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Subject: **The Adventure of the Mysterious Manor**

System: ***Pendragon***

If you feedback on these adventures, please drop a line. Any constructive criticism would be appreciated.

### Introduction

This adventure would fit into any period of the campaign, but I envision it as in the 490-510 era. It is aimed at knights in the early stages of their careers. It could be set in Cumbria or north Logres.

The knights are looking for a place to stay for the night in the middle of an adventure in harsh country. They come upon a small manor and request the hospitality of the lord of the manor, Sir Barrius. He is not too pleased to have the player knights stay because he is in the midst of planning a local tournament to be held next week. He is only holding a tournament because other knights have made comments about his parsimoniousness. However, he will abide by the laws of hospitality, to the bare minimum, with regard to the player knights. They can stay one night and are put at a low table away from his own in the hall.

### Love and Death

The meal is moderate at best. One of the serving wenches, Agatha, flirts with a player knight, bringing him special cuts of meat, the biggest dessert, etc. She is amenable to arranging a clandestine meeting in the pantry that night. Whether or not the knight decides to sneak out of the great hall he'll be sharing with both player and household knights to meet with Agatha, she will be found dead in the morning. Her throat was cut. The player knight will be under suspicion for being so familiar with her the night before.

Sir Barrius is very angry that a knight he had taken in as his guest, however unwillingly, should behave so unchivalrously and break the rules of hospitality. (His secret is that Agatha had been his mistress long ago and he has an illegitimate son by her.) He demands that the player knight under suspicion be arrested by his men and locked away, to be dealt with after the tournament. Armed knights immediately appear, ready to follow his orders. Player knights should roll against their own Hospitality if they wish to put up resistance on behalf of their comrade; if they succeed, they cannot, unless they then succeed at an Arbitrary roll. Barrius's wife is dead, but he has two daughters who plead prettily with him to allow the knight one day to clear himself of this foul deed or else face a judicial challenge against Sir Barrius's champion tomorrow at noon.

Sir Barrius agrees to release the knight on these terms, and then busies himself with his tournament arrangements. He will refuse to be bothered until the next morning, unless the knights have evidence to clear their friend. (He may also be persuaded to talk to the knights if they have evidence about Sir Barrius's liaison with Agatha. They will need to be careful how they broach the subject with him; rolls against Courtesy will be necessary here.)

## Sir Barrius

SIZ 14 Move 2 Major Wound 12  
DEX 10 Damage 5d6 Unconscious 8  
STR 14 Heal 3 Knock Down 14  
CON 12 HP 26 Armour  
APP 11 Age 45 Glory 5,115

Attack: Sword 17, Lance 13, Battle 13

Significant Traits: Lazy 14, Vengeful 13, Prudent 16, Temperate 17

Significant Passions: Hospitality 6, Honour 14

Significant Skills: Gaming 7, Hunting 9, Stewardship 7

Shield: Barry of six purple and argent, a bear's head sable coupé and muzzled

## Agatha

SIZ 8 Move 2 Major Wound 15  
DEX 13 Damage 3d6 Unconscious 6  
STR 9 Heal 2 Knock Down 8  
CON 15 HP 23 Armour none  
APP 14 Age 30 Glory NA

Attack: None

Significant Traits: Lustful 14, Prudent 17

Significant Passions: none

Significant Skills: Flirting 9, Industry 8

## The Investigation

Intrigue rolls should be necessary to glean information. Use of trait and other skill rolls should be made as appropriate when dealing with individual characters to get the most information out of them. GMs should encourage lively interactions with the household characters. Time spent needs to be carefully accounted for as the player knights' time is limited. The time taken to learn and/or follow up on the following information is included in each reference below and takes into account the time required to get on a character's good side and then ask the questions subtly if necessary. The murder accusation is made at breakfast at 10 AM; dinner will be at 6 PM and last an hour and a half; lights out will be at 10 PM (indoor lighting is expensive). If the characters split up and then regroup to share information, their conversation will take one hour. If they let time pass, Tarquin may solve the mystery, but with his late start he may well take till the next day.

### Household Knights [Time spent: four knights: one hour]

There are five knights domiciled in the manor. On the night of the murder, four slept in the hall with the player knights. One, Sir Ortel, was with a serving girl in a storeroom.

### Sir Ortel, the Seneschal [Time spent: one hour]

He is the knight who slept with the serving girl. He will admit it freely and suggest the knights talk to her. He has also recently hired three new servants: one male cook, one stable lad, and one carpenter to supervise building stands for the tournament.

SIZ 13   Move 3     Major Wound 15  
DEX 15   Damage 5d6   Unconscious 7  
STR 14   Heal 3     Knock Down 13  
CON 15   HP 28     Armour 10 + 6 point shield  
APP 13   Age 27     Glory 2210

Attack: Sword 19, Lance 16, Battle 11  
Significant Traits: Lustful 14, Energetic 15, Prudent 14, Indulgent 15  
Significant Passions: Loyalty (Sir Barrius) 17, Amor (Lucilla) 12  
Significant Skills: Courtesy 11, Flirting 10, Tourney 8, Stewardship 9, Read (Latin) 7, Horsemanship 13  
Shield: sable, on a bend argent a portcullis sable, a quarter purple with a bear's head coupé and muzzled

Sir Efflin [Time spent: one hour]

One of the other four household knights. If confronted with the knowledge that he had an affair with Agatha he will admit it. He will say that it was over a year ago, when he started courting a neighbouring knight's daughter. He and Agatha parted amicably; he even gave her a coral ring as a parting present. (This will have been found on the body if anyone inquires.)

SIZ 12   Move 2     Major Wound 13  
DEX 11   Damage 4d6   Unconscious 6  
STR 13   Heal 3     Knock Down 12  
CON 13   HP 25     Armour 10 + 6 point shield  
APP 15   Age 35     Glory 1800

Attack: Sword 17, Lance 17  
Significant Traits: Lustful 12, Generous 15, Just 14, Honest 14  
Significant Passions: Loyalty (Sir Barrius) 16, Amor (Flora) 15  
Significant Skills: Courtesy 14, Flirting 12, Tourney 10, Horsemanship 14, Hawking 11, Dancing 8, Orate 10  
Shield: vert, on a chief argent three estoiles gules

Peter, the carpenter [Time spent: two hours (going into the village and back)]

He does not live in the manor house, but sleeps in the village at one of the cottages. He did not go out all night. His landlady and her son can confirm this.

Ewen, the stable lad  
[Time spent: one hour and a half to talk to all stable help]

He sleeps in the hayloft above the stables with the other grooms. He woke in the night from a nightmare in which he was drowning, waking others at the time. But he went back to sleep.

Madge, the serving wench [Time spent: one hour]

She is the one who slept with Sir Ortel and will verify his story. She may well try to plan a meeting with a player knight for this evening, as long as it isn't the suspected knight who questions her. She will say that Sir Barrius did not like having Agatha serve at his table and never said anything to her except when it was unavoidable. (This is why she would be serving the player knights' table at their meal.)

Bart, the cook [Time spent: one hour]

Has his own room by the kitchen, which is also near the pantry. He will claim that he heard the knight with Agatha (if he did go to her) but that he went back to sleep; he would not be so indiscreet as to eavesdrop on a knight. (Flirting with another kitchen maid will reveal that she went to the cook's room during the night but he wasn't there.)

If the knights search his room they can find hidden under a false bottom in a chest an apron with a black tower design on it. Heraldry success = this is Sir Turquine's livery. [Time spent: one hour when Bart is busy elsewhere (It may be hard to find time)]

One of the kitchen boys will be able to tell the knights that one of the big knives is missing. If the knights follow Bart, they can see him throw a knife into the pond behind the manor. [Time spent: one hour]

If the investigation continues until the evening, there will be another meal, rather more sombre than the last and with even less attention paid to the knights. During dinner, have the knights make a roll, but do not tell them what it is for. If any succeed at Indulgent or Read Latin they will recognise the delicious dish that they are eating is from a Roman cookbook which has never been translated from Latin. When questioned about it, the cook will claim that he was taught it by the cook to whom he was apprenticed, who had had it passed down to him. [Time spent: one hour locating and questioning Bart about recipe after dinner.]

If the knights finally suspect Bart and search his person, they will find a note from Sir Turquine with instructions on where to go when he has killed the woman and to whom to tell the tale to get it spread most widely.

SIZ 12	Move 3	Major Wound 12
DEX 16	Damage 3d6	Unconscious 6
STR 9	Heal 2	Knock Down 12
CON 12	HP 24	Armour none
APP 8	Age 34	Glory NA

Attack: Dagger 5

Significant Traits: Deceitful 15, Cruel 13, Cowardly 16

Significant Passions: Loyalty (Turquine) 17  
Significant Skills: Intrigue 8, Read (Latin) 5, Cook 7

### Seeing Sir Barrius

If the knights do attempt to talk to their host during their investigation, they should be kept waiting for an appointment till 4 PM, or at least one hour, whichever is longer. The conversation will then take one hour, assuming he will see them, as discussed above.

Glorel and Lucilla, Sir Barrius's daughters [Time spent: one hour]

Glorel is nineteen and attractive, though she dresses in fairly simple clothes. She is practical and helps her father run the household. She appreciates steadfast characters who achieve what they set out to do. She detests showiness and bragging, though, so subtlety is necessary in impressing her with one's knightly character.

SIZ 11   Move 3            Major Wound 15  
DEX 17   Damage 4d6    Unconscious 7  
STR 11   Heal 3           Knock Down 11  
CON 15   HP 26            Armour none  
APP 14   Age 19            Glory 400

Attack: Dagger 4

Significant Traits: Chaste 15, Energetic 16, Honest 17, Just 14

Significant Passions: Love (family) 17

Significant Skills: Chirurgy 14, First Aid 15, Hawking 5, Recognise 7,  
Stewardship 7, Horsemanship 5, Industry 17

Woman's Gift: Nimble fingers

Dowry: from mother, #5, from father, #6

Lucilla is sixteen and stunning. She is somewhat gooiily romantic and loves to hear of adventure and tragic tales. She plays sad but beautiful music on the lyre, accompanying herself with her splendid voice.

SIZ 9   Move 3            Major Wound 13  
DEX 15   Damage 3d6    Unconscious 6  
STR 10   Heal 2           Knock Down 9  
CON 13   HP 22            Armour none  
APP 19   Age 16            Glory 310

Attack: Dagger 3

Significant Traits: Forgiving 15, Merciful 16, Trusting 14, Proud 14

Significant Passions: Love (family) 16

Significant Skills: Chirurgy 12, First Aid 13, Industry 15, Dancing 7,  
Flirting 9, Romance 7, Play (Lyre) 13, Sing 15

Woman's Gift: Nimble fingers

Dowry: from mother, #3, from father #5

Either girl, approached in the right way, will be willing to tell the knights that their father is gruff on the outside, but has a soft heart. He is very good to his servants and their families. He has been particularly good to the dead woman's nephew, a handsome young man of fourteen.

Tarquin, nephew (son) of Agatha

[Time spent: One hour if he is already at the manor (after 1 PM) or if the player knights are in the village questioning Peter the carpenter. Two hours if they go to the village to see him (he will go home after dinner at 7.30 PM)]

He is fourteen years old and lives in the village in the home of his widowed aunt Florry, whom he thinks is his mother. Florry's husband Tom, whom he calls father, died when the lad was only a year old. It is in this cottage that Peter the carpenter is staying. Tarquin will help the player knights in their investigations, or do some himself to discover his mother's murderer. He will be at the manor by midday, news of Agatha's death having reached the village by then.

Tarquin does not know that Sir Barrius is really his father. He will say that one of the household knights, Sir Efflin, had been close to his aunt Agatha some time ago and more recently the cook had paid her a lot of attention. He is a fairly innocent lad, and assumes that their intentions were honourable.

A country lad, he idolises knights and will be very taken by the player knights. He is good with horses and has been trying to teach himself Heraldry.

SIZ 10	Move 3	Major Wound 13
DEX 14	Damage 4d6	Unconscious 6
STR 11	Heal 2	Knock Down 10
CON 13	HP 23	Armour none
APP 14	Age 14	Glory NA

Attack: Spear 5, Dagger 7, Quarterstaff 4

Significant Traits: Energetic 15, Honest 16, Modest 16, Chaste 15

Significant Passions: Love (family) 17

Significant Skills: First Aid 10, Horsemanship 10, Awareness 8, Folk Lore 9,  
Heraldry 6, Swimming 5

Sir Turquine's Plan

Turquine knows of Sir Barrius's child by Agatha and expects that her death will throw suspicion on Barrius when his illicit love is made known and turn him into an outlaw. Turquine sent his cook into Barrius's household to do the deed. Unfortunately, he did not expect any visitors at the manor just before the tournament, and he certainly did not expect anyone to be seducing Agatha on the night of the murder. If the player knights have not come across Turquine in the past, his plot which has put them in danger and brought potential dishonour to them ought to make them view him as

their enemy. Turquine's plot to shame Barrius also means that it is important that the player knights deal with the matter of his illegitimate son with tact.

### Solving the Mystery

If the suspected player knight clears himself without publicising Sir Barrius's involvement with Agatha, or accusing him of her murder on their way to solving it, he and his companions will be invited to stay for the tournament. They may well win the favours of one or both of the daughters during their stay.

If the knights solve the mystery but embarrass or accuse their host they will be allowed to leave the manor but not invited to the tournament.

Player knights may strike a deal with Sir Barrius to get him to acknowledge his son once he is old enough to become a knight. Strategic use of Courtesy, succeeding at an opposed roll of a knight's Just v. Sir Barrius's Arbitrary, or doing well at the tournament and asking it of their host as a boon are suggested ways to accomplish this. Knight who make a big effort on Tarquin's behalf may get ticks for their Generous trait.

### The Challenge Fight

If the day and night pass before the knights solve the mystery, the suspected knight must fight a judicial challenge with Sir Barrius's champion, Sir Baldor. If the player knight wins, he and his friends will be allowed to leave, having proved his innocence in combat before God. If he loses, it is up to the GM to decide whether he should be granted mercy or not. Death in these circumstances would be dishonourable, and the player knight should lose 500 Glory. His family and perhaps his friends may want to avenge his honour by clearing his name after his death.

### Sir Baldor

SIZ 16   Move 3            Major Wound 14  
DEX 13   Damage 6d6    Unconscious 7  
STR 17   Heal 3           Knock Down 11  
CON 14   HP 30           Armour 12 + 6 point shield  
APP 11   Age 32           Glory 2825  
Attack: Sword 20, Lance 18, Dagger 8, Battle 12  
Significant Traits: Energetic 15, Honest 16, Just 16, Pious 15  
Significant Passions: Amor (Glorel) 9  
Significant Skills: Horsemanship 16, Tourney 10  
Shield: Vert, five bezants or

### The Tournament

This will be in the old style, no matter what period the adventure is set. The region is somewhat backward and Sir Barrius is both old-fashioned and stingy. It is a local tournament, with a bull versus bear fight for its spectacle. It is always possible that one participating knight is a famous or

to-be-famous knight under cover as a mysterious black knight, who will likely challenge one of the player knights who has done well in the melee. Tarquin will fight in the bohorth and will make a few captures. The melee stakes will be the knights' equipment and the prize will be a decorated dagger for each member of the winning side (value 7d). Either Sir Baldor or Sir Ortel (Battle 11) will lead Sir Barrius's household side. The knights will be free to choose to fight on either side. There should be 10 challenge fights. The knight judged to be most glorious after the challenges will win a pack of 5 hunting hounds (value 25d each).

### Consequences

Tarquin, at fourteen, is almost old enough to become a squire. Any player knight who is particularly kind to him will win his puppy-like devotion and he will volunteer to come with him. He wants to be a knight one day.

Glorel and Lucilla may become attached to the knights, or they to them. They stand to inherit some money but no land from their father, and have dowries left to them by their mother.

### Glory

Solving the murder mystery: 50

Getting Tarquin acknowledged: 10

Ordinary Glory awards for the Challenge fight and the tournament. Characters will also be earning Glory for successful use of skills along the way.