

PENDRAGON

2705

The GREY Knight



by Larry DiTillio



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Designer's Notes

I've never been one for King Arthur, but after one play of *Pendragon* I was impressed. Here at last was a real role-play fantasy, a world in which the sword was still prominent but the man behind the sword was even more so. I saw in Greg's work, a piece of innovation, a system that was simple and elegant and designed to make characters think and feel deeply. That got me interested. I then dutifully slogged through Malory (the "easy" version), delighted in Steinbeck's *Acts of King Arthur*, wrestled with a ponderous Tolkien Translation of *Gawaine and the Green Knight*, read some scattered tales from my *Enchanted World* collection and watched the films *Knights of the Round Table* and *Sword of the Valiant* (this latter piece is an extremely loose rendition of *Gawaine and the Green Knight*. Its principal actor sucks, but its worth seeing if only for Sean Connery as the Green Knight).

Thus armed, I considered my plot. I had warmed up to Gawaine quite a bit through my reading and my film viewing gave me an interest in the Green Knight story. However, I couldn't see simply recounting that. Tales of Silent Knights (i.e., Knights resurrected from the dead) intrigued me and I hit upon the idea

Introduction

The Grey Knight is a *PENDRAGON* adventure designed for 4-8 player-knights of varying ability, which will take about 7 weeks of game time. Play will probably require 2-4 sessions to complete (about 8-16 hours of play), depending upon the involvement of the players, the amount of roleplaying accomplished, and the party's tendency to be diverted.

The scenario is set in the year 515. The players handouts assume that date as well. This date is necessary because the events described here must take place after King Ryon's defeat at Castle Terrabel (year 513), but before the departure/disappearance of Merlin (late 515). Chronological flexibility is possible if you substitute other characters. This adventure can take place earlier by using someone other than Ryon as Arthur's enemy, or shift the scenario to a later time by using a magician other than Merlin.

How to Use This Book

The Grey Knight is presented in a unique format to maximize ease of use and gamemaster pleasure. Familiarity with this format will make your job easier.

THE MAIN TEXT is given in a continuous wide column running the length of this book. Read this section in detail before play begins to learn the whole story and structure. This text includes detailed description and dialogue. Afterwards, review this text for those details, but be familiar with the main plot and other events.

THE GLOSSES are incomplete sentences set in larger, bold type alongside the main text. These are references to information contained in the accompanying paragraph. They indicate main plot events and when game mechanics are used. **IMPORTANT POINT:** when a *ROLL* is called for, the player or players must make a roll of the 20-sided die. When a *CHECK* is indicated, the player of the involved knight automatically places a check-mark next to the appropriate skill, without making a die roll.

COATS OF ARMS are shown in the margins whenever a knight or noble lady first makes an appearance. These arms are reproduced in full color on the back cover of this book, without identification. Whenever a knight or lady makes an entrance, point to the arms on the back cover and state "You see these arms." Any player correctly identifying the arms correctly receives an automatic check for his knight's Heraldry skill. The arms shown in the text margin include a modifier in brackets. This modifier is added to the knight's Heraldry skill value before a roll is made.

GLORY computations are listed at the end of the scenario (pages 43-44). This section includes a workspace in which you can write the names of the knights who performed the various feats.

DESIGNERS' NOTES present insights into the devious mind of Larry DiTillio, author of this work. Reading them will inform you about the creative process and will answer many of the "whys" and "hows" which crop up during the play of this adventure.

PULLOUTS are provided at the center of this book. Remove them by prying-up the staples, pulling out the center 12 pages (lettered from A-L), and then bending the staples back. Use these pieces to help alleviate the problem of you being the only source of information, which creates an information bottleneck. Many of the handouts are designed to be distributed when lots of information must be given to the players all at once.

Finally, a note on freedom of play. This adventure presents a complete story from start to finish, providing many avenues for player-knights to interact with the plot. Given too are methods to keep the players on the right track. Despite your best efforts, players inevitably find a different way to approach a problem than described here. Also, the luck of the dice has a way of derailing the best-planned episode. Allow this creative freedom rather than trying to strongarm a rigid plotline. The freedom to succeed or fail is critical to a roleplaying game. Half the enjoyment of gamemastering comes from adjusting your plans to cope with the players' inventiveness.

Happy Playing!

Arms

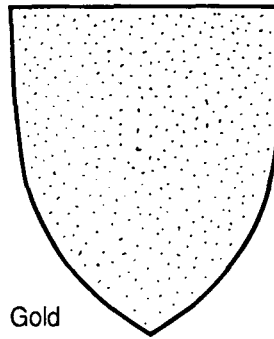
There are several methods to describe the colors used on a knight's coat-of-arms. Three of these methods are used in *Pendragon*.

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

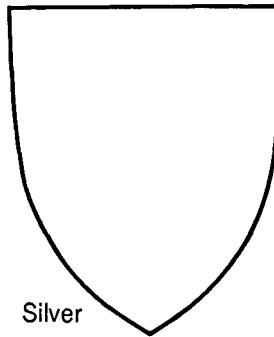
The second method is used on the back cover of this book — the use of actual colors to fill the proper areas.

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

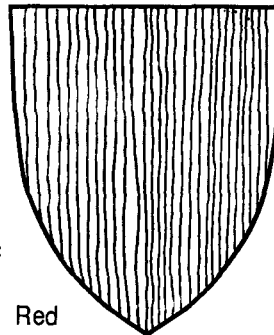
Use whichever method you prefer when creating knights for use during *Pendragon* roleplaying sessions.



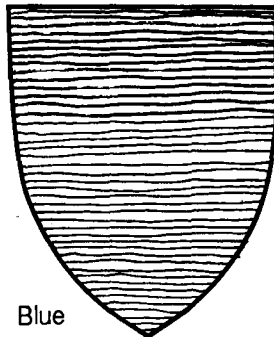
Gold



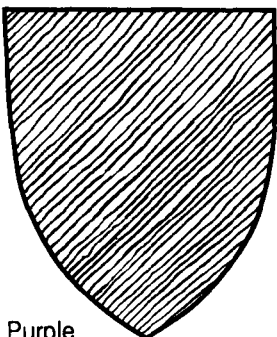
Silver



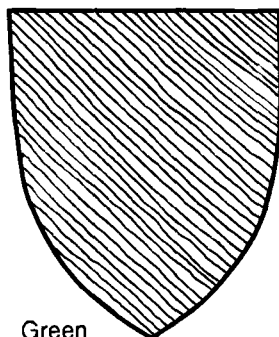
Red



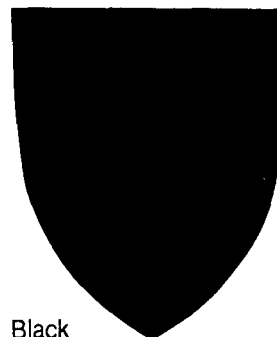
Blue



Purple



Green



Black

of an unkillable Knight challenging Arthur's reign. Since the scenario was designed for the second phase, the May Babies incident seemed a good catalyst for the tale. Thus the Gray Knight rode onto the field and my scenario was underway.

There were several things I wanted in the scenario, one was alot of interplay between the characters of the Arthurian mythos and the player knights. Being the fiend I am I also wanted the players to be constantly in trouble. Thus the meeting with Agravaine, a minor incident that nevertheless keeps players cautious in all their dealings with the Orkney clan. This is followed by the comic incident with Sir Kay and the subsequent meeting with Gawaine. In short by the time the players get to the grand feast, they're already beset with problems.

The feast continues the problems so that tournament day finds the hapless players challenged for all sorts of reasons. Then all the minor problems disappear as Lady da Vance and the Grey Knight appear and major trouble starts.

Once this section gets going, the actions the players have already taken contribute. They may find their way to the Queen thru the friar, thru dame Ariette or even because of the conversation between Sir Cynwal and Sir Graid. What they do pays off or doesn't as the case may be.

In the Wastelands, the true mettle of the players is tested again and again. Decisions must be made frequently and quickly, decisions resting on both player skill and game mechanics. The Dark Abbey gives players the sense of mystery and horror that permeates the wastelands. The incident in Olbray gives the Knights a lesson in loyalty, chivalry and madness. The Lion and the Serpent forces them to act quickly with no basis for their decision other than their gut feeling (In one test, one player attacked the Lion while all the others went after the serpent. He got roundly trounced and only my soft heart kept him alive).

The final incident with the Sluagh is a real test, the foe is both unbeatable and unescapable. Players must fully commit at this point and generally those who survive are more determined than ever. This is also a good test of the gamemaster's ability to instill utter fear and despair in the players.

The Queen of the Wastelands is a resting point. Here the players can meet one of the most mysterious characters from the Arthurian tales, as well as getting themselves restored for the last leg of the adventure (expect to have many players previously wounded at this time).

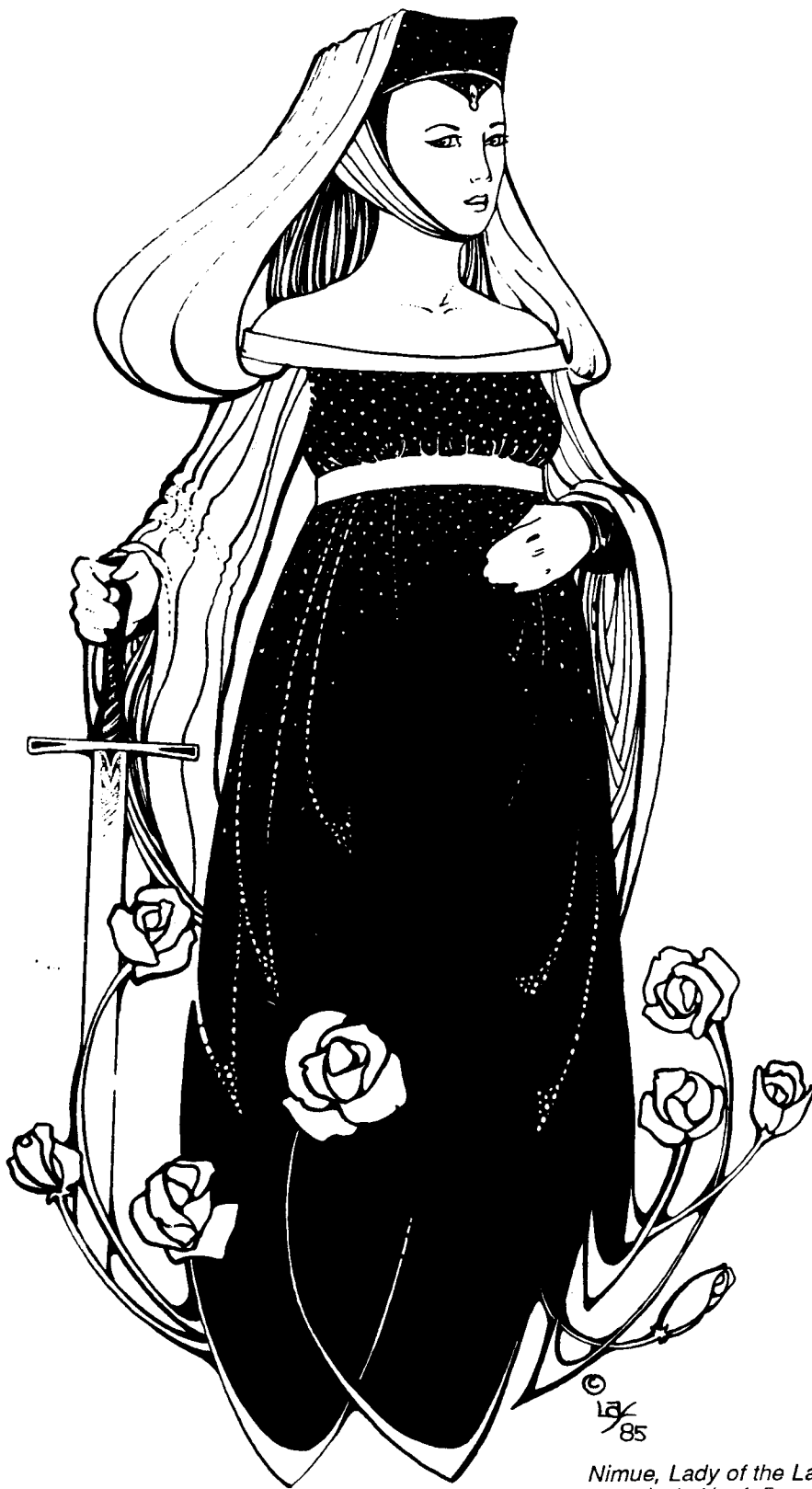
In the Forest Arroy, I made full use of the *Green Knight* tale (I just couldn't resist) and then moved over to the more magical with the players foray into the Kingdom Inapercu. The fight with the Giant is designed to suck in know-it-all players (I'll never forget my elation when one player suggested they simply ride out in a group and challenge the "stupid" giant. Once the rocks started flying

the true measure of stupidity was apparent). Likewise their difficulty in subduing the faerie horse goes a long way to shattering preconceived notions.

The Journey Back is the full cut loose, all or nothing leg of the scenario. Now the players have what they need, but can they get it there. Storms, ambushers, the raven witch and the barguest all contribute to the urgency of their ride back. The hardest part of this to work is the raven witch. The players are warned and most smell a fish when she arrives. In this section the gamemaster may have to think quickly to spring Gilegra on them. Loss of glory points helps (how can you ignore a plea from an innocent maid) as does use of her magic powers. The barguest may seem like overkill, but the whetstone makes its dispatch simple. Here the gamemaster is warned to be subtle about the effects of the whetstone. Its suggested you take all the names of those who've sharpened their swords (generally you can count on all of them doing so), then have them roll their rolls when the weapon in question is actually used.

The final scene of the scenario is again meant to test the player's decision-making ability. They must move fast but are constrained by the code of honor. This can lead to wrong actions (e.g., in one game, a player desparately tried to give Gawaine his sword since it had been sharpened with the whetstone. Of course, only Gawaine's sword could work against the Grey Knight, the use of the whetstone is strictly limited so that Gawaine would have to sharpen his own sword with it to get its power). In most cases, the players will disgrace themselves in some way, this does not hurt overmuch if they succeed in saving Gawaine.

In addition to the actual episode itself, *The Grey Knight* is also designed to meld intriguingly into a Pendragon campaign. The tale is literally fraught with prophecy — The Queen of the Wastelands will lead a pious Knight on a great Quest, Sir Bercilak will become the Green Knight, Mordred will be the serpent who undoes the lion, Morgan Le Fay will launch major plots against Arthur. All these things are foreshadowed so that Knights who survive and play on will have knowledge useful to them in later years. The scenario also bids goodbye to Merlin, a fact gamemasters may wish to alter should they want Merlin to stick around a bit. Beyond all this the scenario also helps put the May Babies incident in perspective, as well as resolving it to the benefit of Arthur (assuming the player knights succeed). It also gives the players great connections with important Knights, particularly Gawaine (though this may be tempered by the way in which the players handle Agravaire). Finally, I am very proud of the imagery in this scenario, the Grey Knight's appearance, the Storms, the Sluagh, the lion and the serpent, the devastated village of Olbray, the Faerie realm etc.



Nimue, Lady of the Lake
Illustration by Lisa A. Free

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Easter

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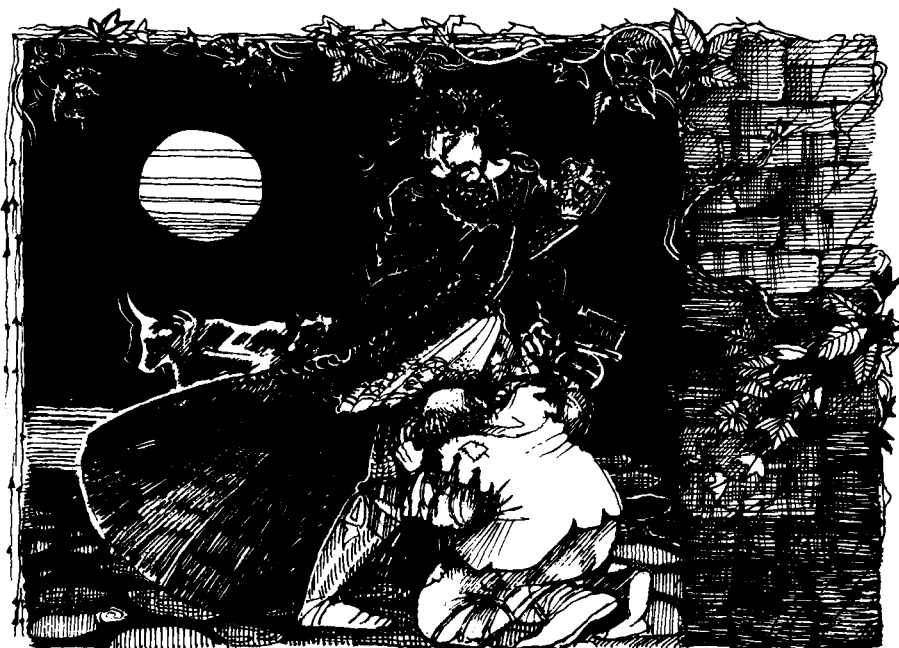
The year is 515 A.D. It is spring in Britain and the earth is abloom again after a long, hard winter. King Arthur has proclaimed a tournament at Court to celebrate the Easter holiday. The player knights will attend to show their mettle and win glory, either on their own initiative or by command of their liege lords. Camelot would be the ideal place for this tournament but according to the information provided in the *PENDRAGON* rules, Camelot will not be established for another seven years. The gamemaster may ignore this and either establish Camelot earlier or set the tournament in one of other Royal cities — London or Carlion are both good choices.

It is not absolutely necessary for the player knights to know each other at the beginning of the scenario, but it is advisable for the gamemaster to get them acquainted as soon as possible. The encounters which follow may be used for that purpose or the gamemaster may improvise his own incident to meld the players into what will eventually be a questing group.

The Tournament will take place a week after Easter, beginning on the second Monday following. Many of the participants will arrive at Arthur's court before the holy day, for this is a time of great pageantry and celebration, a time when new knights are made. Also, there is a spectacular Easter Mass conducted by the archbishop (benefits for attending this Mass are included in the handouts). At the latest, the knights must arrive on the Friday before the Tournament.

On The Road

Traffic is heavy on the road to court with the usual crowd of nobles, peasants, hawkers and gawkers all eager to catch a glimpse of the Pendragon and enjoy the festivities. While on the the road the player knights come upon the following scene:



Arthur Summons Court

- London
- Carlion
- Camelot

Not too many changes were made in the original manuscript, the major one was adding Morgan le Fay's "glamour" on the Journey Back so the players would think they were gaining ground when they were actually riding in circles. This came about from a playtest run at the *DunDraCon '86* game convention held in the San Francisco Bay area, in which it hit me as an inspiration. The players were well ahead of schedule and rightfully asked why they couldn't recognize landmarks that should have been there. Bingo, Morgan's grand "glamour" came into being. Greg who was in on the playtest asked me to add it and I did.

Another interesting change came in the plot phase of writing. I had intended to make the Grey Knight King Lot, raised from the dead, giving Gawaine double problems (He'd have to kill his own resurrected father). Greg said OH NO! So I searched for another Knight and came across King Ryons who worked perfectly. For this I am indebted to Greg and Mac MacMahon, our local working Arthur-encyclopedia who came up with the notion. More debt goes to Phyllis Ann Karr whose *King Arthur Companion* gave me the necessary information on the Queen of the Wastelands, King Ryons and Lady Da Vance.

I believe *The Grey Knight* is the best scenario I've ever written. It opened my head to the richness of the Arthur mythos, as well as being just plain fun to write. Again credit goes to Greg for a fine job of design and writing and to Mac McMahon whose enthusiasm got me involved. Its best played by beginning Knights, if veterans who are already familiar with Arthur's court are involved much of the fun of meeting Star Knights for the first time is ameliorated. It should also remain in 515, if played in a later year it loses much of its impact and can cause problems (due to the prophetic events involved). It could be set earlier, though obviously not before the May Babies incident. I hope *Pendragon* players will receive it warmly and have as much enjoyment in its play as I have. Thus the tale is told. Explicit omnes.

a knight beats a peasant

Sir Agravaine



[+0]

Friar Coombs' story

other opinions

MERCIFUL check

PIOUS or TRUSTING checks

Agravaine's response

A peasant's cart is overturned on the road, the ox in its yoke quite dead, blood gushing from a deep wound in its neck. A crowd is gathered around the cart creating something of a traffic jam. They watch a young knight with a handsome face and a whiplash moustache roundly thump an aged peasant with his mailed fist. Only a short distance away, a younger peasant lies on the ground, obviously having just suffered a beating himself. With this younger man is his wife and two small children; all wailing at the top of their lungs. The aged peasant is clinging to the knight's legs, crying for mercy. He's not getting any, indeed his pleas seem to make the young knight thump him all the harder as if relishing the pain he's causing. Standing in the crowd near the spot where the player knights enter the scene is a brown-robed Friar (Friar Coombs) who seems very upset by what is occurring.

The knight doing the thumping has no shield, but a successful Awareness roll from any player allows his knight a glimpse of a squire standing amidst the watching crowd, holding a shield that has a small bit of mud on its lower quadrant. The coat-of-arms is visible and a successful Heraldry roll reveals it to be the coat of arms of the Orkney clan. A critical success shows it to be the shield of Agravaine. If player knights have had occasion to see Agravaine before, a Recognize roll puts name to face.

If player knights try to discover why the beating is taking place, they need only ask Friar Coombs to get the story. The august Friar tells them that the young knight demanded the peasant (the one now lying on the ground) move his cart from his path; then struck and killed the ox before the man could comply. The cart was overturned as the ox fell. The peasant and his family — wife, children and father (the man Agravaine is now beating on) — were thrown out. As the peasant rose he accidentally splattered some mud on the knight's shield and in a rage the knight began beating him savagely. The peasant's father tried to intervene and after the knight beat the first man to the ground he started in on the older man. The Friar does not know who the knight is but thinks him quite unchristian and unchivalrous. He asks the player knights to help the peasant.

If the player knights ask anyone but the Friar what happened they get another version of the same story, embellished by social viewpoint. For example: a noble watcher may say the peasant tried to run the knight down with his cart; a peasant observer may claim the knight was out to dishonor the peasant's wife; a third viewer may claim that the peasant and his father tried to rob the knight; a fourth may blame it all on the fairies. The gamemaster should be as creative as possible in engendering lots of confusion in the players.

Any player knight who opts to try and stop the beating *before* hearing the explanation of it gets an automatic Merciful check. Once some explanation is given (either the Friar's or some less reliable witness's) this check should not be given. Mercy doesn't wait for explanations, especially when the situation is as painfully obvious as this.

If player knights do nothing but watch, the Friar begs them to intervene saying the knight has no real reason to be so hard on the peasants. He tells them the story, if they ask. Christian knights get an experience check in their Pious trait if they are moved by the Friar's plea to stop the beating. Non-Christian knights get a Trusting trait check if they believe the Friar.

Needless to say, Agravaine is not too happy about anyone interfering with his fun. He demands to know the name of the knight or knights involved. If asked his own name he is certain to play up his relation to King Arthur and Sir Gawaine when he gives it. Player knights must also decide how they attempt to stop Agravaine from beating the old peasant. If they merely tell him to cease, he rains invective on them and says this is none of their business. If a player attempts to stop him physically he

draws his sword and strikes the player, unless he sees clearly that he is outnumbered. If this leads to a fight, Agravaine yields if he is in danger of being beaten, otherwise he does his best to kill the player. If a player knight challenges him, he sizes up the challenger and if he thinks he can beat him he accepts (he will base this on size, look etc.). If not he begs off, saying he is fighting in tournament tomorrow and doesn't want to be injured. Should a challenge ensue Agravaine opts for lances on horseback. If he is unhorsed he yields. If he unhorses the challenger he stays on his mount and tries to run his opponent through.

NOTE: As with any "historical" figure, the gamemaster must exercise some discretion in the fate of Agravaine. If it seems he is about to be slain, let some powerful lord like Leodegrance come into the picture to halt the death. This lord blusters about knights brawling on the open road and demands that everyone get out of the way and save their feuds for the tournament. The gamemaster can save a player in the same manner if he so chooses. This encounter is not designed to kill player knights — only to give them an enemy worth thinking about.

If a player knight goes so far as to not only stop the beating, but to also minister to the beaten peasants he deserves a Merciful check if he has not already received one. Such a move brings nothing but contempt from Agravaine.

King Arthur's Court

After the incident on the road, the player knights proceed unobstructed to Court. As they ride into view of the Royal city, they are greeted by a spectacle of color and glory unmatched anywhere in Britain. Silken pavilions are everywhere, flying the pennants of kings, nobles and knights from every corner of the realm. Comely dames and damosels stroll hither and yon on the arms of shining knights. Eager squires rush back and forth with equipment amidst crowds of jugglers, mimes, minstrels, acrobats, peddlers, fortune tellers and general on-lookers.

As the player knights ride into the Royal city (the gamemaster should slyly dissuade any knight who decides to walk through the city), the going becomes more difficult as crowds throng the city streets, cheering, laughing and singing along with strolling minstrels. Rich fragrances waft in the air — roasting meat, the perfume of courtly ladies, the scent of ale and mead. The player knights continue to ride slowly through the throng, perhaps being greeted by old friends come for the tournament. As they approach the center of the city, the cheering grows louder still and the way becomes thoroughly congested, forcing the knights to stop for the moment. Looking up, the players suddenly see the majestic figure of King Arthur and the beauteous Guenever waving to the happy crowd from a high battlement. Such a sight should spur great response in the players. Encourage appropriate cheers: "Hail Arthur Pendragon!", "Long Live Guenever!" etc. As the King and Queen begin to disappear from view this takes place:

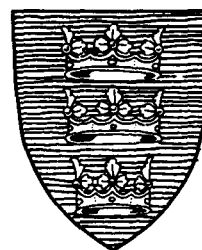
A line of servants wends its way through the tumultuous crowd, carrying huge platters of food. This line gets roughly to where the knights sit their horses. The line is led by Sir Kay and Sir Bedivere. Sir Kay is of course ranting as he tries to carry out his duties amidst this overjoyed throng. Just at that moment, a large wolfhound breaks away from its owner and starts harrying the horses of the player knights. Already skittish, the horses rear and carry on. Have all players make their Ride rolls. Success means the rider calms his horse, failure means the horse bucks violently. Each unsuccessful player must make a DEX roll to keep his knight seated. Any knight who fails this roll crashes down right in the midst of the servants, who in turn knock down Sir Kay. If no knight falls off, the bucking horses cause this chain reaction. Should all knights be

possible challenge

MERCIFUL check

the Royal City

a huge crowd



King Arthur
[+35]

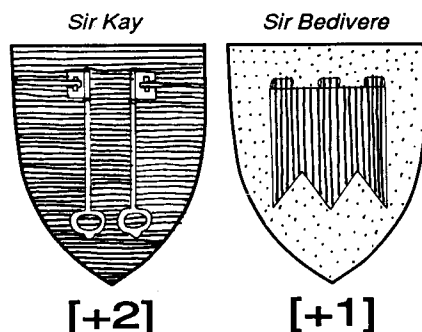
**a procession of
servants**

RIDE roll

DEX roll

HERALDRY or RECOGNISE rolls

Kay's acid tongue



a friendly rescuer

HERALDRY or RECOGNISE rolls

Gawaine offers escort



do the player-knights mention Agravaire?

Gawaine departs

lucky enough to make their Ride rolls, the wolfhound knocks over the serfs. In any case the result is Sir Kay is dumped onto his duff and splattered with food (as wolfhound and owner beat a hasty retreat).

As Sir Kay tries to rise, the knights get Heraldry or Recognize rolls to find out who he is (Heraldry if they've never seen him, Recognize if they have). Knights get the same rolls to name Sir Bedivere as he tries to help a spluttering Kay rise to his feet. Before the player knights can make an advisable retreat, the outraged Kay confronts them and immediately treats them to a bitter tongue-lashing:

"Fools, dolts, bumpkins, is there no knight left who can sit a horse!", etc., etc. Players should react to this abuse as they wish. Should they try to apologize, Kay rails at them all the harder — "Seek not to sway me with these honeyed words knaves, a good turn or two on the wheel is the least you deserve for this insult." Should they protest it was not their fault, he comes back with "By St. Michael is there no limit to your churlish behavior? Sirs, I've a good mind to thrash you all bloody!" Should they take offense at his blusterings he retorts with "Beware your tongue Sirs, or I shall sharpen my sword 'pon it this very hour."

Sir Bedivere now tries to intercede for the players, but Kay rants on that he wants all their names, he will not have ill-bred louts like these mucking up the King's tournament. Before things get completely out of hand, a robust laugh causes Kay to turn.

Into the fray rides a tall, red-haired man with a disarming smile. "By St. George, this is a pretty sight. The King's seneschal adorned with his own victuals! You've made my day Sir Knights!" Player knights who have encountered Agravaire once again see the double eagle coat of arms of the Orkney clan. Heraldry or Recognize if appropriate tells them this is Gawaine. Their eyes tell them he's in fine humor, obviously enjoying Kay's discomfort. Bedivere steps in again as Kay begins to burn. Poor Bedivere is then treated to more of Kay's abuse.

While Kay is so occupied Gawaine quickly introduces himself to the player knights and suggests they all proceed apace to the Herald of the Lists before Sir Kay turns on them again. He wheels his horse about and gestures for them to follow. Assuming they do, Gawaine informs them as they ride that he saw the whole incident and knows it was merely an accident. He would not want such staunch knights kept out of the tournament by such a trifle and this is why he intervened. Besides, he thoroughly enjoyed it. Should any player knight not have the good sense to follow Gawaine, he is definitely in for more of Kay's ranting, possibly to the point of a challenge.

Gawaine continues to chat amiably as they make their way to the lists, assuming no player is dumb enough to mention Agravaire in a disparaging manner. Gawaine is not all that enamoured of his brother but Agravaire is family and such a remark engenders a Love of Family roll by Gawaine. If successful Gawaine challenges the speaker on the spot, demanding immediate satisfaction. Player knights can bring up the encounter if they handle it in a tactful manner (e.g., "I fear my meeting with your kinsman was not as pleasant as my meeting with you good sir"). Gawaine knows his brother's proclivities and can be objective if Agravaire is not attacked in a way that insults the Orkneys. Hopefully by the time they reach their goal, Gawaine and the player knights will have something of a friendly relationship. If the players have really impressed him with their discourse, he might even ask them to join his side in the grand melee.

After signing up for the tournament, Gawaine bids the player knights farewell as he must attend on the King. The player knights are then free to partake of more of the life of the Court. Here the gamemaster should follow the players' lead, giving them the opportunity to do what they will until the grand feast that night.



A Grand Feast

NOTE: This section contains a series of "atmosphere" pieces and courtly encounters. They're designed to give more of a feel of courtly life to the players or add to the complications of the plot. The gamemaster need not resolve the encounters described in this section in any particular order, but rather strive to include it all as part of a natural flow of events.

AWARENESS rolls

INTRIGUE rolls



[+1]

COURTESY roll

MODEST check

PROUD check

**opposed
AWARENESS roll**

The player knights should all be present that evening as a grand feast is held in Court. Despite the lack of a few dishes (those that wound up on Sir Kay) the feast is a sumptuous one and the guests a dazzling array of Arthurian figures. At the King's table the honorable Bishop Baudwin discusses theology with good King Pellinore while the great Archdruid Merlin seems fraught with longing as he makes conversation with the beauteous Nimue. She listens, but any knight (who makes an Awareness roll) can see her thoughts are elsewhere. Also at the King's table is Morgan Le Fay in a gorgeous gown of blue silk, cut rather low. The King's sister seems very content this evening as she makes conversation with her brother and his radiant Queen. Players should make Intrigue rolls when they spot Morgan. Any who make it have heard rumors that Morgan plots against Arthur. Should player knights mention these rumors during the feast they are overheard by people loyal to Morgan and the information is passed onto her, along with the names of the knights.

Gawaine, Gaheris and Agravaire

Sometime during the feast, the knights see Gawaine chatting with his brother Gaheris. As they do Agravaire comes up to Gawaine and speaks to him and Gaheris. Players then see all three look in their direction (if not all the player knights were part of the encounter with Agravaire, they look only at those who were).

If the player knights avoid approaching the trio at this point, sometime later in the feast Gawaine or Gaheris may speak in private to them about the incident on the road, simply to get their side of the story. If player knights should be so bold as to stride up to them and make some to-do about Agravaire's behavior on the road, the knights may find themselves challenged by either Gawaine or Gaheris or both! This depends on a Courtesy roll, if made the player knights have broached the subject in a way not insulting to Gawaine and Gaheris, if failed they have insulted them along with Agravaire. (The gamemaster may eschew this roll in favor of simply letting the players role-play the encounter out. This same mechanic may come into play if the gamemaster has Gawaine and Gaheris speak to the player knights later in the feast.)

Agravaire himself is very rude to any player knight who approaches, counting on the presence of his illustrious brothers to keep them in check. Any player knight who keeps his cool and is not provoked by the insulting Agravaire gets an automatic Modest check. Such a knight also gets the admiration of Gawaine and Gaheris. A knight who is provoked gets an automatic Proud check and is again likely to wind up challenged by either Gawaine or Gaheris. If Agravaire does not succeed in getting his brothers to challenge player knights, he stalks off bitterly to drown his frustrations.

Sir Kay

As the feast progresses, the player knights see Sir Kay and Sir Bedivere going about their duties. Those involved in the comic incident with Sir Kay would do well to avoid him. This is played out as an opposed resolution roll, based on Awareness. The player knights roll their Awareness, as the gamemaster rolls Kay's (9). If Kay succeeds in

besting one or more of the players' rolls, he spots them and confronts them. The knights may opt not to try and avoid him, in which case Kay need merely make his Awareness roll to spot them. Make such rolls 3-4 times during the feast. If a confrontation takes place, it is in the form of more tongue-lashing in front of the whole Court and costs the player knights 10 points of Glory each (for the humiliation of it). This can be regained by a challenge to Sir Kay delivered on the spot. However both these outcomes can be avoided if the knights are still in Gawaine's good graces. If so, Gawaine sees the confrontation starting and intervenes with King Arthur. Arthur is amused by Gawaine's tale of Kay's splattering and tells Kay to stop harassing the players. The tale goes around Court and the player knights gain 10 points of Glory. The gamemaster should make sure the players know Gawaine is responsible. Note that King Arthur does not intervene directly; a courtier will tell Kay that Arthur wishes to speak to him. Once a confrontation with Kay takes place, the gamemaster need not make any further Awareness rolls.

lose 10 glory

gain 10 glory

A Bit of Conversation

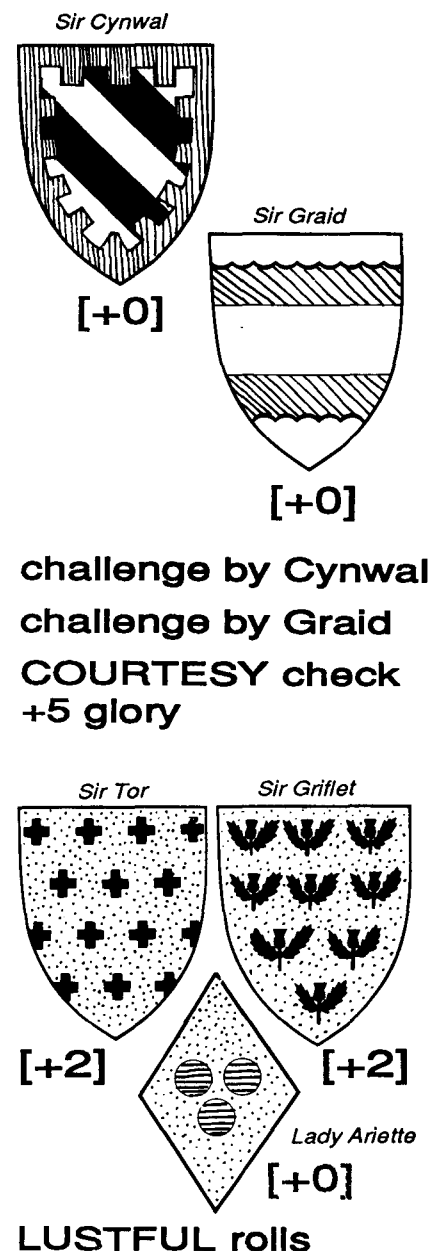
The next incident takes place as the player knights are seated at a table. They overhear two knights discussing Balin Le Sauvage. The first, Sir Cynwal (use Good Knight statistics) is saying one of his kinsman recently visited the land laid waste by Balin's "Dolorous Stroke" and found it a most fell place, populated by monsters and demons too awful to mention. Cynwal contends that Arthur's banishment of Balin was wrong and had he not taken the action, the foul Wastelands would not now exist. The second knight, Sir Graid (use Good Knight statistics) replies that King Arthur was right to banish Sir Balin and it was Balin's own lack of chivalry that was responsible for the Wastelands. Both knights then turn to the player knights and ask their opinion — was the King right or wrong to banish Balin? Each player knight present should have the opportunity to answer, before the gamemaster resolves their responses. If a player says the King was right, he finds his knight challenged the next day by Sir Cynwal. If a player says the King was wrong, he finds his knight challenged the next day by Sir Graid, for what Graid considers disloyalty to the King. If a player wisely declares he cannot make reply on such a delicate matter without knowledge of the circumstances or will not speak on the King's actions while at the King's table, his knight gets an automatic Courtesy check and 5 points of Glory (both Cynwal, Graid and others listening recognizing the player's wisdom).

The primary element in this incident is for the players to have knowledge that the Wastelands do exist and have a resource (Sir Cynwal) for finding them. The secondary element is the answering of a loaded question, one that should give the players pause.

A Flirtation

The final encounter at the feast involves a beautiful damsel by the name of Ariette de la Belle Sourire. Ariette is a most comely maid of 16 who is smitten with Sir Tor. In turn Sir Griflet le Fise de Dieu is passing fond of Ariette and intends to impress her mightily in tomorrow's jousting. Ariette is a flirtatious sort and has a plan to inspire the ardor of Tor who, though not unaffected by her charms, is somewhat too cool for her taste.

Ariette approaches the player knights, flashing her gorgeous smile, introducing herself and being in general most alluring. All player knights present should make their Lustful rolls. Those that succeed are swayed by her charms, those that fail have a choice whether to be swayed or not. In neither case should an experience check be given. Knights who wish to remain faithful to their wives or lovers should make their Chaste rolls instead. Success means they pay little attention to her flirtations and get a check. Failure means they must then make the Lustful roll, with the



ENTERTAINMENT SKILL rolls

**Ariette offers her
favor**

**gain a PASSION for
Ariette**

other possible events

**High Mass
(WORSHIP rolls)**

AWARENESS roll

**last chance to sign-up
for Joust**

**challenges are
announced**

same results as above. Swayed knights should then have the opportunity to use whatever skills they like to impress Ariette (good choices are Orate, Sing, Play, Dance or Courtesy). Players choosing the same skills should make opposed resolution rolls to see whose knight most impresses her with that particular skill. If several players make equal impressions (e.g., one knight might impress her with his Dancing and Playing, while another might do so with his Courtesy and Oration) then the player with the highest Appearance will win her favor. If Appearances do not break a "tie" have the players roll Appearance as an opposed resolution.

Once one of the player knights has outstripped all his comrades in impressing the damosel, Ariette asks that knight to wear her favor in the joust tomorrow. Should the knight not accept, she asks the same thing of the next "runner-up". When a knight does accept, she makes a great show of appreciation, making sure to catch the attention of Sir Tor, who is watching anyway. Sir Griflet also notices. The result is challenges from both Tor and Griflet when the jousting begins. In short, the player knight has been suckered by the romantic plotting of Ariette.

The knight involved in this challenge should roll a 2d6 passion — Amor for Ariette. Tor and Griflet should receive the same roll, but theirs are made on 3d6.

NOTE: This ends the incidents and encounters that the gamemaster should play out during the Grand Feast. Not every player knight need be in on every incident or encounter, indeed its probably better to spread the incidents out between knights, especially if there are more than four or five of them. Other encounters with the notable figures of this phase can be added as the gamemaster wishes. Indeed, short of Arthur and Guenever, the players should be allowed to mingle freely with all of the guests. A dance with Morgan Le Fay might give a player a pleasant moment's diversion as might a game of Roman Tabula with Nimue (careful you don't make Merlin jealous). The goal for the gamemaster, as always, is to give the player knights opportunities to feel that they are part and parcel of the wonder of King Arthur's Court.

Tournament Day

After a good night's rest, the player knights should be ready for the great Tourney. Mass is said in the early morning and Worship rolls are applicable for any Christian knights who do not wish to attend. Success indicates they go, failure means they don't. Non-Christian knights are free to choose as they will. Knights who do attend Mass and make an Awareness roll spot Friar Coombs there. They may speak to him when Mass is over. He is more than happy to talk to anyone who aided the peasant on the road, spurning those who didn't.

Jousting is the first event of the tournament and player knights who wish to joust are assumed to have already signed up when they went to the Herald of the Lists with Gawaine. If they did not do this, they will have to sign up on their own.

It is not incumbent upon the player knights to enter the jousts, but the gamemaster should urge them to do so, after all this is a knight's bread-and-butter.

When the player knights show up on the field, the Herald announces challenges, and any issued to the knights as a result of the grand feast are made known to them. This might include a challenge by Sir Gawaine and/or Sir Gaheris (joust-and-sword on horseback), by Sir Tor and Sir Griflet upon Ariette's "favored knight" (joust only), by Sir Graid and/or Sir Cynwal (sword on foot to first blood), by Sir Kay to someone involved in the food-splattering incident (joust only). In addition if the player knights made any challenges (e.g., to Sir Agravaine) this too is made public. All these challenges are by name, (i.e., Sir Gawaine challenges Sir So-and-So to a joust-and-sword on horseback). Player knights can of course

reject a challenge, with the usual penalty of a Cowardice check, a loss of Glory equal to the character's Valor, and much rumor (Note: as these challenges could take place after a normal joust, a player knight might have a reasonable excuse for not accepting, such as a wound).

There should be at least 10 rounds of jousting, interspersed with personal challenges, but the exact number is up to gamemaster. Keep in mind that it's no shame for a knight to be unhorsed by Sir Gawaine or Sir Tor, indeed it's something of an honor. Besides the knight could win and think of the glory appropriate to such a victory. If a player knight does best a Star Knight the gamemaster should make a Vengeful roll for the knight in question to see if he bears a grudge against the player. If Agravaire is defeated in a challenge he most definitely bears a grudge and gets a 3d6 Hate towards the player knight.

Most of the challenges are conditional — dependent on what actions the player knights took previously. The only one that definitely happens is the one brought about by Ariette. During the challenge (it is up to the gamemaster which knight fights the player first), passion rolls to be inspired by Ariette should be made by player and opponent. Ariette is highly visible in the stands and continues to play up to the player knight to make Tor jealous. Griflet's challenge is a surprise to her, but she revels in it nonetheless and pays him some attention too. If Tor is defeated by the player knight, Ariette rushes to him, cradles him in her arms and rails on the poor player for harming her beloved. If the player knight is defeated, he gets no such comfort.

NOTE: The gamemaster should strive to create true excitement in the jousting and personal challenges. Have players commended by King Arthur himself if they should win a challenge against someone like Tor. Indicate that Merlin is watching their deeds with interest. Have Morgan smile prettily at a player who does well in a joust or let Gawaine congratulate a player who has gone far in the lists or console one who has been dumped early.

The first day of tournament should continue until just about noon. At that time, the champion of the day will be up before the King and Queen to receive a laurel. If this is not a player knight (more than likely with stalwarts like Tor and Gawaine and Griflet and Gaheris jousting) the gamemaster should choose a champion for the day from one of the Star Knights of the phase. Alternatively, the gamemaster may allow eliminated players to take the parts of Star Knights and roll the jousts to see who takes the laurel. No matter who the champion is just as he is about to receive the laurel a most dire event transpires.

The Coming of the Grey Knight

The watching crowd cheers mightily as the champion of the day stands before the King. Sunlight gleams off his armor. It's a beautiful spring day, the sky clear and blue. Suddenly a clap of thunder is heard, reverberating like a thousand drums. The crowd falls silent as the blue sky darkens, becoming grey and fell. Fast upon the thunder comes a bolt of lightning, crackling in the ether like a warning. A mist rises at one end of the field, bringing with it a sudden chill. Heads turn toward it, eyes squint in the gloom. Out of the mist comes a strange misshapen figure. As it proceeds forward all can see that it is a bearded dwarf seated upon a donkey. Slowly, the dwarf's mount clops to the center of the field. The dwarf lifts an iron horn and blows one discordant note that echoes across the lists.

"Noble lords and gracious ladies, attend now upon my mistress and her champion," cries the dwarf. Again all eyes look to the mist as two more figures come hence. The first is a woman seated upon a palfrey as black as midnight. She is clad in mourning garb, a black veil hiding her

**Jousting begins,
interspersed with
challenges**

**the Tournament
Champion receives
the laurel**

**a clap of thunder and
... the sky darkens ...**

a dwarf rides forth

the Lady in Black

the Grey Knight

[+0]

the Grey Knight

face. Behind her is a knight attired in Gothic plate of greyish hue, his face masked by a hideous helm, the visor of which represents a grinning death's head. The shield he carries also shows a death's head. He is a giant of a man and the enormous charger upon which he rides is barded

in grey iron and likewise shod. Wisps of smoke rise from all around him carrying a charnel scent which even at this distance wrinkles the noses of the gaping throng. Worst of all he makes not a single sound as he follows the lady forward.

The lady and knight pull their mounts up to where the dwarf sits his donkey. The knight stops beside the dwarf, the lady rides forward to where the King and Queen sit. She stops her palfrey and draws back the veil. All can see in an instant that the lady was once beautiful, however that beauty is now tainted by lines, creases and an expression that bespeak some terrible inner turmoil. Her dark eyes fix upon Arthur and the King seems to shiver under their baleful gaze. Guenever slips her arm into her husband's, she too is affected. The lady's voice rings in the gloom, deep, dark and foreboding yet clear as a bell.

"Arthur Pendragon, Killer of Babies, I accuse you in the name of all those innocents you have so foully slain." There is an immediate gasp from all watching and the King seems about to swoon. Guenever clasps his arm all the tighter and responds.

"Good Lady, your words are passing harsh. Why do you accuse my husband the King, whose chivalry is unmatched in all the realm?" The lady in black sneers, her beauty suffering even further.

"Is it chivalry then that on the May Day three years past put to death the newborn sons of Lothian? Such chivalry I spit upon!" It is now more than clear that the woman is referring to the May Babies incident. The gamemaster should quickly poll his players for their reaction to that incident. A description of the facts is available among the handouts. Players who feel that Arthur should be forgiven that incident get a Forgiving check, players who feel that he shouldn't receive a Vengeful check. The Lady in Black speaks again.

"You are not fit to rule this gleaming isle, Arthur. And it is my intent upon this sacred day of Easter to make proof of this. Here stands my champion!" The Lady points to the Grey Knight. He immediately draws a stout sword that gleams with an unholy light and trots his horse to the stand. To either side of the stand are two thick poles respectively bearing the banners of the Pendragon and the Royal City. With two mighty swipes of his blade he fells each pole. They crash to the earth, he sheathes his sword and rides back to a position behind the lady. The watching company gasps again. The lady speaks.

"I herewith challenge your Court and your rule Arthur Pendragon. 42 days hence, on the feast of the Pentecost, let the death of your champion at the hands of mine prove to all that your soul is condemned and your honor a sham — if any of this company dare to champion a slayer of babes." A profound silence now falls upon the field. Have player knights make Awareness rolls. Any who succeed get a check and notice that Morgan Le Fay, alone of the King's company, wears a sly smile. As the Grey Knight sits his horse, the King's knights look fearfully one to the other. The King's eyes scan them, hoping yet also afraid. Have player knights who forgave Arthur for the May Babies incident make a Valor roll to see if any of them will step forth to champion King Arthur (this roll is required to do so, remember the Grey Knight is a most foreboding sight). Any who make it should receive a check. However before any of the players can declare themselves, a familiar voice rings out.

"I accept this challenge in the name of my King and good uncle Arthur Pendragon. Let my sword cleanse his name forever more of this vile accusation." It is of course Sir Gawaine who now rides up to the lady and flings his gauntlet down before her, even as the King cries out "Gawaine, no!"

The dwarf immediately scrambles off his donkey, retrieves the gauntlet and hands it to his mistress. She looks at it and a terrible smile crosses her face.

an accusation is made

the Queen speaks

the accusation is clarified

FORGIVING or VENGEFUL checks

a Champion is introduced

the Grey Knight shows his strength

the Challenge

AWARENESS roll

VALOR rolls

Sir Gawaine accepts the challenge

they depart

RECOGNIZE rolls

INTRIGUE rolls

morning Mass

Sir Kay, again

a Royal Quest
proclaimed

some questions

Merlin the Magician

"So be it. We shall return at this same hour on the Pentecost. And May Jesu have mercy upon your soul young knight." The dwarf lifts the iron horn and blows another discordant note. This one echoes so strongly that all must clap hands over ears against the pain of it. As it stops ringing dwarf, lady and Grey Knight enter the mist and disappear. Immediately, the day becomes sunny, bright and clear. Of the strange trio there is no sign. For a moment it seems the whole incident was nothing more than a mass nightmare. Yet as the King and Queen rush off with a most distraught Merlin, it is obvious that what has taken place is all too real.

That Night - A Somber Feast

After the Grey Knight's coming, the players have the whole evening to ruminate on the incident. There is a feast, but there is no merrymaking. King Arthur, Guenever, Gawaine and Merlin are absent throughout and conversation is hushed and somber. Most of it centers on the Grey Knight and the Lady in Black.

Have the players make Recognize rolls as they consider the recent events. If successful, a knight remembers the lady in black as Lady De Vance. A critical Recognize allows a player to also recall that she was the lady King Ryons was riding to see when Balin and his brother Balan ambushed him.

The other thing players might learn is that Morgan le Fay has left the city. This takes a successful Intrigue roll to discover; Morgan doesn't want it known right away. A critical roll reveals that Morgan's destination is Castle Chariot.

A Royal Proclamation

The morning dawns bright and clear. There is a distinct air of tension as the player knights make their way to Mass. The faces of all those abroad are grim and concerned. As they enter the cathedral the players can see Arthur, Guenever and Gawaine in the front pew. Awareness rolls show traces of a sleepless night on their faces.

Most everyone the player knights have met or glimpsed thus far in the scenario will be at Mass except for Merlin and Morgan le Fay. Bishop Baudwin himself officiates at the Mass and the knights notice it's somewhat rushed. When Mass is over the King, the Queen and Gawaine hurry away as Bishop Baudwin announces that all knights are to proceed at once to the lists for a royal proclamation. There is a general rush for the door. The gamemaster might have the players get there just about the same time as Sir Kay and get jammed up in the doorway with him to lighten the tension a little ("By all the saints and martyrs am I to be plagued forever by you Sirs?").

At the tournament field the proclamation is read by Arthur himself: "I Arthur Pendragon do hereby charge all knights loyal to my crown to set forth this day on a quest. Roam the lands of Britain and before the Pentecost bring back to this Royal city the Thirteen Treasures of Britain." At this point the crowd begins to murmur. Glances are exchanged. Player knights may want to shout some questions to King Arthur. If they don't have a non-player knight shout the following:

"Why do you urge us to this quest sire?" Arthur will answer: "Merlin has said that one of these relics will aid Sir Gawaine in the fight to come. Without it his death is a certainty." There is another shout.

"Can Merlin not tell us which of the treasures will aid Gawaine?" Arthur looks down, a spot seems to almost "appear" amidst the knights and suddenly Merlin can be seen by all, sitting astride a large horse, big as a Clydesdale. It has large spots on its shaggy white coat and for a moment they glow slightly golden, then seem to fade to a normal brown. Merlin

looks about him, his gaze seems to catch those of everyone on the field, everyone in sight of him in fact. Point this up strongly to the players, they feel as if Merlin's eyes are upon them alone, no matter how far away from him they are. Merlin speaks.

"Prophecy is a mysterious messenger, Sir Knights. It answers its riddles as it will. And Arthur's charge should be reason enough for any knight to ride forth. Without question." Merlin's eyes flash, again it's seen very intensely by all. Have player knights make Loyalty to Pendragon rolls, those that make them automatically shout that they will ride on this quest. Those that fail have not succumbed to Merlin's glamour and may choose to ride on this quest as they will. They may also ask further questions, but these are lost as everyone who did succumb to the spell starts calling for squires in order to ride forth on the quest.

The Thirteen Quests

In the *PENDRAGON* Gamemaster's Book (page 3) is a list of the Thirteen Treasures of Britain. This scenario concentrates on only one of these, the one which will help Sir Gawaine, the whetstone of Tudwal Tudclud (*pronounced: TEED-wall TEED-clid*). We encourage you to create your own scenarios around the finding of the other twelve treasures. You may also choose to recount the other quests as deeds done by Star Knights. Not all the Thirteen Treasures need be found. This is up to you.

To get player knights started in the right direction for their most important quest the gamemaster may use one or more of the following ploys.

PLOY A — Friar Coombs comes to the knights and tells them they can discover where the treasure which will help Gawaine is by going to consult the Queen of the Wastelands. Friar Coombs was at the priory of the Queen, a very holy woman he says. She told him she was one day to guide a great quest, a quest which would be fulfilled by a very pious knight. The Friar feels the players are such, their merciful acts on the road show them to be good Christians (if the player knights committed no merciful acts use another ploy). The Friar knows where the priory of the Queen is located. He won't take them there personally but he can draw them a map. He also tells them the Wastelands are a dread place, cursed and black with evil.

PLOY B — Ariette de la Belle Sourire comes to the knight who fought Tor. She apologizes for any inconvenience she caused the player, and batting her eyes at him, asks a favor. Have the player roll his knight's Amor for Ariette, if successful he grants it at once, if not he has a choice. Her favor is for the knight to seek out the Queen of the Wastelands. Ariette earnestly assures the knight that the Queen will know where the treasure to aid Gawaine is. She will not say how she knows this, but if the player can roll a successful Suspicious roll Ariette tells him that she was visited by Sir Tor and Sir Griflet the previous evening and they told her about the Queen. Ariette wants the knight to find the treasure before Sir Tor and Sir Griflet, but won't say why. (The reason is both knights were angry with her for giving her favor to the player knight, and in discussing it later decided the lady was at fault. She was piqued by their anger and to show her pique, she's "helping" the poor knight, hoping he will show up her two swains.) Ariette does not know how to get to the Wastelands or anything about the Queen.

PLOY C — Have the players make Folklore Rolls. Successful rolls will remind a player that he heard a wandering holyman say the Queen of the Wastelands had a gift for finding treasures and had led knights to such before.

Both Ploy B and Ploy C do not tell players where to find the Wastelands. If you use those ploys, utilize the information known by Sir Cynwal to usher the characters on their way. The player-knights must catch Cynwal before he leaves — give them a full day to do so. Otherwise they will have to find their way there in some other manner (e.g., they could follow Tor and Griflet's trail; someone outside of the city will have seen them leave.)

WHAT SIR CYNWAL KNOWS — The players encountered Sir Cynwal at the feast. He knows where the border of the Wastelands is (see the section below for more information on this). He does not know where the Queen's priory is, but he has heard of the Lady as being a remarkably holy woman.

LOYALTY (PENDRAGON) rolls

the whetstone of
Tudwal Tudclud

what Friar Coombs
knows

what Ariette knows

FOLKLORE rolls

what Sir Cynwal
knows

Journey to the Wastelands

The Wastelands in this scenario are considered to be in the Lake district between the Forests Bresquehan and Perilous. The gamemaster may wish to locate them elsewhere and this is fine so long as getting there takes a considerable amount of time. This is to build suspense ; the players should feel they're definitely pressed for time throughout the scenario.

travel

Once the player knights are underway the gamemaster can use the random encounter tables in *THE PENDRAGON CAMPAIGN* supplement to spice up the journey. Keep in mind that the players will be facing terrible trials in the Wastelands and more later on in the Kingdom Inapercu, so don't throw too much at them.

other knights

The gamemaster may want to have the players cross paths with Sir Tor and Sir Griflet sometime during the journey to the Wastelands region but it is not absolutely essential that this happen. They could show up to bail the player knights out of something later, but only if the players can't handle it themselves. Naturally, the rescuing pair ride away afterwards.

rumors

If players ask people on the road about the Wastelands they get little information. A peasant or two might know the region, they will always speak of it in hushed whispers if they do. It becomes very obvious very quickly that the Wastelands is shunned by all. No one can tell them where the Queen's priory is, though some few might have heard of her. What have they heard? That she is a very holy woman.

Into the Wastelands

the Wastelands described AWARENESS roll

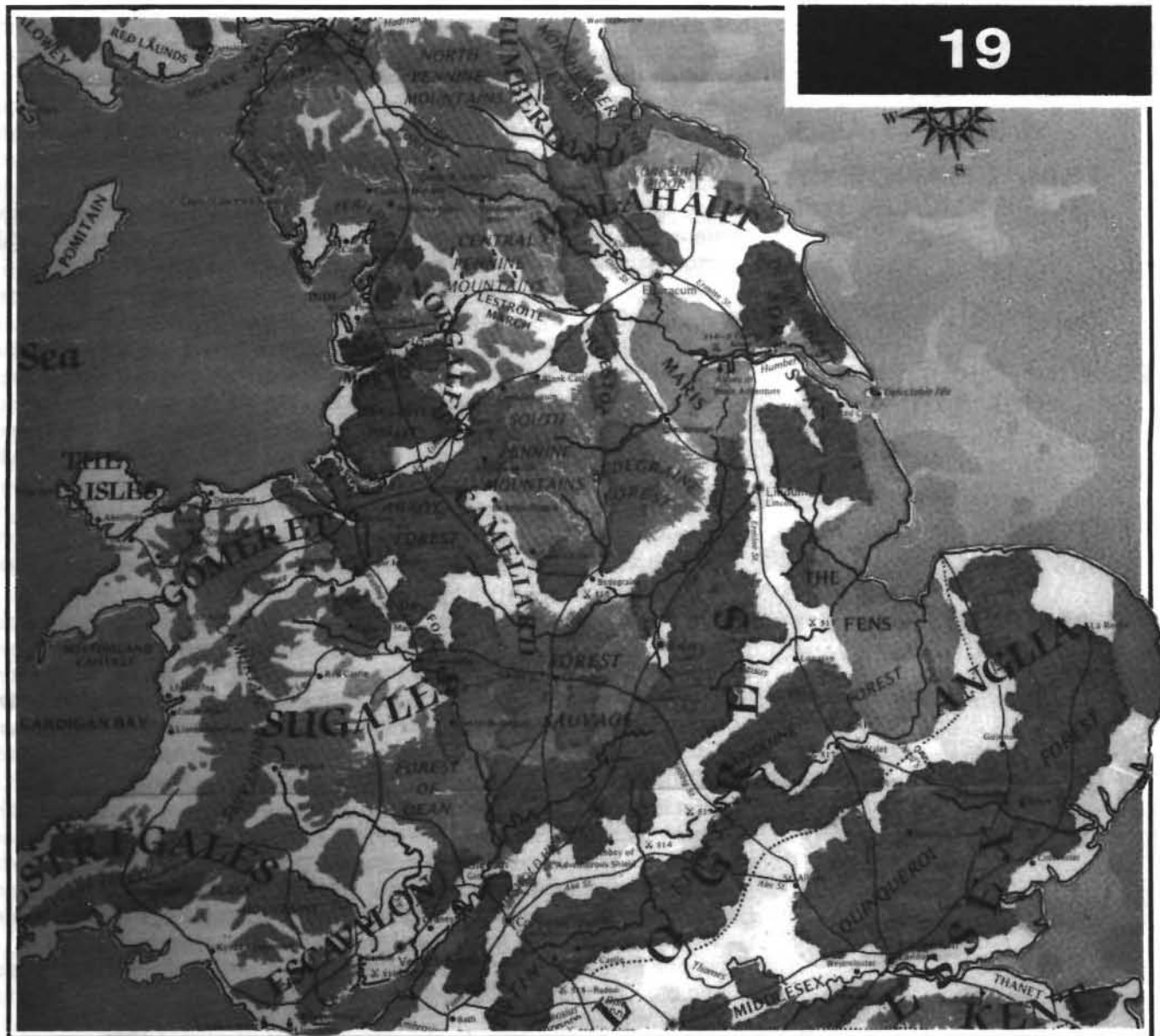
Ten miles north of the Perilous Chapel the Wastelands begin. It is a terrible place — miles of stark, jagged cliffs, dead ground and rotting flora. The scent of decay in the air is palpable and player knights who make successful Awareness rolls notice a similarity to the stench that came from the Grey Knight. As the player knights ride boldly into the Wastelands, impress upon them the awful "feeling" of the area — the unnatural barrenness, the utter silence, the profound emptiness of a kingdom gone to ruin.

If the players have Friar Coombs' map they quickly find it to be of no use. The landmarks noted cannot be found and riding in the direction indicated turns up nothing. The actual location of the priory of the Queen of the Wastelands is not important. The player knights will find it, but only after the following encounters.

The Dark Abbey

the first day in the Wastelands a violent storm AWARENESS roll

After the first day of riding in the Wastelands, as night is about to fall, the player knights spy what looks to be an abbey made of dark stone. As they do, a violent storm begins, with crashing thunder, crackling lightning and a torrential downpour. Since the abbey is the only logical shelter, the players should head for it. As they approach have the players make Awareness rolls. Any successful roll makes the knight aware that there



are no religious symbols of any kind on the abbey, Christian or otherwise. A critical roll tells a knight that the stone of the abbey is remarkably unweathered, as well as being of no sort he has ever seen before.

Even as they dismount, the gate of the abbey opens and a cowed, black-robed figure greets them.

"Good Sir Knights, please enter and be welcome. 'Tis a vile evening to be abroad in this fell land." The figure removes its cowl, revealing a sleek man in his 20's with a black beard, green eyes and a toothy smile. He introduces himself as Brother Taman. Brother Taman shows the squires of the player knights where to stable the horses. If a knight decides to go along with the squires he notes that there are exactly the same number of stalls as there are horses in the party — no more, no fewer. If no knight goes with the squires, have each player roll his squire's Age when the squires return. Any successful roll means the squire has passed this information on to his master.

While the squires see to the horses, Brother Taman leads the knights into the dining hall of the abbey and bids them sit. Allow players another Awareness roll within the abbey to note that there are no religious symbols in evidence.

Brother Taman gets cups from a cabinet along with a stone jar. He

Brother Taman

SQUIRE roll

AWARENESS roll

**drink is served
TEMPERANCE or
SUSPICIOUS roll**

food is served

Brother Taman's tale

**what Brother Taman
knows**

**sleeping
accommodations**

**Brother Taman retires
for the night**

**Sister Theodora
appears**

PIOUS roll or damage

pours wine for each knight and a cup for himself. A knight who does not wish to drink must have one of two reasons: a) he is not a drinking man in which case he can try to roll his Temperate to not drink; or b) he is suspicious of Brother Taman in which case he can try to roll his Suspicious to not drink. In either case, a failed roll means the knight drinks the wine. Those knights who do drink find the wine excellent, surprisingly so considering the source. If reference to its excellence is made to Brother Taman, he tells the players the wine used to be made here in the abbey and there is only a small supply left. He agrees that it is most excellent and particularly warming on such a cold, damp night.

After the wine, Brother Taman brings forth some meager food (bread and cheese only, no meat or fruit), apologizing for the scant provisions. If player knights ask to hear his story he tells them that he is the last of the order which founded this abbey. Ever since the Dolorous Stroke was smote, the land has withered and little by little. All the brothers, including the abbot himself, became despondent and wandered off. He alone remains, maintaining the abbey in confidence that one day the land will be redeemed and the abbey flourish again. If they ask whom the order serves he tells them "god" of course. If they make reference to the lack of religious symbols, he explains that the departing Brothers took them all. Should a player offer him a crucifix, a rosary or other such icon he thanks them but does not touch it.

If the players ask if he knows where the Queen of the Wastelands might be found he says he does. Brother Taman does not really know where the Queen is but wants the players to think he does. He even offers to guide them there in the morning. Brother Taman does not know anything in particular about the Queen, though he confirms her reputation as a most holy woman if the knights bring it up. In fact he confirms anything about her if the knights bring it up.

Not long after the "meal" is served all knights who drank the wine start to feel very sleepy, as do all the squires (they were given wine as well as the knights, none of them are assumed to have refused it). At the first yawn, Brother Taman remarks that the knights must be very tired and offers to show them to their rooms. Those who accept this hospitality are conveyed to a wing of the abbey in which there are numerous doors — in fact, one for each player knight, no more, no fewer. Squires are assumed to be bunking with their knights, or just outside their doors if their knights are real sticklers for place.

If knights wish to remain up, Brother Taman gets a little annoyed and again urges them to retire, or at least let him show them their rooms so he can bed down for the night. Whatever occurs, in another 20 minutes all who drank the wine are sound asleep. The wine is a powerful sleeping potion. The only drinker awake is Brother Taman. He urges any knights still standing to convey the others to rooms so they may rest comfortably. If they refuse he shrugs his shoulders and excuses himself, trundling off to his bed. Knights may follow him — he goes right to his room, enters and bars the door. If they listen, they hear nothing from inside. Sleeping knights can not be awakened by any means. If player knights stubbornly refuse to take their sleeping comrades to comfortable beds or refuse to go to sleep themselves, let them either sit around watching their fellows snore or prowl about the abbey for awhile. Nothing will happen until they finally decide to be sensible and get a good night's rest in a comfortable bed.

One all are abed, a cowed figure in a black robe appears to one of the knights who drank the wine (either choose at random or by highest APP). This figure is a succubus as detailed in *THE PENDRAGON CAMPAIGN*. Her name is Theodora. She has her way with the sleeping knight and he loses 1d6 hit points unless the player makes a Pious roll, in which case her touch awakens him. As he sits up she throws back the cowl, revealing a beautiful face with deep, dark eyes. She sits down beside him

and in an alluring voice speaks his name, saying she has long awaited his coming. If the player knight wishes to resist this seduction, roll his Chaste versus her Lustful of 20 (remind all the players, though, that their knights are disarmed when they sleep, of course). If he fails he goes back to sleep when she is through with him, less 1d6 hit points.

If the first knight can not or does not resist Theodora's wiles, she then moves on to the next drugged knight, repeating the same performance. She continues to visit the drugged knights until one has resisted her or until she has gone through all of them. She then visits the knights who did not drink the sleeping potion, using the same seduction technique. Should she drain all of the knights, they simply awake the next morning and find the Abbey gone, no Brother Taman, no nothing. They are all lying on the ground with memories of a pleasant if somewhat strange dream. All feel a little weaker.

If one of the knights does succeed in resisting Theodora she cries out, takes on a demonic appearance, then dissolves away into nothingness before the astonished knight's eyes. Even as this happens, a black panther bounds into the room, snarls once and springs at the knight, jaws agape (use the panther statistics from *THE PENDRAGON CAMPAIGN* supplement). Any knight who did not drink the sleeping potion may make an Awareness roll. If successful they heard the snarl, awoke with a start, and can go to the aid of the besieged knight. The attacked knight may also halt the panther for a moment by flashing a crucifix or other holy icon in front of it, this allows a second Awareness roll for his comrades and allows him to reach a weapon in the room before the panther springs. (If the player has no holy icon, assume he can reach a weapon after the first spring, if he is not knocked down). Once it has appeared, the panther attempts to kill everyone in the abbey. However once it kills one knight, allow even sleeping knights to make Awareness rolls to wake up (the dead knight is unlikely to have died very silently).

Once slain, the panther changes shape in death, revealing that it is really Brother Taman. A moment later the abbey suddenly seems to explode around the knights. They are knocked to their feet, but are not hurt. When they look up the abbey is gone. Horses, equipment and squires are all there. Sleeping knights awaken. And all have a most interesting story to tell.

CHASTE vs. LUSTFUL roll

the next morning

resistant knights

a panther

AWARENESS roll

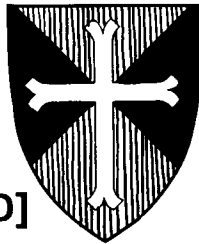
the dead panther
transforms



the second day in the wastes

HERALDRY roll

Sir Vardilain



[+0]

a challenge

The Guardian of Olbray

Late in the afternoon of their second day in the Wastelands, the player knights spot a small village in the distance. They are too far away to make out much more than a collection of buildings, however they can tell that nothing is moving around the village — neither peasants nor animals. If the knights seem reluctant to move closer to the village, remind them its getting late, they'll soon need shelter, the sky is still cloudy, another storm may strike, etc.

As they ride toward the village, a knight suddenly appears in front of them, coming from out of the village itself. The knight wears heavy chain, highly-polished, though the rest of his gear is frayed and weathered. He sits astride a ragged-looking charger, its gear in the same shape as its rider's. There is a coat-of-arms on the knight's shield; a successful Heraldry roll tells a player that it is the arms of Listeneise and a critical roll informs him that the knight's name is Sir Vardilain the Staunch. The knight's visor is down so the players cannot tell what he looks like.

Behind the knight, on foot, is his squire, a man in his 30's in ragged clothing. His age bespeaks a man who has dedicated himself to being a squire. He carries several lances, a mace and a morningstar.

The knight stops his horse some distance from the player knights and immediately hurls a challenge: "I am the Guardian of Olbray and as my liege has charged me I defend this village with my life. Turn about or meet me in mortal combat". The player knights may ask him questions and he answers quite courteously, but if they try to get past him at any time he springs to the attack.

The guardian knight's name is Sir Vardilain the Staunch. He is a man in his 50's, a knight of long experience and many battles (Use Excellent Knight statistics, adding an 18 for morningstar and a 16 for Knockdown). He guards Olbray at the behest of his great sovereign King Pellam. He does not know any Queen of the Wastelands, nor where she may be found. He is also not aware of the Dolorous Stroke. There is little else he can tell the player knights about himself or his mission.

Once player knights ask any questions they wish to, they may ride away from the village in peace. If they do, the encounter is over. If they opt to try and get into the village they must fight to the death with Sir Vardilain.

NOTE: It's obvious a large party of knights could overwhelm Sir Vardilain or keep him busy while some of them to make it to the village. Its also obvious that this ploy is highly unchivalrous and player knights should lose Glory for it, a minimum of 10 points per player. See the end of this section for what these knaves find in the village.

Sir Vardilain in combat

The fight with Sir Vardilain takes place as follows:

The fight starts on horseback using Lance Skills and continues on foot with melee weapons if necessary. If Sir Vardilain is unhorsed he asks to continue the fight on foot with sword or other melee weapon but continues to fight even if this is not granted (i.e., he will fight a man on horse if he must). A player knight who does not grant Sir Vardilain's request should lose Glory for it.

If the player knight is unhorsed, Sir Vardilain gives him a chance to yield; if he doesn't Sir Vardilain dismounts to continue the fight on foot, using his morningstar. Should Sir Vardilain then score a knockdown on a player knight he is assumed to have bested him and again offers a chance to yield. Should he render a knight unconscious, he does not slay him but meets other challengers until the knight regains consciousness. Any player knight who yields must vow to go to King Pellam within a year and tell the King that Sir Vardilain the Staunch keeps his faith and guards Olbray as bid. The gamemaster must decide how they will fulfill this vow (i.e., where they can find King Pellam in the coming year.) If they don't try

Easter

Easter is a great day for medieval knights, both on the holy and secular plane. It is the highest of the Christian holy days, for it commemorates the day that Christ rose from the dead and opened Heaven for mankind. Everyone ought to attend the High Mass. Any Christian who has an opportunity to attend and fails get a Worldly check. Attendance earns a check for Worship, and an Experience Roll for Pious.

Easter ends Lent, a period of voluntary fasting and privation for the devout. Monks and holy folk deprive themselves of as much as possible, while most lay worshipers simply cut down on meat, wine, or some other symbol of personal sacrifice. Since everyone has been depriving themselves during Lent, Easter day is a time of plenty and social joy.

Easter is one of the occasions when everyone gets together, either with family or with leige lords. The celebration is marked by feasting. Since so many people are in attendance Court is held, and the occasion is used to make new knights.

One of the most important facets of Easter is the ban on fighting. The *Treus Dei*, or Truce of God, extends to the holy day. No fighting is allowed. Priests often try to claim that the day before and after Easter are also covered by the truce, but no self-respecting knight believes them. During the truce, all fighting is prohibited, and anyone instigating combat is guilty of sin.

Pentecost

Pentecost is a great religious holiday. It always falls on the seventh Sunday after Easter, marking the descent of the Holy Ghost upon Christ's apostles. This act gave them the duty and power to spread the good news of Christ's resurrection to the rest of mankind. Pentecost is also called *Whitsunday*.

The pagan holiday which falls closest to Pentecost is *Calen Hae* (Irish *Beltane*). This night of May Eve is one when the magical and physical worlds overlap for a moment. It celebrates the resurrection of Beli Lugh, the bright and conquering Sun God whose rebirth marks the start of Summer. It is also a night when are born heroes and magical horses under the guidance of gnarled old midwives from the woods. Strange white women can be seen among the moonlit trees, often waiting to seduce a man, and the elves crawl forth to dance with women in ancient fertility rites under the stars. For those who wish to participate, an orgy to bless the crops and be blessed by the gods ends the ceremony.

Like other great religious holidays, Pentecost is followed by Court, for many people have already gathered together. It is one of the occasions at which new knights are commonly dubbed.

King Arthur always holds court at Pentecost, and part of the occasion is the annual meeting of the Round Table to conduct its business. New members are received into the brotherhood on this day, and everyone relates the deeds they have performed since their last attendance.

The Round Table is rarely filled. Onle a few, perhaps 20, of the Round Table knights actually live either at Camelot or with Arthur's ever-traveling household. Adventurous knights might attend each year, but most knights have other responsibilities and attend only sporadically. On the average, a Round Table knight visits Camelot once every five eyars unless otherwise summoned. Thus, only about 50 knights (one-third of the Round Table) are present each Pentecost.

King Arthur Pendragon

Glory: 35,000+

Distinctive Features: stately bearing, noble voice.

King Arthur is a vigorous young man. He has proved himself an able warlord, a wise and generous king, and an inspirational leader. He pulled the sword from the stone in 510, led several successful wars, and received the magical sword Excalibur. He heads the Round Table and lives a life which serves as an example to chivalry everywhere.

Queen Guenever

Glory: 30,000+

Distinctive Features: grey eyes, pale skin, red lips, pearly teeth, stately bearing, voluptuous figure; wears the most luxurious clothing and sumptuous jewelry.

Queen Guenever is of breathtaking beauty, the object of every man's adoration (in secret if not openly) and every woman's envy. She is the model of charm and wit when light hearted, and of iron determination and shrewd intelligence when of heavier mood. Her love for Arthur is evident, her compassion for everyone obvious, and her regal presence instinctive.



Queen Morgan

Glory: 7,528

Distinctive Features: dark skin, black hair, black eyes, piercing glance.

Morgan le Fay (or Morgan the Fairy) is Queen of Gorre, wife of King Uriens. She, King Arthur's sister, is a strange woman. She reads, for instance, and is rumored to lead mad women in midnight dances in the elf haunted woods of Gorre. She holds herself aloof from the silly maidens of the court, but her own handmaidens say she practices pagan magic.



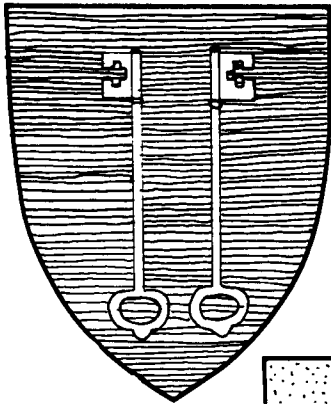
D

Sir Kay the Seneschal

Glory: 2,827

Distinctive Features: sneer.

Kay the Seneschal is King Arthur's foster-brother and keeper of the court. He has a sharp tongue, always ready to chastize anyone and point out their weakness and flaws. Only King Arthur and the queen evade this criticism. During Arthur's wars he proved himself a doughty warrior.

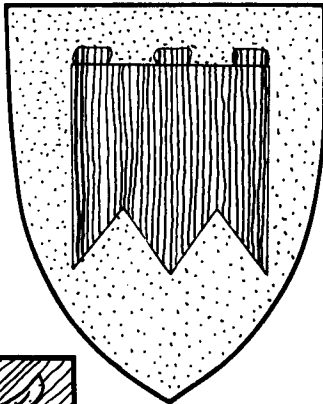


Sir Bedivere the Butler

Glory: 1,974

Distinctive Features: freckles, wide shoulders.

Bedivere the Butler has a job similar to Kay, but he is mild where Kay is sharp, gentle where Kay is fierce, fat where Kay is lean.

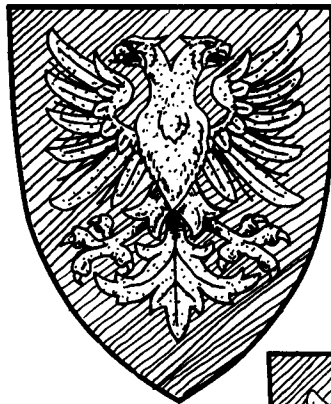


Sir Gawaine of Orkney

Glory: 3,822

Distinctive Features: red hair, charming smile, robust voice.

King Arthur's nephew (and heir apparent) is readily acknowledged the best knight of the realm. His father was a foe of Arthur's, but Gawaine is not. Sir Gawaine has had many great adventures. Though not always successful and not always chivalrous, Sir Gawaine has always done his best, which is well enough.



Sir Agravaine of Orkney

Glory: 881

Distinctive Features: handsome face, whiplash moustache, arrogant smirk.

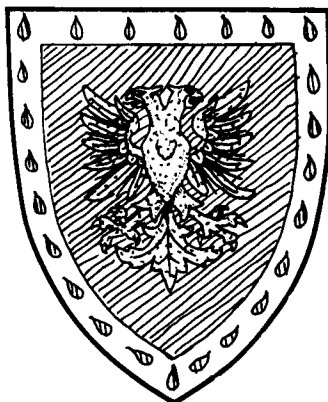
Gawaine's younger brother is a rude and vicious knight embodying all the virtues of the martial aspects without consideration for the higher purposes of chivalry. He is cruel, selfish, and heedless of the common man.



Sir Gaheris of Orkney

Glory: 1,115

Distinctive Features: right arm longer than left.



SIDE 1

the following fief: STONEWALL

STONEWALL (2 POP + CASTLE)	3 L. goods
OVERTON (2 POP) DU:1	2 L. goods
Red BRANCH (2 POP) DU:1	2 L. goods
HUNTING RIGHTS	3 L. food
4 hydes	4 L. food
PERSONAL DEMESNE (dowry)	6 L. food
QUARRY INCOME	3 L. goods

STONEWALL
KEEP

POP 3
DN 5/3

STONEWALL
TOWN

**Loyalty
(Liege)**

[illegible]

SIDE 2

Fief Income:

Average Income =	<u>13</u>	Food +	<u>10</u>	Goods = Total	<u>23</u>
Income x 1.5 =	<u>16</u>	Food +	<u>15</u>	Goods = Total	<u>31</u>
Income x 2 =	<u>26</u>	Food +	<u>20</u>	Goods = Total	<u>46</u>

Fief Expenses:

<u>5</u>	Knights' Fees =	<u>1</u>	food +	<u>1</u>	goods
<u>20</u>	Men-at-arms =	<u>4</u>	food		
	Own Rank Expenses =	<u>2</u>	food +	<u>8</u>	goods
	Other Expenses =	<u>6</u>	food +		goods
	TOTAL EXPENSES =	<u>13</u>	food +	<u>9</u>	goods
	1 goods extra in AVERAGE YEAR				

[illegible]

PENDRAGON

Player

Personal Data

Name ARIETTE de la Belle Sourire
 Homeland ESCAVALON
 Culture CYMRIC Religion CHRISTIAN
 Father's Name UREN
 Father's Class NOBLE LANDOWNER
 Liege Lord COUNT OF GLOUCESTER
 Current Class Noble Lady
 Current Home
 Age 16 Year Born 499

Personality Traits

Religious Bonus
 Chivalry Total [•]

- | | | |
|--------------------------------------|---|-------------------------------------|
| <input type="checkbox"/> Chaste | / | <input type="checkbox"/> Lustful |
| • <input type="checkbox"/> Energetic | / | <input type="checkbox"/> Lazy |
| <input type="checkbox"/> Forgiving | / | <input type="checkbox"/> Vengeful |
| • <input type="checkbox"/> Generous | / | <input type="checkbox"/> Selfish |
| <input type="checkbox"/> Honest | / | <input type="checkbox"/> Deceitful |
| • <input type="checkbox"/> Just | / | <input type="checkbox"/> Arbitrary |
| • <input type="checkbox"/> Merciful | / | <input type="checkbox"/> Cruel |
| • <input type="checkbox"/> Modest | / | <input type="checkbox"/> Proud |
| <input type="checkbox"/> Pious | / | <input type="checkbox"/> Worldly |
| <input type="checkbox"/> Temperate | / | <input type="checkbox"/> Indulgent |
| <input type="checkbox"/> Trusting | / | <input type="checkbox"/> Suspicious |
| • <input type="checkbox"/> Valorous | / | <input type="checkbox"/> Cowardly |

Passions

emotion	subject	intensity	
Loyalty	(liege)	12	<input type="checkbox"/>
Love	(family)	14	<input type="checkbox"/>
AMOR	TOR	5	<input type="checkbox"/>
AMOR	GRIFFIN	4	<input type="checkbox"/>
AMOR	GAWAIN	3	<input type="checkbox"/>
AMOR	GWYNOD	3	<input type="checkbox"/>
AMOR	SPURIEN	2	<input type="checkbox"/>

Equipment

Armor Type None [.....]

Statistics

SIZ 10
 DEX 13
 STR 16
 CON 16
 APP 17

Total Hit Points 26
 Major Wound 16
 Knockdown 10
 Unconscious 7
 Move 2 yards/round
 Damage 3 d6
 Healing 2 points/week

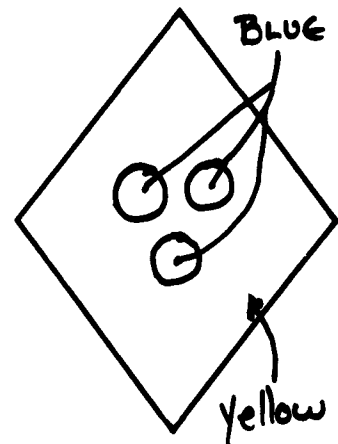
current hit points
26

Skills

Awareness	20	<input type="checkbox"/>
Boat	0	<input type="checkbox"/>
Chirurgery	0	<input type="checkbox"/>
Courtesy	0	<input type="checkbox"/>
Cymric Custom	0	<input type="checkbox"/>
Cymric Literacy	0	<input type="checkbox"/>
Dance	0	<input type="checkbox"/>
† First Aid	2	<input type="checkbox"/>
Folklore	2	<input type="checkbox"/>
Game	1	<input type="checkbox"/>
Hawking	2	<input type="checkbox"/>
Heraldry	1	<input type="checkbox"/>
Intrigue	6	<input type="checkbox"/>
Irish Custom	0	<input type="checkbox"/>
Joust	0	<input type="checkbox"/>
Latin Literacy	1	<input type="checkbox"/>
Orate	12	<input type="checkbox"/>
Pictish Custom	1	<input type="checkbox"/>
Play (Lyre)	3	<input type="checkbox"/>
Recognize	2	<input type="checkbox"/>
Roman Custom	2	<input type="checkbox"/>
Saxon Custom	1	<input type="checkbox"/>
Sing	13	<input type="checkbox"/>
Speak Cymric	15	<input type="checkbox"/>
Speak Irish	1	<input type="checkbox"/>
Speak Latin	2	<input type="checkbox"/>
Speak Pictish	0	<input type="checkbox"/>
Speak Saxon	0	<input type="checkbox"/>
Stewardship	2	<input type="checkbox"/>
Swim	1	<input type="checkbox"/>
Track	0	<input type="checkbox"/>
Worship	2	<input type="checkbox"/>

Glory
Total

43



Distinctive Features

Long, Auburn Hair,
 Pale Skin, Flashing Smile
 Beautiful Voice

Combat Skills

† Battle	1	<input type="checkbox"/>
† Lance (horse)	0	<input type="checkbox"/>
† Ride	2	<input type="checkbox"/>
† Sword	0	<input type="checkbox"/>

Joust

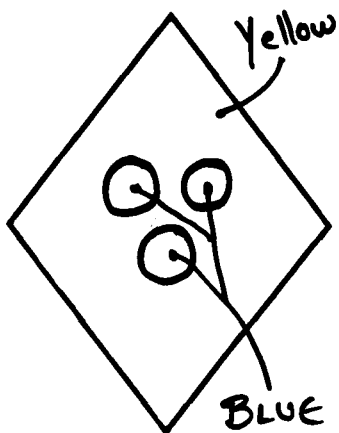
Wins Losses

Horse

Type
 Damage d6 Move
 Equipment Carried

Squire

Name
 Age Horse
 Notes & Equipment



Selected Events

Born 499 Ennobled
 Squired Landed
 Knighted
 Member of Round Table

Holdings

STONEWALL

Equipment at Home

Denarii 384
 Librams 2

Family

Year Wed Spouse Name
 Heir Name

Children to reach majority

History

Glory

Date	Important Event	New	Total
513	Winter - Father died. I inherit Stonewall.	+43	43
514	SIR MARSHALS Raided us - Burned many crops. I had to ask peasants for additional tax.	0	43

This is the third son of King Lot. Gaheris is only a few years younger than his elder brothers. He served as Gawaine's squire and is noted for his Love of Family (20).

Sir Tor, the Son of Aries

Glory: 2,995

Distinctive Features: green eyes, pale blond hair, handlebar moustache.

Sir Tor is the gallant of the court, spending as much of his time as possible attending tournaments, courting various women, and modeling the latest in overpriced fashions.

Sir Griflet le Fise de Dieu

Glory: 2,877

Distinctive Features: perfect teeth.

Sir Griflet is a warrior's warrior, answering every summons to campaign and battle. He has sometimes led the army of the north in the absence of Duke Brastias, who is quite old. Chivalry has furthered Griflet's favor with King Arthur, and the knight exhibits all the proper etiquette and attitudes.

Merlin the Magician

Glory: 72,000+ (when Merlin appears in normal guise he is immediately known to everyone).

Distinctive Features: grey hair, long beard.

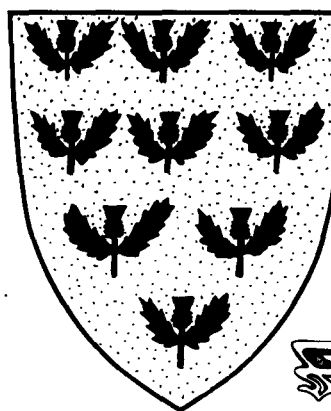
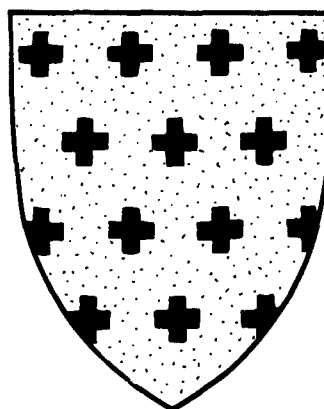
The greatest magician in the world is also Archdruid of Britain and a natural prophet of chilling accuracy. He is grey-haired and long-bearded and, at court, wears white druid's robes. Outside court he takes many appearances, for he is also a great shapeshifter. Merlin is spooky and weird, being the son of a devil or air spirit, and is capable of great trickery and magic. He sincerely loves King Arthur, his student. For the last couple of years he has taken to disappearing — resting he says — and of late has begun to dote upon Nimue, a Lady of the Lake.

Lady Nimue of the Lake

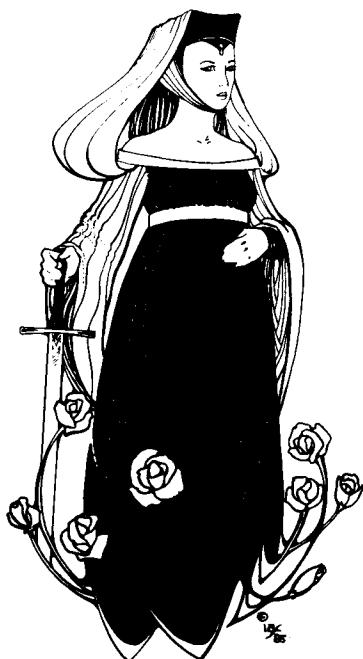
Glory: 2,288

Distinctive Features: pale skin, high cheekbones.

Young Nimue is a beautiful woman from the magical Lake,



J



Illustrations by Lisa A. Free

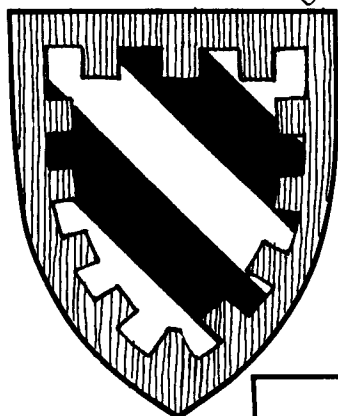
which hides a whole realm of youthful folk. She was first brought to court by King Pellinore after Arthur's wedding, but has since grown more influential and useful. She has studied under Merlin for the last few years. Of late Merlin has begun to follow her about, doting as if in love, which is of course impossible for a magician.

Sir Cynwal the Strong

Glory: 856

Distinctive Features: muscular build.

A typical knight attending the Easter festivities. Taking advantage of the extraordinary openness with which Arthur conducts his Court, Sir Cynwal is frequently quick to criticize the policies and actions of the young King. As a result, he fights many challenges at the various tournaments which he attends. Being a strong and well-trained knight, he wins many of these challenges.

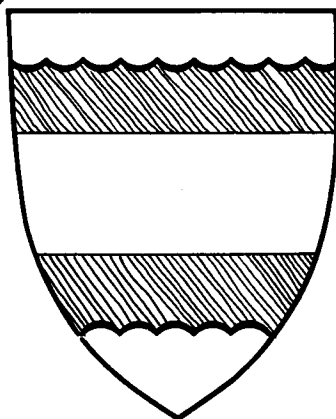


Sir Graid of Lydney

Glory: 345

Distinctive Features: lithe, scar across left cheek.

An atypical rags-to-riches example. Graid was born to a peasant family, and is fully aware of the plight of the poorer classes. He is a staunch supporter of all Arthur's policies, for he has seen first-hand the improvement in the lot of the peasant.

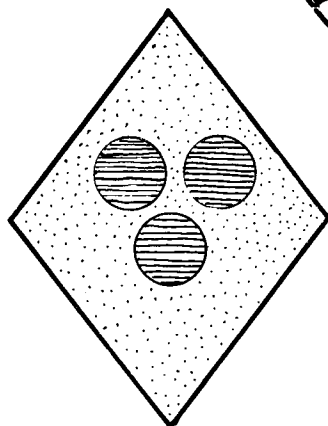


Ariette de la Belle Sourire

Glory: 43

Distinctive Features: gorgeous smile.

This buxom young lass is the only child of the late Sir Uren, a banneret holding land of the Count of Gloucester. From that holding and her father's fame comes her glory. She is currently a maid for one of Guenever's maids and loves being so close to the throne. She plans to enjoy the admiration of great men as much as possible before marriage, and sincerely hopes that someone famous will fall in love with her and ask the Count if they could marry.



HISTORY

K

510
about 5 years ago

The Sword in the Stone

The High King returns to Britain. Most people hope that he will unite the quarreling warlords and bring peace and prosperity to all. God proved that Arthur was rightful king when he pulled the sword from the stone at Easter in 510. Among the assembled nobles of the realm and citizens of London, Arthur alone was able to draw the blade.

The First War

Several British kings rebelled, mainly from the north. Arthur fought them first at Carlion then at Bedegraine, winning both times, both bloody battles where survivors gained great Glory. Most opponents concurred Arthur to be the son of Uther and rightful king.

512
about 3 years ago

The May Babies

In Lothian and nearby kingdoms all boys born on or near May 1st were taken and disappeared. Scryings and spirit visions have shown them all drowned in a shipwreck. Many people feel that Arthur was responsible since he afterwards did penance for some undisclosed sin.

Sir Balin at Court

A poor knight just released from prison was the only one able to draw a magical sword from the scabbard which held it. Its bearer, a maiden, prophesied doom if it wasn't returned. The knight, Sir Balin, refused to yield the weapon and called himself the Knight of Two Swords. Within minutes his doom was upon him: a Lady of the Lake came to Arthur and demanded either the knight's head or the maiden's head. Of course Arthur refused, but this Lady had slain Balin's mother. Poor Sir Balin's hatred got the better of him, and he chopped off the head of the Lady of the Lake. Outraged that the hospitality of his court had been violated, King Arthur banished Sir Balin.

The Second War

King Lot of Lothian (Arthur's longtime enemy) allied with King Ryons of Norgales (a wicked king who was son of a giantess and a sorceress) and 10 other kings. Their armies ravaged Arthur's realms bringing ruin wherever they marched. Arthur mustered his knights and met the huge enemy army at the Battle of Terabel. Vastly outnumbered, Arthur won through luck and trickery (King Lot was detained by Merlin the Magician). King Ryons, on his way to meet Lady de Vance, was captured by Sir Balin and Sir Balan. Lot died in battle and Ryons was captured, but was killed when he tried to escape.

514
about 1 year ago

Founding of the Round Table

King Arthur re-established a brotherhood of knights called the Round Table, following a tradition of his father King Uther. He got the table as dowry for his marriage to Guenever, the princess of Cameliard. 150 of the best knights, each without reproach and noted for his great deeds, are members. They meet each Pentecost to tell their latest deeds.

Saxon Wars Begin

The Saxons held aloof through the previous wars, confining themselves to raid the warring realms and weakening both, but never so much as to provoke retaliation. After settling his other wars, Arthur counterattacked the Saxons. The war has continued to several years. As of 515 the wars continue, with no end in sight to the steady raiding, counter-raiding, and set battles.

Sir Balin's Further Adventures

Sir Balin caused many disasters after his banishment from King Arthur's court, but the worst was the Dolorous Stroke. Sir Balin was hunting down Sir Garlon, an evil invisible knight, and found him in the hall of his brother, King Pellam. As occurred once before, Balin's hatred got the best of him and he slew Sir Garlon on the spot. Just as King Arthur had been angry, so was Pellam. But King Pellam sought to avenge himself immediately on Balin. In the fight King Pellam was struck down by a magical weapon which Balin had found hanging on the castle wall. The wound to the King also laid waste to ten counties surrounding the castle, turning them into desert and haunted glen. Sir Balin escaped for a while, but encountered a mysterious Red Knight, and the two fought each other to the death. The Red Knight was Balin's twin brother, Balan. They are both buried on Merlin's Isle, but no one knows where the island is.

to to do so, give them a Deceitful check. Fulfilling this vow could form the basis for a second scenario in this year of the game.

If Sir Vardilain is knocked down, the player has bested him and may kill him or offer him a chance to yield. However Sir Vardilain will not yield under any circumstances, he would rather die than fail in his duty to his liege. If a player knight simply refuses to kill him (e.g., walks away) Vardilain will attack as soon as he rises.

If Sir Vardilain is knocked unconscious, his squire begs the knight who defeated him to kill his master before he awakes. For an explanation of this astounding request he leads them to the village of Olbray. He may make this request at any time that he can speak outside of his lord's hearing.

When player knights enter the village of Olbray they see that all its inhabitants are dead, killed by a terrible plague. Bodies lie in the street, flesh rotting from their bones. Even the animals of the village are dead. The old knight and his squire were the only ones to survive. What began the plague Sir Vardilain's squire cannot say. What he can say is that Sir Vardilain was charged by King Pellam to defend Olbray with his life, and the death of all its people unhinged him. For a full year Sir Vardilain has dwelt here, challenging anyone who approached the village as he was bid. He will continue to do so until King Pellam relieves him of the obligation or he is dead. Neither knight nor squire knows of the Dolorous Stroke. If informed, it will make no difference to Sir Vardilain, for he will continue to stand his post. This madness is why the squire believes his master's death is the true mercy in this situation — "His loyalty has become madness and only death can release him from it."

If the player knights agree and Sir Vardilain is killed, the squire falls on his sword directly after, thanking them with his last breath. Alternately, the player knights can offer to go to King Pellam and tell him what has happened in Olbray (quite simply, Pellam has forgotten he ever posted Vardilain here). This of course means finding Castle Carbonek, a task even harder than finding the Queen's priory. The squire can tell them where it is, but they will find it is not where he said. Their only hope of finding it lies in finding the Queen of the Wastelands, and it will cost them time.

If the player knights slay Vardilain, they get checks for Mercy and Arbitrary. If they tell King Pellam about him, they get a Just check. If they simply depart they get no checks. Sir Vardilain remains part of your Wastelands setting — you may treat him as you desire.

The Lion and the Serpent

After the incident with Sir Vardilain, the gamemaster should let the players roam the wastelands aimlessly for a few days, meeting no one and traveling farther and farther into the ruined terrain. When the players get anxious and doubtful of ever finding the Queen, spring this encounter on them:

While riding in a desolate gully, they hear a fearful roar and an equally tremendous hiss up ahead. Continuing forward as cautiously or recklessly as they like, they turn a bend and see a large tawny lion confronting an equally large white serpent (but do not let the serpent breathe fire until the knights are committed to the encounter). Both creatures are bleeding and torn. As they come at each other again, the players hear a child's voice from their right flank:

"Will you not intervene in this conflict Sir Knights?" Looking down the players see a small boy, age 3, with golden hair and a smug smile (the image of Mordred, though there is no way the players can know this). The boy is attired in a tunic, its left side white, its right side black. His breeks are likewise hued, except in the reverse. None of the player knights can say exactly where he came from, it is as if he simply

the squire's plea

the village of Olbray

possible solutions to Vardilain's problem

**MERCIFUL and
ARBITRARY checks
JUST check**

**after several days of
wandering**

two creatures fighting

a small child speaks

a choice
do nothing

help the serpent

appeared. He speaks again.

"Come Sir Knights, can Good hope to defeat Evil without the help of men of goodwill?" Its obvious the child is asking them to take a hand, without revealing which of the two combatants he wants them to help. Nor does he reveal this, no matter what the knights try. In fact he does not speak to them any further but simply continues to glance from them to the two creatures and back again. Should a knight ask him about the Queen of the Wastelands, he reacts with a knowing smile and a nod of his head, but says nothing.

The player knights now have a choice of helping the lion or the serpent or neither.

If they choose to help neither, they see the serpent slay the lion. It then slithers to a nearby rock; thrusts its head beneath, coming out with three lions cubs in its mouth which it devours in one gulp. As its jaws crunch down, a spray of blood falls upon the ruined ground. Smoke rises from it. The boy will turn to the knights and say:

"The innocent are slain. The serpent reigns. The Grey Knight's cause is proven." The boy then disappears as does the serpent and the body of the lion. However, if the knights examine the smoking blood on the ground, they can discern images within showing Arthur being slain by an unidentified knight.

If the players decide to help the serpent and aid it in killing the lion the event occurs as above, although in this case the gamemaster must play out the battle.



If the player knights opt to aid the lion, play out the battle. A bold band of knights and a lion should be able to slay the serpent. When the serpent is dead the lion goes to the rock, reaches in and extracts its three cubs. The boy in the black and white tunic turns into a snake and slithers away, the body of the giant serpent disappearing as this happens (all attempts to slay the transformed boy fail — he slithers into some hidey-hole too quickly). The lion sets down its three cubs, then in a shimmering flash, becomes a knight clad in black armor. The cubs look at the knight and as they do, each player should make an Awareness roll. Any success gives the knight the feeling that the eyes of the cubs are very like human eyes. A critical success informs the knight that one of the cubs has eyes just like Gawaine, another eyes like Gaheris, the third cub's eyes are unrecognizable. As they ponder this odd feeling, the lion knight speaks:

"The innocent are saved though the serpent's spawn lives. The Grey Knight's cause is unjust." The knight says nothing more, unless the players quickly ask about the Queen of the Wastelands. In this case, the knight points to the northeast and says, "Ride there Sir Knights, ride though blackest night try to prevent it and sway not from your good quest. Your goal you shall find with the dawning." If the player knights do not ask about the Queen within a minute or so of the lion knight's pronouncement he disappears. His cubs disappear with him.

If player knights decide to attack both lion and serpent and succeed in killing both, the boy in the tunic laughs heartily saying, "You shall never know, shall you Sir Knights", then he and all the carcasses disappear. The knights never see any cubs or hear any prophecy. The lion and serpent cease any struggle between themselves to fight attackers.

The gamemaster should be very mysterious about this turn of events. Let the player knights form their own conclusions as to the meaning of any pronouncement they hear. However in future, should any of them see Mordred, allow them a Recognize roll to recall him from this meeting.

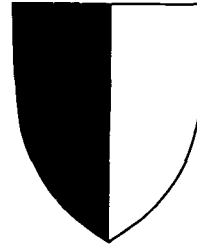
The Host

The knights continue their search for the priory of the Queen of the Wastelands for one more day. Then, late that night — either as they ride

**help the lion
a transformation**

AWARENESS roll

the Lion Knight



[+0]

**fight both lion and
serpent**



the Sluagh (pron.
SLOO-ahh)

VALOR rolls

damage

sunrise

knights who resist

knights who do not
resist

if some resisted and
some did not

or as they sit in camp — they suddenly hear a frightful sound. It is a gibbering wail, low at first then gradually getting louder and louder. A sulphurous stench permeates the air as skeletal, half-seen apparitions shriek and rattle about our brave knights. Allow Folklore rolls, or give a check to anyone who recognizes them. The Sluagh (*pronounced SLOO-ah*), the host of the unforgiven dead, fall upon the party (see *THE PENDRAGON CAMPAIGN* for details of the Sluagh).

Have all players make Valor rolls, with appropriate experience checks. Those that succeed can strike at the Host, or take any other action they like (nothing can help them however). Those that fail watch the awful specters in stunned terror, unable to do anything. In either case, the knights find themselves grappled by the Sluagh in short order. The Sluagh pinch them, beat at them, lift and drop them, fling them at rocks, throw them to the ground, etc. If on horseback they are knocked off and the horse flees in terror (all horses will flee in terror eventually, those tied will break the ties). There is no escape from this torment, the Host is everywhere. All player knights take a d6 damage immediately (no armor).

As the night wears on the Sluagh demand that the knights vow to cease their quest and tell all other men that the Queen of the Wastelands is dead. In return the Sluagh will free them. This demand is repeated 1d3 times throughout the night. Each player must say yes or no to it each time. A *no* angers the Host and they set upon the player knight with renewed vehemence doing another 1d6 damage (no armor). A *yes* allows the player knight to avoid this damage but he gets an automatic Cowardly check. Player knights who are rendered unconscious by damage need no longer resist the Sluagh and will take no further damage. In any case the Sluagh do not free their victims, though they no longer make demands on those who have said yes.

When the sun rises the Host fades away, leaving behind a band of much bedraggled knights. What happens next depends on how the player knights reacted to the demands of the Host.

If all the knights resisted the torment and held fast to the quest, they see in the distance a small building, shining in the dawn like a beacon. Shortly after all their horses return.

If all of the knights told the Host they would abandon the quest they see nothing but the same terrain they have been traveling through the past days. In addition their horses are gone for good. They can walk out of the Wastelands in 1d6+6 days and will never find the Queen of the Wastelands. For them the scenario is over. They have failed the adventure.

If only some of the knights vowed to abandon the quest, the building still appears in the distance but only those who resisted the Sluagh are able to see it. In like manner, the horses of those who resisted return, the other horses do not. Player knights with horses may share them with those without. In this way, the party will reach their goal, though some won't be able to see it. Naturally the knights who cannot see the building may think those who can are mad. Leave the players to sort this out themselves (it will help if the gamemaster takes those who can see the building aside and lets them know it secretly).

NOTE: assume that squires simply followed their master's leads in this encounter (i.e., if a knight has horse his squire does too — assuming the squire had one to begin with). Also keep in mind that a knight who vowed to abandon the quest made a legitimate vow and breaking it should lose him glory.

The Queen's Priory

a magical place

The small building the players see at dawn is the priory of the Queen of the Wastelands. It takes them several hours to reach it, through the twisted trees and tangled terrain of a waste forest. It is a humble spot, the

glow which surrounded it at dawn gone as the player knights approach. (Those that abandoned the quest cannot see it of course). A door opens and the Queen of the Wastelands steps out. At this moment, all who abandoned the quest are suddenly separated from those who did not. They simply find themselves walking in the Wastelands, their fellows gone. The gamemaster should determine their intentions before continuing — will they stay where they are, go back the way they came, or go on. If they stay, they will be reunited with the others after this encounter. If they do anything else, the scenario is over for them. They have failed the adventure.

The Queen is a woman of gentle beauty, chastely attired in tattered grey nun's habit. If players ask if she is the Queen of the Wastelands she says "Some have called me that, some have called me Queen of most riches in the world. Yet my riches never pleased me so much as my poverty does. Come in good Sir Knights and tell me of what you have seen in this poor land."

The Queen does not tell her real name, nor does she listen to the player knights' questions until they have told her all they have encountered in the Wastelands. If any knight lies about an encounter she fixes that knight with a gaze of disapproval. He automatically gets a Deceitful check. When she has heard all, she answers any questions the players might have about the encounters. She knows the following:

- the dark abbey contained a succubus and her demon guardian, once a High Abbot of a Christian order. He traded his soul to Satan for youth, aided the succubus in draining all the other monks of the order and made the abbey their home.
- King Pellam can be found in the Castle Carbonek, she can direct them there if they wish to honor any vow they made to the Guardian of Olbray or his squire.

NOTE: It is up to the gamemaster how much of Castle Carbonek's location he wishes to reveal to his players. A journey there should be out of the way, losing them valuable quest time and if they do find it, they should not be allowed inside. The suggestion is that the player knights never see the Grail castle but run into a patrol of King Pellam's knights to whom they can pass on the tale of Sir Vardilain.

- If the serpent was killed, she can tell the players it represented Satan. The lion was a messenger of God designated to prove to them that their cause was just. The lion's cubs were symbols of young knights who would be involved with the spawn of Satan, represented by the boy in the tunic. If the lion was killed, she will deem the serpent's message a false prophecy sent by the devil to dissuade them from their quest. The boy would be the servitor of the serpent who would cause Arthur's downfall, a corrupt innocent no doubt. She cannot name Mordred as the boy.
- The Sluagh were obviously a test of dedication to the quest, a test they passed.

Once the Queen has passed on the above insights, she deals with their quest. She does so by inviting any knight who did not lie about an encounter in the Wasteland to pray with her for guidance. Each knight is invited by name, whether or not they have told the Queen their names. She escorts those invited to a small shrine within the priory.

The Queen prays for several hours. Those praying with her may leave at any time, those not praying may busy themselves as they please. When finally the Queen ceases her prayer she says this:

"Jesu has shown favor upon your adventure good Sir Knights. In his name I bid you go to the Forest of Arroy and there seek out the Castle of Hautdesert. He that dwells within is your gate to the prize you seek, the whetstone of Tudwal Tudclud."

Player knights now have the benefit of knowing what they're looking for and where to look. In addition, any knight who spent the whole time praying with the Queen of the Wastelands gets a Pious check and finds his wounds totally healed. Those who did not can be allowed a Pious roll. If successful their wounds are healed as well (this goes for those who never did any praying as well as those who left before the prayer was

the Queen of the Wastelands

what the Queen knows...

...about the dark abbey

...about King Pellam

...about the lion and serpent

...about the Sluagh

an invitation to prayer

any knight who stays receives a PIOUS check

HEALING for PIOUS knights

PIOUS rolls

a gentle night

travel south

finding Hautdesert

a week of travel

possible encounters

the castle

COURTESY roll

done.) This effect is not applied until after the knights have left the priory.

Having obtained the information the knights can leave the priory or ask the Queen to let them stay the night. The Queen will grant this request, though the knights must all sleep on the floor of the small building. The Queen has some very meager fare she gladly shares with them. She is a very holy woman, very chaste and any worldly behavior meets with her disapproval (e.g., trying to woo her, drinking to excess). The knights can not stay with the Queen more than one day.

After this encounter the knights turn their mounts south and head for the Forest of Arroy (with perhaps a diversion to see King Pellam). Assume they find their way out of the Wastelands in a few days and meet with no further encounters. Any knights who never got into the priory but stayed where they were meet their fellows the next day. This will be a sudden appearance by their friends, a reversal of what happened on their way into the priory (i.e., suddenly they are all together again as if they'd been together all along).

The Forest Arroy

If one of the player knights is from Cameliard he can guide the party to a small village at the edge of the forest. From there the party can get accurate directions to Hautdesert. If no knight is from Cameliard have them wander the land for several days, before happening upon this village. In either case, the villagers tell the knights that Sir Bercilak dwells at Hautdesert with his gracious wife Elavane. They know nothing about the whetstone of Tudwal Tudclud (*TEED-wall TEED-clid*).

The Forest of Arroy is deep, thick and full of enchantment. As the knights ride through its confines they hear strange noises — cries and whispers, bell-like music, screeches of strange animals — and catch glimpses of movement or light out of the corner of their eyes which disappears when looked on fully. Inform the players they get the feeling of being watched every so often, though no watcher is ever visible. Due to the terrain, the journey should take a week or more, the players generally having to walk their horses through the forest.

The gamemaster may if he wishes use the Dense Woodlands Encounter table from *THE PENDRAGON CAMPAIGN* to spice up the journey to Hautdesert, however again the suggestion is to give players a little break, they will need all their strength for what is to come.

Hautdesert

Hautdesert is a large, well-appointed castle with moat. When the knights first approach it, the drawbridge is up. They see no guards on the wall and must hail the castle to gain entry. Once they have done so, a porter appears and asks who they are and what they want. If their reply is courteous, (a Courtesy roll) the gate is opened immediately. If it is not the porter politely tells them to come back the next day. They will have to wait a full day before requesting admittance again, with the same results if their request is discourteous (after several days the densest party should get it, if not have them make Courtesy rolls to get in.)

Once inside the player knights are treated with great hospitality and of course, courtesy. They meet Sir Bercilak, a large man with a great beard and the manner of a true lord. They also meet Lady Elavane his beautiful young wife. Sir Bercilak immediately has the players fed, their horses tended, and their garments washed or mended as needs be. He then asks why they have come to Hautdesert (unless they have already told the porter the whole story). Sir Bercilak is very disturbed at mention of the whetstone of Tudwal Tudclud (*TEED-wall TEED-clid*). He does know its whereabouts, but he has promised to keep it a secret. On the other hand he has heard much about Sir Gawaine and would help if he could.

Sir Bercilak then invites the knights to stay at Hautdesert for the night, while he considers the matter. They may accept or reject this invitation as they will, but Sir Bercilak makes no decision that night. If they stay the night and one or more of the player knights decides to search the castle for the whetstone, let them try. They must avoid men-at-arms and servants in each room searched (DEX rolls vs. guards' Awareness (10) or servants' Awareness (6)). If they should be discovered, Sir Bercilak hears of it and charges them with a serious breach of hospitality. If they do not apologize for it (Humble rolls are needed) he has them ejected from the castle. Each knight searching the castle gets a Deceitful check whether caught or not. If the player knights simply enjoy the comfortable beds of Hautdesert the night passes uneventfully.

The next morning, Sir Bercilak is still undecided. He invites the knights to hunt with him while he further considers. At the same time, Lady Elavane asks if any of the knights would like to play chess with her, a game she is passing fond of. Players may freely accept either invitation.

Have all knights who hunt with Sir Bercilak make Awareness, Ride, Track and Lance rolls as unopposed resolutions. Any player who makes all four has performed well on the hunt and will be looked upon with favor by Sir Bercilak. (Alternatively you may play the hunt out more fully using the sample hunt in the *PENDRAGON* gamemaster's book as a guideline. If so, decide who has done well and who hasn't by what happens.) A player looked upon with favor is allowed a Just roll as an opposed resolution to Sir Bercilak's Arbitrary (12). If the roll is successful the player has convinced Sir Bercilak their quest is just, but Sir Bercilak will not give evidence of this (the gamemaster should make his roll secretly. Sir Bercilak will announce his decision to help them at dinner.)

If players opt to play chess with Lady Elavane, they must roll their Game skill as an opposed resolution to hers (the Lady has a Game skill of 15). For every roll they make they have won a game (they will have time for 1d6+2 games). For any game won, the player in question can try and convince her to intercede with her husband. To do this, they must make an opposed resolution roll on their Just trait, against her Arbitrary (10) just as hunting players do with Sir Bercilak. If a player is successful, Lady Elavane agrees to speak to her husband after they retire for the evening (she assures the players this is best).

When the day's activity is done, the hunters return to the castle and another hearty meal is served. If Sir Bercilak has been convinced to help by a player he announces this. If he has not been convinced, but Lady Elavane has, they must wait until morning for him to agree to help (Lady Elavane's intervention will assure this but the gamemaster should keep the players in suspense a little longer). If neither has happened, assume Sir Bercilak is "still considering." He invites them to spend yet another night at Hautdesert. The next day, repeat the hunt and the chess games (or substitute other courtly behaviors of your own) until Sir Bercilak is swayed.

Once convinced, Sir Bercilak tells the player knights the whetstone is in the Kingdom Inapercu. He can lead them there, but he dare not enter with them lest he fall prey to the vengeance of the lord of that kingdom. The reason, he explains, is that he promised to never tell where the

Sir Bercilak and Lady Elavane



Sir Bercilak
[+1]

player-knights search the castle

HUMBLE rolls

automatic DECEITFUL check

invitation to HUNT or GAME

unopposed AWARENESS, RIDE, TRACK, and LANCE rolls

JUST roll

the chess game GAME roll

JUST roll

dinner and possible decision

the next day

Bercilak reveals whetstone's location

player-knights must
take vow

into the Forest Arroy

Bercilak points out the
path

SQUIRE rolls, or
noise is made

possible
AWARENESS rolls

the music

FOLKLORE rolls

the Court Inapercu

whetstone is located or how to get to the Kingdom Inapercu. He insists that the knights also vow not to tell the inhabitants of his involvement. Once they so vow, Sir Bercilak leads them to the Kingdom Inapercu.

BACKGROUND NOTE: Sir Bercilak is the man who later in the Arthurian saga becomes the Green Knight, supposedly through an enchantment of Morgan Le Fay's. The aid Sir Bercilak gives to the player knights is the reason for this enchantment. If the gamemaster intends to build a scenario around the legend of the Green Knight he may use this assumption as he wishes.

The Kingdom Inapercu

With Sir Bercilak in the lead, the player knights travel many miles from Hautdesert into the thickest part of the Forest Arroy along a poorly defined trail. More than ever they feel the strange enchantment of the woods around them. Suddenly their horses become a bit skittish, whinnying and snorting, stamping the ground. Sir Bercilak turns, gestures for the players to halt. He points to a great oak before them and speaks:

"The Kingdom Inapercu lies just ahead. Keep to the path, and pass to the left of the great oak. Once you have done so, move as silently as you can, speaking no word and listening with all your heart for music such as you have never heard before. When you hear it, you will have reached the Kingdom Inapercu. Good luck and may Jesu preserve you good knights." Sir Bercilak moves swiftly away through the thick forest, saying no more.

To find their destination, the knights must follow Sir Bercilak's directions precisely — keeping to the path, moving as silently as possible and speaking no word until they hear the music. Should they fail to do so, they'll walk until the path dead-ends against a huge, toppled tree. Each knight must also roll his squire's age to see if the squire inadvertently speaks or makes a noise before the music is heard. If this roll is failed, when the knights do hear the music the squire in question is simply not be there and no one will have seen him disappear.

NOTE: If player knights move forward with their horses, the horses continue to whinny and snort and stamp, though they do allow themselves to be dragged along. The players trudge through the forest for some time, finding nothing but ever-deeper forest, until the way becomes thoroughly impassable. A kind gamemaster will give them an Awareness roll to realize their horses are making too much noise, before they reach the dead end. They will however have to go back to the great oak and start over again to find the Kingdom Inapercu (leaving their mounts there perhaps in care of one of the squires).

After walking a half-hour or so through ever-thickening forest, the knights hear a distant bell-like music. Once the music is heard, the knights and their squires may speak freely, but be wicked — don't tell them so.

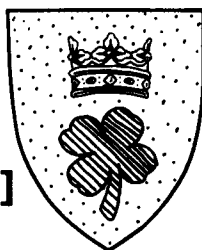
They follow the sound, getting closer and closer until suddenly, without knowing exactly how, they find themselves smack dab in the middle of the Kingdom Inapercu. Have each player attempt a Folklore roll, success indicating that that knight recognizes this as a faerie kingdom.

All around them are elfin knights and ladies, many astride gorgeous faerie horses. Spriggans stand watch (a Valor check is in order for each player knight); sprites flicker here and there; goblins scamper about. Dense forest has given way to a wide field on which scores of richly-hued silken pavilions stand. Here and there are patches of flowers large as trees and a golden glow seems to emanate from everything. The faerie



King Bilis

[+0]



King Bilis speaks
do the knights tell
King Bilis about Sir
Bercilak? If yes, then
DECEITFUL check
another DECEITFUL
check, for lying

the Quest revealed

an elvish problem

a beautiful guide

onward to the Giant's
lair

the Giant Sangnoir

music continues to play and the gathered assembly murmurs in a strange, melodious tongue; all eyes fixed on the knights. Suddenly the crowd parts, revealing a dais on which sits a handsome elf lord and a gorgeous elfin damsel. Both are attired in rich robes, thick as fur at one instant, ethereal and flowing the next. The elf lord makes a gesture of beckoning and speaks:

"Come forward Sir _____ (he addresses *by name* whatever player knight is in the forefront). Indeed come forward all of you, Sir _____, Sir _____ etc. (addressing each knight by name). " When all the knights are gathered before him, King Bilis speaks once more.

"It is not often that mortal men tread this path. Tell us how have you come to our realm and what you seek here?" Any player knight who tells King Bilis about Sir Bercilak receives a Deceitful check (for breaking the vow made to him). The knights notice a frown cross King Bilis' face when this information is passed, though he says nothing about it. Any knight who makes up a lie about how the realm was found likewise receives a Deceitful check (for lying to their host). The proper course is to courteously refuse to answer (e.g., "Forgive me my lord but I am bound to say nothing about how I came here.") Such an answer gets a the knight an automatic Courtesy check.

When the knights tell King Bilis they are seeking the whetstone of Tudwal Tudclud, he asks why (assuming they haven't already told him). Once told, the elf lord says the whetstone is indeed in his possession but the knights must do him a service in order to get it. He points to the damsel.

"My Lady Arawn's horse has been taken from her by a brute of a giant named Sangnoir who dwells within your world. Return the horse and you may have the whetstone. Do you agree to this bargain?"

Once the knights agree, King Bilis tells them the horse's name is Selemine and may be recognized by a star-shaped mark on her forehead. In order to waste no time, he will send one of his courtiers to guide them to the giant. He claps his hands and a breath-taking young elf maiden steps forward. She kneels to them, bows her head and in an instant is gone, in her place a small white bird flutters merrily in the air. The lord tells the player knights to follow the bird and she will lead them to the giant. If they think to ask to get their horses first, King Bilis grants this. If they don't they will have the unenviable task of facing a giant on foot. Either way the bird begins to fly away from the elfin assembly. The players have no trouble following and in very short order find themselves back in the familiar surroundings of the Forest Arroy, the Kingdom Inapercu vanishing as quickly as it appeared. If they asked for their horses the bird leads them there, then flutters onwards to the giant's lair. If not, the bird goes directly to the lair.

Sangnoir

The player knights follow the bird to the edge of the forest. There it stops and flutters before them cheeping. The knights can see a small hill about 150 feet high some 200 yards away. There is a large cave mouth halfway up this hill. A narrow path, big enough for no more than two horses abreast, leads up to this cave. All around the cave are bones and skulls, some human but most are horse. There is a fire burning in a firepit just before the cave. When the bird is convinced the players have seen the cave mouth it flies off.

Even as the bird goes, a monstrous figure emerges from the cave, the giant Sangnoir. He has a horse's head impaled on a stick, fortunately the horse is not Selemine (it has no mark on its forehead). Sangnoir squats down before the fire and begins to roast the still-bleeding head. He hums a tune in a growly voice as he cooks his repast.

Determine the statistics for Sangnoir in this manner: If there are 4 or fewer player knights use a normal giant, if there are 4-6 use a large giant, if there are 6 or more use a huge giant. Describe his height accordingly.

There is no way to reach the cave except via the path. A knight might conceivably climb the rocky hillock and come up behind the cave, however the climb has a difficulty of 20 (roll as opposed resolution vs. DEX). This roll should be made five times, each time assuming a distance of 20 feet traveled. Any player who fails a roll takes appropriate falling damage and makes enough noise to alert Sangnoir.

Player knights cannot approach the hill on horseback without alerting Sangnoir. They can sneak close to the path on foot, rolling their DEX as an opposed resolution to Sangnoir's Awareness (8). If they succeed they have reached the path and can hide behind rocks around its base. However once knights start up path, Sangnoir is alert to their presence when they are halfway to him (he will actually smell them).

If all the knights boldly ride forth to combat the giant, he immediately looks, rises and steps to a pile of large rocks which he begins hurling at them. He can easily hurl these as far as 150 yards. They do half the giant's normal damage and he can throw one a round. He throws them with a skill of 10. Any hit knocks a knight off his horse. Armor reduces damage. If any knight should reach the giant, he takes up his huge club and fights normally.

If two or fewer knights ride forth, Sangnoir comes halfway down the path looking all over until he is convinced there are no more knights in hiding. For this purpose he makes an Awareness roll (8). If successful, he spots the others, returns to his cave and starts hurling rocks. If not he waits for the knights to get to him, then fights normally. If he kills one knight and the other flees, he pursues him in the manner described below.

If only a single knight rides forth to challenge him, he takes up his club and after making an Awareness roll to check for an ambush charges the knight (unless he spots an ambush as above). If the knight rides off, Sangnoir pursues for 1d6 rounds, then returns to the cave. A fleeing knight must make a Ride roll to do this brave deed, if he fails it he falls off his horse. If he rides he escapes the giant's clutches. The knight may still fight Sangnoir in the normal manner and the other knights have an additional 1d6 rounds to do something after this combat is resolved (Sangnoir will be looking for the knight's horse).

If all knights are on foot, the process is much the same, however Sangnoir does *not* pursue a single knight on foot (it is the horse he wants more than the knight — he has a fondness for horsemeat).

Once Sangnoir is off his hill and fighting or pursuing a knight, other knights on horseback can easily ride into the fray and cut him off from his lair.

Sangnoir does not waste any time in idle speech with knights. He is a nasty, horse-eating giant who hates all men and whose only pleasure is to kill any who dare cross his path.

Once Sangnoir is killed or diverted, player knights may enter his lair.

NOTE: role-players being what they will (even in PENDRAGON) a player might suggest one of the squires divert the giant. The chosen squire's player should roll his squire's age to see if the squire complies. After all, this is not within the normal purview of a squire's duties. If a squire is chosen for this job, the knight suggesting it should get an automatic Cowardly check, as should all players who agree.

The knights may decide to wait for darkness to confront the giant, or perhaps withdraw if the battle goes badly and return after dark. In this case Sangnoir's Awareness should be reduced by 2. However Sangnoir will never leave the cave area after dark, waiting for enemies to come to him and his handy pile of rocks. He may fall asleep however, in which case the knights could sneak up on him on

to sneak-up on the cave — five DEX rolls vs. difficulty 20

to sneak close to path — DEX rolls vs. Sangnoir's AWARENESS 8

the Giant's tactics against many knights

the Giant's tactics against a few knights

the Giant's tactics against a single knight

against knights on foot

the death of Sangnoir

other options, including possible COWARDLY check

The Lair of Sangnoir

Sangnoir's lair is nothing but a filthy cave. It smells foul. There are more bones and a few horse carcasses hung around the walls. At the back of the cave is a large pen in which there are 1d6+4 horses of varying types. These horses can be heard whinnying when anyone is within 10 feet of the cave's mouth.

Among the penned horses is Selemine, the faerie horse of the Lady Arawn. It is obviously different from the others: its forehead marked with a star-shape; its coat is brilliant; its mane feathery and ethereal. Use faerie horse statistics from *THE PENDRAGON CAMPAIGN*.

Selemine immediately attacks anyone who approaches her and if she can, tries to bolt out of the cave and escape. The gamemaster should decide on her success depending on the circumstances (e.g., have the players opened the pen, have they released the other horses etc.) Knights on horseback can block the path. Selemine will not fight other horses but also will not allow herself to be approached. Have all players make Folklore rolls. Any successful roll reminds a knight of an old tale that says a whip of rowan can tame a faerie horse. There are rowan trees growing nearby and such a whip can be easily obtained. With this in hand, any knight can easily approach Selemine and handle her, even to the point of riding her. Should all such rolls fail, the gamemaster may allow a knight to try and calm the horse by making a successful Ride roll. In this case, the knight still cannot ride Selemine but can lead her (an attempt at riding Selemine will automatically dump the knight on his duff).

Once Selemine is subdued, the knights need merely follow her. The faerie horse unerringly rides back to her mistress, even with a player knight mounted on her. The players need follow no special procedures to again enter the Kingdom Inapercu, and this time they may even ride their horses in. If Selemine escapes, she goes back to the Kingdom Inapercu. Assume the players can find it as they did the last time. They will still get their reward as described in the next section, though they should get less Glory for this particular adventure. If the players do not think to go back to the Kingdom, give them a Folklore roll to get the idea. If it fails they have failed.

NOTE: The gamemaster may decide to put some items of interest in Sangnoir's lair, if he wishes. Also keep in mind that if the giant has merely been diverted he returns to the lair very shortly and they will have to contend with both him and the recalcitrant faerie horse.

The Return to the Kingdom Inapercu

There is much celebration in the Kingdom Inapercu when the players return with Selemine. King Bilis wants to hear all about their battle with Sangnoir and praises them mightily. Lady Arawn thanks them with all her heart, tears in her eyes. The player knights are invited to a grand feast of celebration, an invitation they may accept or decline.

If they decline, King Bilis gives them the whetstone of Tudwal Tudclud, thanks them again and bids them farewell. He also tells them to beware of Morgan, for she is the one responsible for the coming of the Grey Knight and may try to stop them (this warning should be given at the feast if players do not decline the invitation). Once thanked and warned, they may ride off, the Kingdom Inapercu disappearing behind them almost instantly.

If they accept the elf lord's hospitality, he does not give them the whetstone but there will be a grand elfin feast with exotic foods, heady

**inside Sangnoir's
cave**

the horse Selemine

to catch the horse

FOLKLORE rolls

RIDE roll

return to Inapercu

FOLKLORE roll

**invitation to an elfin
feast**

**decline the feast,
receipt of the
whetstone, a warning,
and departure from
the faerie kingdom**

wine and ale, music and dancing far into the night. Player knights might contest in arms with elfin knights or woo comely elf maidens as they will. Any knight who does try and woo an elf maid need merely may a successful Lustful roll to spend a most exciting evening. Such a knight should also roll on the Childbirth table to see if the union produces a child. If this happens, the gamemaster should make a note of it and use the occurrence for later episodes. In addition, give the player a 3d6 Amor for the maiden in question.

Eventually the weary knights fall fast asleep and the next morning they awake to find themselves in the midst of the Forest Arroy. There is no trace of the Kingdom Inapercu, however the whetstone is clutched in the hands of one of the knights.

It is up to the gamemaster whether the player knights will ever be able to find the Kingdom Inapercu again. Remember that such places muddle the senses of knights, though allow them to remember enough to tell grand stories in court. Also, if the knights should be foolish enough to somehow offend the elves (e.g., trying to steal something from them) they should pay a heavy penalty — if not immediately, then sometime later in the campaign.

SPECIAL NOTE: THE WHETSTONE OF TUDWAL TUDCLUD — *this magic whetstone has great power. Any knight who uses it to sharpen his sword makes a Valor roll. If it succeeds, any hit made immediately kills the person or creature wounded, assuming the hit penetrates any armor. If the hit fails to penetrate armor, the target takes no damage at all. The result of this roll lasts only until a hit is made (whether it kills a foe or leaves him laughing). After this, the knight must resharpen the sword with the whetstone. Let players discover this power for themselves. Obviously a knight in combat cannot take time to sharpen his sword with it. The gamemaster must keep track of all sharpening attempts and their results. Sharpening is not cumulative, no matter how many times a player uses the whetstone, its effect lasts only until the next hit with the sword is made. The whetstone may be used to sharpen weapons other than a sword at the gamemaster's discretion.*

The Journey Back

The player knights have hardly begun the journey back when a violent storm begins. They are lashed at by rain, branches whip around them, and the wind howls. So intense is the storm their movement is drastically slowed. Have all players make an Awareness roll — any who succeed realize this is no ordinary storm. Folklore rolls may then be attempted, success indicates the knights recall the tales of pagan witches able to brew up such storms. The only solution that any knight can recall is to invoke one of the Pagan gods, Beli Llud or Mannanan for example. If a Pagan knight wants to attempt this he must roll both his Piety and Worship. If both rolls are successful, the storm stops after a day. If not the storm blows for 1d6 days. During that time the knights may not travel at all for half of each day.

After a day or so, the storm blows away and its once again gorgeous spring. The knights press on toward their objective. They pass out of the Forest Arroy, perhaps onto a nearby Roman road. Ahead of them should be the Forest Sauvage or the Forest Dean.

NOTE: *The 42 days given to complete this quest is not really enough considering the distances the knights must travel. The gamemaster should be*

acceptance of feast invitation, LUSTFUL rolls, check CHILDBIRTH table

AMOR passion

a night's sleep, awaken in the Forest Arroy

Gamemaster Note: who sharpens their blades:

a storm breaks

**AWARENESS rolls
FOLKLORE rolls**

**pagan PIETY and
WORSHIP rolls**

leaving the Forest



Morgan's glamour

SUSPICIOUS rolls to
reveal glamour

vague about time until they have the whetstone then declare that they have only a few days left. If the player knights are well ahead of schedule, Morgan will cast a glamour that subtly alters the terrain around them. The knights will believe they are travelling on the Roman road to the court city, when in reality they are merely going in circles in the Forest Dean or Forest Sauvage. It is likely they will realize after a time that something is wrong (e.g., they will not pass any towns or villages or any of the landmarks that should be on the road). When any player raises the question have him make a Suspicious roll. If successful the knight sees through the glamour. He may then pass on this information to his comrades, allowing them Suspicious rolls to also throw off the glamour. If a roll is unsuccessful the knight continues to see the illusionary terrain and may very well think his comrades mad. Whether or not the knight "humors" his crazed companions or splits from them to follow the illusionary road is up to the player. If the player knights don't notice something is wrong, they get no Suspicious rolls. The glamour will persist as long as necessary to slow the players' progress. They will make it if they survive all the perils on the journey, but should arrive back at court only in the nick of time.

The Witch Gilegra

a maiden in distress

the bandits flee

TRACKING rolls to
find bandits

once captured,
knights must use
torture to make bandit
talk (**CRUEL** vs.
MERCIFUL)

The player knights hear a woman's cry on the path ahead of them. As they proceed forward they see a young, dark-haired woman, a maid of about 15. She is being assaulted by five surly-looking men armed with bows and swords. If the knights do not immediately charge, the woman cries to them for help. If the knights challenge them, the ruffians tell them to buggery off and not bother real men at their play. This is more than an excuse to massacre the varlets. Three of the men loose arrows as soon as any knight begins a charge. Once knights close the bandits run. The knights have time for about one swipe or lance thrust at each villain before they scurry away into thick brush and vanish. Horses must be abandoned to pursue, but so quickly do the men move that player knights must make Tracking rolls to catch them. Any knight who does may find and corner one of them. They fight to the death, using swords. If knights do manage to capture one they may, if they wish, torture him to get him to reveal that he was sent by Morgan (this is the only way a bandit will reveal this). To do so however, the knight suggesting torture must make a successful Cruel roll as an opposed resolution to a Merciful roll (torture



is not chivalrous).

Once the bandits are taken care of, the knights may see to the maid. She says her name is Gilegra and she is trying to reach King Arthur's court to beg a boon of Merlin. Her father is very ill and is an old friend of the court mage's. She asks the knights to accompany her there, fearing that more bandits lurk in the forest. Any knight who declines should be reminded of how unchivalrous such behavior is and perhaps lose Glory for it.

Gilegra is in reality a raven witch (use the raven witch statistics from *THE PENDRAGON CAMPAIGN*). She has been sent by Morgan le Fay to surreptitiously steal the whetstone from the player knights. When the knights encamp for the night, she waits until all are sound asleep, then goes to the one who has the whetstone and carefully awakens him. She asks the knight to accompany her into the woods, claiming she must deliver a secret message from Merlin. Her innocent dark eyes fix upon the knight, and before he can consider it he follows her (the player may take a weapon only if he had one strapped on, otherwise he doesn't think of it — there is magic at work here).

Once some distance away from the main camp, Gilegra tells him that Merlin is concerned about the treasure he carries. He sent her to examine it, and if it is the correct treasure he will take steps to get the knights back to the Court city in time. she could not say this openly, for dark enemies watch them. She will not name these enemies.

Have the knight attempt his Trusting vs. his Suspicious as an opposed resolution. If Trusting wins out, he hands the whetstone to her. If Suspicious wins he may decide to do so or not.

If he hands her the whetstone, she takes it, steps away from the knight and begins transforming into a giant raven. The knight has one round to take action before this transformation is complete. He may strike at her if he has a weapon or attempt to grapple her, making his DEX as an opposed resolution to hers (25 in transitional form). He may also shout out to his comrades at the same time, in which case give them an

**Gilegra's plight —
possible loss of glory**

that night...

...Gilegra's plot

**TRUSTING vs.
SUSPICIOUS**

**the witch transforms
the knight may attack
the witch by making
opposed DEX roll vs.
Gilegra's (25)**

**AWARENESS rolls
for other knights to
waken**

**the warrior woman
attacks**

her tactics

**if she escapes, is the
scenario over?**

**AWARENESS rolls to
spy ambushers**

**RIDE rolls to chase
down ambushers**

**TRACKING rolls to
catch them on foot**

arrows fly

continuing ambushes

Awareness roll to awake and rush to his aid (if successful they arrive just as her transformation is complete). In her transitional form consider her to have 15 Hit Points and no armor. It takes her but one round to transform fully, at which time she tries to fly away with the whetstone. However if the knight hits her she drops it. If he successfully grapples her, he must make his STR as an opposed resolution to hers (15) to hold her. She pecks at him to try and get free. If she drops the whetstone she attacks the player once with a peck, grabbing it if he is incapacitated by her attack. Otherwise she flees in raven form.

If the player does not give her the whetstone, she shrieks; drops her guise as innocent maiden and becomes the armed and armored woman she really is. She attacks the knight with her sword (12 skill, 4d6 damage). This attack is so sudden the knight cannot counter-attack until the next round, but may dodge the blow. She continues attacking until she kills the knight or knocks him unconscious, then snatches the whetstone and begins her transformation to raven form. However, each round of combat gives the other player knights an Awareness roll to join the fray. Once she has successfully transformed into a giant raven with the whetstone, knights have only one round to strike at her or grab her before she flies away. Again if she is hit, she drops the whetstone. She flees if facing more than one knight. If killed or knocked unconscious she becomes the armed and armored woman.

If no knight stops her, she gets away with the whetstone. The gamemaster can either consider the scenario over (the knights have failed) or have them find a forester the next day who has the whetstone (assume that he shot at the raven and hit it). He will gladly turn it over when the knights explain its importance.

NOTE: If somehow captured Gilegra will escape via spell. This automatically succeeds.

Ambush

The player knights continue onward, probably somewhat shaken from their encounter with the witch. As they ride along, have them make Awareness rolls. If any succeed, they spy movement in the woods and realize there is an ambush ahead. They can avoid the ambush by either turning aside or charging the ambushers. In either case the ambushers will flee into the woods. Knights must make Ride rolls to chase them down — any success means a knight has caught an ambusher and can strike at him. If knights opt to chase them on foot, Tracking rolls are necessary to catch one. These rolls must be made each round to strike at an ambusher. Any failure in either case means the ambusher the knight is chasing has disappeared. The ambushers are only concerned with getting away and fight back only if cornered (with Swords 10). Use "bandit statistics" for the ambushers.

If all players miss their Awareness rolls, they ride into the ambush. There will be two volleys of arrows launched by the ambushers, from behind. There should be two ambushers for each knight, thus a total of 4 arrows will be lofted before they can react. The ambushers are going for the horses with the first volley, the knights with the second. Any horse hit requires its rider to make a Ride roll or fall off the horse. The ambushers will immediately flee into the woods after firing. They can be chased down as above.

These ambushes continue, one each succeeding day, until all the ambushers are dead, or the party is within a day of their objective. If any ambusher is caught, they should be treated as the bandits were in the encounter with Gilegra (i.e., they were hired by Morgan but only torture will make them admit it). The gamemaster should keep track of each ambusher killed.

NOTE: the ambushes are meant more as harrassment than anything else, the gamemaster should pull no more than one per day, just to keep the sense of jeopardy. Do not add ambushers, this band has been hired by Morgan to succeed. They fear her wrath too much to stop until they are all dead.

The Final Night

The knights are one day away from court when Morgan unleashes her final attempt at stopping them. This attempt should come in dead of night. It begins with a low growl that alerts all player knights and allows them to reach their weapons. They then find themselves facing the huge glowing eyes and snarling fangs of a barguest. (If a knight decides to try and don armor at this time, keep him out of the melee for an appropriate amount of time).

The barguest begins its attack by trying to bite at the holder of the whetstone. On subsequent rounds it alternates by trying to use its stare against one knight who does not have the whetstone (cutting down the odds), then biting again at the one who does. Should it make all knights flee, it concentrates on killing the whetstone holder.

The barguest must be slain with a single blow and this is unlikely unless the player knights can succeed by using the whetstone. The gamemaster should keep track of who has successfully sharpened his blade with it before this encounter begins. Since the whetstone holder is being attacked he can only use the stone when the barguest is using its stare attack.

If the barguest does kill the whetstone holder, he grabs the stone in his teeth (tearing the holder to pieces to get it if necessary) and flees. Hopefully the players will kill it before it does so, but if not the scenario is over and the knights have failed. Keep in mind that if a single blow does not slay the barguest, it transfers the damage done to the attacker. If the barguest is slain it will crumble into dust and blow away as an eerie howl cuts through the night.

a barguest

the barguest's tactics

how to kill the monster

if the monster kills the whetstone holder

Pentecost

The morning after the incident with the barguest, inform the player knights that it is Pentecost and they must ride furiously if they are to arrive at court on time. No matter how fast they ride, the battle between Sir Gawaine and the Grey knight is already underway by the time they get there.

The Court city is even more choked with people than for a tournament, however the mood now is funereal. The knights must push and shove their way to the tournament field which is thronged with on-lookers. To get anywhere close, they must dismount and shove their way in. The sounds of battle ring out as they hurriedly proceed. No one attempts to stop them, though one knight or another may mark them for future challenge. Any cries they make are ignored, for all attention is on the combat.

The player knights eventually push their way to the forefront. On the field Sir Gawaine and the Grey Knight have at each other. Arthur watches from his dais, and Lady De Vance and her dwarf servant are off to one side, also observing. Gawaine's squire Eliezar also watches, his face pale. Sir Gawaine is bloody from many wounds, only his great strength is keeping him alive. The Grey Knight has obviously also been wounded frequently, indeed almost butchered. His armor is dented and strips of flesh dangle from his body. Yet there is no trace of blood on his

the player-knights arrive just in time

the crowds at the Court city

to the field of combat



person. Then as players watch, Sir Gawaine delivers a mighty blow to the Grey Knight's head. The blow knocks off the Grey Knight's helmet and a collective gasp rises from the crowd. It is suddenly obvious that the Grey Knight is a dead man. His face is clammy white, there are worm holes in the flesh, his eyes are sunken into their sockets. All is suddenly still and silent, no one moves, no one speaks. Then all hear Arthur's voice proclaim "King Ryons!"

If player knights don't know who Ryons is, let a nearby knight mutter "Arthur's greatest enemy. Yet was he not slain?"

While the shock of the revelation sinks in, ask the player knights what they intend to do. They must get the whetstone to Gawaine and insure him time to use it. However, remind them this is an affair of honor. Their interference will not be tolerated. Once reminded, the player knights have basically three options:

1. One or all of them may race onto the field and attack Ryons. Ryons will return the attack. Even if a player knight has successfully sharpened his sword with the whetstone, he must do enough damage to pierce Ryons' armor with it. Assume Ryons' armor to be enchanted and able to turn 30 points of damage (remember that Gawaine's damage is about 11d6 at this moment, the only reason he has wounded Ryons). Should a player knight somehow manage to kill Ryons, he is banished forever from the land for he has soiled the honor of the King through this interference. However since its unlikely a player can kill Ryons, this ploy will disrupt the combat enough to allow one of them to pass the whetstone to Gawaine and bid him quickly run it along his sword. The player knights get only one round of combat with Ryons before Arthur commands them to leave the field. This command is supported by several dozen men at arms with greatspears who march the players away.

2. The second option is for the player knights to step forth and demand the fight be stopped. Men at arms move toward them as the King angrily asks why they so disrupt the duel. Again, this gives one of them enough time to slip the whetstone to Gawaine. However the King does not listen to the player knights and once more they are escorted away in disgrace.

3. The third option is for one or more of the knights to approach Eliezar, Gawaine's squire. They can then tell him about the whetstone. He, with proper courtesy, is able to stop the fight long enough to get the whetstone to his master. This is by far the best option, since it will not disgrace the players.

The players may of course come up with other schemes and the gamemaster should adjudicate these as he thinks best (e.g., they might choose to attack Lady De Vance, Ryons will certainly go to her aid). The player knights will not be able to get close to Arthur or Merlin or anyone else influential. The important point is whether or not the players disgrace themselves in whatever attempt they make.

Once Gawaine has the whetstone, he need not make any Valor roll. He will continue the battle, perhaps being wounded once or twice more until finally he unleashes a tremendous blow. It pierces Ryons chest and with a look of surprise the dead King suddenly crumples and falls. Worms erupt from his flesh, there is a terrible stench and in an instant the only thing left is an empty suit of armor. Bloody, but unbowed, Gawaine lifts his sword high and proclaims: "The truth has been proven. Hail Arthur Pendragon, rightful King of this shining realm". Lady De Vance in utter shock rushes to the empty armor and cradles it in her arms, tears streaming down her face. Her dwarf servant attends her. From the gathered on-lookers a mighty cheer rises, "Hail Sir Gawaine, the King's Champion". The cheer continues to grow, until suddenly Gawaine sags and falls. His squire and several men rush to him and carry him from the field. The player knights can only look on amidst the vast confusion, however if they make Awareness rolls and succeed they see Merlin appear beside Gawaine and take the whetstone from his body.

41

Gawaine delivers a mighty blow

the Grey Knight revealed

the players' choices...

...all attack the Grey Knight

...they demand that the fight be stopped

...approach Gawaine's squire

the fight ends

Merlin appears again

Aftermath

disgraced knights

**rewards for
successful knights**

**do the knights accuse
Morgan?**

**Merlin listens to the
knights' tales**

**Gawaine and the
Orkney clan**

**shadows of future
adventures**

**Ariette looks for a
husband**

Fear not noble knights the good Sir Gawaine lives, though he will be a long time recovering. Needless to say, he is also most grateful to the player knights, as is Arthur himself.

However, if in their triumph the player knights have managed to disgrace themselves, they must appear before the King and his knights to account for it. Of course, the Court is disposed toward leniency considering the circumstances. Still, the gamemaster is encouraged to give the players a few uncertain moments before they are exonerated (the only exception is if they did kill Ryons, this is not a victory — it is a failure and they will be banished for it).

If the players did not disgrace themselves whatever rewards the gamemaster deems appropriate, perhaps including seats at the Round Table.

If the player knights publicly mention Morgan's involvement in the affair they are skating on thin ice. Accusing the King's sister at this point in the saga is not taken lightly. The knights have no real proof, except the word of elves (if they managed to capture an ambusher or bandit who talked, that person dies by magic long before he can confirm it). Such knights are marked by Morgan for future vengeance (what form this takes is up to the gamemaster) and are not granted seats at the Round Table, if they were in line for them. However if the players use discretion and mention Morgan's involvement privately to Sir Gawaine or Merlin or even if possible to Arthur himself, they do not suffer because of it. Morgan will not be dealt with of course — Arthur will not want to believe such a tale. However the player knights have done their duty and it may net them some aid in future tales.

Merlin is very interested in all of the player's adventures, particularly their encounter with the lion and the serpent. He does not give them back the whetstone and before long, he will disappear from the saga forever, taking all the Thirteen Treasures of Britain with him.

As for Gawaine and the rest of the Orkney clan (with the single exception of Agravaine), they are firm friends of the player knights from that day forward. The gamemaster is encouraged to use this friendship to engender other scenarios (it could be quite an interesting twist for the players when Sir Lancelot arrives).

Keep in mind also that this tale foreshadows many events to come, the Grail Quest, the coming of the Green Knight, Mordred's treachery etc. Use these at your discretion to color the player knight's progress and involvement as the campaign continues.

Finally, Glory! The player knights should get plenty of it for surviving and successfully completing this adventure. Look to the Glory section for a complete breakdown of the points that can be gained through participation in this adventure.

Ariette's Final Bid

If the player knights succeed in their quest, Ariette's earlier flirting blossoms into infatuation. She wishes to marry and begs one of Guenever's favored maids to put in a word with the Queen. In the heroic glow of the quest's success, King Arthur successfully urges the Count of Gloucester to marry the damsel to the knight. The new husband acquires the honors of her father's position, becoming a banneret — a great success.

Enclosed among the handouts is a two-sided land record for her property, ready for use. Just tear is out and hand it to the player. The

knight has the choice of impaling his arms with hers, and a male heir to that property would thus bear quartered arms.

Also included in Ariette's character sheet. Give this to someone other than the player of her husband, perhaps played by the gamemaster if he is an expert in *fine amor*. She is the perfect candidate to be the paramour of some romantic knight.

What If...?

...the player knights don't succeed? In this case, the gamemaster has two options:

Gawaine is killed and Arthur's honor is soiled. This option is undesirable, it takes a fabulous Star Knight out of the game and colors the "bright" phases of the saga.

Alternatively, merely assume that another knight completed the quest they failed. Sir Tor or Sir Griflet are both likely candidates. Naturally the players (if they are alive) lose the Glory and the great honor and contacts they would have made. Alas, those are the fortunes of errantry.

Glory

According to the Glory formula given in *THE NOBLE'S BOOK*, Glory awards for *THE GREY KNIGHT* are as follows:

Glory for Specific Foes and Incidents:

Agravaine Beating

Peasant — players who actively stop the beating of the peasant should get 5 points of glory each (it is a trivial incident), however as a group award them 100 points (since it was instigated by a major knight). The group award may be modified by plus 5% for Chivalrous intentions, making it 105 points total. Total: 105 plus 5 per involved knight. If Agravaine is fought and defeated add 50 points to the knight who defeated him.

The Food-splattering

Incident — Subtract 5 points of glory from any knight who fell off his horse. You might award glory for any knight who challenges Sir Kay rather than take his tongue-lashing (5 points).

The Feast — Again Sir Kay - 10 points of Glory is awarded any knight for whom Gawaine intervenes with Arthur in the matter of Kay's food-splattering.

The Conversation between Sir Graid and Sir Cynwal

— 5 points of Glory is awarded any knight who does not deign to judge the King at the King's table.

Tournament Day — Glory should be awarded as per the Glory table for foes defeated in the jousting or as the

Workspace

Ariette's character sheet and land record

Gawaine killed?

other knights succeed in Quest?

result of a challenge. Star Knights involved may be: Sir Gawaine (300), Sir Kay (200), Sir Agravaine (50), Sir Gaheris (100), Sir Tor (200), Sir Griflet (200). These totals are roughly based on Glory given in the Characters Book from *PENDRAGON*, modified by year given (i.e., the year of the scenario is 515 and the given glory for the Star Knights Glory is their glory in later years.) Other knights jousted net standard awards for Average, Good and Excellent Knights.

Wastelands: The Dark

Abbey — Brother Taman, if defeated in his panther form is worth 150 points total to all involved in his defeat (he's a dangerous, exotic monster). Theodora the succubus is likewise worth 150.

The Guardian of Olbray

— If Sir Vardilain is defeated he's worth 100 points (Excellent Knight). If his loyalty is respected and the knights aid him by somehow getting him relieved from his post, give each knight involved 20 points of Glory (Note: This means somehow informing King Pellam. A knight's squire could be sent to do so, after the Queen has told them where Carbonek is. The Glory should go to the knight who sends his squire or to any knights who volunteers to do so. A knight who rides off himself should get 50 Glory).

The Lion and the

Serpent — These creatures count as legendary Creatures (200). However if the lion is defeated and the serpent is not, players involved should lose 200 points (divided by all involved) and gain nothing. If

the serpent is defeated they get 200 Points. If both creatures are attacked and defeated there is no loss or gain. Though this somewhat contravenes the normal procedure of Glory Awards, it reflects the importance of these creatures as symbols.

The Host — Anyone who does not deny the quest and survives the onslaught of the Sluagh should gain 100 points. Those who deny the quest lose 100. A knight who goes unconscious from the attacks, but did not deny the quest still gains 100.

Hautdesert — Knights may wind up fighting men-at-arms. Each man-at-arms defeated is worth 6 Glory points. However knights who are caught sneaking about the castle should lose 10 points of Glory for violating the laws of hospitality.

The Kingdom Inapercu

— If knights are dumb enough to get into a fight it will be with elf knights, spriggans and the like, Glory should be awarded as necessary. Count elf knights as Excellent Knights (100); spriggans are worth 75 points each, goblins and dwarves 30 and King Bilis 300.

The Giant Sangnoir — If defeated he's worth 150 if normal, 200 if large, 300 if huge (size dependent on number of players). This award may be modified by use of guile (minus 5% if he is tricked into a bad position). Alternately the gamemaster may judge that in this case guile was necessary and reverse the modifier to a plus 5%.

Selemine, the Faerie

Horse — The players should not be trying to defeat this creature, but if they manage it (i.e., kill it or drive it away) they should lose 100 points total (divided amongst all involved).

Return to Inapercu — If they return the faerie horse, it is worth 150 Glory total. If they stay for a feast and tilt with elf knights award Glory as appropriate.

The Witch Gilegra — If defeated in raven form, she's worth 100 points, if in armed-and-armored form 200. In either case she must be killed (since she will flee on her own if not). If she gets away with the whetstone, the party loses 200 points. In addition, as she begins the encounter in the guise of an innocent maiden, any knight who denies her aid should lose 20 points of Glory.

Bandits — Both those attacking Gilegra and those ambushing the party are worth 12 points each. These should be awarded only on the death or capture of one (since their task is to hit and run, "driving them off" is impossible).

The Barguest — This is a toughie, he's worth 150 points. However since the party has a magic goodie, these points should be divided amongst all who fought the barguest (in the event some knight kills it without use of the whetstone,

that player should get the 150 points for the kill and all other fighters should split an additional 150). Knights forced to run from the barguest's stare gain no glory.

End of the Quest — A knight who rushes in and strikes the Gray Knight with a sword successfully sharpened on the whetstone gains no Glory, but rather loses 100 points. This is because the knight has violated the honor of the field (even though

he's saved Gawaine). Likewise any knight who disgraces himself in this affair of honor should lose 50 points. These losses do not affect Glory awards for successfully completing the mission.

Mission Awards (group glory divided among all participants)

Mission Importance —

The purpose of the quest is not only to save the life of Sir Gawaine but also the honor and reign of King Arthur. As it is early in Arthur's reign, the challenge to his rule is even more significant. Thus the mission is of critical importance. Glory Award: 1000 points.

Instigator Glory — Though many people in the tale contribute to the player knights going on the mission, it is King Arthur's proclamation that gets it in gear. Glory Award: 500 points.

Observers — If the mission is successful, its culmination will be witnessed by all the major figures of Court and the tale will be widely told. Glory Modifier: plus 30%. Group Glory Total: 1950 points.

This may be further modified by the gamemaster for Chivalrous Intentions on the part of the player knights (defending the King's honor plus 10%). This award is at the discretion of the gamemaster and should only be granted if the player knights have shown themselves to be concerned with the King's honor (e.g., players who do not forgive him for the May Babies incident would not be undertaking the quest to defend Arthur's honor since they already question it.) If this award is given, Group Glory Total: 2100 points.

Modifiers to Mission

Awards — If a player knight does kill the Gray Knight, the mission is a failure (the honor of the King is still in question). Modify the Mission award by minus 33%. If the knights get the whetstone to Gawaine but disgrace themselves in the process modify the Mission award by minus 10% (unchivalrous behavior, if this minus is added, the basic 1950 points the mission is worth is reduced by 10%). If the knights never get the whetstone or never get it to Gawaine in time, they get no mission Glory.

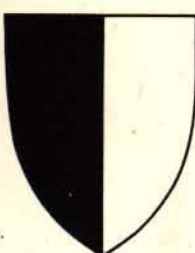
Sensitive Events —

Morgan's involvement shouldn't really prevent the knights from telling most of the story. However if the gamemaster judges they've held back a significant amount because of her involvement apply the usual -15%.

Other Possible Awards

— A knight who is totally unchivalrous to the Queen of the Wastelands should have his entire Glory award reduced by 10%. Conversely impressing her with chivalrous behavior should add 10%.

A player who tells King Bilis that Sir Bercilak showed him the way to the Kingdom Inapercu should lose 20 points of Glory.



YOU SHOULD KNOW these noble people by their arms. Some you can trust, while others are deadly foes. One is Arthur, king of all England, a good and kindly man. Another is the Grey Knight, a fearsome warrior and the King's dire foe. He challenges Arthur's right to rule and accuses him of murdering hundreds of children in northern England.

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