom. He is barely four and a half feet tall, small but not diminutive. His bearing is noble, and he appears young. Ratat wears a bright red cap which is colored with blood.



SIZ 8	Move 3	Major Wound 12
DEX 15	Damage 4d6	Unconscious 5
STR 14	Heal Rate 6	Knockdown 8
CON 12	Hit Points 20	Armor none

Combat Skills: Dagger 16

Notable Traits: Cruel 16, Honest 16

Notable Passions: Hospitality 16, Loyalty (Subjects) 20

Other Skills: Gaming 15, Hunting 15, Stewardship 20

Heraldry: or, three bugle-horns sable, on a canton of the last a cap gules.

The Encounters Therein

Once more, the players would be foolish to immediately leave Tad. The Beltaine portal is still open, and he could return to Britain easily. He must be turned over to some authority. Fortunately, an option presents itself almost at once. Not far in the distance is a magnificent castle, as great as any in Britain. A plain cobblestoned path wends its way from the bloody shore.

Stones in the Road

If the players knights decide walk upon the cobblestone path, they will be in for an abrupt surprise. As they march toward the castle, a number of the cobble stones will suddenly rise up to form a rocky humanoid creature. It will cry out "Why do you walk upon me!?" and then begin to attack. It can be mollified by even the smallest gift, or a sincere apology, but otherwise the creature will attack.

Tad may complicate things further by creating illusions to confuse the player knights during the battle. If the cobblestone man is slain, its cobbles will fall back to the ground, reforming the road exactly.

Ratat the Redcap and the Faerie Feast

Soon after the encounter with Crunch the players see a short man striding toward them. This is Ratat the Redcap, Ruler of this faerie kingdom. Ratat will be very pleased to see Tad returned, and will demand that the players stay for a celebratory feast. If the players try to refuse, he will claim that this would make him very mad.

Ratat is utterly hospitable, and will do nothing inimical to the players. Nervous players brought up on tales of evil faeries may not believe this though. Allow players to roll [Faerie Lore. Success = You should not eat faerie food or accept faerie presents, lest you be trapped on the Other Side forever.] However, these tales are false with regard to Ratat's realm, and he will assure the players so if they ask. [Suspicious], [Trusting], and [Hospitality] checks may be applicable.



The Adventure of the Deceitful Faerie

The trip to the castle is uneventful. The inside shines with opulence. Player knights will be conducted straight to a feasting hall, where the tables are just being set. Faeries of all sizes, shapes, and colors already fill the hall. There are knights, ladies, tricksters, pixies, giants, and more.

The feast will be served in six courses: jellied faerie dust; large cuts of roasted dragon; saltwater Kraken, poached; boiled moss from the rocks of Stonehenge; green cheese; 1000-year old spiced wine; and powdered dragon scales (to help digestion). It is a grand feast.

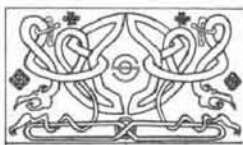
In addition, during the feast, knights may try to [Dance] or [Flirt] with maidens, [Intrigue] about court life, [Orate] their tales, or convert the faeries with [Religion]. As the feast ends, the players will fall asleep. When they awake, they will be upon the shore of the lake, and one full week will have gone by. Any acquaintances the knights met in the faerie realm should return to haunt them, but for now Tad is trapped, and the problem is solved, though the knights may still need to find the village's animals.

Glory: 10 for participating in the faerie feast. 20 for ending Stramford's problems.

Faerie Feast Event Table

d6 Event

- 1 Ratat asks to play a game of backgammon with a knight, offering a bet of a faerie backgammon board (.25L) versus some apparently worthless item belonging to a player. Roll [Gaming].
- 2 Roll [Intrigue. Success = Tad is planning to overthrow Ratat]. If the knight does nothing, he will get to see Tad play out a farcical rebellion, invisibly wearing a suit of heavy armor, and leading an army of pigs, chickens, dogs, and cats against Ratat. If the knight warns Ratat (or stops the farcical rebellion), he will be awarded lavishly... with wildflowers. Strangely, they will not ever wilt.
- 3 Several faerie nobles leap up for a [Swimming] race in the castle's moat.
- 4 A giant and a pixie begin playing out a farce as a knight's parents. Check [Love (Family), Forgiving, or Modest].
- 5 A nearby faerie knight with [Sword 10] jumps upon a table and challenges a random player to a fight for love for no apparent reason.
- 6 A player's food begins talking to him.





THE ADVENTURE OF THE FAY ROAD

by William G. Filios

The following is a set of adventures that occur along a faerie road. They can be used as laid out here, or alternatively as small, short adventures.

Getting Lost

As the players travel along a path or a road that runs through a wood, a subtle change overtakes the place. An [Awareness] roll should be made to find whether players notice this change. All who succeed notice that the road becomes darker, unusual plant life appears, the sounds of birds and wildlife lessen, and the woods become much less passable by horsemen. Someone may even notice a white stag with red ears in the distance through the woods, just before it disappears from sight.

This road can appear along any wooded path, even one the players have traveled before. This may be best, as it will immediately let the players know this is an unusual situation, and may sharpen their curiosity. The road is Fay in nature, and appears in different woods, seemingly randomly.

This is the beginning of the players' adventure; from here on no matter in what direction

the players head they will find themselves tied to this faerie road, unable to avoid it. Leaving the road is difficult due to the dense woods and only results in the knights eventually finding their way back to it. A critical success in [Hunting] their way out of the faerie wood only proves that they are somehow bound to the road by faerie magic.

Allow the player knights the opportunity to make [Awareness] rolls to spot the white, red-eared stag several times during the day. Eventually they may figure out that the stag is following them, although it is always trying to keep its distance and not to be too visible.

The Stag of Saint Eustace's Day

The stag is, of course, magical in nature. It tries to keep up with the band of knights, but at a clear distance. If the players should try to [Hunt] the stag, it will attempt to lead them to intercept Sir Cyndyn (see below). This should not be a terribly difficult thing to do, as Sir Cyndyn has been on the stag's trail for some time, in spite of a fairly poor Hunting skill.

At the start of the adventure, however, the players are some distance from Sir Cyndyn's location, so they will need to camp at least one night before seeing him. During the night the stag will try to talk with the players. He does this timidly at first, speaking from a distance in the wood, just loud enough for the players to hear. He offers short warnings and requests, then leaps away in fear:

"Protect me from the hunter knight"

"I know what lays ahead on the road"

"I know the secrets you need to get home"

"With your help I too can escape this fay wood"

Such encounters with the stag only happen about two or three times a night, and the stag

Other Side Invasions

In the time since the Enchantment of Britain, Arthur's kingdom has become a much more odd and magical place. Earlier in this book "The Adventure of the Rosebriar Knight" detailed explorations of the Other World, which now lies much closer to the mundane world. There is another possibility: the Other Side may come to us. Such adventures are quite apt to occur on the road since they have no real tie to locations in our own world.

Any number of things could temporarily leave the Other Side to enter Arthur's Britain. They could be creatures like Tad the Deceitful Faerie, a giant who has found himself stuck in a road, or lost Fay royalty seeking their missing homes. On a larger scale, a faerie fair, castle, or even kingdom could suddenly (and temporarily) make a place for itself in the Mundane world. This adventure concerns itself with a faerie road which has been mislaid.





The Adventure of the Fay Road

always tries to avoid being seen. This will be the case as long as the players make no moves to calm the stag's fear of them. If the players respond in a friendly manner and/or try somehow to befriend the stag, they may coax it into staying and giving them more information.

If befriended, the stag still tries to remain out of sight, but aids the players with what information it has. He tells the players that the wood is faerie and seems to move about, randomly appearing throughout Britain. He knows that the players are somehow bound to the road and can get home only by seeing the road to its end. He tells them he will offer advice on what lies immediately ahead as they travel along the road.

He says he will do so if they protect him from Sir Cyndyn. He explains that just as they are bound to this road, he is bound to Sir Cyndyn. The stag had the misfortune to be spotted by Sir Cyndyn on Saint Eustace's Day. Since that time, the stag has been trapped in this wood, with Sir Cyndyn hunting him, and remain so until he finds his way out of the wood or Sir Cyndyn kills him. His hope is to follow the players out of the wood.

If the players do not befriend the stag or if they try to kill him, they will have to do without the information he has. His attributes are the same as those for the red deer (*Pendragon* Fourth Edition page 341) with the following differences: he is white with red ears, his Avoidance skill is 20, and he is worth 25 glory to kill.

The stag is not an oracle and grows impatient if the players try to treat him as one. He explains that he knows what he does by his own experience and knowledge of the magical realm. If pushed with endless questions, he abandons the players for a time.

Sir Cyndyn

One morning after the stag has had his chance to communicate with the players, the players notice a campfire ahead on the road. This is the campsite of Sir Cyndyn, who is not the sort to get started in the morning until after a nice long breakfast. As the players approach his camp, Sir Cyndyn is friendly and civil as long as the players are.



Sir Cyndyn is a tall, skinny, awkward-looking young knight, with blue eyes and long blond hair. Sir Cyndyn is a nice enough person, so long as you don't offer to help him or question his judgment.

Sir Cyndyn is happy to visit and tell of the stag of Saint Eustace's Day: how he spotted it on that day and knew it was a sign from God; how he made an oath to kill it without aid; and how he has been hunting it in the wood to this day. He is aware he isn't a very good hunter and that the only reason he hasn't lost the stag is that it has remained in this area of the wood; that too must be God's will. He does not know what lies down the road, as he hasn't been there.

Sir Cyndyn's hunt has gone on for several months, but he has lost track of just how many because the weather seems to remain the same in this wood. He has been living off the land, mostly eating plant life, fish, and rabbits he has caught in the wood. Sir Cyndyn may reveal that he often has visions from God that tell him of the stag and how he must remain on the hunt alone until he wins the stag, at which point he will find his way home with the tro-





Sir Cyndyn

Glory 1,300

SIZ 14	Move 3	Major Wound 14
DEX 11	Damage 5d6	Unconscious 7
STR 14	Heal Rate 3	Knockdown 14
CON 14	Hit Points 28	Armor 12 + shield
APP 11		

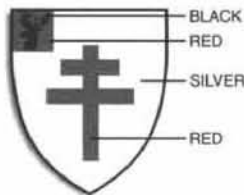
Combat Skills: Sword 15, Lance 13, Horsemanship 10

Significant Traits: Proud 12, Selfish 14, Valorous 15

Significant Skills: Awareness 10, Courtesy 5, First Aid 10, Heraldry 5, Hunting 8

Heraldry: argent, a passion cross gules, on a canton of the last, a stag's head sable coupé.

Horse: Lost in the faerie wood.



phy. In truth, the visions are a result of eating the occasional fay fish.

If Sir Cyndyn becomes uneasy with the players or feels that they are a threat to his oath, he is not beyond becoming violent or making threats. However, he will try not to get into a conflict over his head. He may take his leave of the players only to become a thorn in their side, or, if things take a turn for the worst, he may become a victim they need to rescue as they travel down the road. As the players continue along the road the stag, if able, follows, and that means so does Sir Cyndyn.

The Adventure of the Hag's Child

After a few days on the road, enough time to meet the stag and Sir Cyndyn, the players receive a late-night visit if they have remained friendly with the stag and it lives. The stag still speaks to the players from the woods.

"Ahead of you on the road is an old hag. She is an evil creature of the fay realm. She holds a boy, stolen at birth from your world. If you take him with you it should help you find the end of the road. Her magic is not as strong against bronze weapons, so I have brought you a gift. Come here."

The Stag then flees, but from where it spoke in the wood the players find a bronze sword laying on the ground.

The Hovel

At a turn in the road, the player knights come to an opening in the wood: an area clearly cut out of the wood for about 10 yards on each side of the road and along 40 yards of the length of the road. At the far end of the clearing is a small wooden shack, built under a huge, flat, leaning stone that acts as the hut's roof and protects it from the woods beyond.

Sitting in front of the hut is a boy, about 15 years old, plucking the feathers from the body of a small brown bird. The boy is in rags and filthy, only skin and bones. He is quite alert, and so long as the players take no steps to hide themselves (unlikely if they turned the corner in the road without warning of what was ahead), the boy will leap to his feet while giving off a shrill whistle and dash into the hut. As he does so, the players are likely to notice a chain around his neck leading into the hut.



The Adventure of the Fay Road

Ceidwad

As long as he can remember, Ceidwad has lived with the old hag. He doesn't know her name. He has always called her "ma'am". For that matter, he doesn't know his own name. The hag has always called him "boy". The truth is, there are a lot of things Ceidwad doesn't know. He doesn't know that the hag stole him from his parents at the age of two weeks. He doesn't know he is the first son of a knight. He doesn't know any home other than this faerie wood. In fact, he doesn't even know that being kept on the end of a chain isn't normal.

Yet there is a lot of things Ceidwad does know: he has his own mark, just as the knights have their marks upon their shields. It is on his old childhood blanket (the blanket he was wrapped in when the hag stole him as a baby bears both his family coat of arms and his first name). He also knows he hates the hag. However, he has learned that things in the woods, such as unknown men, can be deadly and the hag protects him from them.

The Hag

The stag refers to this woman as the hag for lack of a better word; she is truly a creature of the fay realm, only resembling an old women in some respects. Her feet are claws like some great bird of prey; her fingers are twice normal length, ending in strong, dagger-like points. and her skin has a tough, leathery quality to it.

The hag has a great knowledge of the properties of plants that grow in the faerie wood and uses them to make magical potions and poultices which she trades with inhabitants of the wood. She is cautious, however, so will tend to trade by pushing items through a small, swinging panel in her door (about a foot square). The hag currently has four potions prepared: two doses of Swordbane Brew (see below), one dose of Rhiannon's Caress; and one dose of Ceridwen's Embrace. She may have other items available for trade at the gamemaster's discretion.

Swordbane Brew is a magical potion that the hag mixes up only for herself. It gives her a magical protection against man-made weapons (with the exception of bronze weapons). As a result, damage by attacks with such weapons is halved (after calculating armor). Natural

Ceidwad

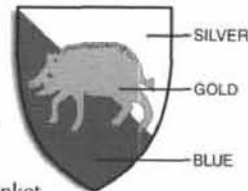
Glory 104

SIZ 13	Move 2	Major Wound 13
DEX 10	Damage 4d6	Unconscious 6
STR 10	Heal Rate 2	Knockdown 13
CON 13	Hit Points 23	Armor none
APP 10		

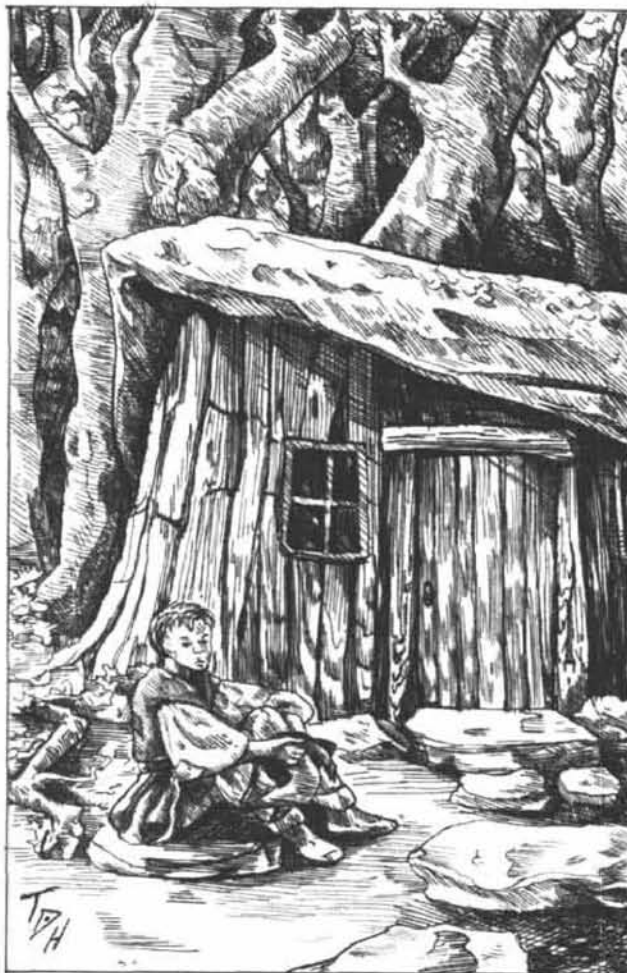
Combat Skills: Knife 6

Significant Skills: Awareness 15, Faerie Lore 12, First Aid 10, Industry 8

Heraldry: the achievement on Ceidwad's blanket is "per bend argent and azure, over all a boar statant or." When Ceidwad bears his own shield it will have to be differenced by a mark of cadency.



weapons and bronze weapons do normal damage. The other two potions on described on page 141 of *Pendragon* Fourth Edition.





Approaching the Hut

As the players approach the hut, the hag shuts and bars the door. She yells questions at the player knights from the inside about who they are and what they want.

The hut is fairly sturdy. It is possible to break in, but will take some effort. The hag won't open the door, even if the player knights are friendly, but she will offer to trade with them (only for items she has, not for information about the fay road, which constantly changes). She is even willing to trade the boy, but will not think of this herself. If she does, the price will be high.

If the players start to break in, the hag tosses a bundle of poisonous plants into her fire. This fills the hut with poisonous gas (see the suffocation rules on page 185 of *Pendragon* Fourth Edition). After doing this she releases the boy from his chain and takes him down into a cave that extends underground into the rock at the back of the hut. The cave is ventilated, so they are safe from the smoke, but it has no other exit. The entrance to the cave is hidden by an old tapestry and might not be spotted right away. [Awareness. Success = You find the entrance. Failure = You stand in the smoke choking for a round with no success.]

The cave slopes steeply downward for about 60 feet and is very narrow and low. Anyone attempting combat in this area has a modifier of -1 for every point of SIZ above 8. At the end of the tunnel the cave opens out into a larger room that the hag uses for storage. Here the boy attempts to hide and the hag waits in ambush. She climbs up to a ledge above the entrance into the cave, ready to drop upon any who enter the room. The hag fights to protect herself and her home, but if cornered or trapped, she will bargain for her

life with whatever she has, including information about the boy's origins.

If the hag is killed, the boy recognizes his need for a new protector, and it will not be too hard to win his trust. He is able to identify the hag's potions for the players and show them his childhood blanket. If Sir Cyndyn is still an issue, the boy can tell the players that the knight has traded for a potion or two. As for what lies down the road, Ceidwad knows only rumors of a powerful kingdom ruled by a king who has a magic weapon that hangs on the wall over his throne.

Afterwards

If anyone bothers to invest the time to investigate Ceidwad's coat of arms, they learn he is the son of a young Knight, Sir Llednais. Although Ceidwad was born when his father was 21 years of age, Sir Llednais is only 22 when they finally escape the faerie road and return Ceidwad home (time moves oddly in the faerie realm). Nonetheless the boy's parents are grateful and may even be willing to let one of the players take their son on as a squire, as he is now old enough.

Glorify: 50 for killing the hag. Anyone bringing news of Ceidwad to Sir Llednais will be awarded an additional 50. Bringing Ceidwad himself back to his father instead earn an additional 100.

The Adventure of the Kingdom of Baedd

If all is well with the stag, then a day after the encounter at the hag's shack the players will receive another visit from him.

"You are about to enter the lands of the boarish King Baedd. Above his seat in the great hall of Twlc Mochyn is a magic spear made by men to slay his people. It was taken by his great grandfather, and the king knows not its power. If you take this spear it will help you find the end of the road. Baedd's people do not like the race of men, yet they have their code. If you bear the banner of a guest, and so accept their hospitality, you will be able to travel safely through their lands. Here is another gift."

The Stag then flees, but the players find a banner laying on the ground with the image of a truffle on it.

The Hag

SIZ 8	Move 4	Major Wound 12
DEX 20	Damage 5d6	Unconscious 5
STR 19	Heal Rate 3	Knockdown 8
CON 12	Hit Points 20	Armor 4 (leathery skin)

Modifier to Valorous: 0

Combat Skills: Claws 14

Woman's Gift: Potion Brewer





Meeting the Knights of Twlc Mochyn

After another full day the players meet the knights of Twlc Mochyn. As the players travel along the road, two huge boars step out of the woods in front of them. The boars are notable in that they are standing on their hind legs, dressed and can speak. They are wearing Norman chain and cloaks over their backs that each bear a coat of arms. The larger of the two asks, "Who travels the road of King Baedd, and what is your business here?" Any who make an [Awareness] roll will note that there are other such boars about them in the wood.

If the player knights do not bear the banner, the boarish knights are only willing to let them pass if they pay a toll. If the players cannot come up with an agreeable toll, the boars will demand an oath to never raise a spear against a boar as a toll. If attacked, the boars will fight.

If the player knights have the banner, the boarish knights immediately take notice of it. After the party introduces themselves, the boarish knights ask for a moment, and three of them talk amongst themselves. As the boars argue, the players overhear some words. A large reddish boar can be heard to say (in a thick Irish accent), "I tell you men are dangerous, forces of nature, like wild rivers or mountains." After a bit they hear the largest boar, who originally spoke for the group, say, "They bear the banner of the truffle couchant, we are honor-bound to grant them hospitality."

Finally, the boars inform the players that, as guests in their country, they are honor bound to visit the king's keep, known proudly to them as Twlc Mochyn, to pay their respects to the crown. Six boars will then step forward and introduce themselves at the large boar's signal. The largest boar introduces himself as Sir Gwyllt, younger brother to the King; his coat of arms is a truffle at a slightly different angle than that on the players' banner. If asked, he will explain this is the truffle sejant. The second in command is Sir Gwyddel, the reddish boar with the Irish accent; he carries arms of an acorn, also at a bit of an angle. This, he explains, is the acorn rampant.

A Knight of Twlc Mochyn

SIZ 20	Move 8	Major Wound 25
DEX 15	Damage 6d6	Unconscious 11
STR 30	Heal Rate 6	Knockdown 20
CON 25	Hit Points 45*	Armor 10 (Norman chain)

Modifier to Valorous: 0

Combat Skills: Tush Slash 18, Trample 18 against prone foe

* Fights for a round after death, unconsciousness, or major wound.

Heraldry: see below.

The other four knightly boars are Sir Hau, son of Gwyllt, carrying the arms of a truffle on a bend; Sir Pleth, second son of Gwyllt, carrying the arms of a truffle regurdant; Sir Rhigol, carrying the arms of a cabbage couchant; and lastly Sir Hopgefn, carrying the arms of three truffles. The arms are all painted red on grey.

The boarish knights lead the players, as guests, to King Baedd's keep. They take notice of the coat of arms of any player knights in the group and ask about them. They tend to take a somewhat amused and patronizing tone toward these men whom they think are play acting at chivalry.

The Wonders of Twlc Mochyn

The boarish knights lead the players to a massive keep within the wood. The forest grows right up against its walls, but it is an impressive structure all the same. The players are unable to miss the fact that much of the place seems to have been built to accommodate men, not boars. Tables have had their legs cut off to better suit the boars. Chairs are found broken in the wood bins, kindling for the fires. Yet, the boars claim that keep has been their home for generations and do not care for the suggestion that their home was built for men.

The knights are shown fine accommodations, their horses well groomed, their saddle bags re-provisioned (any dry meats thrown out, of course, and replaced with proper food such as acorns and roots). The players are invited to refresh themselves at the great baths as the guests of Sir Gwyllt, after which they are welcome to enjoy the keep and its grounds until the great feast at noon on the next day. They are reminded to take the time to get the stan-





Tales of Magic & Miracles

dard gift for the King. If they question this, the players will learn it is only polite to bring a truffle as a gift for the King when attending a banquet he gives. Such truffles can be found easily in the wood. Not to do so would be an insult to their host.

The great baths are, of course, mud. The bath house is beautiful and richly decorated, at the end of which is a huge (three stories high) machine of polished springs and gears, like a great clockwork. This, the boars explain, is what churns and cleans the mud, making the bath exceptionally refreshing. The mud baths are in two rooms, one for males, one for females; they vary in depth from one end to the other. The boars strip and begin wallowing in the baths, finding it quite rude and odd if the players don't do the same. The boars consider the baths a relaxing and social place. Any attempt on the players' part to engage in

intrigue or to learn of the goings on about the court are at +3 if attempted in the baths.

A successful [Intrigue] reveals that a young boarish maid, Foneddig, daughter of Sir Rhigol, is very much enamored with Sir Hau. The two care about each other a great deal, yet Sir Gwylt doesn't approve of Foneddig. (If the players assisted the two young lovers—maybe arranging it so they can be seated together at the feast—they will be very grateful. They may even be willing to help the players steal the spear.)

While bathing and talking with the boars of Twlc Mochyn, certain things should become clear to them. There are a few notable differences between their code of chivalry and that which the boars follow. A joust is one-on-one combat without a horse. A joust for love means to first blood. The boarish knightly virtues are: Energetic, Generous, Just, Proud, Indulgent,





and Valorous. Such differences will clearly influence the boars' behavior.

After the baths, the players have time to explore the keep and hunt for truffles. Ceidwad, having searched for herbs for the hag, gives the players a bonus in looking for the truffles. Keep in mind, however, that if the players come up short in the number of truffles, some of them may not be welcome at the feast. Each player must bring at least one truffle [Hunt, at +5 if Ceidwad helps. Success = the player finds 1d2 truffles. Critical = the player finds 1d6 truffles.]

King Baedd's Boarish Feast

The feast begins with a grand procession of all the guests into the hall, in the order of how near they are seated to the King. The guests each place their gift in a basket by the door. As the players enter, they notice the spear hanging on the wall behind the King's head. The players are seated (so long as they've committed no social insult) at the second table, along with all of the boars they first met in the wood, with the exception of the King's brother and Sir Gwyddel, who are seated at the first table with the King. The feast is of eight courses: clover salad, crushed acorns in a truffle sauce, boiled cabbage, acorn stew, corn and acorn mush, fresh cabbage leaves, apple sauce, and finally truffle jelly.

The boars go at the food with complete abandon, occasionally stealing from each others' plate in spite of the seemingly endless quantity available, often complementing each other on how they've grabbed more than their share. The boars expect the players to be equally indulgent, and consider them base if they are not. Appropriate [Indulgent] and [Temperate] checks should be given.

Throughout the feast, boar knights ask the King for a chance to boast of their deeds. This includes the knights at the table with the players. They tell wild and impossible stories, including false stories of how they first met their guests. They certainly claim that combat ensued and that they defeated the players. They may even claim to have slain one or two of them. None in the hall will seem to note the obvious lies in the tales, which will be met with cheers. If any of the players wishes to boast,

The Spear of Twlc Mochyn

The spear looks like a simple, undecorated boar spear. However, any wound a boar receives from this spear is treated as a major wound. The boar will only fight for one additional round before falling to the ground. Because the spear is a magical weapon, it is dangerous to take it from the Other Side. The knight who carries it from the faerie realm (at the end of the adventure) must roll an immediate aging roll upon leaving.

they are given a chance ([Orate] roll); the more wild and unbelievable the stories the better their reception, so long as they do not insult the King. Grant [Deceitful] or [Proud] checks as desired.

After the final course the King proclaims it to be time for the entertainment. A number of tables are removed to reveal a large circle on the floor with a truffle painted in the center. The circle is 30 feet in diameter. A huge boar proceeds into the hall and sits at the end of the King's table. The boars sitting with the players will lean over and mention that this is Sir Godidog, the King's champion wrestler (use the boar-knight stats, but he is SIZ 25). The King asks if there are any challenges. The hall fills with noise, and some challenges are made.

The first challenger the King accepts is a young boar who declares, "If I should beat your chosen champion, I will win a seat at your table during the next feast." The first match begins.

The basic idea is to shove your opponent out of the circle. The wrestlers start in the center and make opposed STR rolls. The winner gets to roll his damage; for every point rolled over his opponent's SIZ, he moves his opponent 1 foot (instead of real damage).

Several matches take place, some against the king's champion (for the honor of it or for some boon) and some are challenges between individuals, perhaps to settle some dispute. Sir Hau discusses the option of challenging his Father for the right to court Foneddig. The players have the opportunity to talk him in or out of this. The players also have the option of challenging the King for the spear. This impresses the hall, and the King agrees, although he demands something of the player who makes such a challenge should he fail. Repeated challenges from players are likewise





not rejected, but will alert the King to the group's desire for the spear.

After many such challenges, vast amounts of food, and acorn wine, the King retires, and the guests follow suit.

Leaving Twlc Mochyn

King Baedd thinks of the spear as little more than a tired old relic of some ancestor and has little problem with the players taking it by challenge. He may even be willing to trade for it (but certainly not at the feast). If it is stolen, his anger is more over the insult to his hospitality than the loss of the spear, and he will want it back.

If the players leave the spear, or obtain the spear by challenge, trade, or wit, and are on good terms with the King, they are welcome to go their way at any time after the feast. The King may even offer them an escort to the edge of his realm. If the players leave on bad terms or steal the spear, the King sends knights after them. Since the boarish knights are more used to hunting truffles than men, their skills are limited, and they travel in groups of one or two.

Glory: at least 10 for attending King Baedd's feast, up to 25 if extra effort was taken to participate in the festivities. 10 for all who helped gain the magic spear, and an additional 100 for the person who actually carries the spear out of the faerie realm.

The Adventure of Gwaet's Love

If all is well with the stag, then after the players leave the land of King Baedd, they once again receive a visit.

"Ahead of you is a tower that is more of an enigma to me than your previous two encounters, and a giant. An evil deed has been done. If you enter the tower and do the Christian thing, this too will help you find the end of this road. I have no moral compass to leave you."

The Stag flees, but if they look at the spot the players find only footprints.

The Setting

Along the road the players will come upon an open meadow roughly 120 yards across. In the

center of the meadow is an ancient-looking tower, about 40 feet tall. The path runs across the meadow right past the tower. On the other side of the path from the tower is a brook, about 4 feet deep and 25 feet wide on average. This brook runs alongside the path for most of the meadow and is full of trout. The brook is unnaturally cold and fast, but not so much as to be dangerous unless the players enter the water for long periods of time, or at night.

The History

Gwaet is a special giant. He knows this because his mother told him so. He has a special home: a tower in a meadow. He knows it's special because, no matter where he goes, home is nearby whenever he looks for it. Gwaet also has the most wonderful bride.

One day as Gwaet was out and about, he happened upon three young maidens picking flowers. As Gwaet peered at them through the brush he knew at once that he had found his true love. On the hill behind them he could see a castle (Lord Penyt's castle, the father of his bride as he would later learn from her). He knew the place must be full of evil knights, so he had to act fast. As quick as he could he burst from the trees and slew the other two maids. To his great fortune his beautiful bride, Taryan, quietly fainted. He heroically grabbed her and valiantly carried her off to his peaceful meadow (The players will discover this story, although from a different perspective, if they seize Gwaet's tower and find Taryan's diary).

Much to Gwaet's surprise, none of Lord Penyt's knights came looking for him. In more recent years, however (since the Enchantment of Britain), more knights have appeared and he has slain them to protect his love. As of late, Gwaet has had to spend more and more time atop his tower on the lookout for such knights.

Approaching the Tower

If the players approach the tower, Gwaet threatens them from the top of his tower: "Begone, you evil knights of Lord Penyt. My bride and I shall live in peace. Leave now or die like the fools you are." The players will not generally know who Lord Penyt is, but they may roll (Heraldry. Success = the player can describe Lord Penyt's coat of arms. Critical =





The Adventure of the Fay Road

the player knows where Lord Penyt's lands are. They are far from the players' normal haunts.]

If the players try to talk with Gwaet, he is happy to talk for hours. He boasts of what a grand and heroic fellow he is and casts all manner of insults at the players, whom he considers evil forces of Lord Penyt. Nothing will convince him that this is not the case. In fact, the more the players try to deny any allegiance with Lord Penyt, the more Gwaet considers them untrustworthy liars.

If any of the players are goaded into attacking Gwaet as a response to his insults, [Proud] checks may be warranted. However Gwaet isn't too bright, and continued conversation may yield important information. A successful [Intrigue] roll would certainly help here. Gwaet may tell some of his history, or he may admit his bride didn't come with him willingly (although she's been quietly happy for years). He may even admit he has forty-three large rocks in the top of his tower that he can throw with deadly accuracy (although Gwaet may have miscounted the stones by as many as six one way or the other).

Taking the Tower

If the players move within range of his rocks, Gwaet considers this an attack and begins throwing his stones. If he runs out of stones, or the players reach the tower, he rushes to the base of the tower and makes his stand at the door.

The players may wish to try to sneak into the tower. This might be accomplished under cover of darkness or by hiding in the brook. Gwaet's chances of catching on to this is minimal, and the likely result is a melee within the tower. Such an approach should earn someone a [Deceitful] check.

If the players try to besiege the tower, this won't be too difficult either, although it will take quite some time. Gwaet does have a supply of smoked horse and knight meat stored in the base of his tower (anyone foolish enough to eat it will find it tasty; Gwaet really knows how to smoke knight flesh!). The players also have a supply of food: the brook trout. Some of the fish are Fay, however, so eating the trout can have the same consequences that Sir Cyndyn

experienced. The players may have a few visions in the next year or so.



Gwaet the Giant

SIZ 25	Move 4	Major Wound 25
DEX 8	Damage 8d6	Unconscious 13
STR 20	Heal Rate 5	Knockdown 25
CON 25	Hit Points 50	Armor 15
APP 2		

Modifier to Valorous: 0

Combat Skills: Club 13, Throw Stone 15*

Significant Directed Traits: Valorous (Taryan) 18, Suspicious (knights) 16

* Gwaet's great strength and the height of his tower give him a respectable range. The stones 6d6 damage up to 20 yards and 3d6 damage up to 45 yards. He loves the taste of horseflesh, and will target these first if his tower is charged. Every third melee round Gwaet must stoop to pick up two more rocks.





The players need not worry about surrounding or sealing off the tower. Gwaet will have no interest in leaving as long as the knights threaten his bride. After a sufficiently long wait, a month or two, Gwaet sallies forth and attacks the players.

Inside the Tower

The tower has three floors. On the first, the players find a store of smoked meat and the accoutrements of a few defeated knights; perhaps the remains of an old friend not seen for a few years.

On the second level, the players find a door barricaded with several large rocks. This takes some time to clear. Inside the players find the skeletal remains of the long-dead Taryan. She is wearing some valuable jewelry. She also has her diary with her, on a side table. This will reveal her home, the history of her abduction, and confinement, all of which occurred some 98 years ago. (The jewelry is worth 8L, 6L of which is a special ring: It is silver, shaped like a shell, and set with a ruby.)

On the top floor, the roof, are whatever stones Gwaet hasn't thrown, and all the coins Gwaet took from his victims, laid out to make pictures on the floor—a total of 360 d.

Afterward

If anyone brings news of Taryan's fate to her family (which should be an adventure in itself), they learn she was the sister of the grandfather of the present Lord Penyt. The players also learn how all the knights who searched for her so long ago found no clue beyond the remains of her unlucky friends. In addition to the glory for solving this family's mystery, the players have the opportunity to make a good friend and ally. This depends upon how diplomatic they are, and if they have the good sense to return Taryan's jewelry. In particular, the silver ring is an old family heirloom. If this ring is missing, it could be trouble for the players.

Glory: 100 for slaying Gwaet. Bringing news of Taryan to Penyt's lands brings 75 additional glory. Bringing her remains, ring, and diary may bring the total up to 200 glory.

The End of the Faerie Road

If all is still well with the stag after the players have encountered the tower and all the other adventures, then the players receive one last visit from him.

"We have made it to the end of the road, and with a little effort we shall find our way back to the world of men. All the things I told you of will quicken your road home, but I have one last warning. If you have the magic spear, you need to know a cost must be paid to bear such power out of the land of the Fay; the one who does so will be the one who pays the cost."

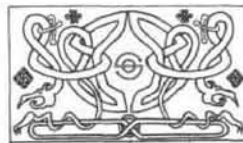
The Stag then flees.

The players will be out of the woods shortly thereafter, provided they have completed all three tasks: that is, if they have Ceidwad and the magic spear and have given Taryan a proper burial or have brought the remains with them.

If they haven't completed all the tasks, the gamemaster may simply turn them around for several weeks before they escape, or, if he prefers, have the road lead them back to the encounters they avoided.

Remember that when the players leave the faerie realm, the person carrying the boar's spear will need to make an immediate aging roll. Once out of the wood there is no guarantee the player knights will be anywhere near the place where they entered the wood.

Glory: For making it to the end of the Fay road, each player will earn 10 glory.





SHORT MAGICAL ADVENTURES

by Shannon Appel

Adventure of the Worshipping Picts

Setting: A stone circle in the wilderness.

Problem: A magician asks the player knights to escort him to a stone circle on Beltaine, so that he may use the powerful magic there for long-ranging divinations. However, when the player knights arrive, they find a group of Picts already present, engaging in a ritual of their own. Magical mists have begun to rise up, as the Other Side begins to infringe upon Arthur's Britain. The players will have to travel through it if they wish to reach the stone circle. Then, they will need to drive the Picts away.

Characters: The spirit dogs. These Picts follow the Samlaidh (Spirit) of Dog. A group of four Other Side dogs guards the Picts. They are all pure white, with red ears. These are the creatures the player knights will encounter.

Other denizens of the mist. Just about anything can be encountered in the mists: dead companions, lost loves, visions of the future, visions of the past, or even a pagan god, to offer a few examples.

The Picts. Use the Wild Pict Warrior stats (Pendragon pp. 330-331), with +5 Awareness. There are twenty Picts worshipping, but half are children and old men. Faced with knights, they will flee after a few Picts are killed.

Secrets: The Picts have emigrated from the north. They are trying to create a magical connection to this land so that they may become permanent residents.

Solutions: Survive the mists and drive off the Picts so that the magician may conduct his divinations.

Glorify: 15 for each spirit dog slain, variable numbers for other encounters in the mist, 20 for each Pict slain. Another 10 for safely delivering the magician to the circle of stones.

Adventure of the Giant Dam

Setting: A peasant village near a large river.

Problem: A giant has begun to build a huge dam, which will cause the peasant village to be entirely flooded in just a few days time.

Characters: Geest the Giant. Use Giant stats (Pendragon Fourth Edition, pp. 341-342). A good-natured fellow, though obstinate. Also, a little dim. Ry the Farmer, the villager who has raised the giant's ire. Use Common Farmer stats (Pendragon Fourth Edition p. 331).

Secrets: Geest was originally a rock shaped vaguely like a curled-up giant, until one day he got up and walked away. There are several other huge rocks, just like Geest, resting in the field where he was born. Recently, Ry started grazing his sheep in that field. Geest asked Ry to stop, but the farmer ran away instead of listening, so Geest has decided to dam up the river and flood the entire town.

Solutions: Kill Geest. Or, trick Geest into doing something else. Or, find out that Geest doesn't like Ry grazing sheep in his birthfield, and ask him to stop.

Glorify: 250 for killing Geest. 100 for solving the problem in some other manner.

Spirit Dogs

SIZ 15	Move 10	Major Wound 12
DEX 20	Damage 5d6	Unconscious 7
STR 14	Heal Rate 3	Knockdown 15
CON 12	Hit Points 27	Armor 4 (spiritual skin)

Combat Skills: Bite 13

Modifier to Valorous: 0

Other Skills: Howl Menacingly 20





Adventure of Anguine Hill

Setting: A medium-sized hill near a castle. It is covered by woods, but a single path runs up the hill, circling it three times before reaching the summit.

Problem: A wyrm has taken up residence on old Anguine Hill, and has recently begun raiding the local land. It is extremely intelligent, and on its last raid took captive the niece of the local lord, to hold her hostage against the lord's good behavior. Since then, a few errant knight have tried to sneak up the hill to rescue the niece, but were stopped half-way up the hill. A wall guarded by strange serpentine warriors blocked the path. The knights never even made it to the wyrm.

Characters: The Serpentine Warriors. Use the Bandit statistics [Pendragon Fourth, p. 330]. Their numbers should be equal to the player knight's. They will hide behind the wall, firing their crossbow through slits. Climbing the wall requires a [STR] roll; safely leaping off of it requires a [DEX] roll. Failure on either roll results in 2D6 damage. If the DEX is failed, the knight still ends up on the same side of the wall as the warriors, but sprawled at their feet.

The serpentine warriors are very deceitful and will try and use their wiles against the players. They will freely give oaths, then happily break them, perhaps offering to let one knight come over the wall to fight one-on-one, then ganging up on him.

The Wyrms of Anguine Hill. Use the Wyrms statistics [Pendragon Fourth, p. 343], but note that this wyrm is extremely intelligent. He will offer to bargain with a strong party to give up the girl in exchange for his safe passage, while he will try and fool a weak party into dangerous acts. The wyrm has never liked a certain lord of Logres who scarred him when he was younger, and might require the knights kill that lord (in a fair duel, if they so desire) in exchange for the girl's freedom.

The girl herself is trapped in a cave the wyrm guards. Only the treacherous can enter it (requires a [Deceitful] check). If the wyrm is still alive, a player will have to give it a free attack before he can charge in.

Secrets: Anguine Hill is an ancient magical place (Ambient 5d20, 1d20 to Summon dragons, 3d20 Glamour) that has always been linked with deception. It attracts deceptive creatures, and sometimes even practices deceptions of its own (disappearing on the occasional clear summer day, for example). Even if the player knights defeat the denizens of the hill, more will return in time.

The woods of Anguine Hill are imbued with its deceptive magic. Anyone leaving the path and wandering in to them is lost for 4D6 hours, before he finally emerges at the bottom of the hill.

Solutions: Slay the serpentine warriors. Slay or drive off the wyrm. Keep further creatures from coming to the hill, perhaps by walling it off, or by enshrining a holy artifact of truth upon the hill.

Glory: 10 for each serpentine warrior, 400 for the wyrm. An additional 100 if the hill is somehow permanently purified.

Adventure of the Boar Spear

Setting: Lands just south of Hadrian's Wall, which are being invaded by the Pictish Ce clan.

Problem: In the last year, the Ce clan has begun making numerous successful raids upon the lands just south of Hadrian's Wall. Local lords say that the raids are being led by an invulnerable warchief. Even after taking numerous mortal wounds, he continues to fight.

Characters: The Picts. Use Wild Pict Warriors stats for most Picts, and Saxon Warrior stats for a few impressive warriors. All the Picts have +1 CON and Great Spear skill instead of Spear. Although local lords believe that a single warchief is leading the Ce, in actuality there has been a different warchief for nearly every raid; usually he dies after the battle is ended. Use Saxon Warrior stats for the warchief with +1 CON and Great Spear 18; he carries the magical Boar Spear. See Pendragon Fourth Edition pp. 330-331 for all stats.





Short Magical Adventures

Secrets: The Boar Spear was a gift given to the Ce Clan long ago. It contains within it all the power of the Boar Samhladh.

It is a typical boar-spear, long with a cross-bar near the head. The Great Spear skill is used to wield it, and it does +1D6. Strange designs have been scratched along the entirety of the wooden shaft. [Awareness. Success = The designs form an odd, elongated boar emblem. Religion (any). Success = The designs are Pictish.] The boar spear grants two gifts and, along with those, confers two geases.

The Gifts:

Long Fighting. While in combat, the wielder does not fall unconscious or die until he has taken 2x his hit points in damage. At that point, his utterly mangled body finally falls to the ground, devoid of life.

Inhuman Endurance. While in combat, major wounds do not have any affect upon the wielder.

All hit point loss and major wounds take their full, normal effect 1d20 minutes after any battle is ended. Typically, this means the wielder of the spear falls to the ground and dies.

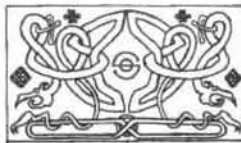
The Geases:

Extreme Courage. The wielder of the spear may not retreat from battle once it has been commenced, unless he is the last of his side still standing.

Berserker Rage. Once the wielder has been wounded (for even 1 HP damage), he must all-out attack for the remainder of the current battle. If a geas is ever broken, the spear turns back upon its wielder, automatically hitting him once for a critical success (i.e., doing 2x the wielder's own damage). Both gifts are immediately revoked as well.

Solutions: Defeat the Picts and take the spear from the warchief. However, it must not be destroyed, or it will release a vengeful boar spirit. Magicians will say that the only way to be rid of it is to take it back to the Other Side, where it originated, and give it to the Boar King. Alternatively, the gamemaster could force them to face a much less kindly regal boar.

Glory: 100 for stopping the invasions, plus 20 per Pict warrior killed, 35 per Pict leader, and 100 for the Pict warchief. Another 100 if the boar spear is given to the Boar King.





CHRISTIAN QUESTS

Christianity came to Britain in the first century AD, when Joseph of Arimathea came to the island. He brought many sacred relics with him, the greatest of which was the Holy Grail. Joseph founded the first church in Britain at Glastonbury, and since that time the religion has blossomed. Christianity is the religion of Camelot, and of most of Arthur's vassals.

Pendragon defines Christianity with five personality traits: Chaste, Forgiving, Merciful, Modest, and Temperate. By no means is that the entire extent of the religion. Christianity is about personal salvation through proper behavior. Through good works, kindness, understanding, and love Christians ensure their eternal life.

Though Christianity is the religion of Arthur's Britain, it is not totally accepted. In the furthest reaches of the kingdom pagan religions still prosper. Beyond the wall heathen Picts live, on the nearby shores of Ireland the old gods are still worshiped, and in Saxon lands Wotanism is practiced. Even some practitioners of the Jewish faith live in Arthur's Britain. Thus, Arthur's reign is a time not only of pilgrimages, but of preaching and conversion as well.

Even within the Christian faith, there are divisions. As noted in the Pendragon rules (pp. 208-209), a Christian in Britain can subscribe to the tenets of Roman, Celtic, Irish or Grail Christianity. Outside of Britain there is Orthodox, Coptic and Nestorian Christianity. There are heresies of the faith; such as Arian, Pelagian and Donatist Christianity, and even the debased Satanism.

Many conflicts occur between the proponents of differing Christian sects,

each trying to convert the other, even as missionaries attempt to convert non-believers. The differences between sects can be gross or slight, but the effort put into arguing them is always great.

The adventures in this chapter are tests of Christian faith.

The Adventure of the Holy Sword describes the quest of a knight for his father, lost and suspected dead, and his sword, the holy Sanctgladius, a relic of the Christian church. The quest brings the player knights deep into the Sauvage Forest, where a magical land which once celebrated faith has now been corrupted. Only by purifying the land can the player knights succeed in their quest. A box in this adventure discusses *Relics of the Faith*.

The Adventure of the Castle of Light is a Christian adventure in its purest form; it is a prelude to the holy quest for the Grail. In it, the player knights encounter Sir Courtauld, a good Christian turned to evil ways. Through the strength of their faith alone, players may be able to banish that which possesses him, and so return him to the light. A box in this adventure gives an overview of *The Quest for the Grail*.

Christian adventures have been relatively scant in previous Pendragon supplements. Existing ones all center around the Grail Castle. *The Boy King* describes the fateful events of 514, when Sir Balin struck the Dolorous Stroke. *The Adventure of the Castle of Joy* (also in *The Boy King*) offers a sequence of stories surrounding Merlin's island, the City of Glass, and the Grail Castle. Finally, *The Adventure of the Waste Lands* (*Perilous Forest*) describes the devastated lands of the Grail Castle.





THE ADVENTURE OF THE HOLY SWORD

by Shannon Appel

Family is an integral part of the Pendragon game. Even before character creation is completed, a player may find that his knight's father is missing or dead. Likewise, every winter a knight's relatives might marry, give birth, die, or... disappear.

This adventure centers around Sir Paul, a young knight whose father went missing a few years ago. However, if the gamemaster wishes, he could easily shift it to focus on one of the player knights. Do any of them come from particularly Christian families? Has their father been missing for years? If so, they might quest for their own family heirloom, the Holy Sword.

Paul's Request

The feast of Pentecost has become one of the greatest festivals of Arthur's Britain. This is because of a custom that Arthur has instituted; he will not allow his knights to begin their feast until they have heard or seen a great marvel. Many other rulers have taken up this custom, including the player knight's lord. This adventure begins on Pentecost, with the player knights and their lord waiting for a marvel to occur. As is always the case, their wait is a short one.

After the feast had been set out, shouts begin at the lowest table, announcing that the marvel has arrived. [Awareness. Success = A young man dressed in pure white clothes of noble, though outdated, fashions has ridden up to the castle atop an equally white charger. He has a shield at his side, shrouded by a pale covering. Only a dagger adorns his side.]

Within a few minutes, the young man enters the room. He bears himself like a knight, though he has no sword or armor. He boldly strides forth toward the player's lord before humbly prostrating himself. Looking at him more closely, players see that though his clothes are old and worn, once they must have been magnificent finery.

"My lord", the young man says, "I have come to beg three boons of thee. You have my word of honor that none will be detrimental to you or yours, and that what I ask will be fair and just. May I have this?"

The lord nods. Such a request is not a strange one on Pentecost.

"First, I ask to be given sword and armor appropriate to a knight; I come from a long line of knights, but due to my family's misfortune I am not properly equipped."

The lord quickly agrees, and a sword and Norman chainmail will be brought out for the young man.

"Second, I ask to be made a knight by your own hand, lord. I have studied long and I understand both swordsmanship and chivalry."

The lord agrees, and he knights the young man before the assemblage. After the ceremony of Knighthood, the young man speaks again:

"Third, I ask for the aid of you and your knights to accomplish a quest I am honor

Relics Of The Faith

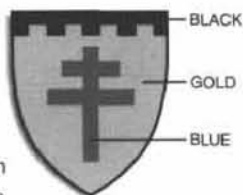
Relics are important to the Christian faith. The Arthurian cycle culminates in the search for the greatest of relics, the Holy Grail, but there are others. The burial shroud of Jesus, the spear of Longinus, pieces of the true cross, and relics of saints are all held in great respect as well. Due to their importance, relics can be a good basis of Pendragon adventures. At the simplest level, player knights could be sent in search of a long-lost relic. Such quests could be to a nearby county, or to the faraway Holy Land. Complications might arise if the relic was not just lost, but rather stolen. Perhaps another Christian wishes the holy item for himself, or pagans wish to destroy the relic, and so derive the Christian church of its power. Moral dilemmas could arise if player knights learn a relic is fake. Will they reveal this to its owners, and perhaps destroy their faith? This adventure is about one particular relic, Sanctgladius, and the family that has held it for generations.





Sir Paul

Although he has been trained in knightly ways, conversation with Sir Paul will reveal that he is still very naive in the ways of the world. Without the player knights, Sir Paul would be unable to complete his quest. Though he is strong in the Christian virtues, he lacks much of the common sense that the player knights have earned through hard, painful experience. Remember that Sir Paul can be replaced with a player knight if one has a missing father. If you decide to use Sir Paul as the central character in this adventure, it is best to give his character to one of the players.



Glory 1,204

SIZ 12	Move 3	Major Wound 14
DEX 13	Damage 4d6	Unconscious 7
STR 13	Heal Rate 3	Knockdown 12
CON 14	Hit Points 28	Armor 10 (Norman chain) + shield
APP 15		

Combat Skills: Dagger 10, Horsemanship 10, Lance 13, Sword 15

Significant Traits: Chaste 13, Forgiving 13, Merciful 16, Moderate 13, Temperate 13, Valorous 15

Significant Passions: Love (Family) 13

Significant Skills: Awareness 12, Religion (Church) 13

Heraldry: or, a passion cross azure, a label with five points sable. The label will be removed when Sir Paul finds his father's body.

Horse: A beautiful white charger, Damage 6d6, Move 8, CON 12.

bound to complete. Many years ago my father disappeared while erranting. Though my family waited long, word of his fate never came. We are sure he is dead, but now that I am a knight I must recover his body and his sword Sanctgladius, which is a mighty Christian relic. I fear that this quest will take me into the most dangerous lands, for my father had two companions with him, and still he was overcome. So I ask for companions of my own, to complete this quest."

Again, the lord agrees. If any players immediately volunteer, award [Love (Family)] or [Pious] checks as appropriate, depending on their reasons. Otherwise, the Lord will select them from among his knights to aid the young man.

After the young man's third boon has been granted, he pulls the cover from his shield to reveal his arms. [Heraldry +1. Success = This

is the son of Sir Peter, a Roman knight who disappeared five years ago. His name is Sir Paul.] But before the quest can begin, there is a Pentecost feast to attend. Sir Paul will be given a seat of great respect. The adventure proper opens on the next day. Glory: 10 for seeing the Pentecostal marvel.

Searching the King's Road

The next morning Sir Paul gathers with the player knights to begin the quest. With some prompting, Sir Paul recalls that his father last sent word to his mother from Cirencester, where he was planning to embark on some quest. He and his two companions, a Moor named Sir Ferdinand and a Roman named Sir Gaidon, were not heard from after that.

Cirencester

Within the ancient Roman city of Cirencester lies the luxurious home of the Duke of Clarence. Years ago Sir Peter's quest began here.

The knights are able to enter Duke Galegantis' old-style castle without problem, but once inside they are faced with the efficient bureaucracy of Amig of Cricklade, the Duke's Castellan. He explains that the Duke has many appointments with important people, and may not be able to see the knights for some time. [Courtesy, at -5 if any of the player knights if from Gloucester. Critical = The Duke agrees to see the knights that day. Success = There is a wait of 1d6 days. Failure = There is a wait of 4d6 days. Fumble = That knight will not be allowed to talk with the Duke, though others in the party may try]. If the player knights wish to ask about the duke, [Intrigue] will reveal that the duke has a custom whereby he asks for a favor before answering questions. The only way to get information from the duke is to accede to his request, which is generally not onerous, and never dishonorable.

Breaking the Appointment

There is ample opportunity to approach Duke Galegantis before the appointment, if the knights are bold. Every night he eats at the grand table in the great hall. During the day he is often in his conference room, speaking with emissaries from other lands. Just before dusk





The Adventure of the Holy Sword

he likes to take a quiet walk in his private garden. If the knights decide intrude on the duke, the advocates of this plan should be granted [Proud] checks. [Courtesy] reveals that it is not improper for the duke to keep them waiting, given their relative stations.

The knights have a fairly easy time actually getting into a position where they can talk the duke; almost any plan—from bribery to climbing the garden's walls—should work.

The Duke will not be displeased to see the player knights. He is a prideful man himself, and understands their impertinence. He offers to tell the player knights what they wish in exchange for a favor: "I rule over a village to the northeast of here called Bourton. It a small place, and thus it does not often concern me. I have granted it as a fief to a loyal knight named Sir Brockleluck."

"Recently two peasants arrived from Bourton to beg that Sir Brockleluck be relieved of his fief. They say this he is cruel to them, and would work them to death. Now, I see that you are good Christians and also good knights, so I trust you to find an answer that is both honest and just. Agree to this one task: to go to Bourton, to investigate the conditions there, to talk with Sir Brockleluck, and to send a report back to me so that I may decide the disposition of the fief, and I shall in exchange reveal to you the quest that Sir Peter engaged on five years ago."

If the player knights agree, the duke continues: "Five years ago Sir Peter came to me to ask of a sacred place called The Golden Field, for he had heard that one of my most religious knights had once quested for it. He explained that a great holy man had told him to seek it out and protect it. I offered to give him information in exchange for a favor. He agreed and I told him that I believed The Golden Field to be somewhere in the depths of the Sauvage Forest, to the north, for that is where my knight quested. In exchange for my information, Sir Peter and his companions went to the village of Bourton, the very village where you are now going, to slay a beast that had been terrorizing the villagers. The knights did not return, but within a few weeks the attacks on Bourton ceased. That is all I know of Sir Peter and his quest."



The Duke is still pleased with the knight's boldness, and afterward he will agree to equip them in any way necessary. At a minimum, he will make sure they are well supplied with food and wine. If any knights are poorly armed or armored, he may decide to improve their equipment up to the current knightly standard.

Keeping the Appointment

Players waiting until their appointed time will eventually be summoned to meet Duke Galegantis. The Duke offers them information in return for a favor, exactly as outlined above. However, he will simply send them on their way afterward, not offering to equip them in any way. By their behavior the knights have confirmed that they are the Duke's lessers.

Bourton

It is fifteen miles from Cirencester to Bourton, a full day's ride. The knights will leave the King's Road about twelve miles north of Cirencester, taking a road to the northeast which is smaller, but still well upkept. Nearing the town of Bourton, they are met by an older knight, riding down the path from Bourton. [Heraldry. Success = This is Sir Brockleluck.] As he nears, he shouts a greeting. "Hallo! Good meeting you here. I am Sir Brockleluck. I do not recognize you except the young man, there. Could that be Sir Peter's son?"





After a few moments of pleasantries and introductions, the players will likely ask Sir Brockleluck what he knows of Sir Peter. Sir Brockleluck's eyes gleam and he states, "Ah, you ask a favor. I will be happy to help, for I do know what happened to Sir Peter, but I will ask a favor in turn." Duke Galegantis' custom of exchanging favors has gained acceptance among his subjects.

"In the last week, there has been an uprising among my peasants. Many of them refuse to work, claiming that I am too harsh a master. I must crush this insurrection, lest it spread. I was just heading off to Cirencester, planning to recruit some men-at-arms, but your coming is a godsend.

Help me to round up the leaders of this rebellion. There are three of them, and I believe they are hiding in the woods nearby. Do this and I will give you the information you seek."

Hunting Down the Insurrectionists

If the player knights agree, Sir Brockleluck suggests that they begin the next day. He will even lend them his hunting dog, a tired old mutt, and make sure that the players have a good description of the rebels. Their names are Cad, Daf, and Ser. Cad is an elderly father, and the other two are his robust sons.

The player knights will probably investigate the village of Bourton first. They see that it is

clean, and the peasants are well-fed. However, harsh years of heavy labor line the peasant's faces and bend their backs. Peasants hide in their huts when they see the knights coming, and shout that they do not know where the rebels are.

When the player knights head out into the woods, they should roll [Hunting, +1 for the aid of the dog. Success = They come across a trail which leads them to the rebels.] If they fail on the first day, they may continue trying on future days until they succeed. After the first day of failure, Sir Brockleluck will offer increasing cruel assessments of the knight's abilities.

Cad, Daf, and Ser are hiding in the woods an hour from Bourton. Calling them rebels is a bit of an exaggeration. Daf and Ser fled the village because they feared Sir Brockleluck would work their father to death. Though Cad is fifty years old, Sir Brockleluck still had him working in the field every day. They will try to explain this if the player knights give them a chance.

If the player knights try and take the three captive, Daf bravely challenges them while the others watch on with open mouths. They are too stunned to flee; after Daf is subdued or slain the players will be able to take them without problem. On their way back to Bourton, Ser explains that Sir Brockleluck will be the death of his poor da' through over-work. At some point, players should roll [Just. Success = Though Sir Brockleluck is cruel to his peasants he is not unjust. He fulfills his part of the social contract by ensuring that they are well-fed, well-clothed, and housed. He does work his peasants much harder than a better Christian might.]

After the peasants have been captured, Brockleluck sentences them to be scourged and displayed in the village square for a full day. Then they will be sent back to the fields.

Players may try and plead the peasant's case, but they find their pleas falling on deaf ears. Sir Brockleluck will not alter the peasant's punishment. However, he may relent from sending old Cad back to the fields. If the players pay 2L to make up for lost work, Sir Brockleluck will magnanimously allow Cad to retire.

Sir Brockleluck

Glory 2,571

SIZ 11	Move 2	Major Wound 11
DEX 9	Damage 4d6	Unconscious 6
STR 11	Heal Rate 2	Knockdown 11
CON 11	Hit Points 22	Armor 10 (Norman chain) + shield
APP 8		

Combat Skills: Horsemanship 16, Lance 16, Sword 21

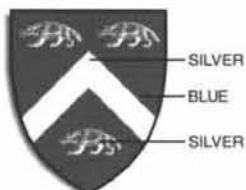
Significant Traits: Cruel 16, Valorous 13

Significant Passions: Fear (Wyrms) 13

Heraldry: azure, a chevron between three brocks argent.

Horse: An elderly sorrel charger, streaked grey with age,

Damage 5d6, Move 7, CON 11.





The Adventure of the Holy Sword

Any players who helped capture the fugitives, heard their story, and did not seriously argue their case should be awarded [Cruel] checks.

Afterward Sir Brockleluck will keep his promise. He reveals that five years ago a fierce wyrm began to savage his lands. He called to his lord for help, and Duke Galegantis sent three knights errant. They fought against it, wounded it badly, and caused it to flee. When it disappeared northward, toward the Sauvage Forest, they followed. Sir Brockleluck points out the path which they followed. It is not used by himself or the peasants, but still it has not been over-grown.

Talking with The Peasants

Knights may ignore Sir Brockleluck and talk with the peasants instead. The peasants fear them; if the knights persist in trying to talk with them, they will be called "Brockleluck's Lackeys." Only threats get any information out of them (in which case [Cruel] checks should be awarded).

There is one way to gain the peasants' trust: challenging Sir Brockleluck to combat and defeating him. If the player knights do this, the peasants will become much more open, willing to answer questions. The peasants remember that three knights came to Bourton many years ago. They battled an evil serpent which was cursing the land, and chased it into the woods. They show the players the path leading into the Sauvage Forest.

Glory: 100 for challenging and defeating Sir Brockleluck.

The Sauvage Forest

The path leading into the Sauvage Forest is entirely clear of foliage. Vines, trees, and brush all grow beside it and above it, but never upon the path itself.

Several miles into the wood the path splits three ways: left, straight, and right. The middle one is slightly overgrown, but the other two remain clear. The path to the left leads to the Sir Gaidon and his Pathetic Squires, the path to the center leads to the Pavilions of Pleasure,

and the path to the right leads to Vengeful Sir Ferdinand.

Each encounter occurs in a large clearing. Each clearing has three paths leading into it. Two of these paths, located directly across from each other, lead to one of the other clearings. The third path, located halfway between these two, leads back to the crossroads. Symmetry would call for a fourth path directly across from the crossroads path, but there is none. Instead an especially dense and utterly impenetrable wall of foliage blocks that direction.

In truth, the fourth direction of travel leads to the Golden Field, which the other three clearings surround, but the path will not open up until the taint of the Sauvage Forest is cleansed.

This will be done when the main character in each clearing is set free, usually through the return of some item. The items are scattered across the other clearings. It is easiest for the characters to regain the items by falling to carnal traits: Indulgence, Lust, and Vengeance, but such a path will make the final challenge, that of the Iridescent Wyrm, more difficult. Details for recovering the items in these ways are described. Inventive player knights who use trickery, treachery, combat, or other methods to recover the items should be rewarded with success.

Because of the taint on the clearings, all of their inhabitants have lost their memories, and are unwilling to leave them.

Daf the Peasant

If Daf is forced to face the knights to protect his da', he will try and apply his Love (Family) Passion.

SIZ 10	Move 3	Major Wound 14
DEX 13	Damage 5d6*	Unconscious 6
STR 17	Heal Rate 3	Knockdown 10
CON 14	Hit Points 24	Armor 1 (clothes)
APP 7		

* Dagger does only 4d6

Combat Skills: Dagger 8

Significant Traits: Valorous 12

Significant Passions: Love (Family) 16





Sir Gaidon and his Pathetic Squires

Before the player knights arrive at this clearing, they smell roasting food, and hear the noises of joyful revelry. There is a grand feast going on.

Sir Gaidon, the Lord of the Feast

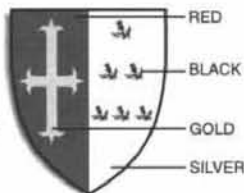
Glory 4,571

SIZ 17	Move 2	Major Wound 15
DEX 10	Damage 5d6	Unconscious 8
STR 12	Heal Rate 3	Knockdown 17
CON 15	Hit Points 32	Armor 1 (clothes)
APP 10		

Combat Skills: Sword 22

Significant Traits: Indulgent 20

Heraldry: gules, a cross flory or; impaling argent, six thistles sable.



When the player knights enter the clearing, they see it is filled by a long table. At its head is a jolly knight who calls himself "The Lord of the Feast." Nine other knights sit at the table as well. They are all eating happily from the piles of food that fill the table. Off to the side are ten hungry-looking squires. The knights at the table sometimes throw the squires scraps of meat, but most of the scraps magically disappear.

When the Lord of the Feast sees the player knights he beckons them to join his feast. There is exactly the right amount of space at the table for all the knights, but no room for the squires. The Lord of the Feast will be unwilling to speak to the player knights unless they join in the feast.

As long as the knights sit at the table, there will always be enough food for them to eat and they will never grow full. If the player knights seem reluctant to become gluttons, The Lord of the Feast encourages them. He explains that when the knights at the table eat, then the hungry squires are able to eat more. If player knights sit at the table for more than a day, they begin to become befuddled, and start losing their memories; soon they will have no desire to leave.

Any player knights who eat excessively at the table, even if it is to get information from the Lord of the Feast or to be Merciful to the squires, should be granted [Indulgent] checks.

Secrets of the Clearing

The Lord of the Feast: This is Sir Gaidon. When he entered this clearing it was empty except a table. Sir Gaidon felt compelled to sit down at the table and prepared a feast with his Ever-full Cornucopia, an artifact he had won on a quest many years before.

Once he started eating, he was unable to stop. Further, he found that his squire could not eat at the table, but could only receive the smallest scraps. Sir Ferdinand came upon them and tried to break the curse by stealing the Cornucopia from Sir Gaidon. There was a battle, and Sir Ferdinand was scarred, but he escaped with the Cornucopia. Sir Gaidon would have gone after Sir Ferdinand if food had not continued to magically appear.

If asked by the player knights, the only name that Sir Gaidon remembers is "The Lord

Of The Golden Field And The Knights Who Quested For It

The Golden Field, hidden deep in the Sauvage Forest, has been a holy place since Joseph of Arimathea came to Britain. It was blessed by the presence of the Grail, and remained a place of great holiness for over a dozen generations.

Five years ago, a spawn of the Devil known as the Iridescent Wyrms came to the Sauvage Forest. It attacked nearby villages, but the whole time it was seeking for the Golden Field.

A holy man told Sir Peter of a vision, where he had seen Peter defending a golden field, beloved of God, from the vileness of a creature from Hell. With those words in mind, Sir Peter and his two most trusted companions began the Quest for the Golden Field.

As it happened, Sir Peter and his companions found the Iridescent Wyrms first. They wounded it deeply, and it fled back into the Sauvage Forest. The three knights pursued. Sir Peter's two companions, Sir Ferdinand and Sir Gaidon, became lost in the woods. Sir Peter was left to chase the wyrms alone. After all its searching, the Iridescent Wyrms came upon the Golden Field by chance. Sir Peter followed, and they fought one last combat. With his companions, Sir Peter would have emerged victorious, but alone he could not. He slew the wyrms, but died in turn.

When the Iridescent Wyrms died, its black blood stained the Golden Field. The nearby lands grew tainted as well. Even worse, a new Wyrms emerged from the body of its dead mother. For the last five years, it has grown. Sir Ferdinand and Sir Gaidon are trapped in the forest by the pollution of the Wyrms' blood.





The Adventure of the Holy Sword

of the Feast." He has a vague recollection of coming to the clearing several years past, but does not remember the reason. Sir Gaidon recalls that once he had an Ever-full Cornucopia, but that it was stolen by another knight. He has a locket which portrays the thief (it is Sir Ferdinand), and will show it to the players. He would be willing to give it to the players if they swear to recover his Cornucopia. Sir Gaidon wishes he had his Cornucopia so that he could give it to the squires.

The Young Knights: These are other knights who have quested for the Golden Field in the last five years and failed.

The Cure

This clearing will be cleansed of its taint if Sir Gaidon has his Cornucopia returned. He gives it to the squires, and they eat heartily. Afterward, the food on the table disappears and Sir Gaidon and the others begin to regain their memories. They have a few minutes to discuss matters with the players before they fall into a magical rest lasting seven days. They then emerge fully restored.

The Pavilions of Pleasure

As they enter, the player knights see beautiful pavilions around the edge of the clearing. There are as many pavilions as there are knights in the party. All but one of the pavilions are occupied by beautiful women, who look timidly out. The last pavilion stands empty, but a mysterious knight sits upon a horse in the middle of the clearing. Heavy plate armor masks the knight's identity, and he carries a pure white shield. "Choose one from among you to joust," the knight announces. "We shall fight to first fall for ransom. The terms of victory are negotiable: the knight will accept till unconsciousness, first blood, or a cry of 'no more'". The knight's lances are blunted, but the knight will fight using sharpened weapons if asked.

The jousting knight afterwards beckons the player knight into the empty pavilion, as either captive or captor. There, she removes her armor, revealing that she is a stunningly beautiful woman. She will either offer her body up as the spoils of war, or demand the same of the player knight. Any knight who accepts this liaison should be granted a [Lustful] check. After the battle, the remaining maidens offer them-



selves to the other player knights. They are universally noble and beautiful. Additional [Lustful] checks may be granted.

No matter how long they stay in this clearing, the player knights will not become befuddled, though noble ladies would.

Glory: 10 for defeating the Jousting Knight.

The Jousting Knight

Glory 127

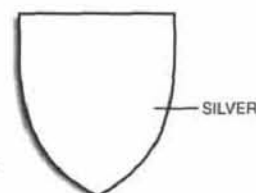
SIZ 15	Move 3	Major Wound 14
DEX 17	Damage 5d6	Unconscious 7
STR 14	Heal Rate 3	Knockdown 15
CON 14	Hit Points 29	Armor 14 (partial plate) + shield
APP 25		

Combat Skills: Horsemanship 18, Lance 22, Sword 18

Significant Traits: Lustful 20

Heraldry: argent.

Horse: a dapple grey Andalusian charger, Damage 7d6, Move 8, CON 12.





The Knight of Vengeance and his Fellows

Glory 4,712

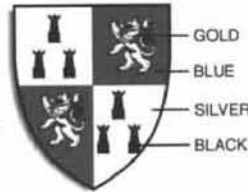
SIZ 14	Move 3	Major Wound 17
DEX 15	Damage 5d6	Unconscious 8
STR 13	Heal Rate 3	Knockdown 14
CON 17	Hit Points 31	Armor 10 (Norman chain) + shield
APP 7		

Distinctive Features: Scarred

Combat Skills: Sword 21

Significant Traits: Vengeful 20

Heraldry: quarterly, 1 and 4, argent, three towers sable, one in chief and two in base; 2 and 3, azure, a lion rampant or.



His Fellows

SIZ 14	Move 3	Major Wound 14
DEX 12	Damage 5d6	Unconscious 7
STR 14	Heal Rate 3	Knockdown 14
CON 14	Hit Points 28	Armor 10 (Norman chain) + shield
APP 10		

Combat Skills: Sword 20

Significant Traits: Vengeful 15

Secrets of the Clearing

The Jousting Knight: This is Lady Glesri, the amor of Sir Ferdinand, Peter's Moorish companion. When Sir Ferdinand did not return from his quest, she sought him out, and was trapped by the magic of this glade. If asked by the player knights, the Jousting Knight will remember her proper name, and that she came to the glade years ago seeking her Amor. She can not remember his name, however. She wishes that she could see his face again, for then all her memories would come back.

If a player knight became intimate with Lady Glesri, she will offer her favor to him.

The Other Ladies: These are the ladies of either Sir Gaidon's feasters or Sir Ferdinand's fellows.

The Cure

If Lady Glesri sees either the locket containing Sir Ferdinand's picture, or Sir Ferdinand himself, her horse and armor disappears, and she and her ladies have their memories restored.

They have a few minutes to discuss matters with the players. After that, they will fall into a magical rest lasting seven days, and emerge totally restored.

The Vengeful Sir Ferdinand

As the player knights approach this clearing, they hear the sounds of laughter and good-hearted companionship. Within the clearing are five knights, the obvious leader is a heavily scarred moor. When the player knights approach the talk dies down, and the moor stands, announcing: "I am the Knight of Vengeance. Why have you come?"

Unless the player knights claim that they have come to help fulfill the moor's vengeance, the Knight of Vengeance bids them to be gone. He only has time for his comrades. He returns to his talk, making new plots against Sir Gaidon, the knight who scarred him five years ago. If the players try and interrupt, the Knight of Vengeance will ignore them.

If the players say that they have come to help the moor in his vengeance, he explains that his fellowship is complete, but that any knight may join by defeating one of his fellows in melee combat to first blood; the weapons will not be rebated. If a player knights defeats one of the Knight of Vengeance's fellows, the moor requires that knight to swear an oath of vengeance against Sir Gaidon. Afterward, he will be accepted as a fellow, and may discuss the plans for vengeance with the others. The discussion centers on all manner of esoterica of battle; it has gone on for five years and will continue till the curse is broken.

If player knights join in the talk for more than a day, they become befuddled, and start losing their memories; shortly afterward they will have no desire to leave.

Players who swear the oath of vengeance should be granted [Vengeful] checks, unless they plan to break it, in which case they are given [Deceitful] checks and lose 3 Honor for taking a false oath.

Glory: 10 for defeating one of Ferdinand's fellows.





The Adventure of the Holy Sword

Secrets of the Clearing

The Knight of Vengeance: This is Sir Ferdinand, Peter's Moorish companion. When Sir Gaidon succumbed to the magic of the forest, Ferdinand took his Ever-full Cornucopia. This resulted in the battle in which Sir Ferdinand was scarred. He fled to this clearing. He still has the Cornucopia, however. Players may get to see it if they wait until the next meal. He might be willing to give the Cornucopia to a companion, if that companion convinced him it would somehow hurt Sir Gaidon.

Sir Ferdinand does not remember his true name, but he remembers Gaidon's, and will be able to describe him to the players. He can describe the battle as well, though he no longer remembers the cause. If asked why he feels such a need for vengeance, Sir Ferdinand explains it is because he once had a true love named Lady Glesri, but he now believes he has lost her, because of the scars upon his face. If only he had a token of her love...

The Fellows: These are additional questing knights.

The Cure

If Sir Ferdinand is offered Lady Glesri's favor (or some other token of her love), the curse is lifted. His memories return, he renounces his vengeance, and release all of his fellows from their oaths.

Ferdinand has a few minutes to discuss matters with the players if they wish. After that, the inhabitants of the clearing fall into a magical rest lasting seven days, and emerge totally restored.

The Field of Gold

When the curse is lifted from all three of the clearings, the walls of vines exactly opposite the paths running to the crossroads wither away, revealing a path. In the distance the player knights see a golden glow; the Golden Field beckons.

As the player knights advance down the path, a figure appears before them. It is Sir Peter, clothed in a heavenly body. He is blind-
ing to look upon. He speaks to Sir Paul:

"My son, it pleases me that you have undertaken this quest. The ending lies ahead, but I must give you one warning. When I came here five years ago I fought a beast called the Iridescent Wurm, which was sent by the devil to taint this place of faith. I slew the beast, but the devil was victorious, for the wurm's blood spread across the field, darkening all it touched. That taint has only been cleansed now, by your actions."

"There is still one evil left, for out of the foul corruption of the field, the Iridescent Wurm was reborn. It dwells within, waiting. You must lead the Wurm out of the field before you slay it, else all will be undone. My sword, Sanctgladius, still rests upon the Golden Field. You are noble. Wield it and your victory will be ensured."

If any other player knights have Christian religious traits totaling 66 or more, Sir Peter will say, "Your friends are worthy too," and nod at those characters. "I am being called back now, son. Do our family and God well. I am proud of you."

And then Sir Peter is gone.

Glory: 100 for having removed the lesser taints from the forest.

The Final Battle

A few minutes later, the player knights emerge from the forest and look upon the Golden Field. It is a place of beauty and glory; the

The Iridescent Wurm

SIZ 35	Move 10	Major Wound 25
DEX 30	Damage *	Unconscious 15
STR 35	Heal Rate 6	Knockdown 35
CON 25	Hit Points 60	Armor 15 (scales)**

Modifier to Valorous: -10

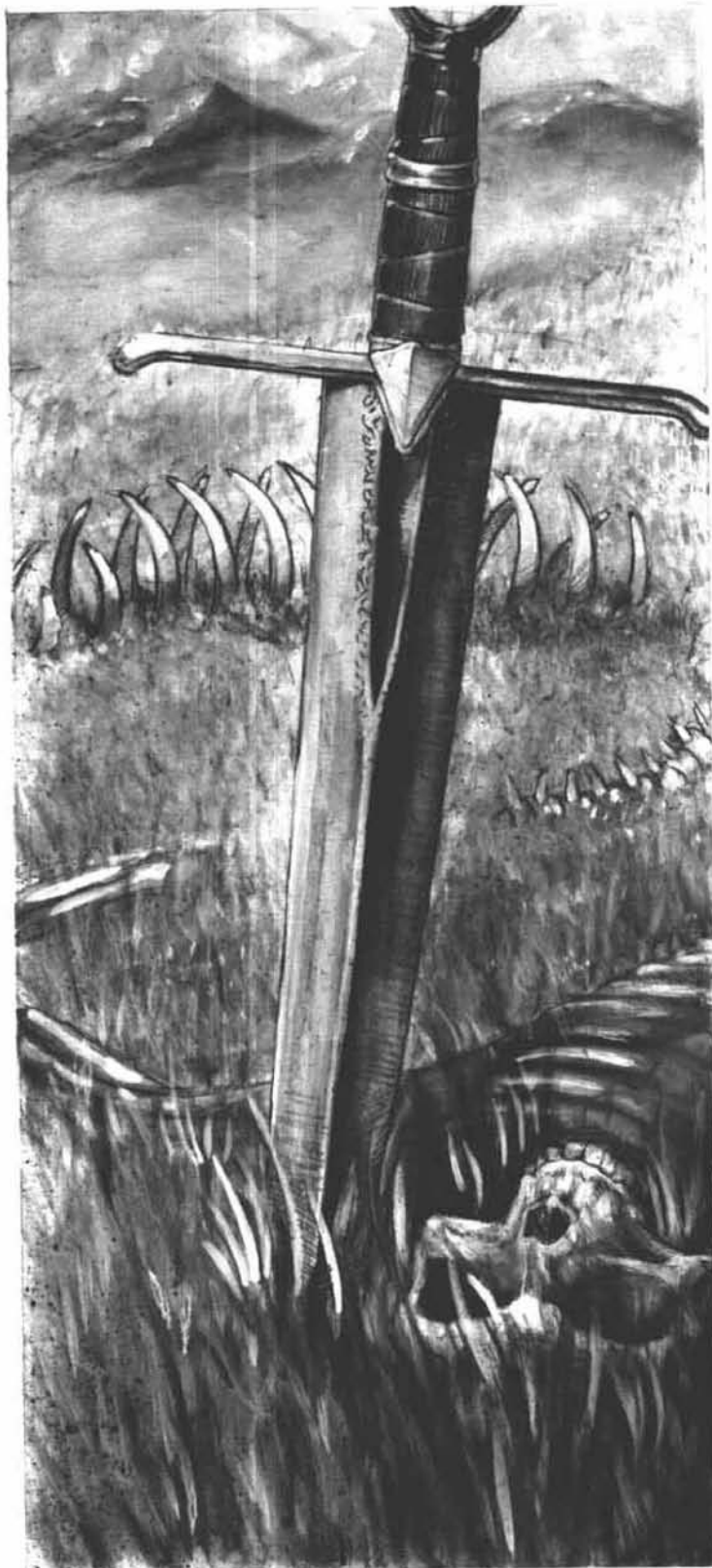
Combat Skills: Bite 15, Tail 10***

* The iridescent reflections of the wurm represent the traits of the devil. Each time the wurm strikes roll 1d6: 1 Lustful, 2 Vengeful, 3 Cruel, 4 Proud, 5 Indulgent, 6 Worldly. The wurm will do damage equal to that Trait to a player, and armor will not protect.

** The sinful find it hard to strike the Iridescent Wurm. For each check that a player knight has in Lustful, Vengeful, Cruel, Proud, Indulgent, or Worldly, reduce his attack skill by 1 (to a maximum of -6).

*** May only be used against a different foe than the Bite attack





hymns of the lord seem to sound on the wind. All Christian knights should be awarded a point in [Pious]. Three things mar the field, however. The first is a sword, glowing with a dim golden light, which has been thrust into the soil at the center of the field — Sanctgladius. Twined around it is a long serpentine skeleton, and beside that the skeleton of a man — Sir Peter. Finally, on the opposite side of the field, is a blasphemous wyrm, its iridescent scales all the colors of the rainbow. It lets out a screech as the players enter the grave and charges them.

The battle should be joined immediately; the wyrm closes on the knights with amazing speed. It is likely that the knights will not want to fight a normal battle.

Retrieving Sanctgladius will take a round of combat. The Iridescent Wyrms automatically attacks any one knight trying to retrieve the sword, and they will be unable to defend.

Drawing the Iridescent Wyrms out of the clearing takes a turn, during which time the player knights may not attack.

If the Iridescent Wyrms takes any damage while on the Golden Field, the blood falls down, boils, and begins to darken the Field. The smell is sickening. If the field takes the blood of 10 or less points of damage, it will be able to recover, but otherwise it will be tainted anew. The exact details of this are left up to the gamemaster, but it should require another quest to cleanse it. Perhaps the players will

Sanctgladius

Sanctgladius is a holy sword which bears a relic of Peter the Apostle in the hilt. Its main power is that it smites with the power of the lord. Add up the wielder's Christian traits (Chaste, Forgiving, Merciful, Modest, and Temperate) and divide by 12. This is how much damage the sword does in that wielder's hand. Sir Paul will do 6d6 damage. Sanctgladius has a second power: it glows dimly when in the vicinity of creatures of the devil and does +2d6 damage against them. Also, the wielder of Sanctgladius will never flee from such a creature. The Iridescent Wyrms is a creature of the devil, so Sir Paul will do a total of 8d6 damage when fighting it.



The Adventure of the Holy Sword

become trapped, like Sir Gaidon and Sir Ferdinand were, only to be freed years later by new questers (they will not age during this time). A new Iridescent Wyrmling will definitely bubble forth from the field.

Glory: 200 for slaying the wyrmling

Conclusion

Provided that the player knights slew the Iridescent Wyrmling outside of the Golden Field,

the curse has been lifted. In addition, Sir Paul has retrieved his family's heirloom. The knights will be able to leave the fields without problem, perhaps hauling along over a score sleeping knights and ladies. Sir Paul has proven himself a true knight, and will have many adventures ahead.

Glory: 50 for all who helped Sir Paul complete his quest.





THE ADVENTURE OF THE CASTLE OF LIGHT

by Danny Bourne

This adventure tests the Christian religious traits in a series of opposed encounters with the main protagonist, Sir Courtauld. He used to be a good Christian knight but while out hunting one day was possessed by an demonic spirit which turned his virtues to vices.

After a vision from St George containing a cryptic clue, the player knights undertake to exorcise the spirit from Sir Courtauld. Every time the player knights show him the virtues of Christianity, the demon will lose some of its power over Sir Courtauld, with the appropriate trait returning to normal. When Sir Courtauld has seen the power of all five Christian traits being used properly, he will find the courage to expel the demon and return to his former ways.

This adventure can be run either as a solo, presenting a difficult challenge, but with the

appeal of commensurate glory; or as a group adventure, making it easier, but with far less glory to be had per person. This adventure is designed as a test of the religious traits of Christian knights and is well suited to be used during the Grail Quest.

Those who fail any of the tests are spirited away to meet later with those who succeed at the end of the adventure - nothing less than perfection can succeed in a Grail Quest.

To the Bright Castle

For many months now the knights of King Arthur have been searching the length and breadth of the land for the Holy Grail. One such group, the player knights, find themselves deep in a forest as night falls. After the knights have bedded down for the night, relate the following to the knight with the highest [Pious] trait.

"As you sleep, your mind continually turns to the quest for the Holy Grail. You are startled from your reverie when you notice an armored knight holding a lance and shield with the design of a red cross on a white background standing before you. You are sure that you can hear the sound of a heavenly chorus as you notice the cherubs who hold the knight's cloak."

"Realizing that you have been visited by none other than St George himself you stand and he speaks to you thus: 'The brightest route is often along the darkest path but a true knight can bridge any troubles trusting to his Faith in God rather than the best steel of man. Strong is the knight who is prepared to turn the other cheek rather than to rely on vengeance. Faith, hope and charity are more powerful than any sword arm. Trust in that which makes you a Christian and shall you be ever victorious. Now you must go, there is work to be done.'"

The Quest For The Grail

From 554 to 557 the knights of Camelot embark upon their greatest quest ever, the Quest for the Holy Grail. This hunt for the very cup which was used by Christ at the last supper, and which caught his blood in the garden of Gethsemane, is the ultimate expression of Arthur's piety. It is a quest which may only be accomplished by the most perfect Christian knight.

While questing for the Holy Grail, the knights of Britain are tested many times. Strange, unearthly events measure their understanding of the Christian traits. Only the best succeed. Most fail. Many die. *The Adventure of the Castle of Light* may be used as one such quest on the road to the Holy Grail. If the Gamemaster's campaign is set well before the Quest for the Grail, he may wish to offer this as a prelude, a taste of things to come. In this alternative, it would be most appropriate to begin the adventure at some great holy place, such as Carlion Cathedral, Glastonbury Tor, or St. Albans. When one of the knights falls asleep near this place of holiness, he is visited by a dream, and faced with an adventure. Another possibility is to face a knight who has just achieved his religious bonus with this adventure as he sleeps one night.





"St. George then begins to glow until the light is almost unbearable and you have to shield your eyes and turn away. The light then fades, St. George is gone and you find yourself staring at a bright light, an unearthly light, a pure light, shining in the distance. Surely there is an adventure to be had here!"

At this point, the pious knight should note that he has been joined by his companions, miraculously awake, armed, and armored. They are afoot, with no horses or squires.

If the player knights follow the light to its source, they see a marvelous sight. As they break out of the trees, they find themselves near a coastal cliff. In the distance, on an outcropping of rock jutting skyward from the sea, a castle glows with its own radiance, as brightly as the noon day sun. At first glance there appears to be no method of transit to the castle. [Awareness. Success = There is a very narrow, long and precarious bridge that leads toward the castle from the cliff edge. Critical = The knight sees the bridge, and also someone moving about in the shadows.]

The Bridge Fiend

As soon as the first knight steps upon the bridge a figure leaps from the shadows to stand to bar their path. It is an ugly and misshapen figure with long grey pigtailed and yellow-brown skin. In its hands rests a huge scythe. It grins a sickly grin at the knights and the stench of rotting flesh washes over them. [Valorous. Success = The knight may enter combat. Failure = The knight concerned flees. Fumble = the knight faints dead away and receives a 1d6 Fear (Fiends) Passion]

Because of the narrowness of the bridge, only one knight may fight the fiend at a time. If the knights defeat the bridge fiend, those who fled may rejoin the group. If all the knights flee or are slain, they find themselves back by their campfire in the woods. The adventure is over before it begins; they are obviously not worthy.

Once the fiend has been dispatched or circumvented, the player knights may continue the long and tortuous journey across the bridge—which creaks and groans alarmingly—to the castle gatehouse. The water below seethes and boils alarmingly a great distance

below. Falling means certain death, but the bridge itself is remarkably secure, despite the creaks and sways.

The castle drawbridge is lowered and the portcullis is raised invitingly. No matter what time of day the knights began to cross the bridge, when they reach the gatehouse the sun is close to setting. The adventurers are free to walk into the empty and silent courtyard of the keep itself. The castle has no stables (because of the impossibility of transporting horses across the bridge), but otherwise is an unremarkable Medium castle with a single tower upon the far right hand corner.

Glory: 75 for the knight who defeats the Bridge Fiend.

Sir Courtauld and the Bright Castle

The doorway to the keep itself is closed, but as the player knights advance the doors swing open silently and ominously. Those venturesome enough to enter find themselves in a brightly-lit warm and inviting main





The Bridge Fiend

SIZ 18	Move 4	Major Wound 20
DEX 20	Damage *	Unconscious 0
STR 20	Heal Rate 4	Knockdown 18
CON 20	Hit Points 38	Armor 8 (demonic hide)
APP 2		

Combat Skills: Scythe 21

Significant Traits: Deceitful 17, Indulgent 16

Horse: Tasty! The Bridge Fiend is particularly fond of Destriers, preferably raw. Good thing the knights don't have theirs.

* The fiend causes damage equal to the armor worn by a knight. Thus, if a character is wearing 12 point armor, the fiend will always cause 12 points of damage. This damage ignores all armor except for the 3 point Chivalry Bonus. A wise knight may realize that if he strips out of his armor the fiend will not be able to harm him. The fiend will be much easier to defeat if the knight trusts in the protective power of God. The fiend causes no extra damage on a critical.

hall. The hall already has four feasting tables laid out, behind which is a large curved staircase leading up to a gallery that runs around the main hall.

Once all the player knights have entered, a tall and robust looking man walks down the stairs wearing a heavy cloak over his finery. He has a fair lady at his side. [Intrigue. Success = The lady has callused hands. Thus she is not of noble birth.] This knight looks at the player knights, smiles enigmatically, and introduces himself. He has a heavy Occitanian accent.

"Greetings fair knights, I am named Sir Courtauld of Ganis, now lord of The Castle of Light." [Recognize with a +6 modifier. Success = Cortauld is one of the younger knights who came to England with Bors and Ban to fight at Bedegraine. Critical = Sir Courtauld was famous, even amongst those from Ganis, for his Christian Faith and acts of





The Adventure of the Castle of Light



Charity. He mysteriously disappeared from his lands some years ago. Fumble = Sir Courtauld is, in fact, Sir Carados of the Dolorous Tower, a relative of Sir Turquine.] "Please, be seated. You look fatigued. Stay awhile and let me entertain you."

He turns and calls out "Boys! Wine and viands for my guests, and don't delay, you laggards!" He motions for the player knights to be seated and then sits himself. Soon several page

boys bring out a huge selection of sumptuous and succulent dishes, all of which Sir Courtauld eats from, gorging himself. If he notices any knight being restrained he encourages them to follow his example.

"Not eating? There's more than plenty to sate everyone's appetite. Eat to your heart's content. It is not often that knights get to eat so regally." Any knight that continues to eat sparingly will be singled out for derision by Sir





Sir Courtauld

6,173 Glory

SIZ 17	Move 3	Major Wound 20
DEX 12	Damage 5d6	Unconscious 9
STR 14	Heal Rate 3	Knockdown 17
CON 20	Hit Points 37	Armor 14 (partial plate) + shield
APP 14		

Combat Skills: Sword 22

Significant Traits: Lustful 5 (15)*, Vengeful 5 (15)*, Cruel 5 (15)*, Proud 5(15)*, Indulgent 5(15)*, Valorous 16

Significant Passions: Hospitality 15

* Parenthetical Traits mark Courtald's true traits when he is not possessed.

Heraldry: sable, a tower argent. This could easily be confused with that of the Turquine clan.



Courtauld. "Why do you still pick at your food sir? Is it not to your liking? If knights are supposed to be the ruling elite, then they deserve the best of everything, surely."

This should allow a player knight to preach the Christian virtue of Temperance. [Player's Temperate vs. Courtald's Indulgent. Player success = Sir Courtauld visibly convulses, looks down at his food and eats no more. Critical = Sir Courtauld exclaims that he will fast for a week to purge his flesh and allows his servants to eat their fill from his table. If the player knight fails in the opposed roll then nothing happens. For this act, whether successful or not, the player knight receives a Temperate check.]

During the course of the meal Sir Courtauld will engage the player knights in conversation. If questioned about the bridge fiend he will simply say "Ah well! There are things beyond the ken and whit of mortal man. The path from damnation to salvation is a narrow one indeed."

Sir Courtauld talks much of the past exploits, glorious feats, and victories in battle. After a while, he will turn to the player knights. "You are knights of Arthur, what paltry deeds have you done that have managed to bring to you this castle?" He then leans back and awaits a reply. Modest knights may resist Sir Courtauld's goading, while Proud ones will

likely try to out-boast their host. If one of the player knights wishes to take Sir Courtauld to task about his overbearing manner then he should roll [Player's Modest vs. Courtald's Proud. Player success = Sir Courtauld again convulses and then falls silent. Critical = Sir Courtauld admits his mistake and promises to take a vow of a week of silence each year beginning from midsummer. If Sir Courtauld is successful then nothing happens. The player knight concerned, whether successful or not, receives a Modest check.]

At no point during the meal does Courtald's lady speak. If any knight addresses her directly she smiles, flushes, and looks down at her hands. However, she still refuses to answer. If pressed she looks imploringly at Sir Courtauld, who remains impassive, and still remains silent.

As soon as all have eaten fully, Sir Courtauld makes to retire and urges the player knights to do the same. "Please feel at home in my castle," he says "I extend to you my full hospitality. I ask only one boon of you all while you stay here: do not visit the tower chamber under any circumstances. Please do not breach my hospitality." With that he and the lady retire. Those knights who decide to look around the castle find that the archway through which the serving boys entered into the main hall contains nothing more than a blank wall. A thorough investigation of the castle reveals only a single door, which leads into a bed chamber containing one bed per knight.

The Tale Of Lady Keyleigh

Those knights who gave in to Pride or Indulgence during the course of the meal awake back in the forest. Those who remain are woken in the night by screams. [Awareness. Success = the screams are coming from the tower chamber.] Those who listen intently can hear the piteous cries of a woman's voice coming from the chamber. "Oh Lord, free me from this unjust torture. Let me die so that I should be held in durance vile no longer." Then comes the sound of someone being thrashed.

The knights now find themselves in a moral dilemma. They have accepted the hospitality of their host and yet are honor-bound to come to the aid of the lady. Any knights who breach





The Adventure of the Castle of Light

hospitality should be awarded an [Honor] check, while any who steadfastly try and keep their companions from doing so should be granted a check in [Hospitality].

Those knights who decide to ignore the cries of the damsel in distress will awake in the morning to find themselves back in the forest with their Proud and Indulgent friends. Enterprising knights may find some way of aiding Lady Keyleigh without breaking their oath—such as by standing outside Keyleigh's room, rather than entering.

If the knights investigate further, disregarding the wishes of Sir Courtauld, they find that their room opens, not onto the corridor from which they entered, but rather a corridor leading to a stairwell. The steps rise steeply, but nothing bars the knights' progress to the lady's door at the top of the stairs.

Once the knights reach Lady Keyleigh's chamber all that can be heard is a faint sobbing. The door, it transpires, is not locked. Upon entering the player knights are confronted with a most distressing scene. On the bed lies a beautiful lady of obvious noble birth, with striking hair of burnished copper, wearing a pure white silk chemise, the back of which has been ripped asunder. On the lady's back can be seen a series of ugly red weals. She has obviously been lashed. Tending to her wounds is a dwarf who carries a cat o' nine tails at his belt. Strangely, it is the dwarf, not the lady who is sobbing.

The dwarf turns, startled, when the player knights enter. "My master forbids any entrance to this chamber" says the dwarf. "He shall be sorely wroth when he finds that you have disobeyed his request." If the knights advance on this dwarf he backs away saying: "Have mercy my lords, have mercy and listen to my tale before you act rashly." Any knight who, at this point, strikes the Dwarf receives a [Cruel] check and, as he strikes the blow, finds himself standing in the forest with those others who have failed in the adventure so far. The dwarf relates his tale to those that remain:

"My name is Humilis and this is the fair Lady Keyleigh. She is the wife of Sir Courtauld and her tale is a most sad one. I have been in the service of Lady Keyleigh since she was a babe-in-arms. When she first met and married

Sir Courtauld, he was a good Christian knight, exemplary in all the Christian virtues. I was blissfully happy for them both but then, a few months ago, Sir Courtauld disappeared while out hunting and was not seen for several days. This vexed Lady Keyleigh and she was sore distressed. She was nearly at her wit's end and often swooned. I used to comfort her at night by talking to her, playing chess with her, and holding her when she cried, to help ease her tortured mind."

"Sir Courtauld arrived late one night and walked into this chamber while I was tending to Lady Keyleigh. He flew into a rage when he saw me holding his wife and beat me nigh unto death. He then turned on his wife and beat her also, calling her adulteress and whore. When I recovered he ordered that I should lash Lady Keyleigh thrice every night on pain of death for the both of us, while he enjoys the pleasure of





a different serving girl each night. In this way does he punish us both for a crime neither of us committed."

"I beg you, kind sirs, plead our case to my Lord and show him the error of his ways, for it is an unjust punishment. This knight is not the Sir Courtauld that I once knew."

If the player knights agree, Humilis will give them a magic salve to heal them of any wounds they may have. The salve will heal 1d6 hit points. It is, Humilis explains, the penultimate salve he has left, for he has used many on Lady Keyleigh herself to ease her punishment, unbeknownst to Sir Courtauld.

In the unlikely chance that no knight makes an [Awareness] check during the night, Humilis will actively seek out the player knights shortly before dawn to tell them the tale of Lady Keyleigh's foul treatment.

The Wrath Of Sir Courtauld

The next morning Sir Courtauld greets the player knights in the main hall. He appears to be totally unaware that the player knights have either visited the tower chamber or talked with Humilis (This is a result of his demon ensorcelling him every night). He is with a different lady than that of yesterday [Intrigue. Success = she seems to be a serving girl dressed in courtly finery.]

If challenged about his treatment of Lady Keyleigh, Courtauld flies into a rage. "Damn your eyes, sir!," he exclaims, "My personal concerns are none of yours! You have gone against my wishes and all the dictates of Hospitality. For that I shall have my vengeance. Gird yourself for battle sir, I shall meet you in the courtyard in one hour." With that he thrusts aside the lady and storms off to his chamber to don his armor.

Sir Courtauld and the chosen player knight will fight on foot, there being no horses in the castle. Lady Keyleigh and Humilis come to watch the challenge, Lady Keyleigh leaning heavily on the dwarf's shoulder. Sir Courtauld fights to the death rather than to first blood, seeking to Inspire himself with his Hospitality passion. Sir Courtauld shows no mercy to a fallen adversary and if he kills a knight will promptly challenge the next. However, if he feels that he is going to be defeated or is close to unconsciousness, Sir Courtauld will beg for mercy. If the player knight allows him to live the character should receive a [Merciful] check. Knights "killed" in the combat will wake up back in the forest, with a scar where the "killing blow" fell.

As Sir Courtauld lies there he exclaims to the knight concerned: "You should have dispatched me, I shall always forswear a grudge against you and your kin for this!" At this point Sir Courtauld and the knight should make an opposed roll. [Player's Merciful vs. Courtauld's Vengeful. Player success = Courtauld once again convulses and then apologizes fully. Critical = Sir Courtauld pledges his allegiance to the knight, begs his forgiveness and praises his Mercy]. If Sir Courtauld wins the roll then he will develop a Hate (knight) Passion which may or may not





The Adventure of the Castle of Light

haunt the player knight in later life, depending on the success of this adventure.

The Final Insult and Denouement

Lady Keyleigh rushes forward to aid Sir Courtauld, tend to his wounds and help him to his feet. As she kneels to get close, Sir Courtauld lashes out viciously at her, pushing her away from him. He says "I'll need no help from you harlot. I have already been sorely tested by you, so do not try to mock me further unless you want to regret your actions. Should I want a woman to tend to my hurt, then I'll take one of the serving girls." Events will take a turn for the worse unless the player knights intercede.

When one of the knights intervenes, Sir Courtauld will strike blindly at him. If the knight concerned strikes back at Sir Courtauld in anger, he finds himself standing in the forest camp.

If, however, the player knight turns the other cheek, or preaches to Sir Courtauld about the importance of forgiveness as a Christian virtue, an opposed Cruel/ Forgiving roll should be made between Sir Courtauld and the knight concerned. [Player's Forgiving vs. Courtauld's Cruel. Player success = Sir Courtauld will once again convulse, all the anger will leave him and he will stand there, crestfallen. Critical = Sir Courtauld will beg forgiveness for his behavior and request a penance as a measure of atonement]. If Sir Courtauld is successful then he just stands there, staring at the knight. The player knight should receive a [Forgiving] check for his actions, whether the opposed roll is successful or not.

By this time Lady Keyleigh, furious with her public humiliation and full of shame because of the way the noble player knights are showing Sir Courtauld how a knight should properly behave, decides that one of them would make a more suitable husband than her present one. As the knights stand there in the courtyard she will walk up to the knight who, in the eyes of the GM, has upheld the Christian virtues the best during the course of the adventure. "Please, take me away from here," she pleads. "You have seen what I must put up with daily. You are a good Christian knight, just

as Sir Courtauld was, I'm sure we can be happy together. I come from a noble and wealthy family. You would not want for manors or wealth." She looks up at the knight expectantly, her green eyes still piercing-bright despite tears.

This is the final test. If the knight agrees, he finds himself standing in the campsite in the woods, along with all of his companions. The adventure is over. If, on the other hand, the chosen knight speaks of the sanctity of marriage or, alternatively, just says "No", he should immediately receive a [Chaste] check. At this point an instant transformation overcomes Sir Courtauld. He falls to the floor, gurgling and thrashing about wildly. He then lies still and an evil vapor pours from his mouth, eyes, and ears. It coalesces into the hazy outline of a demon which bellows once like a tortured soul and then dissipates to the four winds. As the last traces vanish, Sir Courtauld stands, looks around in a befuddled state and then rushes to hold his wife. Afterward, he turns to the player knights and speaks.

"God be with you good sirs, for now my curse has been broken. I was once a knight who served the Grail and thought myself safe from temptation, but while out hunting I was confronted by a demon which possessed me and turned me towards the ways of the anti-Christ. In such a state would I have remained, but for your help, for every time you showed me the truth of the Christian way the demon's grip on my soul was weakened and, with your final act the demon's hold over me was broken. I, my wife, and my family shall forever be in your debt kind sirs. I have little that I can

Lady Keyleigh

1,393 Glory

SIZ 10	Move 3	Major Wound 13
DEX 19	Damage 3d6	Unconscious 6
STR 8	Heal Rate 2	Knockdown 10
CON 13	Hit Points 23	Armor none
APP 22		

Combat Skills: Dagger 5

Significant Traits: Chaste 8

Significant Skills: Chirurgery 16, First Aid 19, Industry 14

Woman's Gift: Beautiful Voice





offer you in reward other than my service, except for the last of Humilis' salves. Please accept it with our thanks." The player knights are granted another salve which will heal 1d6 hit points.

Sir Courtauld insists that the player knights stay another night while he thanks them and prays for their success in future endeavors. If the players are not already knights of Arthur, Sir Courtauld suggests they should seek Arthur out, for he believes that they are knights befitting of the Pendragon king. He also instructs his bard to compose a lay concerning the virtues of these fine knights to be sent to the court at Camelot. Eventually Sir Courtauld suggests that they all retire for the night and says that he will speak to them further in the morning. When the player knights awake they find themselves in the campsite in the woods, healed and full of the joy of God. Of the light or, indeed, of the castle itself, there is no sign.

Aftermath

The knights' fame precedes them and by the time they reach Camelot they are all spoken of

in hushed and revered tones. Arthur himself has heard *The Lay of the Knights of the Bright Castle*. Sir Courtauld and Lady Keyleigh will be at court, Sir Courtauld prepared to fulfill his vow of allegiance. If the knights are not already men of King Arthur, he grants them a manor and friendship of the court. If they are already his knights, he grants each knight one boon (of course truly Modest and Temperate knights will decline the offer, or ask for something trivial). Moreover, although the knights will not know it, they will automatically succeed their next roll against any one of the Christian virtues on which they received a check during the adventure.

Glory: Each character receives glory equal to the value of their Christian traits checked: Chaste, Forgiving, Merciful, Modest, and Temperate. If the adventure was completed successfully, each knight receives an additional 100 glory. For those that decline King Arthur's offer, as means of a final test, they gain an extra 100 Glory.





SHORT CHRISTIAN ADVENTURES

by Shannon Appel

Adventure of the Corrupt Land

Setting: A small clan-sized kingdom, hidden away from the more civilized lands of Arthur's Britain.

Problem: Both the land and its lord, Sir Swyno, have been corrupted by a diabolic force. Player knights may learn of this from lords of adjoining lands, who complain that Swyno has begun raiding them with strange armies. Alternatively, they might just stumble upon the corrupted land.

The interior of the land is a dangerous place. Many villagers are cruelly oppressed, but some have turned to their lord's newly dark ways, becoming thieves, murderers, and even cannibals. Any friendly faces that the player knights see in Swyno's lands are probably false.

Dark and fierce creatures also roam Swyno's lands freely. Some are corrupted animals, while others are frankly demonic beasts. Only after days of travel will the player knights make it to the center of Swyno's realm. His castle has fallen and decayed, and no longer provides any protection. He will ride forth with his last few loyal men to defend himself.

Characters: Sir Swyno. Use Small Giant stats (*Pendragon* Fourth Edition p. 341), though Swyno is of normal stature. He has a Sword skill of 21. Sir Swyno carries a pitted black sword, which he will use in combat, and rides a dark black charger. Although never a great Christian, it is only recently that Sir Swyno has become utterly corrupt. He embodies the traits of evil: Cruel, Deceitful, Selfish, Suspicious, and Vengeful. There is little hope for his redemption.

Swyno's Men. Use Royal Guardsmen stats (*Pendragon* Fourth Edition p. 330). These are the last four men who have not abandoned Swyno. Their clothing is threadbare, and they all appear gaunt. They realize that Swyno is

doing evil, but remain with him due to their Loyalty, and the oaths that they swore.

Other Denizens of the Corrupt Land. There are numerous peasants. Use Common Farmer stats (*Pendragon* Fourth Edition p. 331). They are oppressed, and in many cases starving, but are too fearful to leave their villages due to the monsters that live in the woods. Some villagers have become criminals. The monsters could be just about any animal or creature in the *Pendragon* rule book (Fourth Edition pp. 338-343). Normally harmless creatures should be given attacks with claws, horns, or sharp teeth.

Secrets: Sir Swyno became corrupt through a diabolic sword that he unearthed on the island of Pomitain five years ago. This is the pitted black sword that he wields. It adds +1 to each of the evil traits each year, and when they all exceed 15 it lends physical strength to its





wielder, magically given him powers similar to a small giant. Even if Sir Swyno's sword is taken from him, he will still be a thoroughly disagreeable individual, but not demonically driven. The sword can not be destroyed except by a very powerful priest, which could result in another quest following this one.

Solutions: Kill Swyno and all his men at arms. Or, kill Swyno and convince his men at arms that they do not need to avenge him. Or, take Swyno's sword, imprison him, and convince his men at arms that they do not need to avenge him. The player knights may need to cleanse Swyno's lands of demonic beasts afterward. Perhaps they will host The Tournament of the Great Beast Hunt.

Glory: 250 for defeating Swyno. An additional 20 each for defeating the men at arms, or convincing them not to fight. Possibly, additional awards for defeating dangerous creatures in the kingdom. Another 100 if the sword is destroyed.

Adventure of the Warring Monks

Setting: A bridge crossing a river, somewhere in Britain.

Problem: Two groups of monks are fighting with each other for the possession of the corpse of Sir Childe, a knight who froze to death upon the bridge.

Characters: The Monks. There are twenty in all, ten each from two different monasteries. Use Good Monk stats for most, and Bad Monk stats for a few trouble-makers (*Pendragon* Fourth Edition p. 331). The leaders of the groups are Father Peter and Father Saul. Both are Good Monks.

Sir Childe. Now a corpse, though he was a Notable Knight in life; player knights may recognize him by rolling [Heraldry +3].

Secrets: Sir Childe wrote a note in his own blood granting his land to the one who buried him. The monks are fighting for the body because they each want the land. Peter's group of monks wishes to have the land to build a monastery, because their current one is extremely overcrowded. Saul's group of monks wants to build a poor house for a local town, whose lord is very selfish. Neither will be able to accomplish their goal if they are only given half the land, for Childe's fief was small.

Solutions: The player knights must first convince the monks not to kill each other, perhaps by offering to make a decision, or determining a way to allow God to do so. Through piety, or other means, they will also have to convince the monks to accept their decision.

Glory: 10 to each knight who helps solve the dilemma.

Adventure of the Crusading Knight

Setting: Pict lands beyond the wall.

Problem: Sir Bernard, a Christian knight, has declared a crusade to bring the ways of Jesus Christ to the heathen Picts in the north, by the sword if necessary.

Characters: Sir Bernard. A famous Christian knight. He is very intolerant of non-Christians and is determined to crusade through the north, killing those Picts who refuse to convert to the way of Jesus Christ. He is very charismatic and already has many followers.

Other Crusading Knights. A mixed batch. Use Young Knight, Ordinary Knight, and Notable Knight stats (*Pendragon* Fourth Edition p. 329). Some are Christians who want to bring the word of the Lord to the savages, though a por-

Sir Bernard

Glory 6,213

SIZ 16	Move 3	Major Wound 15
DEX 13	Damage 5d6	Unconscious 9
STR 14	Heal Rate 3	Knockdown 16
CON 15	Hit Points 31	Armor 14 (partial plate) + shield
APP 18		

Combat Skills: Battle 18, Horsemanship 18, Lance 18, Sword 22

Significant Traits: Chaste 18, Forgiving 10, Merciful 8, Modest 10, Temperate 18, Valorous 16

Significant Passions: Honor 16

Significant Skills: Awareness 13, Courtesy 13, First Aid 13, Heraldry 13, Hunting 13, Tourney 13

Horse: Charger, Damage 6d6





tion will be shocked by Bernard's tactics. Others follow Bernard only because they see him as a rising figure, who could bring them all glory. Finally, some have joined Bernard's crusade in the hopes of looting the Picts; they are said to control great deposits of gold and silver.

The Picts. The lands just beyond Hadrian's wall have already been Christianized. Their rulers will offer suspicious hospitality to the knights. Fights will doubtless break out between hot-heads and Pictish hosts. In the less civilized Pictish lands, Sir Bernard's army will become the victim of guerilla raids—the Picts will never face the knights in open battle; instead small groups will ambush scouts and other knights that are off by themselves. When the army comes across Pictish villages, some villagers will fearfully convert to Christianity while others will submit only to the sword. Use Wild Pict Warrior stats for most Picts. Saxon Warriors stats should be used for leaders. In the southernmost Pictish kingdoms there are knights of all types. See *Pendragon* Fourth Edition pp. 329-330 for stats.

Secrets: Sir Bernard really isn't that good of a Christian.

Solutions: Follow Sir Bernard's crusade. It will be glorious for a time, but will eventually end in disaster, as ambushes kill knights and Sir Bernard insists on continuing forward. In the end the army will be crushed and player knights will need to fight their way back to Hadrian's wall.

Or, convince knights to abandon Sir Bernard's crusade. This will be impossible at first, but will become easier as ambushes take their toll. A challenge from Sir Bernard is inevitable, but if he is defeated and the army turns back, many knightly lives will be saved.

Glory: 50 for all knights who stay with the Pictish crusade for its entire length. 20 per Pictish warrior defeated, 35 per Pictish leader defeated, and 50 or more per Pictish knight defeated. 250 if Sir Bernard is defeated.

Adventure of the Haunted Church

Setting: A small, decaying village church.

Problem: The church has been haunted since the death of the last priest, Father Gregory. The church was already in poor shape—the local lord has not paid for needed renovations of the ramshackle wooden structure—and this haunting has nearly sealed the fate of religion in the town.

Characters: Father Gregory. A spirit. See "The Story of Castle Wakely" in *Tales of Chivalry and Romance* for full rules. His Spirit Limit is 57, his Spirit Defense is 57, and his Spirit Force is 3d20. He has the talents of Blessing, Emotion (Pious), and Glamour. He does not speak when he manifests, except to quote biblical scripture.

Sir Dane. An Ordinary Knight (See *Pendragon* Fourth Edition p. 329). The lord of the land. He has no time for religion, because he does not believe it is economical. He will not block the rebuilding of the church, but neither will he offer financial support.

Secrets: Father Gregory can not rest until the church has been rebuilt to its former glory.

Solutions: Rebuild the church, a task requiring 25L. This may require knights asking for pledges of money.

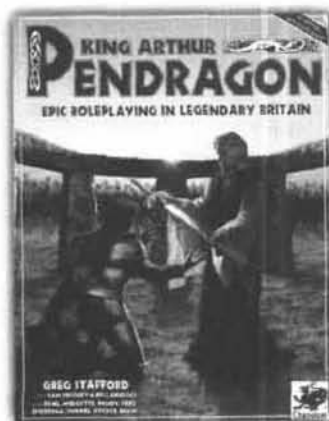
Glory: 25 for rebuilding the church, plus another 25 for the conspicuous spending.





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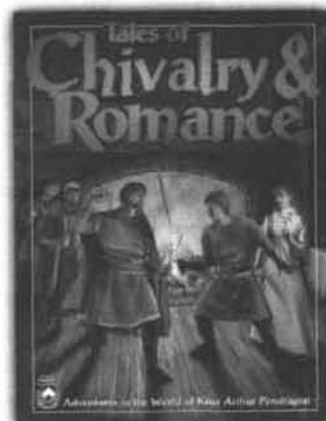
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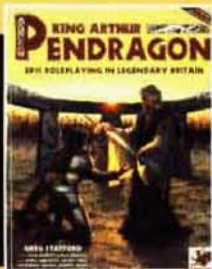
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